

THE HARBINGERS

Heroes Through The Ages

Roleplaying Game

Harbinger (Noun)

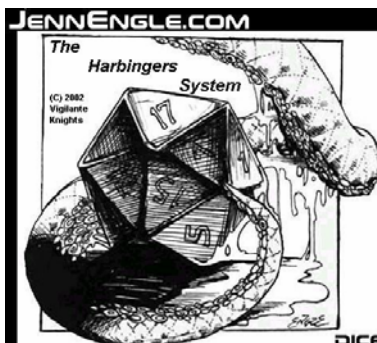
- (a) *One that pioneers in or initiates a major change*
- (b) *One that presages or foreshadows what is to come*



CREDITS

THE HARBINGERS

Version 0.92



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Intended for mature audiences and for entertainment only.

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INTRODUCTION

Welcome to *The Harbingers Roleplaying Game*. *The Harbingers Roleplaying Game* is designed to give people a chance to play a roleplaying game in a variety of time periods by providing versatile rules and game setting options. A default setting is provided, Legacy Earth, but the only limit is the players' imaginations.

Have a favorite video game, novel, or movie that you've always wanted to actively participate in? *The Harbingers Roleplaying Game* can be used for almost anything with little adaptation.

ROLEPLAYING GAME BASICS

This section is designed for people who have never played roleplaying games before. If you have played others before, this will probably be all review and you could easily skip over these paragraphs.

Roleplaying games (or RPGs for short) are unique to almost any other kind of game, and require imagination and intelligence. It is loosely akin to a book, movie, or video game that you could control. Instead of playing as, reading about, or watching a pre-defined character and following what they decide to do, you take the helm and make your own character and dictate what he or she does.

Role-play means to act out or play a role. A role is a character assigned, or assumed. A character is a person. Therefore, you essentially "pretend" to be a different person for the game. Of course, this does not mean you run around and do things your character does. Instead, you simply say in words what your character does, and talk for your character when you want him or her to talk. The majority of the people in the game will be players who will control a character. players' people they role-play are called player characters, or PCs. In other words, they play the "heroes" of the story. But, they are only one part of the equation.

Because the players need to know the environment and situation their characters are in, as well as a person who help dictates the actions of people not controlled by the players (NPCs, or non-player characters) another important player of this game is needed. One person is considered the narrator and the referee, and is called the Game Master, or GM. They control everything else in the world, except the direct actions of the player characters (though they do control the results of these actions to a degree). This role, however, has more responsibility. In return, it is also very fun and allows a broad base of creativity and imagination.

Life is full of chances, and just because someone tries to jump a large gap in a bridge doesn't automatically mean they can make it. This is where the rules come in. This book will instruct Game Masters and players alike in how to play *The Harbingers Roleplaying Game*.

NOTE

This, like all RPGs, is a game of fantasy, imagination, and creativity. Just because you create a fictional character does not mean you gain any of their abilities or skills. Remember, this is a fictional game and you are not your character. When you play Monopoly, you don't really think you are a thimble or top hat buying real property, do you?

GAMING MATERIALS

There are not many materials required to play any roleplaying game. What is required for an average game of *The Harbingers* is as follows:

- The *Harbingers Rulebook* is the most important tool. This provides all the core rules needed for play.
- Character sheets, which are included with this book. One for each player with their character's information recorded on it. The Game Master should have written materials for NPCs prepared for the game ahead of time.
- A set of twenty-sided dice (d20). One is usually enough for each person, though two or three would be more helpful, especially for the Game Master. This would let you perform more rolls at one time.
- Pencils, pens, scratch paper, and graph paper are very useful for recording notes as well as drawing diagrams.
- A map or sheet of paper with squares or hexagons and miniatures is helpful in combat situations and at other times where character placing may be important. Maps can be bought or made without much trouble. Character miniatures could be anything, from board game pieces to plastic soldiers to miniatures made specifically for roleplaying games. While these tools are not essential, they can aid the players and Game Master alike in viewing an overall situation, and not just for combat.

SETTING THE SCENE

One of the most important things to decide on before starting up any kind of roleplaying game is the setting. This includes the general state of the world or worlds available, the common or most advanced level of technology available, and any important governments, organizations, people, or places.

The Harbingers Rulebook contains one pre-designed setting: Legacy Earth. The details for this setting are covered in Chapter 8: Setting. The players and Game Master are free to alter this setting as they see fit, or perhaps just use the Harbingers rules for a completely different custom-designed setting.

CHARACTER CREATION

Creating a character is one of the first steps towards being able to play a role-playing game. Get an idea of your character in your head, and then develop ability scores that help describe your character. There are sample pre-made characters in Appendix C that you can play or use as guidelines. Consider filling in the top part of the supplied character sheet with the character's personal appearance, information, and background before doing anything else with the character to help you along in this process. To finish up, you purchase equipment.

The next few chapters will take you along that process, guiding you step by step. Along the way, you will also learn all necessary aspects about the game.

CHAPTER 1: CHARACTER CONCEPT

This is the start of creating a character. Design the character you have in mind: the background, the physical appearance, and other necessities. This is covered in Chapter 1: Character Concept.

CHAPTER 2: ABILITY SCORES

These are the statistics that describe your character's basic attributes. Is he fast? Is she strong? Is he attractive? Is she smart? No statistic is better than any other; simply adjust them to fit your character. There are 12 Ability Scores, carefully derived and tailored so they can fully represent a character's range of abilities. They are divided into "Physical" and "Mental" Ability Scores. Physical ability scores affect the body, and how it looks, acts, and performs. Mental affects the mind and personality, how it works, how it thinks, and its degree of internal function. You can see a more complete description in Chapter 2: Ability Scores, where the statistical part of the creation process begins.

CHAPTER 3: SKILLS

Skills, Traits, Virtues, and Faults are discussed in Chapter 3: Skills. You can use all of these to customize your character how you would like her.

CHAPTER 4: TECHNIQUES

Chapter 4: Techniques includes information on maneuvers and magic characters can use. There is a listing of spells and signature maneuvers, and players can either pick some for their characters, or use guidelines provided to create their own.

CHAPTER 5: EQUIPMENT

Consult Chapter 5: Equipment to view a list of equipment a character may purchase during character creation. The GM and the characters funds are the only things that stand in the way of character purchases.

Everything is to be purchased with the money provided. If you find something is missing from the complete list in the Equipment chapter, and there is bound to be, feel free to add to it or ask the GM if you could purchase it, the GM should then create a name, cost, weight, and description for the item so you can use it.

PLAYING THE GAME

The rest of the book, after the five chapters for creating a character, focus on the other rules needed for playing the game.

CHAPTER 6: COMBAT

Chapter 6: Combat focuses on all aspects of a combat situation. Sometimes smooth words, technical genius, and stealthy behavior cannot solve all problems the PCs will face.

CHAPTER 7: DAILY LIFE

This chapter includes every aspect of life the characters may have to deal with. Chapter 7: Daily Life includes social situations, health and lifestyle needs, and other important in game and out of game aspects for the characters.

CHAPTER 8: SETTING

The setting is as important as the characters in any story. Chapter 8: Setting includes all the basic necessities to help design a custom setting, and gives a description of the Legacy Earth Game Setting that is the default setting for *The Harbingers Roleplaying Game*.

CHAPTER 9: GAME MASTERS

This section is exclusively for anyone interested in being a Game Master. Chapter 9: Game Masters contains basic information, tips, and aids in creating and running games.

CHAPTER 10: BESTIARY

Chapter 10: Bestiary is a record of base statistics and reference materials for a variety of non-human-like creatures. This is handy information for various creatures and includes the many unusual animals such as dragons that can be found in the Legacy Earth setting.

PLAYING ONLINE

Traditionally, roleplaying games are played with a group of people face-to-face. You would have various dice, the character sheets, the books, and perhaps a small map for battles and for helping in verbal descriptions of places and objects.

In the modern world, however, the Internet is here to make things a little easier. While gaming online and gaming offline are slightly different experiences, online gaming allows players who normally may not be able to get together physically to play together via an Internet gaming room.

The hardest part of this is finding an acceptable medium to play RPGs in. It should have a small map, a chat interface, and the ability to roll dice of various sides. A fantastic example of a quality free program would be OpenRPG, which can be downloaded at www.openrpg.com.

Whether your gaming group decides to play online or offline doesn't really matter. It is interesting to try it both ways, but either way the rules still work.

CHAPTER 1: Character Concept

CREATING A CHARACTER

The first step to creating a character is attaining a concept. What do you want your persona in the world of *The Harbingers* to be? The possibilities are virtually endless, but your GM might have some restrictions based on the campaign he or she would like to run. For example, you cannot play a robotics engineer if the setting is in Ancient China! If you need any ideas, consult Appendix C, which has sample character templates.

After you get an idea of the character you want, its time to start fleshing it out. Enter a name, physical description, and other things onto a character sheet. Also you should pick a race, age, sex, and other aspects of the character using the setting guidelines. All of these choices are personal and do not affect game statistics. Most are self explanatory, but the races available in the default setting of *The Harbingers*, Legacy Earth, are covered here.

CHARACTER DEVELOPMENT

BACKGROUND

The background section is for the story of how your character got to where they are. Told from childhood to the character's present age, it helps form his history and upbringing. This is a place to really describe how your character became what they are today.

A player-designed background can be used by the Game Master as well for plot ideas and as a tool to further involve the characters by using people and places from their past.

PERSONALITY

The personality is the core of the character's attitude and beliefs. It should also add any personal feelings they have towards specific people, places, objects, etc. This is a very important part in designing your character, since it is the center of who they are.

PHYSICAL

This would include a characters height, weight, race, age, sex, handedness, hair/skin/eye color, and other relevant physical concepts. These categories and others can influence how people will react to the character. It's also a good idea to write a paragraph that could describe your character to others if one was to see them, usually including their usual or favorite clothing.

FINISHING TOUCHES

After all this information is recorded, the most important part of the character is done. The rest is mainly for game statistics and are based on what you have written so far. Below is an example for designing the concept of characters.

Janet, Wendy, Luke, and Alice want to start up a weekly game of The Harbingers set in a post-apocalyptic Legacy Earth. Janet will be the Game Master while the other three are players. After some thought, Janet decides there is no need to place many restrictions on character development, since she has a plot device that will intertwine the characters regardless of their backgrounds. With this in mind, the three players begin to design their characters.

Wendy wants to play a smart, witty character. She decides to go with a Goblin mechanic named Kiko who wanders the wastelands looking for fun and excitement. Kiko does part-time mechanic work and odd-jobs to survive.

Luke feels like creating an objective intellectual. He makes a Giant scientist named Gordon that recently quit working at a bio-engineering facility due to their horrible practices. Now, Gordon

is on the run to avoid being tracked by the facility because of the sensitive information he learned while working there.

Alice decides to play a tough, aggressive character. She creates an Elf named Emily, an ex-bouncer whose bad attitude got her fired from her last job. She's currently looking for someone or someplace hiring muscle.

THE RACES

CHOOSING A RACE

Legacy Earth, the default setting for *The Harbingers*, has a wide variety of races to choose from. The beings listed here are the only human-like races in the world. Other non-humanoid creatures are covered in Chapter 9: Bestiary. Generally, players will only be playing humanoid characters, as a dog or a dragon is quite different from a Dwarf, Human, or Orc.

CUSTOM CAMPAIGNS

If you are using a custom campaign that eliminates, adds, or completely changes the races, that is easily done. For game balances, any innate powers or weaknesses that the race might have instead become Traits, Virtues, and Faults. Race in *The Harbingers* is strictly a personal choice such as sex and age, and is used to flesh out the character.

LEGACY EARTH RACES

The following is a list of the races for Legacy Earth. The descriptions below give general physical characteristics and also an idea of personalities that seem to be constant within the race. These personality descriptions and physical outlines are just guidelines. Not every Human is the same, nor is every Elf, nor is every Giant, etc.

It is important to note that the humanoid races of Legacy Earth mix equally, and any player character can have any sort of racial background they wish. For example, a Half-Lacert is completely normal, and obviously would mix some of the other characteristics of both race

LEGACY EARTH RACE LIST

Dwarf
Elf
Giant
Gnome
Goblin
Halfling
Homunculus
Human
Lacert
Nereid
Ogre
Orc

DWARF ('dworf)

LIFE SPAN

100 Years

HEIGHT

4-5' Feet

WEIGHT

140-170 Pounds

HAIR

Thick, Varied Colors

EYES

Dark

COMPLEXION

Ruddy

PHYSICAL

The average Dwarf is short and stocky, averaging about 4-5' feet tall and weighing in at about 145 pounds. Though Dwarves are relatively short, they make up for it with their mass; they tend to be hardy and strong. They often have ruddy complexions, dark hair, and piercing, dark eyes, though not all the time. Dwarves are usually on the hairy end and grow facial hair rapidly, so it's not unusual for even a female Dwarf to have a small beard. The natural life span for a Dwarf is about 100 years.

