

Big Lists of Archetypes

Archetypes are a person's personal motivation. Their actions should coincide with their Archetype. Questioners should never leave something unanswered; protectors should never back down, etc. Why are you with the party? Why do you seek knowledge? What do you plan to do with knowledge?

Apathetic

This person does not care about anything or anybody.

Attention Seeker

A person who wants attention from others and will go to great lengths to get it.

Avenger

A person who seeks to right a wrong.

Care-Giver

A person who wants to take care of others.

Cavalier

A person who is both a Protector and an Avenger.

Conformist

A person who seeks nothing really, they simply follow the herd.

Driven

This type of person is goal oriented. They develop a goal and do everything in their power to achieve it.

Hedonist

Pure pleasure and only pleasure is what this person seeks.

Materialist

A person to whom objects and money are all that matter.

Nurturer

A person who seeks to "mother" those around them.

Pioneer

A person who seeks to be the first to discover, to invent, or to overcome.

Protector

A person who seeks to protect others for both external and internal forces.

Questing

A person who seeks answers, proof or some other quality.

Self Destructive

A person who constantly seeks way to endanger themselves, either for attention or death.

Sharer

A person who wants to share something with others, whether they want it or not.

Thrill Seeker

A person who seeks excitement.

Civilian Careers

College Life: Pre Med Degree

Starting Skills:

Medicine 2
Medical 2
Sciences (Choose) 4
Academic (Choose) 4
Elective 3

Career Bonus: Contact

Career Hindrance: Debt x2

Requirements: Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

College Life: Bachelor of Science (BS) / Bachelor of Arts (BA)

Starting Skills:

BS Skills	/BA Skills
Sciences (Choose) 5	/Sciences (Choose) 4
Academic (Choose) 4	/Academic (Choose) 5
Debate (Choose) 1	/Debate (Choose) 1
Arts (Choose) 1	/Arts (Choose) 1
Instruction 1	/Instruction 1
Elective 3	/Elective 3

Career Bonus: Contact

Career Hindrance: Debt

Requirements: Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

College: Associate of Applied Science (AAS)

Description: An Associate of Applied Science degree is designed to prepare the student for immediate work in a vocational, technical or semi-professional career. While providing the same level of education as a BA or BS, the AAS degree usually requires only 2 years; as opposed to the general 4 years for a Bachelors Degree.

Starting Skills:

Sciences (Choose) 3
Academic (Choose) 2
Elective 2

Career Bonus: May immediately begin a new career and gain all non-elective skills listed for that career.

Career Hindrance: Attitude – 1 Die Code, Debt

Requirements: Middle or Upper Lifestyle path for Stage 3 or a Background Event roll that allows for College Entry

Career: Artist

Job Description: Artists produce images that paint a picture, tell a story, evoke emotions, and create thoughts. Artists work in many mediums, some will choose a preferred method, but most will dabble in many forms. Some artists work for others by creating commissioned works, or works with specific guidelines and rules. Other artists work as pure creators of imagination, creating art for arts sake.

Starting Skills:

Arts (Choose) 2
Arts (Choose) 2
Craft (Choose) 1
Expression (Choose) 1
Career: Artist 2
Elective 2

Career Bonus: Contact

Career Hindrance: Debt

Requirements: Arts (any) 2

Career: Archaeologist

Job Description: Archaeologists in the US have a variety of job possibilities including museum work and curating, teaching, contract archaeology, or owner of your own firm. The normal work day can vary depending on the job you take, but many things are the same. A university professor may spend the day lecturing, analyzing artifacts in the lab, going to meetings, supervising students, writing up field work reports, or excavating. A museum director could very well spend the day doing the same things as the professor or have a public speaking detail to handle, develop and design new exhibits. As a person working for a contract firm you could spend the day writing up a report, analyzing artifacts, excavating a site or walking endless miles as part of a field survey crew locating archaeological sites.

Starting Skills:

- Academics: Archaeology 2
- Academics: Anthropology 1
- Academics: History 1
- Appraisal: Antiques 1
- Ride (Choose) 1
- Science: Chemistry 1
- Career: Archaeologist 2
- Electives 1

Career Bonus: Contact

Career Hindrance: Enemy

Requirements: Academics: History 3, Academics: Foreign Cultures 2

Career: Carpenter

Job Description: Carpenters work in all types of construction. Carpenters may build homes by erecting framework, walls, and roofs and installing doors, windows, flooring, and paneling. They may specialize in one phase of construction such as framing roofs or installing cabinets.

Starting Skills:

- Endurance 2
- Drive: Truck 1
- Engineering: Drafting 1
- Journeyman: Carpenter 2
- Finance: Accounting 1
- Career: Construction 2
- # Electives 1

Career Bonus: Strength +1 Die Code

Career Hindrance: Can not buy any academic, science or engineering skills

Requirements: None

Career: Charter Pilot

Job Description: Charter airplane pilots fly airplanes for the transportation of freight, passengers, mail, and other purposes. Most charter pilots operate small passenger planes along short domestic routes. Generally their flights are less than 4 hours round trip. There is no age or higher education requirement for flight status, although more and more corporate ventures are requiring them for legal reasons. It is not unheard of to see an 18 year old pilot with several years under their belts. When not flying most charter pilots teach at their local flight school to make ends meet.

Starting Skills:

- Pilot: Airplane 2
- Mechanic: Airplane 2
- Communication Systems: Radio 1
- Career: Aviation 2
- Electives 3

Career Bonus: FEAR +2, Vehicle (Airplane)

Career Hindrance: Debt, Poverty

Requirements: Pilot: Airplane 1

Career: Clerk

Job Description: General Office Clerks file documents, type letters and reports, operate photocopiers, deliver messages, and sort mail. They may also operate computer terminals to enter data, facsimile machines, word processors, and other types of electronic equipment. Some clerk's interview customers, clients, or job applicants, schedule appointment, provide information, and perform specialized tasks such as maintaining the payroll records, and keeping the books and specific types of office records.

Starting Skills:

- Administration 2
- Bureaucracy 2
- Computer Use: Windows 1
- Career: Clerk 2
- # Electives 3

Career Bonus: None

Career Hindrance: None

Requirements: None

Career: Dilettante

Job Description: While not as much as a true job, but more of a lifestyle, a Dilettante by definition is an amateur who engages in an activity without serious intentions and who pretends to have knowledge. More than that, Dilettantes are individuals who live off of money that either they already possess or belongs to someone else. They do not have a regular job or even duties that must be performed. They exist to experience life, not get bogged down in the details.

Starting Skills:

- Seduction 1
- Expression (Choose) 2
- Etiquette: Royal 1
- Gambling 1
- # Electives 4

Career Bonus: FEAR +1

Career Hindrance: Debt

Requirements: Charisma 2D6 or higher

Career: EMT

Job Description: Emergency Medical Technicians (EMT) respond to emergency calls to provide efficient and immediate care to the critically ill and injured, and transport the patient to a medical facility. EMT's determine the nature and extent of illness or injury and establishes priority for required emergency care, based on assessment findings, renders emergency medical care to adult, infant and child, medical and trauma patients.

Starting Skills:

- Medicine 1
- First Aid 2
- Medicine 1
- Career: Medical 2
- Streetwise: Urban 1
- Drive: Truck 1
- Electives 2

Career Bonus: FEAR +1

Career Hindrance: Debt

Requirements: First Aid 1, Medicine 1

Career: Factory Worker

Job Description: Factory Workers generally act as Assemblers and Fabricators. They produce a wide range of finished goods from manufactured parts or subassemblies. They produce intricate manufactured products, such as aircraft, automobile engines, computers, and electrical and electronic components. Assemblers may work on subassemblies or the final assembly of an array of finished products or components. For example, electrical and electronic equipment assemblers put together or modify missile control systems, radio or test equipment, computers, machine-tool numerical controls, radar, or sonar, and prototypes of these and other products.

Starting Skills:

Endurance 2
Drive: Truck 1
Engineering: Drafting 1
Journeyman (Choose) 2
Finance: Accounting 1
Career: Factory 2
Electives 1

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: FBI Special Agent

Job Description: "As the primary investigative arm of the federal government, the FBI is responsible for protecting the United States by preventing future terrorist attacks, conducting sensitive national security investigations, and enforcing over 260 federal statutes." (from www.fbijobs.com) In order to perform their duties, FBI agents also work with state and local officials in matters of joint interest. Several of the FBI's targeted activities are white-collar crime, public corruption, cyber-based attacks, civil rights, national crime organizations and more.

Starting Skills:

Career: Law Enforcement 2
Firearms: Pistol 2
Bureaucracy 1
Computer Use: Windows 1
Drive: Car 2
Endurance 1
First Aid 1

Career Bonus: Contacts, Alternate Identity

Career Hindrance: Can not let go

Requirements: BA or BS

Career: Government Employee (DMV)

Job Description: DMV workers must possess knowledge of the Motor Vehicle Code, of office operations and procedures and of computer concepts; they must also possess skills in basic keyboarding. Demonstrated ability to understand, explain and apply complex written material such as laws, rules, policies and procedures; to analyze records files and other documents to reach logical and legal conclusions; to accurately perform arithmetical computations and to balance and reconcile a cash drawer; to communicate in an effective, tactful and courteous manner which projects concern for both the client's welfare and the public image of the agency; to work cooperatively with others in a team style and to work under pressure during peak workload periods.