PERSONALITY

Dwarves are stereotyped as a serious group and do not engage in many acts of play. This is in reality hardly true, though sometimes this reaction leads people to treat them like they are always serious. Dwarves are thought to prefer living underground. While there are a few prominent below ground Dwarven cities, many Dwarves are also found in aboveground cities. Some also believe Dwarves to be unskilled with magic and therefore poor mages, but that is simply false. Dwarves are generally more resistant to magic, and not many choose to practice it for whatever reason, but their overall skill at using it is not different from any other humanoid.

ELF ('elf)

LIFE SPAN

120 Years

HEIGHT

4-6' Feet

WEIGHT

80-110 Pounds

HAIR

Fine, Rich, Varied Colors

EYES

Varies

COMPLEXION

Fair-Ebony

PHYSICAL

Elves vary in height but most are quite slender and have distinct pointed ears. Their features are angular and finely chiseled, and their voices are normally pleasing to the ear. Most elves are between 4' and 6' tall and weigh about 100 pounds. Their hair and skin color varies quite a bit, including shades of green, blue, silver, gold, and white in hair in addition to the common varieties held by humans. Elves have a more difficult time growing facial hair than humans, and males usually have to work very hard to even get a small beard or thin mustache. Female body hair is almost nonexistent. Elves have a generally long life span of 120 years.

PERSONALITY

The often-used stereotype of Elves is they prefer to live in natural settings such as secluded forests and groves. Civilization is appealing to many elves though and they are happy to live in towns, villages, and cities. Elves are one of the more heavily stereotyped of the races, though often thought to be the most beautiful and mysterious. Elves have a tendency to perform well with magic, and some of this creates racial stereotypes that Elves are excellent mages but incompatible with technology. Many an Elf has striven to prove this wrong, and has succeeded, mastering the newer forms of technology and not learning a single spell.



GIANT ('jɪ-l&nt)

LIFE SPAN

80 Years

HEIGHT

7-8' Feet

WEIGHT

200-230 Pounds

HAIR

Thick

EYES

Varies

COMPLEXION

Fair-Dark

PHYSICAL

Giants are basically enormous Humans that stand over 7-8' tall and weigh as much as 280 pounds on average. Giants can have broader features, and are usually very tall and stout. They are quick, for their size, and oftentimes very intelligent. Giants have the same hair, skin, and other physical diversities as a Human. Giants live to be usually about the age of 80 or so.

PERSONALITY

Giants, despite their large size (which is often equated to idiocy) have a tendency to be very intelligent. Though they certainly have the bulk to be brutes, oftentimes that doesn't happen. But because they look basically like humans, most races do not seem to fear them as much as the Ogres. Stereotypes of the giants are few, save for the classic "big guy is strong but stupid" one, that many Giants overcome. Some, however, are less intelligent and fall into that role, and most people seem to take more notice of that minority than the majority.

GNOME ('nOm)

LIFE SPAN

110 Years

HEIGHT

3-5' Feet

WEIGHT

80-110 Pounds

HAIR

Light

EYES

Varies

COMPLEXION

Dark

PHYSICAL

Gnomes are about the size of dwarves (but not near as stocky) averaging 4' tall and weighing about 75-85 pounds. Gnomes have varying shades of skin and hair, but generally darker skin and lighter hair. The most distinguishing feature of all Gnomes is their noses. Almost all Gnomes have larger noses-compared to the rest of their facial features, although usually not grotesquely out of portion. The average life span for a Gnome is 110 years.

PERSONALITY

The stereotype of Gnomes is that they are practical jokers that are unable to take anything seriously, very good at tinkering, and fond of jewelry and money. Though it is true a lot of Gnomes have a talent with their hands, they are also do very well in other areas. Gnome personality tends to run the gauntlet, though, and you'll find a wisecracking Gnome as often as you'll find a serious professional Gnome.

GOBLIN ('gäb-l&n)

LIFE SPAN

65 Years

HEIGHT

3-4' Feet

WEIGHT

60-90 Pounds

HAIR

Dark

EYES

Red-Yellow

COMPLEXION

Brown-Green

PHYSICAL

Goblins are small humanoids growing to a height of about 3-4 feet tall and weighing about 70-80 pounds. They tend to have smaller noses, pointed ears, wider mouths, and sharp, small teeth. Some Goblins arms are a bit longer in proportion to the rest of their body than Humans, though most of the time this isn't noticeable. Their eye color ranges from bright red to gleaming yellow, typically, although other colors are certainly possible. Goblins tend to live to be about 65 years of age.

PERSONALITY

Goblins hold up a vicious prejudice of being nocturnal and vicious people. This is, of course, not truth, as Goblins are as diverse in personality as the other races. However, Goblins do have a distinct, genetic trend toward being able to perform better in darker areas, but in general Goblins have no problem with being in pure daylight.

HALFLING ('haf-'li[ng])

LIFE SPAN

90 Years

HEIGHT

3-4' Feet

WEIGHT

50-80 Pounds

HAIR

Dark

EYES

Light

COMPLEXION

Fair-Tanned

PHYSICAL

Most Halflings are about 3-4' tall and weigh 60 to 70 pounds. They are almost identical to normal Humans save for more angular features and a smaller size. They have a high rate of curly hair among them, and some tend to be on the plumper side. The average life expectancy of a Halfling is 90 years. One genetic trend in Halflings that appears in about half is a light coating of hair on the tops of their feet.

PERSONALITY

Halflings are stereotyped as being harmless, and many a Halfling has put that myth to death for certain people. In general though, Halflings are very diverse in attitudes and talents, although more than a few Halflings have a knack for seeming completely innocent. Some Halflings are upset with the rather happy-go-lucky attitude they are expected to have, and some have turned to more violent pursuits.

HOMUNCULUS (hO-'m&N-ky&-l&s)

LIFE SPAN

60 Years

HEIGHT

5-6' Feet

WEIGHT

140-160 Pounds

HAIR

Dark

EYES

Golden Brown-Yellow

COMPLEXION

Brown-Red

PHYSICAL

Homunculi are usually 5-6' in height with darker shades of skin usually deep browns and reds. Their eyes are usually a golden brown-yellow color, and the pupils are jagged and odd shaped. The most notable feature of a Homunculus is their horns. Most Homunculi have them and they are of varying shapes and designs, from small stubby horns to lean hooked horns. They average about 60 years of age and generally weigh about 150 pounds. A majority of Homunculi suffer from a rare disease specific to their race and those of the race's blood in them, and that shortens their life span to roughly 20 years.

PERSONALITY

Homunculi are usually very ambitious because of their shorter life spans, especially the individuals who suffer from the genetic disease that plagues their race. Of course this can vary on a case-by-case basis, but the main generalization of Homunculi is that they are "always doing something or going somewhere".

HUMAN ('hyU-m&n)

LIFE SPAN

75 Years

HEIGHT

5-6' Feet

WEIGHT

130-160 Pounds

HAIR

Varies

EYES

Varies

COMPLEXION

Varies

PHYSICAL

Humans come in all shapes and varieties a person would see today on Earth. Humans average about 75 years of age for a natural life span, generally weigh about 145 pounds, and average about 5-6' in height.

PERSONALITY

In comparison to the other races, Humans tend to be viewed as unpredictable and versatile. Humans also seem to be able to learn faster, and many other humanoids stereotype them as ambitious and selfish. They generally have no innate magic-like abilities, however, they have a natural learning aptitude which enables them to use magic just as well as anyone else.

LACERT ('la-- 's&rt)

LIFE SPAN

100 Years

HEIGHT

6-7' Feet

WEIGHT

180-210 Pounds

HAIR

Dark

EYES

Slanted, Varies

COMPLEXION

Scale-Like Appearance, Varies

PHYSICAL

Lacerts are usually about 6-7' tall and about 200-250 pounds in weight. They are distinctly humanoid, but have a few interesting features. They have a scaly-type of skin but still grow hair and also have sharp teeth, slanted eyes, and narrow features, in all other ways they are similar to Humans. Lacerts tend to live about 90 years.

PERSONALITY

Lacerts are typically thought to be quiet, yet strong, but are generally very varied in their habits and attitudes. Lacerts have been a distinct feature or prejudice due to their more dramatic difference in appearance than most of the other races (save Ogres). They have no affinity or resistance to magic.

NEREID ('nir-E-&d)

LIFE SPAN

80 Years

HEIGHT

5-6' Feet

WEIGHT

100-130 Pounds

HAIR

Light Blue-Light Green

EYES

Silver-Gold, Blue-Green

COMPLEXION

Light Blue-Light Green

PHYSICAL

Nereids, which appear to be humans adapted for swimming, are usually about 5-6' tall and about 125 pounds. They are amphibious, and appear to be Human, save for semi-webbed feet and toes, and small, flexible fins near the elbows and ankles. Their skin coloring tends to be light blues and greens, although other colors are possible. Hair tends to be the same shades. Their eyes are usually silver, gold's and grays, in addition to blues and greens. Nereids tend to live about 80 years.

PERSONALITY

Nereids are humanoids that are naturally designed for excelling in the waters. That's more than just a typecasting, as most Nereids have the gills and small fins. Most Nereids, however, disdain the jokes about them and not being able to cope out of water, when they are capable of performing just as well out of water.

OGRE ('O-g&r)

LIFE SPAN

115 Years

HEIGHT

7-8' Feet

WEIGHT

290-320 Pounds

HAIR

Thick, Dark

EYES

Dark

COMPLEXION

Varies

PHYSICAL

Ogres are usually very large and strong humanoids that stand over 7-8' tall and weigh as much as 300 pounds. They usually have small tusks protruding from their mouth, and are usually extremely hairy, the males more-so than the females. Ogres live to be usually to the age of 115 or so.

PERSONALITY

Ogres, despite their large size and bestial appearance, are often kind and gentle. Many in fact try to be that way so that people will not fear them as much. Some however, enjoy the fear they impose and sometimes it's a benefit so that other races will leave them alone. More than a few Ogres are excellent in non-strength related activities, however.

ORC ('ork)

LIFE SPAN

65 Years

HEIGHT

5-6' Feet

WEIGHT

140-170 Pounds

HAIR

Abundant, Dark

EYES

Dark, Red

COMPLEXION

Gray-Green

PHYSICAL

The average Orc stands between 5 ½' and 6' tall and weighs around 150 pounds. Orc skin color varies around gray-green skin shades being more common and coarser hair. They tend to grow body hair quickly, though not as fast as dwarves or ogres (especially not facial hair as fast). They tend to have smaller short noses, canine-like teeth, and short pointed ears. Orcs live to about 65 years of age.

PERSONALITY

Orcs typically prefer to live underground, as goblins, though cities are teeming with orcs. They get the stereotype of being aggressive by nature, and society tends to view them as ruffians and troublemakers, although certainly not all Orcs are like that.

CHAPTER 2: Ability Scores

CHARACTER MAKEUP

Ability Scores are the statistics that describe your character. Is he fast? Is she strong? No stat is better than any other; simply adjust them to fit your character. There are twelve Ability Scores, carefully derived and tailored so they can fully represent a character's range of abilities. They are divided into "Physical" and "Mental". Physical Ability Scores rate the performance of the body, and how it looks, acts, and performs. Mental Ability Scores are a statistical representation of the mind and personality, how it works, how it thinks, and its degree of function.

ABILITY SCORES AND DESCRIPTIONS

ABILITY SCORES

A player has a set amount of points to divide into the twelve Ability Scores however he or she chooses, while following the guidelines. If for some reason you do not wish to use all of your Ability Points, you may relinquish them for skill points, at a rate of one Ability Point for 5 Skill Points. However, you may not trade skill points for ability points. The GM sets the amount of Ability Points. There is a small chart for determine the power level of ability points, as these are all examples, since a Game Master can set any amount he wishes below, above, or in-between these point values. Keep in mind, that whatever the PCs use as Ability Points, NPCs should have the same amount.

The recommended default for most types of play is Medium Powered: 75 points.

POINTS	TITLE
60	Low-Powered (Normal Characters)
75	Medium-Powered (Strong Characters)
90	High-Powered (Super Characters)

The basic max any ability can be is 10 the minimum is 0, though no ability score can be lower than 0. To raise an ability score past 10, costs double ability points (2) for every one point to the statistic.

There is a bonus or penalty associated with each ability score, using the following table:

SCORE	MODIFIER	SCORE	MODIFIER
0	-5	11	+6
1	-4	12	+7
2	-3	13	+8
3	-2	14	+9
4	-1	15	+10
5	0	16	+11
6	+1	17	+12
7	+2	18	+13
8	+3	19	+14
9	+4	20	+15
10	+5	21	+16

As can be seen, there is a pattern. If you need a plus 21 statistic, just keep adding one to the bonus until you get there.

A 0 is considered abysmal and far, far below average human standards. A 0 in Strength would represent a person who can barely hold up their body weight. A 0 in Charisma would

represent someone with such a poor attitude or personality that absolutely no one wants to listen, talk to, or be around that person finding them to be absolutely annoying, abrasive, or otherwise.

A 10 (or above) is considered peak performance. A 10 in Intuition would represent someone with such good intuition that they could get the feeling that a sniper was in a building over a 100 feet away. A 10 in Appearance would mean the person is to-die-for attractive, or maybe so cute and adorable it just warms the heart to even glance at them.

A 5 is average, completely middle-of-the-road. A 5 in Perception would be average eyesight, taste, and smell. A 5 in Intelligence would mean you have a normal level of intellect, you can speak your own language very well, and you know and remember some of the subjects you learned in your formal or informal training.

Below each ability score, there is a short description that might be appropriate for people of that ability level. The description is used to help you design your character to your whims, by using those descriptive guidelines to give you an idea. It rates it on a 0, 2, 5, 8, and 10 number rating, which represent certain levels of ability.

The statistics are given base descriptions as such:

- 0 (Terrible)
- 1 (Very Bad)
- 2 (Bad)
- 3 (Poor)
- 4 (Below Average)
- 5 (Average)
- 6 (Above Average)
- 7 (Good)
- 8 (Very Good)
- 9 (Great)
- 10 (Excellent)

The following is the ability lists, there is a short description as well as examples of strength possibilities, and each ability score has a 4-letter abbreviation.

At the very bottom it dictates what it affects. This is the base effect, these values may change with certain Virtues or some may change with training. Always round down with division.

PHYSICAL

STRENGTH (Strn)

Strength is raw power and muscle. It encompasses the ability to lift things up, swing things around, and push objects (or people), and other such feats. The higher your strength score, the more visibly muscled your character is.

Strength is important for brawlers, weight lifters, and construction workers.

Strength 0	You could pummel a person and they wouldn't notice.
Strength 2	When you go bowling, you have to use the small bowling balls.
Strength 5	You score average on the arcade machine strength-tests.
Strength 8	You are likely visibly muscled and a master arm wrestler.
Strength 10	Ripped like a bodybuilder, you could win strength contests easy.

STRENGTH AFFECTS

- Encumbrance
- Movement
- Strength Checks
- Physical Damage
- Weapon Strength Requirements

AGILITY (Agil)

Agility is over all body coordination, and also your body's speed. Flexibility and balance, such as the ability to walk along a narrow beam are included in agility. Having a high agility means you can nimbly sidestep and dodge.

Agility is good for ninjas, acrobats, and cat burglars.

Agility 0	Tripping over your own feet is considered a daily activity.
Agility 2	You can dodge a slow moving object on a good day.
Agility 5	You can walk a balance beam with average success.
Agility 8	Usually, you are the last one out in dodge ball.
Agility 10	You can almost dodge bullets.

AGILITY AFFECTS

- Action Points
- Agility Checks
- Physical Defense
- Movement

DEXTERITY (Dext)

Dexterity includes hand-eye coordination, and your ability to work quick and well with your fingers. A person with high dexterity can also catch things thrown with ease.

Archers, pickpockets, and tailors notably use Dexterity.

Dexterity 0	You couldn't hit the broad-side of a barn.
Dexterity 2	You can hit the broad side of a barn, but anything else is a challenge.
Dexterity 5	You can hold your own when playing baseball with friends.
Dexterity 8	The hustlers at the milk-can festival game get nervous when you appear.
Dexterity 10	Your aim and manual dexterity are godlike.

DEXTERITY AFFECTS

- Action Points
- Agility Checks
- Physical Attack

STAMINA (Stam)

Stamina is your body's external fitness and embodies your staying power and endurance. This also contributes to muscle mass, but not nearly as much as Strength. Stamina is more the strength of the muscles themselves. High stamina means your body can take a lot of physical punishment. Stamina is a prime attribute for marathon runners, survivalists, and soldiers.

Stamina 0	If someone bumps into you the wrong way you might break something.
Stamina 2	You bruise easily, and your body cringes under minor punishment.
Stamina 5	You will never finish first in a race but you probably won't be last.
Stamina 8	You are hard to break, you probably have never even broken a bone.
Stamina 10	It takes a lot of force to put a dent or scratch on your body.

STAMINA AFFECTS

- Encumbrance
- Health
- Physical Vitality
- Stamina Checks

CONSTITUTION (Cons)

Constitution is your resistance to diseases and the effectiveness of the body's immune system. A person with a very high Constitution might hardly ever get sick, and probably never deathly so. It also reflects the health of your sensory organs and mind, every aspect of your body.

Constitution is a good choice for personal trainers, vegans, and sewage plant workers.

Constitution 0	You become bed ridden for weeks from the common cold.
Constitution 2	You catch viruses easily and are prone to getting sick.
Constitution 5	Your health is middle of the road.
Constitution 8	Sickness is a rarity to you and toxins don't affect you much.
Constitution 10	Your white blood cells are gods.

CONSTITUTION AFFECTS

- Constitution Checks
- Heal Rate
- Health

APPEARANCE (Appr)

Appearance is your actual "looks". Appearance affects how people react to you and is generally how people initially judge you. A high Appearance person could be comely, beautiful, sexy, handsome, adorable, or cute.

Appearance is critical for movie stars, models, and mischievous children.

Appearance 0	You were severely beaten with the ugly stick.
Appearance 2	Either you are disfigured or just one unattractive person.
Appearance 5	You don't stand out much, but you aren't unattractive either.
Appearance 8	A very pretty or cute person, you probably have a few secret admirers.
Appearance 10	You completely captivate people with one glance.

APPEARANCE AFFECTS

- Appearance Checks
- Social

MENTAL

INTUITION (Intu)

Intuition is the power or faculty of attaining to direct knowledge or cognition without evident rational thought and inference. Part of it is quick and ready insight and part is subconscious reasoning. It can also be used to represent luck. Whatever you'd like to call it, it's basically the "feeling" that something is going to happen, is happening, or has happened.

Intuition is usually used by scouts, psychics, and gamblers.

Intuition 0	It is useless to drop subtle hints with you.
Intuition 2	You tend to miss fairly obvious "between the lines" situations.
Intuition 5	Sometimes you are right, sometimes you are wrong.
Intuition 8	You can usually tell what people are thinking without them telling you.
Intuition 10	Often you know what people will say before they know themselves.

INTUITION AFFECTS

- Intuition Checks
- Reaction

PERCEPTION (Perp)

Perception is the awareness of the elements of the environment. It is how easily your brain picks up and registers things it sees, hears, tastes, or smells. A person with a good perception may notice a shiny coin hiding in the grass far away, or hear a dog barking before anyone else recognizes it. Perception is a total combination of all your senses together. A blind man may not have a 0 Perception if he's good at hearing, smelling, and/or tasting things.

Perception is good for hunters, snipers, and detectives.

Perception 0	You wouldn't notice a 50 story building unless someone pointed at it.
Perception 2	You may walk over money without realizing it.
Perception 5	You can smell what's cooking for dinner and usually guess what it is.
Perception 8	You'd be the person to trust in a cola taste test.
Perception 10	You can spot a dime in a cornfield from an airplane.

PERCEPTION AFFECTS

- Perception Checks
- Reaction
- Weapon/Technique Range

INTELLIGENCE (Intl)

Intelligence is the ability to learn or understand or to deal with new or trying situations. Intelligence is your overall intellect, knowledge and ability to reason. A person with high Intelligence can deduce the answers to logical puzzles, or riddles, with ease. Intelligence is good for teachers, scientists, and scholars.

Intelligence 0	You communicate in grunts and gestures.
Intelligence 2	You struggle with new information.
Intelligence 5	You learn simple information easily, and complex information with study.
Intelligence 8	You learn quickly and complex logic problems are not too difficult.
Intelligence 10	Complex math equations are a breeze, no calculator required.

INTELLIGENCE AFFECTS

- Intelligence Checks
- Mental Attack
- Starting Skills
- Skill Rate

WISDOM (Wisd)

Good sense is the meat of Wisdom. It also pertains to sound judgment based on your experiences and accumulated knowledge. People with high Wisdom are always coherent and usually select the most reasonable course of action. Wisdom is important for philosophers, judges, and sages.

Wisdom 0	You act completely on first instinct.
Wisdom 2	You'd charge into combat even if unarmed and outnumbered 10 to 1.
Wisdom 5	You might act impulsively now and then, but not often.
Wisdom 8	Rarely do you make a poor judgment call, and never brash decisions.
Wisdom 10	People look to you for guidance.

WISDOM AFFECTS

- Mental Damage
- Mental Vitality
- Wisdom Checks

WILLPOWER (Will)

Willpower is determination and the endurance of the mind. It includes how dedicated you are to your beliefs and causes, and also how you resist temptation and people and other intrusions that try to sway your mind. It's important for revolutionaries, prisoners, and spies.

Willpower 0	You'd give out secrets for an ice cream cone.
Willpower 2	A drug dealer could hook you within a fifteen minute time period.
Willpower 5	Usually you resist, but serious pain/persuasion might cause you to give.

Willpower 8	It would take a torturer a long time to even make you give your name.
Willpower 10	You resist even the strongest mental assault with relative ease.

WILLPOWER AFFECTS

- Mental Defense
- Willpower Checks

CHARISMA (Char)

Charisma is your inner beauty and personality, attitude, and your social wit and charm. This also includes natural leadership ability. A person with a high charisma tends to be able to persuade people easily and is usually well-liked in general. High charisma is imperative for politicians, military leaders, and salespeople.

Charisma 0	You are unbearably annoying, boring, disgusting, or a complete jerk.
Charisma 2	Most people get sick of you within ten minutes.
Charisma 5	The majority judge you as an alright person.
Charisma 8	You have a charm people find hard to resist.
Charisma 10	You can alter people's rigid beliefs with a 3 minute speech.

CHARISMA AFFECTS

- Charisma Checks
- Social

CHARACTER STATISTICS

The basic statistics of a character are discussed here. Some are altered by the above ability scores, as can be seen. There is an abbreviation for each statistic, which is shown in parenthesis.

Action Points (AP) – Action Points are reflective of how many actions a character can take in a round. Different actions take a different amount of Action Points. While Reaction is how quickly you attend to the situation, Action Points represent what you can do when you act. How quickly the character can perform actions.

The formula is: (Agility Score + Dexterity Score) /2.

Encumbrance (ENC) – Amount of items you can carry without being slowed. Each additive of this number causes an additional encumbrance penalty. This is for carrying equipment for an extended period of time. Just lifting it, and maybe moving it a few minor feet, can usually be done at a total of Encumbrance x3. The character's carrying capacity.

The formula is: Strength Score + Stamina Score x 3.

Experience Points (EXP) – The accumulated Experience Points of the character. Experience is generally awarded at the end of each gaming session, and represents the trials and tribulations of the character's life. When you gain enough Experience Points, you gain another level.

Heal Rate (HR) – Rate at which your character's body and mind recovers. Healing involves recovering Physical Vitality, Mental Vitality, and Health. Health is recovered at Heal Rate/day of rest. Vitality is recovered at Heal Rate/hour of rest. The rate at which the body heals damage and tiredness.

The formula is: Constitution Score /2.

Health (HEAL) – Health is your actually physical health. Health is deducted when the character takes an actual, full-force hit. This is used when the character runs out of Vitality. The character's physical well-being. Damage to health reflects damage to the body and may result in injury.

The formula is: Stamina Score + Constitution Score.

Level (LVL) – How experienced you are in life. Higher levels are indicative of a higher expertise in your character's profession, occupation, and in general. A character gains Skill Points for leveling, and uses them to purchase new abilities.

Mental Attack (MATT) – Mental Attack is the ability to mentally pierce the opponent's defenses. This is the normal Mental Attack rate that is added to mental techniques.
The adjustment is: Intelligence Modifier.