Starting Skills:

Administration 2
Bureaucracy 2
Computer Use: Windows 1
Career: Clerk 2
Electives 3

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: Hacker

Job Description: Hacker used to refer to a clever or expert programmer; it is now more commonly used to refer to someone who gains unauthorized access to other computers. Ethical Hackers work to make computers better through their abilities, while unethical Hackers use computers as a means to get what they want. Sometimes all they want is entertainment.

Starting Skills:

Computer Use: Linux 1
Computer Use: UNIX 1
Computer Use: AS400 1

Career: (Choose) 2
Technician: PC 2
Electives 3

Career Bonus: Money

Career Hindrance: Charisma -1 Step

Requirements: Computer Use: Linux 1 or Computer Use: UNIX 1, Technician: PC 1, Equipment & Wits D10 or higher

Career: Independent

Job Description: This is not a job. This is the career to choose when you do not have a job. This could represent any number of in-between positions, including temp work, Traveler, hobo, street person, welfare recipient, etc. Due to the lack of funds, there are fewer opportunities to improve your skills during this period.

Skills:

Electives 8

Career Bonus: Contacts

Career Hindrance: Poverty

Requirements: None

Career: Jail

Job Description: While no so much as a career as it is a lack of one, Jail time acts in place of a career or lifestyle path. When Jail is selected (or forced upon a character), replace the Lifestyle Path or Career with Jail and use its skill list to determine which skill the character gains. If Jail replaces a Lifestyle Path, then it is technically Juvenile Detention, however, if Jail replaces a Career it is considered a prison term.

Starting Skills:

Electives 5*

**if this is Juvenile Detention, the electives may be spent on Academic skills, however, if this is a prison term, the character can not purchase any Academics, Sciences or Engineering.*

Career Bonus: Contacts, Touch (Physical)

Career Hindrance: Enemy, Poverty

Requirements: none

Career: Journalist

Job Description: Journalists are writers who write for news organizations, including newspapers, magazines, and television news. Journalists may be employed by a specific organization, as a staff writer on a newspaper, for example, or may work "freelance"---selling their stories to news organizations as they write them. They gather information, prepare stories, and make broadcasts that inform us about local, State, national, and international events; present points of view on current issues; and report on the actions of public officials, corporate executives, special-interest groups, and others who exercise power.

Starting Skills:

Language (Choose) 1

Lock Pick 1

Video Systems: Satellite 1

Interrogation: Friendly 1

Career: Journalism 2

Streetwise: Urban 1

Drive: Car 1

Electives 2

Career Bonus: FEAR +1

Career Hindrance: Debt

Requirements: Intelligence D10 or higher and Contact or College BA

Career: Local Deputy Sheriff

Job Description: Deputy Sheriffs are uniformed sworn employees who enforce the law in the unincorporated areas of their county. Deputies perform a variety of duties such as respond to emergency calls, investigate criminal activities, patrol, provide assistance, and arrest those persons suspected of committing a criminal act.

Starting Skills:

Career: Law Enforcement 2
Firearms: Pistol 2
Bureaucracy 1
Computer Use: UNIX 1
Drive: Car 1
Communication Systems: CB 1
Locale Knowledge (Home County) 2

Career Bonus: Contacts, Wits +1 Die Code

Career Hindrance: Cautious

Requirements: none

Career: Paralegal

Job Description: While lawyers are ultimately responsible for legal work, they often delegate many task to a paralegal. A paralegal, often called a legal assistant, perform many of the same tasks as lawyers. However, they are explicitly prohibited from performing duties which are considered to be the practice of law (example; setting legal fees, giving legal advice, and presenting cases before a court). Probably a paralegal's most important task is helping lawyers prepare for courtroom and corporate meetings. It is a paralegal which investigates the facts of a case. They also identify any laws, decisions, articles, and other materials which might be relevant to a legal case. Once a decision has been made to proceed to court, paralegals often help prepare the arguments, draft any pleadings and motions to be filed with the court, obtain affidavits, and assist attorneys during trials. In addition to court related assignments, paralegals can also help draft contracts, mortgages, separation agreements, trust instruments and may assist in preparing tax returns and planning estates.

Starting Skills:

Administration 2
Bureaucracy 2
Computer Use: Windows 1
Career: Lawyer 2
Electives 3

Career Bonus: Mentor, Contact

Career Hindrance: Self Sacrificing

Requirements: College BA, BS or AAS

Career: Paranormal Researcher

Job Description: Either an overactive imagination or a striving curiosity empower the paranormal researcher. Most researchers work at the university level or for private investors. There isn't much of a market for work when dealing with the average individual but there are always hotels, old forts, historic houses and of course TV. From ghosts to werewolves they strive to find the truth.

Skeptic - Starting Skills:

Science: Psychology 2
Science: Chemistry 1
Occult: Folklore 2
Debate (Choose) 1
Career: Scientist 2
Electives 2

Believer - Starting Skills:

Academics: Philosophy 2
Occult (Choose) 2
Occult (Choose) 1
Debate (Choose) 1
Career: Researcher 2
Electives 2

Career Bonus: Contact
Career Hindrance: Haunted
Requirements: Occult (any) 2

Career: Petty Criminal

Job Description: Being a criminal is not technically a career choice, but more of a lifestyle choice. Petty criminals are con artists, convenient store robbers, muggers, pick pockets, etc. They avoid hard work, even if it's criminal. They generally lack the ambition or the know-how to make it big.

Starting Skills:
Electives 7

Career Bonus: Contacts, Touch (Physical) or Tough (Psychological)
Career Hindrance: Enemy, Poverty
Requirements: none

Career: Photographer

Job Description: Photographers produce and preserve images that paint a picture, tell a story, or record an event. To create commercial quality photographs, photographers need both technical expertise and creativity. Producing a successful picture requires choosing and presenting a subject to achieve a particular effect, and selecting the appropriate equipment. For example, photographers may enhance the subject's appearance with natural or artificial light, use a particular lens depending on the desired range or level of detail, or draw attention to a particular aspect of the subject by blurring the background.

Starting Skills:
Arts: Photography 2
Computer Use: Macintosh 2
Negotiation 1
Video Systems: Digital 1
Career: Photography 2
Electives 2

Career Bonus: Contacts
Career Hindrance: Low Self Esteem
Requirements: Equipment

Career: Priest

Job Description: Priests commit their lives to serving the people of a diocese and generally work in parishes, schools, or other institutions as assigned by the bishop of their diocese. Priests are required to take an oath of celibacy and obedience. A priest will attend to the spiritual, moral, and educational needs of their congregation. Many priests direct and serve on church committees, work in civic and charitable organizations, and assist in community projects. Some counsel parishioners preparing for marriage or the birth of a child. A newly ordained priest works as an assistant pastor. Depending on the talents, interests, and experience of the individual, many opportunities for additional responsibility exist within the Church.

Starting Skills:
Academics: Theology 2
Bureaucracy 1
Expression: Verbal 1
Language: Latin 1
Career: The Catholic Church 2
Meditation 1
Instruction 1
Electives 1

Career Bonus: Mentor, Contact
Career Hindrance: Self Sacrificing
Requirements: College BA, BS or AAS

Career: Retail Sales Worker

Job Description: Retail Sales Workers are employed by retail establishments of all sizes that sell merchandise of all kinds such as clothing, food, computers, automobiles, appliances, furniture, jewelry, books, sporting goods, and automobile supplies. They may advise customers, handle payments, process returns and exchanges of merchandise, set up displays, stock shelves, take inventory, and wrap gifts.

Starting Skills:

Acting 1
Computer Use: UNIX 1
Negotiation 2
Career: Retail 2
Electives 4

Career Bonus: None

Career Hindrance: None

Requirements: None

Career: Security Guard

Job Description: Security Guards, also called security officers or security guards, patrol and inspect property to protect against fire, theft, vandalism, and illegal entry. Security Officers control access to and protect industrial, commercial, and residential property. They may protect equipment, money, records, information, merchandise, personal valuables, and art. Guards may provide information in public buildings, screen crowds in social and sporting events, protect money and valuables in armored cars, check credentials of persons entering offices and buildings, screen passengers at airport security areas, and observe customers in retail stores.

Starting Skills:

Firearms: Pistol 2
Firearms: Shotgun 1
Computer Use: UNIX 1
Negotiation 1
Video Systems: CCTV 1
Career: Security 2
Electives 2

Career Bonus: FEAR +1

Career Hindrance: Low Self Esteem

Requirements: Middle Lifestyle Stage 3 or Upper Lifestyle Stage 3

Career: Social Worker

Job Description: Social Workers help individuals, families, and communities with their personal and social problems. They assist clients in understanding the causes of their problems and work with them to modify and change attitudes and behavior. Social Workers work in a variety of settings and use relevant legislation and procedures. A setting can include service users' homes, schools, hospitals or other public sector and voluntary organizations. Qualified social workers are often supported by assistants and work closely with other social services staff. Often working with people experiencing a crisis, their goal is to offer support that enables people to help themselves.

Starting Skills:

Administration 2
Bureaucracy 2
Computer Use: Windows 1
Career: Social Worker 2
Electives 3

Career Bonus: Mentor, Contact

Career Hindrance: Self Sacrificing

Requirements: College BA, BS or AAS

Can not buy any Academics, Engineering or Sciences skills

* Must buy at least 3 Academics, Engineering or Sciences skills

Career: Technician

Job Description: Technicians perform work in the testing, repair, and installation of equipment/parts of their given specialty. A technician is a broad term to describe anyone working on electrical, mechanical or computer systems. A computer repair specialist is a technician, and so is the air conditioning repair person.