Mental Defense (MDEF) – Mental Defense is the ability to not get hit with mind attacks. Adjusted by abilities, training, and experience. How easily a character avoids being hit by mental attack spells. The formula is: Willpower Modifier + 10

Mental Vitality (MV) – Mental Vitality is your mental vitality. Mental Vitality is deducted when using things of great mental exertion or concentration (such as techniques) or when a mind-damaging attack is used against you. The character's mental vigor, stamina, and resistance to fatigue.
The formula is: Wisdom Modifier + 10.

Movement (MOVE) – Movement score used in determining movement, such as walking, running, and jumping. The base movement is normally your jogging/walking distance in a combat round. This statistic is important in and out of combat. Each number represents a unit. Each unit is equal to 5 square feet. How fast and far the character moves.
The formula is: (Agility Score + Strength Score) / 2.

Physical Attack (PATT) – Physical Attack is the ability to physically strike the opponent. This is the normal Physical Attack rate that is added to weapon attacks.
The adjustment is: Dexterity Modifier.

Physical Defense (PDEF) – Defense is the ability to not get hit. This is the normal defense rating, though certain items or abilities might alter defense only in certain situations. How easily a character avoids being hit by weapons and some spells.
The formula is: Agility Modifier + 10.

Physical Vitality (PV) – Physical Vitality represents your fatigue and non-lethal damage and is the first thing that is subtracted for when you are hit by weapons. The character's physical vigor, stamina, and resistance to fatigue.
The formula is: Stamina Modifier + 10.

Reaction (REC) – Reaction speed reflects how soon you go in combat. Keep in mind that this is a mental reaction, what you can do when you are able to react is reflected with Action Points. Physical speed does not help you become the first to mentally react to a situation.
The formula is: Perception Modifier + Intuition Modifier.

Skill Rate (SR) – Skill Rate is the Skill Points gained when you reach a new Level. Every time a level is gained, you gain this many Skill Points. This affects the starting Skill Points as well as the Skill Points given at each new Level.
The formula is: Intelligence Modifier + 10.

Social (SOC) – The Social statistic is a combination of looks and charm. This is used by GMs to determine initial reaction, but it is not used in Skill Checks.
The formula is: Appearance Modifier + Charisma Modifier.

USING ABILITY SCORES

SKILL CHECKS

Ability Scores are used primarily in Skill Checks. Skill Checks are called for when a character is attempting something in which the outcome is questionable and are used as often as the GM deems necessary. When a Skill Check is called for, two prime attributes come into play: The best Ability Score relevant to the task, and the Skill Rank (if any) a character has. Skill Checks are discussed more in Chapter 3.

WHAT TO ROLL

Certain situations may be murky or uncertain in which Ability Scores the character most use when doing a Skill Check. Sometimes, this is more heavily noticed in the "Mental" ability scores. Below are some guidelines to help both Game Masters and players determine when to roll what. In many situations it may seem that more than one Ability Score makes perfect sense. In a case like that, the better of the appropriate scores should be used. The GM is always the final judge.

STRENGTH

Strength is ideal for quick feats of strength. This would include things like lifting a manhole cover, pushing a boulder, or opening a stuck door.

AGILITY

Agility is used for general reflexes and body coordination. It's used primarily in situations such as jumping over a pit, crossing a tight-rope, or ducking to avoid being struck by a stray boulder.

DEXTERITY

Dexterity is used for catching, handling, or manipulating things. It involves mainly intricate actions with the hands (or possibly feet) and hand-eye coordination. Dexterity is used for picking a pocket, hiding something quickly from view, or tossing a piece of equipment to someone.

STAMINA

Stamina is the body's physical endurance. Strength may be used to lift a heavy object, but Stamina checks dictate whether or not a person can hold onto it for long. Stamina includes such feats as keeping a descending iron gate from closing completely, holding aloft a weighty metal chest, or ignoring debilitating injuries.

CONSTITUTION

Constitution represents the character's resistance to diseases and toxins, and the overall performance and health of the body. Constitution is used for resisting a poison, shrugging off a disease, or fighting a virus.

APPEARANCE

Appearance is the physical reaction to the character. If an interaction can be modified by the character's appearance, whether it is attractive or menacing, this is used. Appearance can be used in situations such as distracting a guard, catching a person's attention, or intimidating a person as they approach.

PERCEPTION

Perception is for identifying and locating things based on the senses. If a character's awareness of their environment is a factor, this is used. Perception is used in situations such as ambushes, noticing someone who is hiding, or spotting something unusual with the surroundings.

INTUITION

Intuition is primarily for luck, subconscious reasoning, and locating/detecting things the senses cannot meet. It's also used as a "motive detector" and how empathetic the character is to people. Intuition is used in instances such as getting the feeling someone is not who they seem, playing in games of chance, or for detecting things that are not obviously unusual.

INTELLIGENCE

Intelligence is used for recalling knowledge and reasoned thinking. All education, formal and informal, that the character receives is a part of intelligence. Intelligence is used in recalling a fact about a dragon, figuring out a logic puzzle, or approaching a complicated situation methodically.

WISDOM

Wisdom is used for common sense and life-experience-related knowledge. Street smarts is a part of wisdom. Wisdom is primarily used in situations such as deciding if a plant is safe to eat, deducing your chances in a fight against a soldier, or searching through computer records for information.

WILLPOWER

Willpower is the mental durability and used often to resist interrogation, insulting, and other non-physical attacks on the person. It represents determination. Willpower is used to ignore temptation, defend against a mental probe, or resist torture.

CHARISMA

Charisma, being the charm and influence of the character, is used when engaged in conversation or banter with another character. Charisma is used when the characters personality and "inner beauty" is more telling than their physical beauty. It is used in situations like persuading someone to a certain line of thinking, attempting to bargain when buying or selling, and lying effectively.



CHAPTER 3: Skills

CHARACTER KNOWLEDGE

Traits, Virtues, Faults, and Skills help describe a character's knowledge or natural talent for certain things. It also helps put in statistics your character's background and areas they are good at (and others they are not so good at).

SKILLS AND TRAITS

SKILL POINTS

Skill Points are what define a character's skills and abilities, and may be spent on Traits, Virtues, Faults, Skills, and Techniques. All characters start with a certain amount based on his or her Intelligence and more are awarded when a character advances in Level and gains Experience. If you are making a new character, before spending all your Skill Points, you should consult Chapter 4: Techniques.

THE STATISTICAL MAKEUP

Below are full descriptions of the types of attributes that make up a character.

TRAITS

The first three Traits are free, because they are both good and bad. However, you may only pick a maximum of three Traits for free. Traits may be purchased for 5 points each if the character wishes to have more than three. Also, a player may elect for a character to have none. Removing a Trait later in a character's career (even a free one) costs double (10) Skill Points.

SKILLS

Skills are used to perform certain skills or activities. Each skill costs 5 points initially to obtain Rank 1, and after that, the amount of points you need to raise it to the next Rank is equal to how many Ranks you already have it in it. For example: If you have Drive Car 2, and you want to raise it to 3, it costs you 2 skill points. If you want to raise it to 4, it would cost you 5 skill points total. You cannot skip Ranks doing this, you must do it one point at a time. To go from Rank 2 to Rank 4 costs a total of 5 skill points.

Skills, and increasing their Ranks, help in performing Skill Checks. Skills are often done opposed, or with a Difficulty Threshold (DT). There is more on Skill Checks in the below section.

Weapon skills also have a different function. The more ranks you have in a weapon skill, the more benefits you have when you're using the weapon. If you do not have a certain weapon skill with a certain weapon, you will suffer penalties to its use due to being unfamiliar with it. For more information on weapon skills, turn to the Equipment and Combat chapters.

If a GM feels that a certain skill possessed by the player helps at a certain task, but is not directly the skill needed, he may opt to let the player have a Compensation Bonus. That bonus is half the rank of the skill assisting the player (round down). For example, if there's a question about the biological chemistry of a dragon, it is directly related to Biology, although the GM may allow for this question a Compensation Bonus from the holder of Chemistry. However, Geology will prove to be rather useless in this situation and the GM will probably disallow a Compensation Bonus.

Also there may be questions on why would you want to create a more specific skill when a general skill will cover it. For example, why take Herpetology (the study of reptiles and amphibians) when you can take Zoology (the general study of animals)? The answer is simple. A zoologist may know a bit about different kinds of animals, but a herpetologist will know everything there is to know about reptiles and amphibians, much more than a zoologist. Keeping this in mind, the GM will either give the herpetologist an additional bonus, lower the Difficulty Threshold, or if its a very distinct fact about reptiles, actually let him have a normal check and deny the

zoologist (or at least give a hefty penalty) since the chance he knows the fact is notably small. The more specific the skill, the greater the edge that skill gives, but the less versatility that skill holds. It would work the other way, too. A herpetologist probably knows a bit about other animals as well, so he would receive a penalty but the zoologist would make a normal check. But when it comes to reptiles, the herpetologist is the substantial winner.

Also, if the Herpetologist also had Zoology as a skill, he might give a Supplement Bonus of half his zoology skill. If you have more than one related skill, only the best skill can give you a supplement bonus. Using Skills as Compensation and as Supplements is talked about later in this chapter.

VIRTUES

Virtues are positive traits attributed to the character. Either through experience or naturally they have developed in the character.

For example, a character that has natural ability with both of her hands since birth, she could take Ambidextrous. Also, if later in life she tends to wear a lot of heavy, protective armor, and gets used to it, she may take Armor Use.

Virtues are not done the same way as Skills are, in that they do not gain Ranks. Virtues cost a number of points (usually 5). More custom-made Virtues can be created with GM approval.

FAULTS

Faults are negative traits attributed to the character. Either through the characters trials or naturally they have developed in the character.

For example, a character might have had a poor childhood, so they might take the Poor fault. Also, if a character later in his life comes up against a massive spider-creature and endures a horrible capture or wound, they might develop a fear of spiders, indicated by taking a fault such as Arachnophobia, or Phobia (Spiders).

Faults are not done the same way as Skills are. Faults give a number of points to spend on other things (usually 5). Removing a Fault costs double Skill Points. More custom-made Faults can be created with GM approval.

NEW CHARACTER

A new character receives a set amount of points and free Traits, Virtues, Techniques, and Skills. Generally, a player should not be allowed to trade in any of the free abilities for anything else, since any person would have at least a certain variety of skills and abilities. The only absolute exception is for Traits, which are either used or not since they have both positive and negative effects.

- Traits (3) – A character starts with three Traits, although they can refuse to take any. A player should never be given anything in return for not-taking traits.
- Virtues (10 Points) – Up to 10 points worth of Virtues can be spent. Any left over points cannot be used for anything else. They can be used for part costs, however, if you run out and want to buy a more expensive Virtue. For example, if you have only 3 of the bonus SP for Virtues left over and you want a Virtue that costs 5, you can use the remaining 3 and pay 2 from your Skill Point pool.
- Techniques (1) – A player can also select or create one free starting Technique such as a signature maneuver or magic spell. These are discussed fully in Chapter 4.
- Starting Skills (Intelligence Score) – A character is also given a number of bonus skills based on their Intelligence score. These skills all start at Rank 1, but may be raised higher with skill points.
- Skill Points (25 + Intelligence Modifier) – Finally, a character receives twenty-five skill points plus his intelligence modifier to spend however he wishes. This can be used to purchase Virtues, Techniques, Skills, or extra Traits.

SKILL/TRAIT LISTING

The following is a list of skills and traits that a player may possess. Raising a rank costs points equal to the rank you currently have in the skill. Perfecting a skill becomes quite difficult. Skills are divided into Categories and Possible skills. These are just to give you ideas and help you along.

A player starts with 25 Skill Points as base, that's modified by Intelligence modifiers. These and any other SP can be saved for later, SP never go away unless spent.

SKILL DESCRIPTIONS

Below follows a list of skill descriptions for the player. The categories are just guidelines.

- Traits - Good and bad, the first three are free.
- Virtues - Advantages, paid with Skill Points.
- Faults - Disadvantages, Skill Points are received.
- Skills - Learned abilities paid with a base of 5 SP and can be increased with more SP.

TRAITS

BENEVOLENT

Description: In general, you are a good-natured person, and violence is often not your first choice. You would much rather use verbal skills to get you out of situations.

Effect: The character takes a -1 penalty to the Combat Roll; however he or she gains a +1 to any Skill Checks involving positive social interaction, such as bartering or positive persuasion.

BLUE BLOOD

Description: You come from a family of wealth and it tends to show.

Effect: The character receives a +1 Appearance Checks to upper classes of society, a -1 Appearance Checks to lower classes of society, and no adjustments to the middle class.

CITY BOY/GIRL

Description: You are accustomed to living in the city and surrounded by shops and easy access sources of water and food. In the wilderness, wastelands, caverns, or anyplace without a shop or two and a town/city like atmosphere you feel uncomfortable or may just have difficulty adjusting.