Starting Skills:

Technician (Choose) 2
Engineering (Choose) 1
Computer: Windows 1
Career: Technician 2
Electives 4

Career Bonus: Equipment

Career Hindrance: False Contact

Requirements: Technician 2+

Career: Traiteur

Job Description: Traiteurs are a mix between Faith Healers and Doctors. They combine both modern and old folk remedies with faith and prayer to heal the sick and injured. Once only found in Cajun backwoods, traiteurs have moved into the city and blended with their new environments. They have even begun to incorporate other healing techniques into their regimen.

Starting Skills:

Herbalism 1
First Aid 2
Medicine 1
Career: Traiteur 2
Streetwise: Rural 2
Electives 2

Career Bonus: Good Listener

Career Hindrance: Clairsentient

Requirements: First Aid 1, Charisma D12 or higher

Career: Truck Driver

Job Description: Heavy Truck Drivers operate gasoline and diesel powered tractor-trailers weighing from 6,000 to a maximum limit of 20,000 pounds per axle. They may work for a trucking company, firms specializing in distribution of certain products, and companies engaged in retail or wholesale trade. Drivers may pick up their loads from factories or cargo terminals and deliver them to wholesale and retail firms, homes, schools, and other destinations. Some are long-distance drivers and others drive only local routes. At destinations, drivers unload their cargo, sometimes using a helper.

Starting Skills:

Drive: Car 1
Drive: CDL 2
Drive: Heavy Equipment 1
Mechanic: 18 Wheeler 1
Mechanic: Car 1
Communication Systems: CB 1
Brawl 1
Career: Shipping 2

Career Bonus: FEAR +1

Career Hindrance: Low Self Esteem

Requirements: Drive: Car 1

Gifts/Obstacles

Academic (Gift)

Primary: The character gains 4 skill points to purchase academic skills with; these points may be used to increase any skills above 3.

Secondary: The character gains 2 skill points to purchase academic skills with; these points may not be used to increase skills above 3.

Addiction (Obstacle)

Primary: The Player and Sage choose one item, person, situation, etc. that the character can not ignore. Items of addiction are actively sought by the character. When not around the item of addiction, the character must roll on the static modifier chart from Chapter 2 daily with a -20 on the die roll.

Secondary: The Player and Sage choose one item, person, situation, etc. that the character can not ignore. Items of addiction are actively sought by the character. When not around the item of addiction, the character must roll on the static modifier chart from Chapter 2 weekly with a -10 on the die roll. This roll only affects them for one day though.

Ailment (Obstacle)

Primary: The Player and Sage choose an illness that the character suffers from. Due to a continuous sickness, the character must roll on the static modifier chart from Chapter 2 daily with a -20 on the die roll.

Secondary: The Player and Sage choose an illness that the character suffers from. Due to a continuous sickness, the character must roll on the static modifier chart from Chapter 2 weekly with a -10 on the die roll. This roll only affects them for one day though.

Alertness (Gift)

Primary: All Sensory Attribute checks are at a +2 Step Bonus.

Secondary: All Sensory Attribute checks are at a +1 Step Bonus.

Allergy (Obstacle)

Primary: When in the presence on a particular allergen, the character suffers from ill effects, to include sneezing, coughing, etc. All stealth attempts are a -2 Step Penalty.

Secondary: When in the presence on a particular allergen, the character suffers from ill effects, to include sneezing, coughing, etc. All stealth attempts are a -1 Step Penalty.

Alternate Identity (Gift)

Primary: Your character has another persona that they can assume. This persona comes complete with ID and friends/associates even.

Secondary: The character gets routinely mistaken for another individual

Ambidextrous (Gift)

Primary: Character is at no penalties for using either hand.

Secondary: Character is only at a -1 Step Penalty for using the "Off Hand".

Ambitious (Gift)

Primary: Character raises their Attitude by +1 Die Code, Strategy (Choose) +2 (this may raise the skill above 3).

Secondary: Character raises their Strategy (Choose) +2 (this may raise the skill above 3).

Amnesia (Obstacle)

Primary: All Intelligence checks are at -1 Step Penalty. There is some past event(s) that are being blocked by the character. If this is the last background event roll, the character has no knowledge of their past, however, they retain all skills.

Secondary: There is some past event(s) that are being blocked by the character. If this is the last background event roll, the character has no knowledge of their past, however, they retain all skills.

Angry (Obstacle)

Primary: All Social Attribute checks are at -2 Step Penalties.

Secondary: All Social Attribute checks are at -1 Step Penalties.

Arrogant (Obstacle)

Primary: Character lowers their Charisma by -1 Die Code, however, they are arrogant for a reason, gain +1 to 2 existing skills, and this can raise them over the three point limit.

Secondary: Character lowers their Charisma by -1 Die Code.

Athletic (Gift)

Primary: The Character raises both their Strength and Dexterity by +2 Die Code.

Secondary: The Character raises either their Strength or their Dexterity by +1 Die Code.

Attractive (Gift)

Primary: Character raises both their Charisma and Attitude by +1 Die Code.

Secondary: Character raises their Charisma by +1 Die Code and lowers their Attitude by -1 Die Code.

Balance (Gift)

Primary: All rolls involving balance (falls, trips, tightrope walking, etc.) are at a +2 Step Bonus.

Secondary: All rolls involving balance (falls, trips, tightrope walking, etc.) are at a +1 Step Bonus.

Barred from Magick (Obstacle)

Primary: The character is barred from all Magickal abilities and their max WILL = 5.

Secondary: The character is barred from all Magickal abilities and their max WILL = 6.

Berserker (Obstacle)

Primary: All HTH and melee attacks are at a -1 Die Code Dexterity, but receive +1 Die Code Strength. Due to the nature of archery, they are banned from the use of that skill in combat. If a target is within reaching distance (one rounds movement) the character must drop any ranged weapons and proceed to Close Quarters Combat.

Secondary: All HTH and melee attacks are at a -1 Die Code Dexterity, but receive +1 Die Code Strength. Due to the nature of archery, they are banned from the use of that skill in combat.

Blinded by love (Obstacle)

Primary: The Player and Sage choose one item, person, situation, etc. that the character loves. When confronted by the object of their love, they must make a Social Attribute check to move on Difficulty 24 (Hard) or proceed to do whatever they suggested.

Secondary: The Player and Sage choose one item, person, situation, etc. that the character loves. When confronted by the object of their love, they must make a Social Attribute check to move on Difficulty 16 (Normal), or proceed to do whatever they suggested.

Bookworm (Gift)

Primary: The character gains Tangible: Books; Character receives Occult +1, Academics: Ancient History +1 and Language (Choose) +1 (must be a dead language).

Secondary: The character gains Occult +1 and Academics: Ancient History +1.

Brave (Gift)

Primary: The character raises their Fear by +2.

Secondary: The character raises their Fear by +1.

Can not learn True Magick (Obstacle)

Primary: The character is barred from True Magick and has a WILL limit of 5.

Secondary: The character is barred from True Magick and has a WILL limit of 5.

Can not let go (Obstacle)

Primary: Even after resolution, a character can not let go of the situation, place, person, etc. They resist all efforts to move on, to change their attitude towards someone, or believe that the Evil was destroyed.

Secondary: Even after resolution, a character can not let go of the situation, place, person, etc. They resist all efforts to move, to change their attitude towards someone, or believe that the Evil was destroyed. They must make an Attitude check to move on Difficulty 16 (Normal) or they fail to believe the situation has been resolved.

Cautious (Obstacle)

Primary: All FEAR Checks are performed at a +3 to the dice roll.

Secondary: All FEAR Checks are performed at a +1 to the dice roll.

Clairaudience (Gift)

Primary: The character gains the ability of Clairaudience and a WILL of +1. This ability can not be controlled.

Secondary: The character gains the ability of Clairaudience and a WILL of +1. This ability can not be controlled.

Clairsentient (Gift)

Primary: The character gains the ability of Clairsentience and a WILL of +1. This ability can not be controlled.

Secondary: The character gains the ability of Clairsentience and a WILL of +1. This ability can not be controlled.

Clairvoyant (Gift)

Primary: The character gains the ability of Clairvoyance and a WILL of +1. This ability can not be controlled.

Secondary: The character gains the ability of Clairvoyance and a WILL of +1. This ability can not be controlled.

Clumsy (Obstacle)

Primary: Character lowers their Dexterity by -2 Die Codes.

Secondary: Character lowers their Dexterity by -1 Die Code.

Combat Paralysis (Obstacle)

Primary: All FEAR Checks are performed at a +4 to the dice roll.

Secondary: All FEAR Checks are performed at a +2 to the dice roll.

Combat Sense (Gift)

Primary: All combat skills are at a +1 Step Bonus for. The character also gains two skill points to buy Combat Skills with.

Secondary: The character also gains 4 skill points to buy Combat Skills with.

Common Sense (Gift)

Primary: The character raises their Wits by +2 Die Codes.

Secondary: The character raises their Wits by +1 Die Code.

Companion is Lucky (Gift)

Primary: The characters companions receive a +1 Step Bonus for all non-combat rolls. The Player chooses only one companion to receive this.

Secondary: If the characters companions fails any roll that will be detrimental to their health (i.e.; failing a roll that will results in their death) then they get one re-roll. This is invoked for each such incident. The Player chooses only one companion to receive this.

Companion is Unlucky (Obstacle)

Primary: The characters companion receives a -1 Step penalty for all non-combat rolls. The Player chooses only one companion to receive this.