Effect: The character suffers a -1 to any Wisdom/Intuition Skill Checks while not around a town/city, but gain a +1 to any Wisdom/Intuition Skill Checks while in or near a city.

CRITICAL ATTACKS

Description: Your attacks are always spectacular, for better or worse.

Effect: Critical Strikes are made on a natural 18-20 (instead of just 20), and Critical Misses are made on a natural 1-3 (instead of just 1). Note this only counts for 18 and 19 if the attack hits, and only for 2 and 3 if the attack misses.

CURSED

Description: You perpetuate a continuous aura of bad luck. Not only does this affect you, but it also affects any allies or enemies in the vicinity.

Effect: A Critical Miss may occur on a miss that occurs between a natural 1-3 (instead of just 1) on the combat roll for the character and all people involved in the fight. If the person can hit the opponent with a 2 or a 3 however, there is considered to be no miss and therefore no possible Critical Miss. A natural 1 always creates that opportunity.

DARK SIGHT

Description: Your eyes are attuned to seeing in pitch-blackness and you can see in the dark as if it was normal light, but cannot abide the bright light of day.

Effect: The aspects of blindness are reversed. In pitch-blackness, the character is considered to have normal vision, but bright sunny days can blind the character.

FINESSE

Description: You participate in stylish fighting: it's more about how and where than what your attack actually does.

Effect: The character gets a +1 bonus to Physical Attack for fancy fighting, but suffers a -1 to Physical Damage.

GIFTED

Description: You are naturally gifted or have spent more time training your body and mind, but have trouble developing skills, or perhaps you simply didn't have the desire or opportunity.

Effect: The character receives +3 Ability points, but also suffers the loss of half of the starting Skill Points, and the character's Skill Rate is reduced by half. Both values are rounded down.

HEALING TOUCH

Description: You don't like to fight at all. You want to help others, using healing skills. Your dislike for fighting causes your combat skills to suffer,

Effect: A -1 is inflicted to the character's Combat Roll. However, he or she receives a +1 bonus to any healing or curing Skill Checks.

IMPOSING

Description: You look, sound, or act in an imposing manner. This is very good when intimidating people, but not very good when trying to convince people with kind words.

Effect: The character has a +1 bonus to any social interactions that would benefit from this, and a -1 penalty to any social interactions where such an imposing demeanor would be detrimental.

MAGIC ALIGNED

Description: You are very much in tune with the essence of magic. Your body reacts incredibly with magic, be the effect good or ill.

Effect: Any spell cast on someone with this Trait is treated as if all effects and attack/damage rolls have a +1.

MAGICAL DISEASE

Description: This Trait is used if you suffer from a magical disease that is both beneficial and harmful. This includes diseases like vampirism and lycanthrope.

Effect: The character suffers the boons and banes of a specific magical disease.

MAGIC INTOLERANCE

Description: Your body is incredibly resistant to magic. It has either built up a tolerance or by some strange quirk of fate, inheritance, or mutation, it's happened. That's good, when someone casts a fireball or uses a wand of lightning on you. That's bad, when someone casts a cure spell or you drink a healing potion.

Effect: Any spell cast on the character is treated as if all effects and rolls have a -1.

MARINER

Description: You are more comfortable in a boat than with two feet on solid ground.

Effect: While in or close (As by the docks, shorelines, etc.) to large bodies of water, the character gains a +1 on all Wisdom/Intuition Skill Checks. When the character is away from their true home, however, they suffer a -1 to all Wisdom/Intuition Skill Checks.

NIGHT PERSON

Description: You think and function better at night. This applies to time, not necessarily the amount of light available.

Effect: During the night, the character gains a +1 on all Intelligence/Perception Skill Checks. During the day, however, the character receives a -1 to Intelligence/Perception Skill Checks.

SEX APPEAL

Description: You're very good looking, or just have an aura about you that some people find attractive.

Effect: Any person that would find you attractive has Appearance Skill Checks adjusted +1 in your favor due to his/her sex appeal. However, people that would not find you physically attractive are jealous of you or find your good looks annoying or depressing, and you suffer a -1 to Appearance Skill Checks for them.

SKILLED

Description: You learn skills easily, and have learned many things, despite the lower amount of time you have spent training your body and mind.

Effect: The character receives double Skill Rate and double starting Skill Points. However, they subtract three ability score points from their Ability Scores.

STRANGE PERSONALITY

Description: Whether you are weird, quirky, or just have extreme mood swings, you have a strange personality. This causes people to react differently to you each time.

Effect: Every time the character encounters someone for the first time (or once per day, or once per game session, etc.) roll 1d20. If its 1-3, the reaction is very negative (-3), if its 4-7, its mildly negative (-1), 8-13 it's the same(0), 14-17 its slightly positive (+1), 18-20 its highly positive (+3). This modifier is applied to all Charisma Skill Checks.

SUBTERRANEAN

Description: You are far more comfortable below the earth's surface.

Effect: While underground, the character gains a +1 on all Wisdom/Intuition Skill Checks. When the character is above ground however, however, you suffer a -1 to all Wisdom/Intuition Skill Checks.

TARGETED ATTACKS

Description: Making each swing count, you always take a lot of time to size up your attacker and strike precisely. This causes you to go slower than most when swinging a weapon, however your attacks always prove to strike more critical areas.

Effect: The character suffers a +1 AP penalty cost to using weapons, however if the character scores a Critical Strike, they gain +3 Severity for an Injury caused by an attack.

TECH-HEAD

Description: You enjoy working with technology and have spent a rather inactive lifestyle.

Effect: The character gets a +1 on all technology/machine related Skill Checks and a -1 to all athletics related Skill Checks.

THIEF TRAINING

Description: You are a thief at heart. However, your concentration on this area lowers skills in other areas.

Effect: The character gains a +1 to all stealth and thieving related Skill Checks, but suffers a -1 any scientific or education related skill checks.

TRIVIAL KNOWLEDGE

Description: You are a fountain of seemingly worthless knowledge. Bits of obscure trivia are constantly being tucked into the corners of your mind, and at first glance it might not be useful, but could pop up later on to be valuable input.

Effect: Sometimes the trivial knowledge could be useful information, other times it may be pointless facts, and yet other times it may be untrue rumors. This is a fairly random and subtle Trait, and the GM should use it appropriately.

VETERAN

Description: With age may come wisdom, but life is hardly nice as time passes on.

Effect: The character automatically gains a Level (just enough Experience to do so), but must also take away an ability point from one of the 12 scores. This may be purchased multiple times, but the negative effect applies each time.

WILD FIGHTER

Description: Either naturally or through training, you've learned to move and strike quickly. However, your wild-swinging and shooting decreases the chance of scoring a hit.

Effect: The character receives a +1 to your Reaction, and suffers a -1 to Physical Attack.

WOODSMAN

Description: You are more comfortable in the trees than on city streets.

Effect: While in or close to forests, woods, or jungle, the character gains a +1 on all Wisdom/Intuition Skill Checks. When away from these places, however, the character suffers a -1 to all Wisdom/Intuition Skill Checks.

VIRTUES

ABILITY BOOST (25)

Description: You have increased your natural abilities with much training.

Effect: Taking this Virtue increases any Ability Score by one point.

ACTION INCREASE (10)

Description: You have focused on taking quicker actions with usual skill.

Effect: Gain 1 maximum Action Point.

ACTOR (5)

Description: You have natural acting talent. You are able to portray roles convincingly and actively take on the "character".

Effect: A +1 is added to the character's acting and disguising Skill Checks.

ACUTE SENSE (5)

Description: One of your senses is highly developed.

Effect: A few possible choices are listed.

- Acute Hearing – This Virtue gives the character an uncanny ear for hearing sounds the average person would have trouble with. It confers a +3 to rolls on hearing-related detection rolls.
- Acute Smell – The character has an amazing sense of smell. It confers a +3 to rolls on smelling-related detection rolls.
- Acute Taste – This Virtue indicates the character has a discerning taste. It confers a +3 to rolls on taste-related detection rolls.
- Acute Touch – The character has amazing tactile senses. It confers a +3 to rolls on touch-related detection rolls.
- Acute Vision – The character's eyesight is above par. It confers a +3 to rolls on vision-related detection rolls.

ADAPTIVE LEARNING (5)

Description: With this Virtue, you are considered to be a quick and versatile learner.

Effect: The character gains +10 experience points per level every time you gain a level. Thus if the character is level 2, and becomes level 3, he or she immediately gains +30 XP.

ALLURE (3)

Description: Natural allure is a gift for you.

Effect: Basically, if a NPC has the possibility of becoming carnally or romantically interested in the character, they get a +1 to any positive social interaction Skill Checks with them.

ALERTNESS (3)

Description: No one can surprise you. You are always aware of your surroundings and mentally prepared.

Effect: On rolls to avoid being surprised, snuck up on, or ambushed, the character gets a +1.

AMBIDEXTERITY (5)

Description: Ambidexterity, the ability to use both hands equally well, is something you were either naturally able to do or something you acquired from training.

Effect: This benefit negates any off-hand penalty for combat and Skill use.

ANIMAL EMPATHY (5)

Description: Animals seem to like you and you have a natural way with them.

Effect: The character receives a +1 to social interactions with any kind of animal, regardless of their disposition (unless of course they are dead set on eating the character for lunch). Wild animals will be far less apt to attack, and may be cajoled into being friendly.

AQUATIC NATURE (5)

Description: Water is your home.

Effect: Any water penalties are ignored in fighting and in moving.

ARMOR USE (5)

Description: You have experience with various kinds of armor. You are able to use armor of great size and weight with ease either with training or natural ability, even if you are not normally strong enough.

Effect: Gain a +3 to the character's Strength Score for the purposes of wearing armor only.

ARTISTIC ABILITY (5)

Description: Whether its brushes and paint, charcoal sketching, or pottery, you have a natural artistic flair.

Effect: It bestows a +1 bonus on all such artistic Skill Checks.

ATHLETE (5)

Description: Naturally able to climb, jump and run better.

Effect: The character gains a +1 to any athletic Skill Checks that reflect this Virtue.

BLIND EYES (5)

Description: You have grown accustomed to seeing in nocturnal conditions and blindness, using other senses and adjusted sight.

Effect: Any darkness/blindness conditions are half penalty.

CLIMATE SENSE (3)

Description: A sense of the weather has always been a natural gift with you.

Effect: The character has an innate sense of coming changes in the weather roughly an hour in advance. The GM might require an Intuition check before the character can make the determination.

COMPANION (8)

Description: This benefit indicates you have a pet, close friend, relative, lover, or other associate who is very close and loyal to you. They can be humanoid, animal, or monster.

Effect: The player must have the GM's permission to take this, since it is another NPC for him or her to worry about, and a constant one at that. The creature is loyal to the PC completely, but may be driven off with poor treatment.

DANGER SENSE (5)

Description: With this Virtue, you have a chance to detect otherwise undetectable threats by instinct. Your danger sense comes into play when you are threatened by a danger you haven't noticed yet.

Effect: If an Intuition Check succeeds, the character treats any sneak attacks as normal attacks. The GM can modify the Intuition Check if the character is taking extra precautions or if the attacker would be particularly hard to notice before striking.

DEFENDER (5)

Description: Every purchase of this Virtue emphasizes your skill or natural ability in avoiding attacks.

Effect: The character receives a +1 to Physical Defense.

DOUBLE-JOINTED (5) Description: Escaping and wiggling out of ropes, chains, and other binding-situations is easy for you. You have increased flexibility and control of your body's joints and movements.

Effect: The character gains a +1 bonus on escape attempts and other similar situations.

DRIVER (5)

Description: You don't feel complete without being behind the wheel of anything. You seem to be innately good at driving vehicles.

Effect: Any checks the character makes receives a +1 bonus if they are vehicle-related, regardless of whether or not the character knows how to fly/drive the thing.

EDUCATED (5)

Description: You have trained hard, or naturally been born with the ability to grasp skills quickly.

Effect: Gain a +1 Skill Rate.

EMPATHY (5)

Description: You interact very well with other people. Usually, you can sense a person's feelings and intentions, and you are also harder to dupe because of it.

Effect: You gain a +1 on Skill Checks that this would come into play on.

FAST HEALER (8)

Description: Your body is exceptionally good at closing wounds.

Effect: Heal Rate gains a +1.

FAST SNEAK (5)

Description: You are adept at sneaking and have training or natural aptitude.

Effect: Instead of the normal sneaking movement rate ($\frac{1}{2}$ Move) the character uses normal movement to sneak.

FINE BALANCE (5)

Description: With this Virtue, you are granted an innate sense of balance and have an uncanny knack for keeping your footing.

Effect: Anytime this may come into effect, mainly on anything requiring good balance, the character receives a +1 to any Skill Checks.

FIRE STARTER (5)

Description: Perhaps you are a pyromaniac at heart, but you have an odd affinity or obsession with fire.

Effect: The character gains a +1 to any Skill Checks involving fire, possibly including Attack.

FITNESS (8)

Description: This Virtue represents your body as a perfectly mastered temple.

Effect: Gain a +1 to the maximum Health score.

GLIBNESS (5)

Description: You have a smooth way of speaking that helps people believe what you are saying. Your speech and mannerisms are very convincing.

Effect: The character gets a +1 bonus on any Skill Checks that this Virtue would apply to.

GREEN THUMB (5)

Description: You are naturally attuned with plant life: plants, flowers, and other flora and vegetation.

Effect: Receive +3 bonus on any plant/vegetation related skill check.

HARMLESS (5)

Description: With this Virtue, you have an innocent demeanor, seem slow and stupid, or otherwise appear harmless. Even if you are a heavily muscled person who seems incredibly stupid and very nice you could be considered harmless in some circumstances. Generally though, it's for people less intimidating in appearances.

Effect: The character is usually ignored more often in opportune times, and is generally attacked last in combat, unless proven a threat.

IMMUNITY (5)

Description: This Virtue allows you a special immunity to certain effects; you pay for each one individually.

Effect: There are a number of possible immunities. Some are listed below:

- Poison Immunity – This Virtue gives the character a strong resistance to poisons and toxins of all kinds. The character receives a +1 bonus to Constitution to resist or reduce the effects of a poison. Also, the duration of poisons is -1 (Whether its measured in rounds, minutes, hours, days, etc). All damage done by poison is halved.
- Disease Immunity – This Virtue dictates a strong resistance to diseases of all types. When Constitution Check is used, the character gains a +1 bonus. The duration of all diseases and viruses is -1 (Whether its measured in rounds, minutes, hours, days, etc).
- Cold Immunity – This Virtue bestows the character with immunity against cold and frost. Freezing temperatures do not bother the character as much, and all ability checks against cold and frost get a +1. The character also gets a PR of 1 against frost/cold attacks.
- Heat Immunity – This Virtue bestows the character with immunity against heat and fire. Hot temperatures do not bother the character as much, and all ability checks against heat and fire get a +1. The character also gets a PR of 1 against fire/heat attacks.

INTERNAL COMPASS (3)

Description: The character has an excellent sense of direction, and often knows which way is which.

Effect: With a successful Intuition check at a DT determined by the GM, given complexity and weather conditions, the character knows which way is which.

KAMA SUTRA (3)

Description: This benefit indicates you have natural talent and practiced skill at employing bedchamber maneuvers.

Effect: While the exact effect of this can vary, this benefit usually incurs great obsession with the character on his or hers partner's behalf after lovemaking.

LEADER (5)

Description: You are a born leader. NPCs who fight with you are more easily accepting of your commands.

Effect: The character receives a +1 to any checks to lead or direct them. Also, it bestows the ability to better influence noncompliant NPCs who prefer to do things their own way. Again, this confers a +1 bonus.

LESS SLEEP (3)

Description: You've never had to sleep as much as other people to be fully rested.

Effect: The character only needs four hours of sleep, instead of eight. After four hours, her or she is completely refreshed.

LIGHT SLEEPER (3)

Description: Whether naturally or through practice, you sleep very lightly and awaken at the slightest disturbance.

Effect: Intuition Checks and Perception Checks for the sleeper to hear approaching noise is given a +5.

LINGUIST (5)

Description: You have a natural talent for spoken, signed, or any type of languages.

Effect: The character has a smattering of other languages, and may gain a +5 to any checks to understanding a language her or she is not fluent in.

LUCKY (5)

Description: You're always in the right place at the right time. Even in bad situations, sometimes you will get a lucky break and narrowly escape disaster.

Effect: This has no statistical effects, but many subtle effects.

MACHINE HEAD (5)

Description: The character is skilled at using and repairing machines and other mechanical objects.

Effect: Whenever using a skill or using any other forms of machinery that may grant him/her a skill check, gain a +1 to it.

MAGIC AFFINITY (5)

Description: Your body is very much in tune with magic.

Effect: Any spell cast on the character that has a positive effect has a +1 to any rolls or affects.

MAGIC RESISTANCE (5)

Description: Your body is very selectively resistant to magic.

Effect: Any magic cast on the character that has any negative effect suffers a -1 to any rolls or affects.

MIND SHIELD (5)

Description: Whether naturally, or through extensive exposure/training, you have developed the ability to avoid mental assaults.

Effect: Add a +1 to Mental Defense

MOBILITY (5)

Description: You know how to move faster and with greater ease.

Effect: Gain a +1 to Movement score.

MUSIC TALENT (3)

Description: This provides a natural talent for instruments or for singing (not both). They must be purchased separately.

Effect: Select one of the following:

- Music Singing Talent – This Virtue provides the character with an excellent singing voice, whether inborn or discovered later in life. This virtue, combined with Singing skills, makes the character a superb singer. Anytime a Singing skill is used, the character gains a +3 bonus.

- Music Instrument Talent – This Virtue means the character has a natural talent with any and all instruments. Coupled with skill training, the character could soon become a master musician. It gives a +3 bonus to all instrument checks.

NATURAL INGENUITY (5)

Description: Naturally skilled in crafts and design, you can design things with ease.

Effect: Gain a +1 to any crafting, designing, or inventing items skill checks.

NATURAL STEALTH (5)

Description: You possess the natural ability of being quiet and hiding.

Effect: The character is gifted with a +1 to all stealth related Skill Checks (such as hiding and sneaking).

PACK RAT (3)

Description: Because of a your ability to pack, store, and arrange equipment, you can carry 25 more pounds of equipment.

Effect: The characters Encumbrance limit increases by +25.

PERFECT HEALTH (5)

Description: Your immune system is very productive and resilient.

Effect: The character receives +1 to any checks deflecting disease, virus, poison or sickness.

PRECISE MEMORY (5)

Description: You have a photographic memory with this Virtue.

Effect: Anything the character sees is permanently etched into his or her brain. If the GM feels the time span is too long since the image was seen, usually over years, then he or she may require an Intelligence Check.

QUICK HANDS (5)

Description: With this Virtue, you are unusually fast with your hands. Your hand-eye coordination is excellent, and you can often snatch things right in front of someone without notice.

Effect: Gain a +1 to any type of stealing or pick pocketing skills.

QUICK DRAW (5)

Description: “Quick on the draw” would be a phrase to describe you.

Effect: Readyng/Un-Readyng weapons costs no AP.

QUICK POCKETS (5)

Description: You are an efficient equipment packer.

Effect: Pulling out or putting away an item costs no AP.

QUICK RECOVERY (5)

Description: You are quick at getting back on your feet.

Effect: If a character has this Virtue and are knocked down during combat, they can regain their feet instantly on their turn for no AP.

SALESMAN (3)

Description: You are a born salesperson.

Effect: The character gets a +3 bonus to persuasion/bartering Skill Checks when attempting to sell things and usually will be able to sell it for quite a bit more than its worth.

SHARPSHOOTER (5)

Description: With this Virtue, you are excellent with judging distance with weapons such as bows, firearms or crossbows, or any other ranged weapon including thrown weapons and spells.

Effect: A +3 is given to every weapon or technique that has a range.

STEADY-HAND (5)

Description: Whether naturally or through practice, you manage to handle automatic weapons with relative ease.

Effect: All auto-fire penalties are reduced by one.

TOUGH BODY (8)

Description: Your skin is durable and harder to damage. This is usually inborn and rarely attained later in life, though it is not impossible.

Effect: Gain a +1 natural Physical Resistance.

TOUGH MIND (8)

Description: Your mind is very resistant and resistant.

Effect: Gain a +1 natural Mental Resistance.

VENOM-DRINKER (3)

Description: With this Virtue, you are highly resistant to poisons, of any kind.

Effect: Whether inherent or trained by imbibing small amounts of poison continually, the character gains a +3 to Constitution Checks concerning poison.

VITALITY (5)

Description: You have learned to roll with the punches, either physically or mentally, and avoid damage to your body or mind.

Effect: This Virtue is split into Physical Vitality and Mental Vitality. Whichever is purchased raises that score's maximum by 1.

WATER BREATHING (5)

Description: You can breathe both water and air normally, having a pair of gills hidden behind his/her ears, that are normally only visible when underwater..

Effect: The character treats water as normal air.

WEALTHY (3)

Description: You have acquired, inherited or been given a large source of wealth.

Effect: For starting PCs, the character's funds are doubled when this is taken. Each time it is purchased, the funds are doubled yet again. If taken during the game, object(s) of value are imparted to the character at the GM's discretion, based on the value of the points taken.

WEAPON HANDLING (5)

Description: Large and awkward weapons are simple for you to use. You are able to handle weapons of large size with ease with training or natural ability, even if you are usually not strong enough.

Effect: Gain a +3 to the character's Strength score for the purposes of handling weapons only.

FAULTS

ADDICTION (3/5/8/10)

Description: You have acquired an addiction, and it must be met or you will start to suffer.

Effect: Usually the character's addiction must be met once per day or a -1 to all Skill Checks and Attack Rolls will be inflicted per day missed. Possible addictions could be to food, cigarettes, or alcohol. Harder to obtain and more dangerous addictions, such as certain drugs, may give more points.

- 3 – Easy To Obtain/Inexpensive/Low Risk – Particular Food, Caffeine
- 5 – Moderate To Obtain /Moderate Price/Moderate Risk – Cigarettes, Alcohol, Sex
- 8 – Difficulty To Obtain /Higher Price/Higher Risk – Hallucinogens
- 10 – Very Hard To Obtain /Very High Price/Dangerous Risk – Narcotics

ALLERGIES (3/5/8/10)

Description: This Fault includes a multitude of different allergies that could affect you.

Effect: The more minor allergies could induce red, irritated eyes or stuffy nose that cause Perception to be lowered, sneezing at inopportune times (perhaps held in check with a Willpower roll), or increased weakness with a temporary lowering of Constitution score when exposed to the allergen. Less potent and less common ones are worth fewer points.

- 3 – Mild Reaction To Rare Allergy - Particular Animal, Particular Food
- 5 – Severe Reaction To Rare Allergy - Particular Animal, Particular Food
- 8 – Mild Reaction To Common Allergy - Dust, Pollen, Mold, Sun
- 10 – Severe Reaction To Common Allergy - Dust, Pollen, Mold, Sun

BAD TEMPERED (5)

Description: Your temper is awful. You will often fly off the handle (but not necessarily attack) at little things.

Effect: Whenever the character is insulted, either directly or with an imagined insult, a Willpower Check may be needed to keep him or her in check.

CLUMSY (8)

Description: You are a total klutz.

Effect: The GM should require a Dexterity or Agility check at sporadic times during the games. Failure indicates that the character does something clumsy and drops something, trips, or otherwise messes something up.

COLOR-BLIND (3)

Description: This Fault means you cannot distinguish colors.

Effect: The character sees things in black, white, and varying shades of gray. Lesser types of color blindness have no game effect.

COMPULSIVE HONESTY (5)

Description: You cannot tell a lie. You are blunt and won't participate in (or participate very well) in ruses.

Effect: Lying causes the character to sweat, and stutter. In a deadly situation, the character may be able to lie, but only on a successful Willpower check.

COWARD (8)

Description: Whether you are an abject coward, or you want to be brave and tough but cannot muster the courage, cowardice can be very hampering when situations erupt into violence.

Effect: Anytime a violent encounter starts, the character must roll a Willpower Skill Check at a DT determined by the GM (based on how dangerous the situation really is). If the character fails, he or she seeks to flee the encounter, or hides behind something for the duration of the battle and cannot take any other actions. Every round the Skill Check can be re-rolled. Once it is passed, the character can act normally for the remainder of the combat situation.

DEEP SLEEPER (3)

Description: Nothing wakes you up. You sleep so soundly that it takes extremely loud noise or physical prodding to wake you up.

Effect: The character has a -5 to Perception and Intuition checks while asleep for purposes of deciding if a noise awakens them. Normally, they are also very disoriented and groggy when waking up.

DISABLED (3/5/8/10/25)

Description: With this Fault, you've had an accident or are suffering from an incurable disease, or perhaps you were born with a disability.

Effect: The range of these disabilities also puts forth the variance of points given. The more severe the disability, the more points are received. This includes all mental and physical handicaps. Obviously not all are listed but the guidelines provided should help.