Secondary: If the characters companions succeeds at any roll that will be saves them from a nasty fate, then they re-roll in an attempt to fail it. This is invoked for each such incident. The Player chooses only one companion to receive this.

Confidence (Gift)

Primary: The character raises their Attitude by +2 Die Codes.

Secondary: The character raises their Attitude by +1 Die Code.

Cultured (Gift)

Primary: The character gains 3 Languages (Choose, must be living) at 1 each, Streetwise (Choose) +1, and Etiquette (Choose) +1.

Secondary: The character gains Language (Choose, must be living) +1, Streetwise (Choose) +1, and Etiquette (Choose) +1.

Disabled (Obstacle)

Primary: The character loses the ability to use two body parts. This has to be at least one body part of major use. The Sage should be the judge on whether or not the parts in questions meet this description. Soldiers need their hands; scientists need their eyes, etc.

Secondary: The character loses the ability to use one body part. This has to be a body part of major use. The Sage should be the judge on whether or not the part in question meets this description. Soldiers need their hands; scientists need their eyes, etc.

Don't Speak (Obstacle)

Primary: All skills which are dependant on a character's vocal skills are at a -1 Step Penalty (i.e.; Expression, Debate, Instruction, etc.) and the outcome of any failed attempts end with the other party angered at the character (and their group).

Secondary: All skills which are dependant on a character's vocal skills are at a -1 Step Penalty (i.e.; Expression, Debate, Instruction, etc.).

Don't Touch (Obstacle)

Primary: The character can not possess any repair skills (i.e.; Mechanic, Gunsmith, Technician, etc.).

Secondary: All repair skills are at a -1 Step Penalty (i.e.; Mechanic, Gunsmith, Technician, etc.).

Does well alone (Gift)

Primary: When alone, the Character receives a +2 Step Bonus to all actions.

Secondary: When alone, the Character receives a +1 Step Bonus to all actions.

Drops things (Obstacle)

Primary: This character should not be trusted with the party's valuable artifacts. The Sage should make random Dexterity checks to determine if the character drops some item that is being carried. All stealthy checks are at -2 Step Penalty.

Secondary: This character should not be trusted with the party's valuable artifacts. The Sage should make random Dexterity checks to determine if the character drops some item that is being carried. All stealthy checks are at -1 Step Penalty.

Emotion Disability (Obstacle)

Primary: This is a role-playing obstacle. The character has a hard time understanding and dealing with emotions. These problems exist in their emotions, as well as, dealing with the emotions of others. This can be accomplished also by applying a -2 Step Penalty when using any Charisma based roll when dealing with emotions.

Secondary: This is a role-playing obstacle. Same as primary, except apply only a -1 Step Penalty (if using the penalty instead of role-play)

Experience (Gift)

Primary: The character gains 5 new skills at 1 each. There are no restrictions on which skills a character may choose.

Secondary: The character gains 5 experience points in 5 skills the character already possesses (total of 25 experience points).

Fast Healer (Gift)

Primary: The character heals at 3 times the normal rate.

Secondary: The character heals at twice the normal rate.

Fear (Obstacle)

Primary: The character has effectively a -5 FEAR in regards to a single item, person, place, situation, etc.

Secondary: The character has effectively a -3 FEAR in regards to a single item, person, place, situation, etc.

Gifted (Gift)

Primary: The character raises their Intelligence by +2 Die Code and picks a skill they possess (Academic, Science, Engineering or Arts). This skill is always at a +2 Step Bonus.

Secondary: The character raises their Intelligence by +2 Die Code.

Good Listener (Gift)

Primary: The character raises their Charisma by +1 Die Code, Negotiation +1, Politics +1, and Debate (Choose) +1.

Secondary: The character gains Negotiation +1, Politics +1, and Debate (Choose) +1.

Guilt (Obstacle)

Primary: The character lowers their Attitude by -2 Die Codes.

Secondary: The character lowers their Attitude by -1 Die Code.

Heightened Attribute (Gift)

Primary: The character picks one attribute and raises it by +2 Die Codes.

Secondary: The character picks one attribute and raises it by +1 Die Code.

Honest (Gift)

Primary: The character raises their Charisma by +2 Die Codes.

Secondary: The character raises their Charisma by +1 Die Code.

Honest (Obstacle)

Primary: The character always tells the truth, regardless of the situation. This includes seduction, subterfuge and debate activities. All deception attempts are at a -2 Step Penalty.

Secondary: The character always tells the truth, regardless of the situation, unless life or death. This includes seduction, subterfuge and debate activities. All deception attempts are at a -1 Step Penalty.

Impulsive (Obstacle)

Primary: The character lacks the ability to think a situation through. The character may not possess the skills Tactics or Strategy.

Secondary: The character lacks the ability to think a situation through. The skills Tactics and Strategy are at -2 Step Penalties.

Increased Will (Gift)

Primary: The character gains WILL +2.

Secondary: The character gains WILL +1.

Introvert (Obstacle)

Primary: The character lowers their Charisma by -2 Die Codes.

Secondary: The character lowers their Charisma by -1 Die Code.

Lack of Social Sense (Obstacle)

Primary: All Etiquette, Streetwise, Politics, Seduction and Leadership are at -2 Step Penalty.

Secondary: All Etiquette, Streetwise, Politics, Seduction and Leadership are at -1 Step Penalty.

Leadership (Gift)

Primary: The character is a natural born leader. All leadership activities are at a +2 Step Bonus and the character gains FEAR +2.

Secondary: The character is a natural born leader. All leadership activities are at a +1 Step Bonus and the character gains FEAR +1.

Liar (Obstacle)

Primary: The character is a born liar, to his enemies and his friends. All friendly characters must make a Deception Detection role against the character when giving them knowledge, in order to believe the character. All purposeful Deception Attempts from the character are at +1 Step Bonus.

Secondary: The character is a born liar, to his enemies and his friends. All friendly characters must make a Deception Detection role against the character giving them knowledge.

Light Sensitive (Obstacle)

Primary: In bright situations, including daylight outdoors, all difficulties are at -2 Step Penalty.

Secondary: In bright situations, including daylight outdoors, all difficulties are at -1 Step Penalty.

Lost Love (Obstacle)

Primary: The character can never love another individual, all seduction attempts are at a -2 Step Penalty against the character, as well as, if the character themselves uses seduction. If the character is successfully seduced, they gain the Guilt Obstacle.

Secondary: The character can never love another individual, all seduction attempts are at a +1 Step Bonus against the character. They use others as their "chocolate". If the character is successfully seduced, they gain the Guilt Obstacle.

Love (Gift)

Primary: The Character has found the love of his life, be it a person, place, object or job. A characters actions. which are directed at this Love are at a +2 Step Bonus. However, this can be used against the character.

Secondary: The Character has found the love of his life, be it a person, place, object or job. A characters actions. which are directed at this Love are at a +1 Step Bonus. However, this can be used against the character.

Low Self Esteem (Obstacle)

Primary: The character lowers their Attitude by -1 Die Code, they can not possess the leadership skill and all Intimidation attempts against the character are at a +2 Step Bonus.

Secondary: The character lowers their Attitude by -1 Die Code.

Lucky (Gift)

Primary: The character receives a +1 Step Bonus for all non-combat rolls.

Secondary: If the character fails any roll that will be detrimental to their health (i.e.; failing a roll that will result in their death) then they get one re-roll. This is invoked for each such incident.

Mentally Challenged (Obstacle)

Primary: The character lowers their Intelligence and Wits -1Die Codes each.

Secondary: The character lowers their Intelligence -1Die Code.

Musician (Gift)

Primary: The character gains Arts: Music +2, Expression: Musical +2 and Equipment (must buy musical equipment).

Secondary: The character gains Arts: Music +2.

Night Blindness (Obstacle)

Primary: In Low light situation, including nighttime, all difficulties are at an additional -2 Step Penalty.

Secondary: In Low light situation, including nighttime, all difficulties are at an additional -1 Step Penalty

Night Vision (Gift)

Primary: The character suffers no penalties for nighttime, visually, unassisted actions.

Secondary: Due to improved night vision, the Character only suffers a -1 Step Penalty, instead of the usual three step penalty.

No Emotions (Obstacle)

Primary: The character lowers their Charisma by -1 Die Code, gain FEAR +5, are barred from the Art skill, and the Expression skill is at -1 Step Penalty.

Secondary: The character is barred from the Art skill, and the Expression skill is at -1 Step Penalty.

No Sense of Humor (Obstacle)

Primary: The character lowers their Charisma and Wits -1Die Codes each.

Secondary: The character lowers their Wits -1Die Code.

Not Easily Blinded (Gift)

Primary: Attempts to blind the character are at a -2 Step Penalty.

Secondary: Attempts to blind the character are at a -1 Step Penalty.

Obese (Obstacle)

Primary: The character lowers their Dexterity by -2 Die Codes but gains 2 Wound points; recalculate severe and deadly wound points.

Secondary: The character lowers their Dexterity by -1 Die Code.

Obsession (Obstacle)

Primary: Like the One Temptation Obstacle, except the character actively seeks it.

Secondary: Like One Temptation Obstacle, except the character actively seeks it.

One Bad Sense (Obstacle)

Primary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a -2 Step Penalty.

Secondary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a -1 Step Penalty.

One Good Sense (Gift)

Primary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a +2 Step Bonus.

Secondary: The character picks one sense (sight, sound, touch, etc.); all actions based on that sense are at a +1 Step Bonus.

One Single Fear (Obstacle)

Primary: The character gains a single, horrible fear. All actions while in the presence of this fear are at a -2 step penalty. While in the presence of this fear, the character's effective FEAR is at a -4, this can lower it to below 0.

Secondary: The character gains a horrible single fear. All actions while in the presence of this fear are at a -1 step penalty.

One Temptation (Obstacle)

Primary: This is a role-playing obstacle. The character and Sage choose one item, person, situation, etc. that the character can not ignore. Almost like the Addiction Obstacle, except the character suffers no ill effects when not exposed to it.

Secondary: This is a role-playing obstacle. The character and Sage choose one item, person, situation, etc. that the character can not ignore, except in life and death matters. Almost like the Addiction Obstacle, except the character suffers no ill effects when not exposed to it.

Overconfident (Obstacle)

Primary: The character gains FEAR +5.

Secondary: The character gains FEAR +3.

Paranoid (Obstacle)

Primary: The character gains a strong distrust for an entire agency. They believe that agency is either out for them or behind all the worlds' problems.

Secondary: The character gains a strong distrust for a single branch of some agency or person. They believe that agency is either out for them.

People's Envy (Obstacle)

Primary: All Charisma based skill checks are at a -2 Step Penalty.

Secondary: All Charisma based skill checks are at -1 Step Penalty.

People's Pity (Gift)

Primary: All Charisma based skill checks are at +2 Step Bonus.

Secondary: All Charisma based skill checks are at +1 Step Bonus.

Refuses Help (Obstacle)

Primary: The character refuses to accept help at all times. The character will even go out of his way to avoid assistance, often causing the situation to worsen.

Secondary: Only in life and death situations will the character accept assistance

Resistance to something (Gift)

(Such as to alcohol, poison, tear gas, etc.)

Primary: Physical Attribute Checks are at a +2 Step Bonus to resist the effects of one chemical or chemical like substance.

Secondary: Physical Attribute Checks are at a +1 Step Bonus to resist the effects of one chemical or chemical like substance.

Scientist (Gift)

Primary: The character gains Magickal Theory: Scientist and three Science skills at +2 each.

Secondary: The character gains Magickal Theory: Scientist and three Science skills at +1 each.

Secret Past (Obstacle)

Primary: The character gains a secret about their past. This secret is known to the character and can be used for his benefit, such as for blackmail material.

Secondary: The character gains a secret about their past. This secret is not known to the character at the beginning of play; however, it should come out through role play.

Seductive (Gift)

Primary: The character raise their Charisma +1 Die Code and Seduction +2 (this may raise the skill above 3).

Secondary: The character receives Seduction +2.

Self Sacrificing (Obstacle)

Primary: The character's Archetype must be of a nurturing nature such as Care-Giver, Cavalier, etc. The character must make every opportunity to save others, including taking the bullet for others. If the character should fail in saving a life, they gain the Guilt Obstacle.

Secondary: The character's Archetype must be of a nurturing nature such as Care-Giver, Cavalier, etc. The character must make every opportunity to save others, including taking the bullet for others.

Self Sufficient (Gift)

Primary: In situations when the character is alone, they gain a +2 Step Bonus to all actions.

Secondary: In situations when the character is alone, they gain a +1 Step Bonus to all actions.

Shallow (Obstacle)

Primary: The character lowers their Attitude by -2 Die Codes.

Secondary: The character lowers their Attitude by -1 Die Code.

Show Off (Obstacle)

Primary: The character can not resist an opportunity to show off. Rather it be a skill or just in general. The character lowers both their Attitude and Charisma by -1 Die Code.

Secondary: The character can not resist an opportunity to show off. Rather it be a skill or just in general. The character lowers their Charisma -1 Die Code.

Slow (Obstacle)

Primary: The character lowers their Intelligence by -2 Die Code and picks one skill they possess (Academic, Science, Engineering or Arts). This skill is always at a -2 Step Penalty.

Secondary: The character lowers their Intelligence by -1 Die Code

Smooth Talker (Gift)

Primary: The character raises their Charisma by +1 Die Code, Seduction +2, and Debate (Choose) +2(this may raise the skill above 3).

Secondary: The character gains Seduction +2 and Debate (Choose) +2(this may raise the skill above 3).

Superstitious (Gift)

Primary: The character gains WILL +2; however, they are at a -4 FEAR when dealing with folklore and legends.

Secondary: The character gains WILL +1; however, they are at a -2 FEAR when dealing with folklore and legends.

The Touch (Gift)

Primary: All repair skills are at a +1 Step Bonus (i.e.; Mechanic, Gunsmith, Technician, etc.).

Secondary: The character gains Mechanic (Choose) +1 and Technician (Choose) +1.

The Voice (Gift)

Primary: All skills which are dependant on a character's vocal skills are at a +1 Step Bonus (i.e.; Expression, Debate, Instruction, etc.).

Secondary: The character gains Expression: Verbal +1 and Debate (Choose) +1.

Tough (Physical) (Gift)

Primary: The character gains 2 extra wound points; recalculate severe and deadly wound points.

Secondary: The character gains 1 extra wound point; recalculate severe and deadly wound points.

Tough (Psychological) (Gift)

Primary: The character raises their Attitude by +2 Die Codes.

Secondary: The character raises their Attitude by +1 Die Code.

Trim (Gift)

Primary: The character raises their Dexterity by +2 Die Codes.

Secondary: The character raises their Dexterity by +1 Die Code.

Unattractive (Obstacle)

Primary: The character lowers both their Attitude and Charisma by -1 Die Codes.

Secondary: The character lowers their Charisma by -1 Die Code.

Unfocused (Obstacle)

Primary: The character lowers their Perception by -1 Die Code and any action which requires multiple turns to complete are at a -2 Step Penalty.

Secondary: The character lowers their Perception by -1 Die Code.

Unlucky (Obstacle)

Primary: The character receives a -1 Step Penalty for all non-combat rolls.

Secondary: If the character succeeds at any roll that will be saves them from a nasty fate, then they re-roll in an attempt to fail it. This is invoked once for each such incident.

Visualization Magick (Gift)

Primary: The character begins play with Visualization Magick (Choose) 1. This can be adjusted per regular rules regarding skills. WILL +1.

Secondary: The character begins play with Visualization Magick (Choose) 1. This can not be increased during character creation, even through other Background Event Rolls. WILL +1.

Weakness (Obstacle)

Primary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a -2 Step Penalty. (Ex. Seduction, Debate, Intimidation, etc.)

Secondary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a -1 Step Penalty. (Ex. Seduction, Debate, Intimidation, etc.)

Wild Thing (Gift)

Primary: The character raises their Charisma +1 Die Code and Fear by +1.

Secondary: The character raises their Fear by +1.

Willpower (Gift)

Primary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a +2 Step Bonus. Ex. Seduction, debate, intimidation, etc.

Secondary: When dealing with checks against temptations (except the Background: One Temptation), the character receives a +1 Step Bonus. Ex. Seduction, debate, intimidation, etc.

Gifts	Obstacles
Academic	Unattractive
Academic	Don't Touch
Alertness	Obsession
Alternate Identity	Paranoid
Ambidextrous	Show Off
Ambitious	Cannot Let Go
Athletic	Slow
Attractive	People's Envy
Attractive	Shallow
Attractive	Don't Speak
Balance	Drops Things
Bookworm	Obese
Bookworm	No Sense of Humor
Brave	Self Sacrificing
Clairaudience	One Bad Sense - Hearing
Clairsentient	One Bad Sense - Touch
Clairvoyant	One Bad Sense - Vision
Combat Sense	Lack of Social Sense
Common Sense	Cautious
Companion is Lucky	Unlucky
Confidence	One Single Fear
Cultured	Arrogant
Does Well Alone	Low Self Esteem
Experience	Combat Paralysis
Experience	Guilt

Fast Healer	Impulsive
Gifted	Emotional Disability
Good Listener	Introvert
Heightened Attribute	Addiction
Honest	Honest
Increased Will	Clairsentient
Leadership	Overconfident
Love	Blinded by Love
Lucky	Companion is Unlucky
Musician	Unfocused
Night Vision	Light Sensitive
Not Easily Blinded	Night Blindness
One Good Sense	One Bad Sense
Pity	Clumsy
Pity	Mentally Challenged
Resistance to something	Allergy
Scientist	Barred from Magick
Secret Past	Amnesia
Seductive	Obsession
Self Sufficient	Angry
Self Sufficient	Disabled
Self Sufficient	Refuses Help
Smooth Talker	Liar
Superstitious	Fear
The Touch	Lack Social Sense
The Voice	Arrogant
Tough (Physical)	Ailment
Tough (Physical)	Weakness
Tough (Psychological)	Berserker
Tough (Psychological)	Lost Love
Tough (Psychological)	No Emotions
Trim	Obsessive
Visualization Magick	Anything will work as an obstacle
Visualization Magick	Can not learn True Magick
Wild Thing	One Temptation
Willpower	One Temptation

This is an example of how Gifts and Obstacles may act in opposition. However, each Gift and Obstacle can have multiple "opposites", their combination is only dependant upon the description of the background event and what it is that the Player wants their character to learn from it.

Lifestyle Paths

These lifestyle paths are not choices that the character makes as they progress through life, but those of their parents/guardians.