- 3 – Minor Disability (-1 Speed or -1 Move) – No Finger, No Toe
- 5 – Moderate Disability (-1 Ability Score) – No Hand, No Foot, No Ear, Minor Brain Damage, Minor Deformity
- 10 – Major Disability (½ Ability Score) – No Leg, No Arm, Blind, Deaf, Moderate Brain Damage, Moderate Deformity
- 15 – Severe Disability (1 Ability Score = 0) – Paraplegic, No Legs, No Arms, Severe Brain Damage, Severe Deformity
- 25 – Very Severe Disability (2 Ability Scores = 0) – Quadriplegic, Massive Brain Damage, Massive Deformities

FANATIC (8)

Description: This Fault indicates you are a fanatic of some-sort.

Effect: Whether it is a politician, entertainer, military commander, government, cult, religion, god/goddess, the effect is pretty much the same. The object/person/group the character is fanatic about always comes first. Any other objective is secondary. Note that this fanaticism may also include a set of codes for the character.

FRAIL (8)

Description: You have a particularly frail, weak, or unhealthy body.

Effect: Suffer a -1 Penalty to the character's maximum Health.

GLASS JAW (8)

Description: You tend to get hurt fairly easily.

Effect: Every time the character suffers Health damage, he or she takes an extra point of damage. This does not count for Vitality, only Health.

GREED (5)

Description: Weather for riches or powers, you are quite greedy. You may very well be a good person, but your greed is their downfall.

Effect: The character will seek to satiate his or her greed at almost any cost.

IRRITATING (5)

Description: You are aggravating, irritating, annoying or belligerent.

Effect: The character has a -3 to all Charisma Checks.

LAND DISABILITY (5)

Description: You are only at home in water and this causes your land actions to be less spectacular.

Effect: The character suffers a -1 to any athletic or movement based Skill Checks while not immersed in water.

LAZY (5)

Description: With this Fault, you never do anything that is not necessary. Often, you will rely on the other team members to take care of menial tasks like preparing food or setting up a tent.

Effect: If there's an important task, but that isn't immediately urgent (such as setting up some traps for tomorrow's ambush), the character can make a Willpower Check to try to get up and help. If the character fails the Skill Check, he or she instead decides to lounge about, slack off, take a nap, or the like.

LIGHT WEAKNESS (5)

Description: Your eyes are incredibly sensitive.

Effect: While in bright light, he/she suffers -1 penalty to any activity that includes vision this includes attacking. Bright light usually incorporates heavy artificial lighting or bright noonday sun.

NEMESIS (3)

Description: This Fault incorporates a powerful enemy, group of enemies, or organization that wishes you ill.

Effect: The enemy can be a powerful humanoid, an organization, or a specific monster. The reason for this vendetta can vary, but should make sense. Whoever or whatever the nemesis is, and whatever they want to do to the character, they must be powerful, persuasive, and influential. Whether the nemesis wants the character dead or alive, the enemy must be able to send people out to attack or interrogate their hated foe. The enemy might be able to cut the character's informants out, and destroy their property. Also, the nemesis should be able to keep track of the character with relative ease in most environments.

PERSONAL CODE (3/5/8)

Description: You have a personal code of honor or of morals and won't stray from it.

Effect: It can be something like "Always Protect The Innocent" for a good-hearted vigilante, "Never Attack Women" for a chauvinistic but noble-minded soldier, etc. The character cannot purposely deviate from this code. However, if the character fails at it or accidentally strays, he or she will be overwhelmed with guilt. In some situations, if the character knows that a current situation is an "exception" to his or her code (Such as the female soldier who's mowing down the party with a machine gun), he or she may break it, but suffers a -5 to any skills or attacks. Codes may have different values depending on the specifications.

- 3 – Minor Limitation/Taxing Statement: Never Attack Children, Never Hurt Wildlife
- 5 – Moderate Limitation/Taxing Statement: Protect The Innocent, Never Attack Women, Never Hurt Animals
- 8 – Heavily Limitation/Taxing Statement: Never Harm Anyone, A Set Of Strict Codes (Like a Knight's Code or a Religious code)

PHOBIAS (3/5/8)

Description: You are afraid of a certain thing, group of things, or situation.

Effect: Naturally the specifics of each phobia are different, and are worth varying amounts of points. If the character is threatened by a violent encounter with the object of the phobia, the character must roll a Willpower check equal to a DT fixated by the GM on how prevalent the phobia is. If successful, the character can function normally, but if the check fails the character must flee or otherwise seek to avoid the encounter for 1 round. After this time period elapses, repeat each round until a check succeeds. The GM can modify the Willpower checks as needed. For example, if the character hates heights but is being chased by corporate security the character might attempt to rein in the phobia to save the character's life with perhaps as much as a +5 bonus to the check, if her or she is able to climb out a window and walk along the edge outside the building.

- 3 – Rare/Minor Phobia: Particular Monster, Particular Animal
- 5 – Occasional/Moderate Phobia: Heights, Enclosed Places, Crowds, Deep Water, Monsters, Animals, Undead
- 8 – Common/Major Phobia: Magic, Darkness, Firearms, People

POOR (3)

Description: You have lost, been robbed of, or been deprived of a large source of wealth, or you were never well off to begin with.

Effect: For starting PCs, the character's funds are halved when this is taken. Each time it is purchased, the funds are halved yet again. If taken during the game, an object(s) of value are removed from the character at the GM's discretion.

PRIMITIVE (8)

Description: Whether living in the boonies or a die-hard old timer, you stick to any equipment deemed "primitive" by the time era.
Effect: The character is forbidden to take a skill in any high tech equipment or newer weapons. Any skill or ability checks dealing with "new-fangled machinery" or any type of technology are made with a -3.

SENSITIVE SENSES (5)

Description: Stronger sensory cues can overwhelm you easier.
Effect: Any weapon or spell that affects the chosen sense adds +3 to Damage. One sense, such as hearing, seeing, smelling, etc., must be chosen when this Fault is purchased.

SPELL CRUTCH (3/5/8)

Description: You always had an item or items that he needed to cast with.
Effect: The character has become dependent on it/them, and is unable to properly cast spells without channeling through the item. If the item is common, small, and/or inexpensive, this is taken at 3 points. Examples are a type of bird feather, a certain symbol, small dagger, etc. Taken at 5 points, is a more cumbersome, rare, or expensive item. This includes most expensive jewelry, a sword or staff, etc. At 8 points, it's a specific item the character needs to perform magic. Perhaps a shield passed down through the generations of the family, or a pendent the character has had since the character was a child.

THREATENING (5)

Description: With this Fault, you always make people uneasy, and people find you hard to trust.
Effect: Generally this infers cautious approaches to allowing the character to receive any information and to render any aid, and in combat, these characters are often attacked first because they are seen as most dangerous.

TONGUE-TIED (3)

Description: You have trouble interacting with other people. Often, you will misname things and state the wrong places.
Effect: This inflicts a -3 to Charisma Checks where this would come into play.

UNLUCKY (5)

Description: With this Fault, you seem to be cursed. Bad luck always follows you. She'll never win the lottery. If you get in a bumper car, you get the one with the steering wheel that doesn't turn right. If there's a pickpocket nearby, you will likely turn out to be his or her next target. If you proceed to flirt with someone, he or she turns out to be the assassin who was hired to kill you.
Effect: This has no statistical inflections; the GM, on a case-by-case basis, determines the exact affects.

WEAK STOMACH (3/5/8)

Description: A weak stomach troubles you.
Effect: If failing at Skill Check (usually Willpower) at a smell or glance of something the character finds revolting, then the character must spend a few seconds retching, fainting, light-headed, or just being disgusted and distracted. Usually this amounts to one round of inactivity. If taken at 3 points, the character finds one thing in particular revolting such as the smell of fish, the sight of blood, the smell of rotting flesh, etc. If taken at 5, most things that are heavily unpleasant causes the character to heave, such as a rotting corpse or a gaping bleeding wound. If taken at 8, the character loses it at the smallest thing, like even the sight of blood, the whiff of a decaying body, etc.

WEALTHY SURROUNDINGS (3)

Description: You have lived a lavish lifestyle or just prefer the finer things in life.
Effect: The character's Heal Rate suffers a -1 if not in High class or higher lifestyle area when resting (for MV, PV or Health gain).

SKILLS

The skills are grouped into categories for easy reference and these are certainly not the only skills in the world. These are simply ideas, and there are more skills in the world than could possibly be listed in this book.

ACADEMIC

These skills could involve any scientific, political, historical, or any other type of lore. This covers the broad ranges of many subjects that are known and taught in schools today, from something everyone knows such as Biology to more unknown subjects such as Gerontology (The study of aging).

A lot of these can be used as Compensation skills for others, and some topics may seem to cross-sect. For example, why take Herpetology (the study of reptiles and amphibians) when you can take Zoology (the general study of animals)? The answer is simple. A zoologist may know a bit about different kinds of animals, but a herpetologist will know everything there is to know about reptiles and amphibians, much more than zoologist.

Also, do not allow too broad a subject. Biology, although broad, is a fair subject and not ridiculously broad. Science, however, is. A character with just "Science" would only know very elementary things about every aspect of science. So is History. Acceptable branches of History would be Elven History, or Magic History, and similar types.

EXAMPLES

Agriculture, Ancient Religions, Anthropology, Archeology, Astronomy, Biology, Botany, Chemistry, Elven History, Geology, Gerontology, Languages (Specific Language), Magic History, Medicine, Physics, Psychology, Zoology

ARCANE

These skills accompany everything directly relating to the magic in the world, anything related to the occult as well. Alchemy, the magic-chemistry, involves the creation of potions and magical substances. Magical Lore, the knowledge and study of magic (note, this does not indicate the ability to cast it, a person can know a lot about magic but not know one single spell), would also be included in this category. Monster Lore, and Magical Disease (such as Vampirism and Lycanthrope) are also possible skill choices.

EXAMPLES

Alchemy, Astrology, Magic Lore, Magical Diseases, Monster Lore, Vampires, Were-Creatures

ATHLETICS

Athletics skills are anything that involves using the body to make it do something. It includes a variety of athletic skills, such as running, climbing, crawling, and more. It is used often when a character tries a difficult athletic task. For example, you could add your Balance skill to your Agility check when crossing a narrow beam between two high-rise buildings. You could add your Catch skill to your Dexterity check if a teammate tossed you a heavily volatile potion in a glass beaker a long distance.

Acrobatics would allow flips and tumbling. Hit would not help your attack, it would be to help you force things open with a strike. Swim has some very obvious uses, as does Climb. Escape is generally used to wiggle, force, or otherwise remove your-self from a very tight situation such as a huge monsters grasp, ropes or chains, and more.

This skill is very extensive and very versatile. There are many different specifics that can be put in.

EXAMPLES

Acrobatics, Balance, Catch, Climb, Crawl, Escape, Hit, Jump, Run, Swim, Throw

COMBAT

This allows characters to ignore many of the problems inherent in fighting in unusual or debilitating conditions, and in training in the weapon and non-weapon arts of combat. When a character is forced to fight in a situation where he would incur penalties, if he rolls a successful skill check at a DT set by the GM for the difficulty of the task (Its not as hard to fight in a

swimming pool as it is in the middle of the ocean), he suffers only half combat penalties, rounded down. The penalty can never drop below 1, however.

EXAMPLES

Aquatic Combat, Ariel Combat, Blind Combat, Combat Maneuver (Specific), Silent Combat, Vehicle Combat, Weapon (Specific)

CRAFT

Crafting and artistic skills are put here for reference. When taking a crafting skill, you gain the skill bonus when creating, appraising the object for value, or repairing the object, among other things. More specific skills may lower the DT significantly (such as focusing only on repair, not building), while broader ones may be less useful but more versatile.

EXAMPLES

Alcohol Brewing, Craft Bows, Craft Pistols, Craft Rifles, Craft Swords, Craft Traps, Car Mechanic, Forgery, Locksmith, Painting, Pottery, Writing

DETECT

Grouped here are possible detection skills. It includes using any of the five senses when detecting as well. Certain skills are highly useful for avoiding ambushes, locating hidden items and people, and finding where trouble is before it finds you. Possible skills could be Listen, Search, Spot, and others.

EXAMPLES

Detect Scent, Detect Sound, Detect Trap, Lip Reading, Search

ETIQUETTE

These are skills aimed at knowing what to say when and how to say it. Etiquette can be very valuable, and will oftentimes allow bonuses to an NPC's reaction when making checks, as long as the etiquette selected is appropriate. A gang member will be a lot less suspicious of one who knows the Street etiquette, and if the character takes the time to learn his specific gang etiquette the gang member might even be friendly and trustworthy of the character. Of course, that's a very specific skill and etiquette like Street tends to be broader and more versatile, although in different settings the characters bonus or penalty may adjust as necessary. Any skill is situation dependent, and this is no different, its up to the GM to decide how well the character will perform.