Lower Lifestyle - Factory Worker

Factory Worker 1; Age 0-12

Starting Skills:

Endurance 1
Hobby (Choose) 1
Computer Use: Windows 1
First Aid 1
* Electives 6

Factory Worker 2; Age 13-15

Starting Skills:

Language (Choose) 1
Academics: Literature 1
Academics: History 1
Science (Choose) 1
Endurance 1
Computer Use: Windows 1
Electives 4

Factory Worker 3; Age 16-18

Starting Skills:

Drive: Car 1
Career: Factory Work 2
Science: Math 1
Academics: Geography 1
Science (Choose) 1
Art: Painting or Academic: Literature 1
Electives 3

Lifestyle Bonus: Bookworm

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Lower Lifestyle - Farm Life

Farm Life 1; Age 0-12

Starting Skills:

Endurance 1
Mechanics 1
Tracking 1
Firearms: Rifle 1
Craft (Choose) 1
Navigation 1
* Electives 4

Farm Life 2; Age 13-15

Starting Skills:

Swim 1
Animal Handling 2
Drive: Heavy Equipment 1
Firearms: Rifle 1
Survival: Rural 2
Electives 3

Farm Life 3; Age 16-18

Starting Skills:

Drive: Car 1

Career: Farm 2

Brawl 2

Etiquette: Rural 1

Endurance 1

Electives 3

Lifestyle Bonus: Strength + 1 Die Code

Lifestyle Hindrance: Can not enter college, except on an event roll of 19 during stage 3

Lower Lifestyle: Hodge Podge

Hodge Podge 1; Age 0-12

Starting Skills:

Streetwise: Urban 1
Brawl 1
Etiquette: Street 1
First Aid 1
Endurance 1
Electives 5

Hodge Podge 2; Age 13-15

Starting Skills:

Streetwise: Urban 1
Combat Skill: Dodge 1
Brawl 1
Endurance 1
Survival: Urban 1
Electives 5

Hodge Podge 3; Age 16-18

Starting Skills:

Language (Choose) 1
Mechanic: Car 1
Survival: Urban 1
Scrounge 1
Acting 1
Etiquette: Street 1
Electives 4

Because this Lifestyle Path is based on the parents/guardians moving from job to job frequently there are no bonuses or hindrances.

Lower Lifestyle: Nomad

Nomad 1; Age 0-12

Starting Skills:

Electives 8

Nomad 2; Age 13-15

Starting Skills:

Electives 8

Nomad 3; Age 16-18

Starting Skills:

Electives 8

Lifestyle Bonus: Streetwise: Urban +2 (Can raise skill over 3)

Lifestyle Hindrance: Poverty

Lower Lifestyle - Retail Worker

Retail Worker 1; Age 0-12

Starting Skills:

- Endurance 1
- Hobby (Choose) 1
- Computer Use: Windows 1
- First Aid 1
- * Electives 6

Retail Worker 2; Age 13-15

Starting Skills:

- Language (Choose) 1
- Academics: Literature 1
- Academics: History 1
- Science (Choose) 1
- Endurance 1
- Computer Use: Windows 1
- Electives 4

Retail Worker 3; Age 16-18

Starting Skills:

- Drive: Car 1
- Career: Retail 2
- Science: Math 1
- Academics: Geography 1
- Science (Choose) 1
- Art: Painting or Academic: Literature 1
- Electives 3

Lifestyle Bonus: Contacts

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Lower Lifestyle - The Streets

The Streets 1; Age 0-12

Starting Skills:

- Streetwise: Urban 1
- Brawl 1
- Melee (Choose) 1
- Etiquette: Street 1
- First Aid 1
- Endurance 1
- # Electives 4

The Streets 2; Age 13-15

Starting Skills:

- Streetwise 1
- Combat Skill: Dodge 1
- Appraisal: Jewelry 1
- Debate: Fast Talk 1
- Gambling 1
- Endurance 1
- Survival: Urban 1
- Electives 3

The Streets 3; Age 16-18

Starting Skills:

- Gambling 1
- Survival: Urban 1
- Scrounge 2
- Acting 1
- Etiquette: Street 2
- Electives 3

Lifestyle Bonus: Dexterity +1 Die Code, Contact, Streetwise: Urban +1

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Lower Lifestyle: Waitress

Waitress 1; Age 0-12

Starting Skills:

- Endurance 1
- Hobby (Choose) 1
- Computer Use: Windows 1
- First Aid 1
- * Electives 6

Waitress 2; Age 13-15

Starting Skills:

- Science: Math 1
- Academics (Choose) 1
- Academics (Choose) 1
- Science (Choose) 1
- Art (Choose) 1
- Electives 5

Waitress 3; Age 16-18

Starting Skills:

- Career: Restaurant 2
- Drive: Car 1
- Language (Choose) 1
- Academics: History 1
- Science (Choose) 1
- Electives 4

Lifestyle Bonus: Tough (Psychological)

Lifestyle Hindrance: Introvert

Lower Lifestyle - Welfare

Welfare 1; Age 0-12

Starting Skills:

- Endurance 1
- Hobby (Choose) 1
- Brawl 1
- First Aid 1
- # Electives 6

Welfare 2; Age 13-15

Starting Skills:

- Language (Choose) 1
- Academics: Literature 1
- Academics: History 1
- Science (Choose) 1
- Endurance 1
- Scrounge 1
- Electives 4

Welfare 3; Age 16-18

Starting Skills:

- Streetwise: Urban 1
- Science: Math 1
- Academics: Geography 1
- Science (Choose) 1
- Art: Painting or Academic: Literature 1
- Electives 5

Lifestyle Bonus: Attitude +1 Die Code

Lifestyle Hindrance: Can not enter college except on an event roll of 19 during stage 3

Middle Lifestyle: Army - Enlisted

Army - Enlisted 1; Age 0-12

Starting Skills:

Firearms: Rifle 1
Endurance 1
Swim 1
* Electives 7

Army – Enlisted 2; Age 13-15

Starting Skills:

Academics (Choose) 2
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Athletics (Choose) 1
Electives 3

Army - Enlisted 3; Age 16-18

Starting Skills:

Science: Math 1
Academics: Geography 1
Science (Choose) 1
Firearms (Rifle or Pistol) 1
Drive: Car 1
Career: Army 2
Brawl or Martial Arts 2
Elective 1

Lifestyle Bonus: Strength +1 Die Code

Lifestyle Hindrance: Charisma -1 Die Code

Middle Lifestyle - Computer Technician

Computer Technician 1; Age 0-12

Starting Skills:

Endurance 1
Computer Use (Choose) 1
First Aid 1
* Electives 7

Computer Technician 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Computer Use (Choose) 1 must be different
Science (Choose) 1
Language (Choose) 1
Electives 3

Computer Technician 3; Age 16-18

Starting Skills:

Science: Math 1
Technician (Comp) 2
Computer Use (Choose) 1
Science (Choose) 1
Drive: Car 1

Career: Technician 2

Electives 2

Lifestyle Bonus: Special Equipment x2

Lifestyle Hindrance: Charisma -1 Die Code

Middle Lifestyle - Factory Management

Factory Management 1; Age 0-12

Starting Skills:

Endurance 1
Computer Use: Windows 1
First Aid 1
* Electives 7

Factory Management 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use: Windows 1
Science (Choose) 1
Language (Choose) 1
Electives 4

Factory Management 3; Age 16-18

Starting Skills:

Science: Math 1
Academics: Geography 1
Computer Use (Choose) 1
Science (Choose) 1
Art: Drawing or Academics: Literature 1
Drive: Car 1
Career: Factory 2
Electives 2

Lifestyle Bonus: Charisma +1 Die Code

Lifestyle Hindrance: Attitude -1 Die Code

Middle Lifestyle - High School Educator

High School Educator 1; Age 0-12

Starting Skills:

Endurance 1
Comp. Use (Choose) 1
First Aid 1
* Electives 7

High School Educator 2; Age 13-15

Starting Skills:

Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Electives 4

High School Educator 3; Age 16-18

Starting Skills:

Science: Math 1
Academics: Geography 1
Computer Use (Choose) 1
Science (Choose) 1
Art: Drawing or Academics: Literature 1

Drive: Car 1
Career: Education 2
Electives 2

Lifestyle Bonus: Intelligence +1 Die Code
Lifestyle Hindrance: Must enter College as first career

Middle Lifestyle: Law Enforcement Law Enforcement 1; Age 0-12

Starting Skills:
Endurance 1
Computer Use (Choose) 1
First Aid 1
* Electives 7

Law Enforcement 2; Age 13-15

Starting Skills:
Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Electives 4

Law Enforcement 3; Age 16-18

Starting Skills:
Science: Math 1
Martial Arts (Choose) 2
Computer Use (Choose) 1
Science (Choose) 1
Drive: Car 1
Career: Law Enforcement 2
Electives 2

Lifestyle Bonus: Contacts, Ally
Lifestyle Hindrance: No Emotions

Middle Lifestyle - Restaurant Chef

Restaurant Chef 1; Age 0-12
Starting Skills:
Endurance 1
Comp. Use (Choose) 1
First Aid 1
* Electives 7

Restaurant Chef 2; Age 13-15

Starting Skills:
Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Electives 4

Restaurant Chef 3; Age 16-18

Starting Skills:
Science: Math 1
Academics: Geography 1
Computer Use (Choose) 1
Science (Choose) 1

Art: Drawing or Academics: Literature 1
Drive: Car 1
Career 2
Electives 2

Lifestyle Bonus: Wits +1 Die Code
Lifestyle Hindrance: Allergy

Middle Lifestyle - Retail Management Retail Management 1; Age 0-12

Starting Skills:
Endurance 1
Comp. Use (Choose) 1
First Aid 1
* Electives 7

Retail Management 2; Age 13-15

Starting Skills:
Academics: Literature 1
Academics: History 1
Endurance 1
Computer Use (Choose) 1
Science (Choose) 1
Language (Choose) 1
Electives 4

Retail Management 3; Age 16-18

Starting Skills:
Science: Math 1
Academics: Geography 1
Computer Use (Choose) 1
Science (Choose) 1
Art: Drawing or Academics: Literature 1
Drive: Car 1
Career: Retail 2
Electives 2

Lifestyle Bonus: Charisma +1 Die Code
Lifestyle Hindrance: Attitude -1 Die Code

Middle Lifestyle: Writer

Writer 1; Age 0-12
Starting Skills:
Science: Math 1
Academics: History 1
Language: French 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academic: Literature 1
Electives 3

Writer 2; Age 13-15

Starting Skills:
Language (Choose) 1
Art (Choose) 1
Academic: Philosophy 1
Science (Choose) 1
Academic: Poetry 1
Academic: History 1
Academic: Literature 2
Electives 2

Writer 3; Age 16-18

Starting Skills:

Career: Publishing 2
Science: Math 1
Academic (Choose) 2
Etiquette 2
Language (Choose) 1
Electives 2

Lifestyle Bonus: Contacts, Wits +1 Die Code

Lifestyle Hindrance: Charisma -1 Die Code

Upper Lifestyle: Archeologist

Archeologist 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic: Mythology 1
Computer Use (Windows) 1
Academic: Literature 1
Electives 3

Archeologist 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academic: Philosophy 1
Science (Choose) 1
Academic: Geography 1
Academic: History 1
Academic: Government 2
Politics 2

Archeologist 3; Age 16-18

Starting Skills:

Career: Archeology 2
Science: Math 1
Academic (Choose) 2
Etiquette 2
Language (Choose) 1
Electives 2

Lifestyle Bonus: Cultured (Gift as Primary)

Lifestyle Hindrance: Can not let go (Obstacle as Primary)

Upper Lifestyle: Boarding School

Boarding School 1; Age 0-12

Starting Skills:

Academics: History 1
Academics: Literature 1
Academics: Geography 1
Science: Math 1
Endurance 1
Arts: Music 1
Language (Choose) 1
Ride (Choose) 1
Computer Use: Windows 1
Elective 1

Boarding School 2; Age 13-15

Starting Skills:

Academics: History 1
Academics: Literature 1
Academics: Geography 1
Science: Math 1
Language (Choose) 1
Endurance 1
Etiquette (Choose) 1
Debate: Classical 1
Elective 2

Boarding School 3; Age 16-18

Starting Skills:

Academics: History 1
Academics: Literature 1
Academics: Geography 1
Academics: Philosophy 1
Science: Math 1
Science: Biology 1
Science: Chemistry 1
Language (Choose) 1
Athletics (Choose) 1
Elective 1

Lifestyle Bonus: Contact, Money x2

Lifestyle Hindrance: No Emotions or Arrogant

Upper Lifestyle - College Professor

College Professor 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language (Latin) 1
Science (Choose) 1
Academic (Choose) 1
Computer Use (Windows) 1
Academic: Literature 1
Elective 3

College Professor 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academic: Philosophy 1
Science (Choose) 1
Academic: Geography 1
Academic: History 1
Academic: Government 2
Politics 2

College Professor 3; Age 16-18

Starting Skills:

Career: Education 2
Science: Math 1
Academic (Choose) 2
Etiquette 2
Language (Choose) 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle - Corporate Management

Corporate Management 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language (Latin) 1
Science (Choose) 1
Academic (Choose) 1
Computer Use (Windows) 1
Academics: Literature 1
Elective 3

Corporate Management 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Poetry) 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Corporate Management 3; Age 16-18

Starting Skills:

Career: Corporate Management 2
Science: Math 1
Leadership 2
Etiquette: Corporate 2
Firearms: Pistol 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle - Doctor

Doctor 1; Age 0-12

Starting Skills:

Science: Math 1
Academic: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use (Windows) 1
Academic: Literature 1
Elective 3

Doctor 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academic: Philosophy 1
Science (Choose) 1
Academic: Geography 1
Academic: History 1
Science: Biology 2
Science: Chemistry 2

Doctor 3; Age 16-18

Starting Skills:

Career: Medical 2

Science: Math 1

Leadership 1

Etiquette: Medical 2

Medical 1

Negotiation 1

Elective 2

Lifestyle Bonus: Medicine 1, Money x3, First Aid 3

Lifestyle Hindrance: Self Sacrificing

Upper Lifestyle – Government

Government 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academics: Literature 1
Elective 3

Government 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art (Choose) 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Government 3; Age 16-18

Starting Skills:

Career: Government 2
Science: Math 1
Leadership 2
Etiquette: Political 2
Firearms: Pistol 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle – Lawyer

Lawyer 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academics: Literature 1
Elective 3

Lawyer 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art: Poetry 1
Academics: Philosophy 1
Science (Choose) 1

Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Lawyer 3; Age 16-18

Starting Skills:

Career: Law 2
Science: Math 1
Leadership 2
Etiquette: Court 2
Firearms: Pistol 1
Elective 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Upper Lifestyle: Venture Capitalist

Venture Capitalist 1; Age 0-12

Starting Skills:

Science: Math 1
Academics: History 1
Language: Latin 1
Science (Choose) 1
Academic (Choose) 1
Computer Use: Windows 1
Academics: Literature 1
Electives 3

Venture Capitalist 2; Age 13-15

Starting Skills:

Language (Choose) 1
Art: Poetry 1
Academics: Philosophy 1
Science (Choose) 1
Academics: Geography 1
Academics: History 1
Academics: Government 2
Politics 2

Venture Capitalist 3; Age 16-18

Starting Skills:

Career: Corporate Finance 2
Science: Math 1
Leadership 2
Etiquette: Corporate 2
Firearms: Pistol 1
Electives 2

Lifestyle Bonus: Contacts, Money x3, Mentor

Lifestyle Hindrance: Enemy x2

Big List of Magickal Theories

Magickal Theory is a person's personal belief in reality. This will limit a character's personal growth when it comes to Magick. For some people this will be right in lined with their characters, others will see this as something to overcome. Magical Theories will have a limit on the level of WILL a person can obtain. The following is a short list. If none of these meet your character's background, please discuss this with the Sage.

Apathetic

It is not that this type of person doesn't know whether there is something more to Reality; it's that they do not care to know either way. They have more important issues to deal with; are the kids getting a good education, how to get the good jobs, to eat at McDonalds or Arby's, etc. Because of this their WILL Limit = 1.

Cabalist

This belief system makes it easier for characters to learn Visualization Magick: Hermetic Ritual. Characters can learn Visualization Magick: Hermetic Ritual from study and do not require a teacher. However, because the system of Cabala is dependant on an elaborate scheme of colors, names and numbers, characters are imposing a static belief on themselves. WILL Limit = 5.

Chaos

The universe is not ordered nor is it predictable. If a butterfly flaps its wings on one side of the earth, it will inflict a small change on its surroundings. This change may be responsible for setting of a chain of events leading to a colossal disaster (such as an earthquake) on the other side of the earth. Chaos show up everywhere around the world, from the currents of the ocean and the flow of blood through fractal blood vessels to the branches of trees and the effects of turbulence. WILL Limit = 7

Daydreamer

This is probably the most deadly of all beliefs. For a daydreamer can have a pretty high WILL, however, they lack the discipline to control any use of it. For this, any power they learn is always at a one step penalty for use. WILL Limit = 8.

Faith

Even though this type of theory also runs counter to a reality that can be changed, its WILL is used to keep reality static, therefore their WILL Limit = 5.

God/Goddess

This belief system makes it easier for characters to learn Visualization Magick: Wiccan Ritual. Characters can learn Visualization Magick: Wiccan Ritual from study and do not need a teacher. However, their belief that all power and change comes from the God or Goddess is a very limiting view. Because they believe that they are not the source of change, their WILL Limit = 5.

Insane

Insane characters have no real grasp on Reality or Magick. Their viewpoint changes from day to day or even moment to moment. However, a by product of this is that anything is possible, the very nature of Reality itself. WILL Limit = 10

Mentalist

Mentalist believe that existence is in the mind of the observer. Pain and suffering can be overcome; pleasure and happiness can be created. All one has to do is mentally control the situation. But beyond that, everything in existence is a projection of the mind. Forms and colors do not really exist; they are formed in the mind so our consciousness can deal with them. WILL Limit = 7.

Scientist

Even though this type of theory runs counter to a reality that can be changed, its WILL is used to power their belief in science. Science is nothing more than their form of Magick. WILL Limit = 10.

Enlightened

This belief system is the ultimate in beliefs. A character who believes as such is no longer limited to the view of reality as perceived by those around them. They understand that reality can be shaped by their own WILL. Only with this Magickal Theory can a character possess True Magick. Because this is a powerful belief, a character has to have progressed far enough to actually perceive it. WILL Minimum = 5; WILL Limit = 10.

Military Careers

When choosing a Military Career, select the branch of service (Army, Air Force, Marine or Navy). All characters receives those skill listed under Basic Training Skills. Then you select a MOS (Military Occupational Specialty) and receive only those additional skills listed for that MOS. Then proceed to roll per normal rules on the Background Chart.

Career: Army Enlisted

Basic Training Skills:

Firearms: Assault Rifle 2
Firearms: Heavy Weapons 1
Navigation: Compass 1
Communication Systems: Military 1
Survival (Choose) 1
Career: Army 2
Dodge 1
First Aid 2

MOS (Combat Engineer)

Combat Skills: Explosive Traps 1
Demolition: Mines 1
Demolition: TNT 1
Demolition: C4 1

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
Academics: Geography 1
Language (Choose) 1
Cryptography: Electronic 1

MOS (Infantry)

Tactics: Infantry 1
Survival (Choose) 1
Track (Choose) 1
Throw 1

MOS (Tank Driver)

Artillery 1
Drive: Tank 1
Firearms: Pistol 1
Mechanic: Tank 1

MOS (Medic)

First Aid 1
Medicine 1
Medical 1
Science: Biology 1

MOS (Military Police)

Career: Law Enforcement 1
Interrogation 1
Negotiation 1
Firearms: Pistol 1

MOS (Mechanic)

Mechanic (Choose) 1
Mechanic: Truck 1
Drive: 18 Wheeler 1
Engineering: Electrical 1

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: Air Force Enlisted

Starting Skills:

Firearms: Assault Rifle 2
Firearms: Heavy Weapons 1
Navigation: GPS 1
Communication Systems: Military 1
Survival (Choose) 1
Career: Air Force 2
Computer Use: Unix 1
First Aid 2

MOS (Flight Mechanic)

Mechanic (Choose Aircraft) 1
Technician (Choose Aircraft System)* 1
Engineering: Electrical 1
Science: Physics 1

* Flight Controls, Hydraulics, Electronics, A/C

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
Academics: Geography 1
Language (Choose) 1
Cryptography: Electronic 1

MOS (Technician)

Technician: Computer 1
Technician (Choose) 1
Engineering: Electrical 1
Computer Use: UNIX 1

MOS (Interpreter)

Bureaucracy 1
Language (Choose) 1
Negotiation 1
Debate: Classical 1

MOS (Medic)

First Aid 1
Medicine 1
Medical 1
Science: Biology 1

MOS (Military Police)

Career: Law 1
Interrogation 1
Negotiation 1
Firearms: Pistol 1

MOS (Mechanic)

Mechanic (Choose) 1
Mechanic: Truck 1
Drive: 18 Wheeler 1
Engineering: Electrical 1

Career Bonus: Intelligence +1 Die Code

Career Hindrance: None

Requirements: None

Career: Marine Enlisted

Starting Skills:

Firearms: Assault Rifle 2
Firearms: Heavy Weapons 1
Navigation: Compass 1
Communication Systems: Military 1
Survival (Choose) 1
Dodge 1
Career: Marine 2
First Aid 2

MOS (Combat Engineer)

Combat Skills: Explosive Traps 1
Demolition: Mines 1
Demolition: TNT 1
Demolition: C4 1

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
Academics: Geography 1
Language (Choose) 1
Cryptography: Electronic 1

MOS (Infantry)

Tactics: Infantry 1
Survival (Choose) 1
Track (Choose) 1
Throw 1

MOS (Tank Driver)

Artillery 1
Drive: Tank 1
Firearms: Pistol 1
Mechanic: Tank 1

MOS (Medic)

First Aid 1
Medicine 1
Medical 1
Science: Biology 1

MOS (Military Police)

Career: Law 1
Interrogation 1
Negotiation 1
Firearms: Pistol 1

MOS (Mechanic)

Mechanic (Choose) 1
Mechanic: Truck 1
Drive: 18 Wheeler 1
Engineering: Electrical 1

Career Bonus: Strength +1 Die Code

Career Hindrance: None

Requirements: None

Career: Navy Enlisted

Starting Skills:

Firearms: Rifle 2
Firearms: Heavy Weapons 1
Navigation: GPS 1
Communication Systems: Military 1

Survival (Water) 1

Swim 1

Career: Navy 2

First Aid 2

MOS (Underwater Demolitions)

Combat Skills: Explosive Traps 1
Demolition: Mines 1
Demolition: C4 1
Journeyman: Welding 1

MOS (Military Intelligence)

Combat Skills: Target Recognition 1
Academics: Geography 1
Language (Choose) 1
Cryptography: Electronic 1

MOS (Gunner)

Artillery 1
Gunsmith: Artillery 1
Science: Physics 1
Navigation: Compass 1

MOS (Technician)

Technician: Computer 1
Technician (Choose) 1
Engineering: Electrical 1
Computer Use: UNIX 1

MOS (Medic)

First Aid 1
Medicine 1
Medical 1
Science: Biology 1

MOS (Military Police)

Career: Law Enforcement 1
Interrogation 1
Negotiation 1
Firearms: Pistol 1

MOS (Communications)

Communication Systems: Morse Code 1
Communication Systems: Satellite 1
Technician: Communication Systems 1
Engineering: Electrical 1

Career Bonus: Wits +1 Die Code

Career Hindrance: None

Requirements: None

Big Lists of Tangibles

Tangibles are material aspects of characters that are brought on by experience. They are the physical items that a character collects through his journeys (books, money, friends, etc.). Characters can gain a Tangible multiple times. Each level in a Tangible generally adds another of that item. However, there are some Tangibles that add different effects at each level. Remember that some Tangibles carry with them positive and negative features.

Ally

The character gains an Ally. This ally may provide direct or indirect assistance (such as information or equipment). This ally can always be trusted.

Antique

The character has come across an antique of some type. They could have found it at a roadside shop or inherited it from a relative. The antique can be something useful or valuable to the character; such as a painting or an old sword.

Artifact

The character begins play with a powerful artifact. This artifact is not readily known to the character at first. It may simply be a family heirloom or a necklace they picked up on vacation. The Sage will determine what the artifact is and what it is capable of.

Collectible

The character possesses some sort of collectible item worth at least \$500. Each level of Collectible either awards another item worth \$500 or increases the value of the original item by \$500. Examples of collectibles are autographed baseballs, clothes from a movie star or a stamp collection.

Commission

The character receives a commission. If they are in the military it is of military office rank, if they are civilian it will be an equivalent monetary and respect (i.e., civilian airline captain). Each level in Commission increases your rank by one (1).

Contact

The character gains a contact. This contact may only provide indirect assistance (such as information or equipment).

Debt

The character gains a debt of some sort. It is up to the Sage and the character to determine what sort of debt is appropriate. Debts can be anything (money, help, etc.) that the character owes another for.

Dependants

The character gains a dependant of some sort. This may be a sibling or just someone the character is responsible for. They must travel with the character between countries but they may be left while the mission is actually attempted, this may not always be good though.

Enemy

The character gains an enemy. This enemy actively works against the character and his team. This enemy does not necessarily have anything to do with "The Swing", it could be an old girlfriend or some random person that was wronged by the character.

Equipment

Each level in this Tangible gives the character \$1000.00 to spend at Character Creation. This money must be used to buy equipment with; it can not be used to buy property, entertainment, etc. Characters can purchase equipment not normally available to starting characters. Any money left over gets discarded.

Evidence

The character has information in the form of personal testimony, documents or objects in support of a particular finding. This could be the guilt or innocence of a criminal or it could represent the validity of a scientific claim. The exact details are up to the Sage.

False Contact

The character gains a contact. This contact may only provide indirect assistance (such as information or equipment). However, this contact actually works directly against the character. The character does not know this, yet.

Favor

The character gains a single marker from an NPC, this marker can be called in at anytime. Each additional Favor provides another marker from a different source. Each marker must have an appropriate return value, list what the favors were for.

Haunted

For some reason the character is haunted. This is not always going to be a negative thing; however, the character will not know why they are being haunted. An example of a good haunting would be a murder victim seeking justice.

Housing

Each level of Housing provides the character with housing arrangements equal to \$250.00 per month. The character does not own this property, but merely lives there.

Hunted

For some reason the character is hunted. This is not always going to be a negative thing; however, the character will not know why they are being hunted. An example of a good hunting would be a lawyer tracking the character to notify them of an inheritance.

Land

Each level of Land provides the character with \$25,000 of property they own, either land alone or with housing.

Mentor

The character gains a mentor. This mentor is someone the character can always turn to for advice. He will always make himself available to the character. He may or may not provide direct help.

Money

Each level in this Tangible gives the character \$200.00 to spend at Character Creation. Any money left over gets discarded.

Pet

The character gains a pet. The first time the character is awarded this, the pet must be a common type of pet (i.e.; dog, cat, snake, etc.). The second time the character is awarded this, they may choose more exotic types of pets (i.e.; monkey, hawk, alligator, etc.)

Poverty

The character understands what it means to be poor. Each level of this removes a level of Money, a level of Equipment, a level of Housing and a level of Land. If the characters do not possess any of these remove them from future Background Rolls.

Quest Materials

The character gains up to 4 maps, books or other materials than could be used to fuel quests.

Rap Sheet

The character has done time in one form or another. From juvenile hall to prison, the character has seen the inside of a jail cell. Replace one of your character's lifestyle paths with Career: Jail.

Significant Other

The character has a significant other (boyfriend/girlfriend, husband/wife, etc.) and all the complications that come with them.

Spell

The character begins play with an ancient spell, potion, etc. (Visualization Magick). The Sage will determine what the spell is and what it is capable of.

Vehicle

Gain a vehicle for use in the game. Determine type of car that is appropriate for your characters lifestyle.

Weapon

The character possesses a weapon with an unclear history. This weapon was not purchased thru normal channels nor is it properly licensed. The first time a character gains this Tangible, the weapon should be a handgun of some type; each level of Weapon though increases the type of weapon (handgun – shotgun – rifle – smg – assault rifle – heavy weapon).