EXAMPLES

Business Etiquette, Court Etiquette, Military Etiquette, Professional Etiquette, Street Etiquette

INSTRUCT

The skills listed focus on instructing others by teaching them, commanding them, or directing them. This can also be used to train animals, the ability and rudimentary knowledge of issuing military commands, or the skills at group leadership. Education can also be used, and you can use this skill when teaching someone something you know to better help him or her understand it.

EXAMPLES

Lead, Military Instruction, Teach, Train Animal (Specific)

INTEREST

This category is used for a character's hobbies or special interests. It includes trivia, and non-academic and non-scientific knowledge. For example, you could take Cars and be able to rattle off names of cars their performance abilities, and be able to examine and assess cars as to how well they might run and any other trivia-like views. To actually DO anything to the car, you would need a Car Build/Repair skill. Computers are another good example. Computer Programming skill would be needed to actually program or repair hardware, while Computer Build/Repair would let you into the hardware. Computer Interest would let you operate it on a hobby-level, possibly know a lot about new things coming out, and you could decently assess how complex or expensive another computer was. A skill like First-Aid Interest would mean you have no professional training, but you know the basics from watching Rescue 911, and can probably take rudimentary care of a person (staunch wounds, semi-successful CPR and Heimlich, cleanse and

bandage wounds) in distress or injury. This skill is basically used for skills or knowledge that requires little to no professional training, and is self-taught or simply a hobby or enjoyment.

EXAMPLES

Car Interest, Computer Interest, Fashion, Firearm Interest, Famous Gangs, Metal Bands, Pro-Wrestling Interest, Techno Music, Video game Interest, Wine Interest

OCCUPATION

These categories contain the knowledge of a certain profession. This will give you knowledge and the ability to perform certain aspects of the profession, but it does not give you any specific skills. Basically, this means you can perform the *services* of the profession, but not the *skills*. For example, consider the Doctor Occupation, First-Aid and Medicine. The occupation skill will allow you knowledge and ability to perform all steps of the doctor occupation such as diagnosing, preparation treatment, and interaction with patients. The First-Aid skill will actually allow you to perform First Aid such as bandaging, CPR, Heimlich, etc. The Medicine skill will give you the educational knowledge of the medicine field, and will allow you knowledge and how to apply drugs. As can be seen, they are very complimentary, but are different skills. A doctor, who makes his living as a doctor, would take all three and more related skills. Also, ranks in the profession you chose indicates you have prior experience, and either through work history records, a degree, or some other method, your skills are known and valued, the higher the ranking. This also, has many other benefits. For example, being a high-ranking lawyer not only means someone may hire you for a case, but it also means that you may be able to get into places or blend into a certain crowd easier. A chef may be hired for a catering group that plans to service his next target, a wealthy, nasty, Dwarven businessman. A clown can always get in birthday parties, and being a truck driver lets you get into various loading-dock areas. Every profession has its benefits, including low status ones. In fact, sometimes they are better, because they have a lower chance of gaining unwanted attention.

EXAMPLES

Bartender Occupation, Chef Occupation, Clown Occupation, Doctor Occupation, Lawyer Occupation, Soldier Occupation, Truck Driver Occupation

OPERATE

This is the skill at using, manipulating, and operating machines, computers, vehicles, or complex items.

The vehicle skills, for example, not only allow you to pilot the vehicle, but to also manipulate any controls in the vehicle. An Operation (Tank) skill not only allows you to direct the tanks movement but also operate any equipment in the vehicle, including radars and weapons systems (but HITTING with the weapons is a weapon skill).

EXAMPLES

Pilot Car, Operate Computer, Operate Construction Equipment, Operate Medical Equipment, Pilot Sailboat, Operate Siege Equipment, Pilot Submarine, Pilot Tank

PERFORM

These skills are for performing for an audience, some sort of entertainment skill. It has other uses as well, but is generally designed to please an audience. Act, for example, could also allow characters to fake their death or illness very well. Comedy can be an oddly useful skill, telling a joke at the right time has amazing affects. Ventriloquism, the act of throwing your voice, holds numerous possibilities. And these are just a few of the possibilities.

EXAMPLES

Act, Dance, Comedy, Costume, Juggle, Musical Instrument (Specific), Sing, Stage-Magic, Ventriloquism

PERSUADE

These skills are used for persuading, convincing, or misleading others. This holds a gauntlet of manipulation skills, which are designed to do exactly that. The Instruct skill is more for leading and teaching, the Persuade for manipulating and deceiving. Barter might allow you to get better prices with people selling goods. Interrogate will allow questioning people to be easier.

Intimidation will oftentimes force people to consider you a viable threat and act accordingly. Many of these skills are very useful in daily interaction.

EXAMPLES

Barter, Interrogate, Intimidate, Negotiate, Seduce

RIDE

This includes skills to ride or maneuver animal/monster/human-driven vehicles. This incorporates basically the using of living beings as transportation, and it has advantages and disadvantages to machine-powered vehicles. Most of the time, they are much more versatile, although less speedy. If they are faster, like certain monsters, the main problem is having the monster let the character ride it. Monsters generally do not like being ridden. Horses, are more docile, and far less dangerous, but still can be a problem. A skateboard or bicycle is self-powered, and generally versatile, but oftentimes very slow.

EXAMPLES

Bicycle, Pilot Carriage, Ride Dog, Ride Donkey, Ride Horse, Ride Pony, Roller Blade/Skate, Skateboard

STEALTH

These skills involve the ability to sneak and move quietly, and perform activities without notice. This involves many aspects of classic thievery, and includes any activities that actively involve stealth. It's a quiet and discreet version of the Athletics skill. Hiding, sneaking, stealing, and other skills are put in this category. Disguise, making yourself look like someone your not, is an amazingly useful skill and combined with Act can make you seem like a completely different person. It is different than the costume skill in Perform, because costume is simply designed to make you look a certain way, and may conceal your identity, but not as well as disguise, which is the purpose of concealing your identity.

EXAMPLES

Disguise, Follow, Hide, Lock Pick, Pickpocket, Sneak, Steal

SURVIVAL

This category represents the knowledge of the outside, terrain, or any other outdoors skills. The character can choose to specialize in a certain terrain or area, or they can specialize in one single aspect of survival. These include finding food, tracking, and wildlife and plant life.

EXAMPLES

Desert Survival, Forage, Hunt, Mountain Survival, Track, Tundra Survival

TREAT

This category includes application of skills to humans and animals. This is like the operate skill section, but applying to living things. This includes a broad base of skills, including First-Aid. Examine is used to examines someone's body for anything unusual, the check with that is used to discern if there is anything unusual. Learning what it is, however, requires an appropriate medical skill check.

EXAMPLES

Bind, Diagnose, Examine (Humanoids or type of Animals or Monsters), First-Aid, Frisk, Massage, Torture

SKILL CHECKS

Skill Checks combine a character's natural ability taken from Ability Scores, and their training from Skills they have. Performing a Skill Check is actually very simple, and they are usually called by the Ability Score.

A Difficulty Threshold (DT) is assigned, and the player rolls 1d20 and adds the Ability Modifier and the Skill Rank to the roll to attain the DT. A very easy situation would have a DT of about 5. This would include such things as breaking open a rotten, falling apart, wooden chest, finding all the change in a couch, etc. A situation that requires little skill would be assigned a DT of 10. An example of a DT 10 situation would be, binding a large cut correctly, convincing your average Joe

to sell his car at a lower price, etc. A situation that requires a high degree of skill would require a DT of 20 or more. This would include actions such as complex First Aid, picking an average lock, etc. A high degree of skill would be higher, maybe 25, 30, 40, or even more.

Also, it's important to take into consideration the training need for a task. A character with, for example, the Surgery skill, should be given a lower DT for the same task as someone who doesn't. Brain surgery is a perfect example. A trained surgeons DT for this task could be about 15. An untrained character, with no prior medical, surgery, or other knowledge, might need an 80 or more to perform this. A roll of 1 is always a failure. However, if the DT is above 20 then the character is entitled to another 1d20 roll to try to reach the goal, the character may roll another 1d20 if a 20 is achieved. The modifiers are only applied after all rolling is finished. Each time a 20 is rolled, another 1d20 may be rolled if needed. Also, sometimes the skill is so easy and the character has plenty of time to do it, that the GM will simply ignore rolls, and that is perfectly fine. *DT is determined on an individual basis!* When a DT is assigned, it's the DT for that particular character. For example, a character that has Surgeon Profession and Surgery as skills and has them very high (and who is also employed at a local Hospital), a routine surgery in a top hospital (which might be DT 50 for a person who has not even had First-Aid) would be much lower (Mayhap a DT of 10). The DT is completely relative. Therefore, being skilled not only helps raise your ability to perform it, but also it causes the difficulty of your task to plummet. However, that same surgeon, trying to repair a damaged organ deep in the body with insufficient tools, on the street, in the pouring rain, might find his DT quite a bit higher (perhaps back up to 30 or 40). Generally, for very low DTs, a Skill check is not needed outside of combat. For example, if a person tosses someone else an item from five feet away outside of combat. This is assumed done automatically in most cases.

ABILITY TABLE

DT	DESCRIPTION
5	Simple <i>Catching an easy toss, jumping a small gap, world-class high jumper leaping an average difficulty obstacle</i>
10	Complex <i>Catching a fast, long throw, jumping a wide gap, competent programmer hacking a B-Grade security file</i>
15	Difficult <i>Catching a wild, off throw, jumping a very wide gap in the rain, performing tough surgery in bad conditions</i>
20	Skilled <i>Performing a trained skill without training, such as First-Aid, or recalling broad educational knowledge</i>
30	Highly Skilled <i>Performing a difficult skill without training, such as major First-Aid, recalling detailed knowledge</i>
40	Specialized <i>Performing a specialized task without training such as minor surgery or fixing wiring in a computer</i>
50+	Highly Specialized <i>Performing very specialized skills sans training like surgery or fixing a totaled mainframe</i>

Below are a few examples of Skill Checks.

Mallack, the Orc business tycoon, is trying to convince another businessman to invest some money in his corporation. Mallack needs to make a Charisma Check to do so. Mallack has a 8 Charisma, making him a very personable Orc. His modifier is +3 to his check. Also, Mallack is trained in Negotiation, which is an applicable Skill. Mallack has a 4 in Negotiation. This businessman is a hard one to convince, but he's open-minded about investments. The GM determines Mallack's DT (Difficulty Threshold) is a 12. Mallack lays out a convincing argument for investing in his corporation, and then the GM him rolls 1d20, and adds 3 for Mallack's Charisma, and 4 for his Negotiation Skill (or +7 total). The GM rolls a 6, and adds 7, for 13. Thirteen (13) beats the Difficulty Threshold, which is twelve (12). The businessman is convinced! Mallack is elated to hear that the businessman will invest in Mallack's company.

Natasha is a Human assassin, attempting to kill Murdock, the leader of a corrupt corporation that is spilling waste into nearby rivers and streams, harming the population of a nearby town. She infiltrates the building, dressed in full-black attire. She cuts out a pane of glass in a nearby window, gently placing it inside, and maneuvering in ... coming face to face with a young security guard coming out of a nearby door! The man has a shocked look on face, but quickly reaches for his pistol as he collects himself demanding, "What ... who...?" Who, who are you?" Natasha's player doesn't want to attack, fearing a full out alarm, instead Natasha tries an excuse that this is actually a security drill, and that he has passed in stopping her before she got too far into the building... Being in the security guards position, this is a highly unbelievable lie! The GM decides to give Natasha's player a chance, and sets the DT (Difficulty Threshold) at 28 for such an insanely difficult task and calls for a Charisma Check. Natasha is a fairly charismatic woman, with a 6 (giving her a +1 Bonus) but this is still a tall order, especially since Natasha has no skill that could help her, like Persuasion. Natasha relays her story, and the GM rolls a secret 1d20... Rolling a 20! Now, Natasha can have another roll, since she rolled a natural 20... The GM rolls again, and gets a 6. Add +1 for Natasha's Charisma, and you get a 27... Just one under! The security guard isn't convinced (and the roll was pretty close, he's not exactly sure either way really), but he isn't about to start a firefight, he demands she come with him to the security office... What will Natasha do now?

WEAPON SPECIALIZATION

Some people just take more time to become experts with their weapons. Purchasing a weapon skill lets you become familiar with that weapon. That means if you purchase Knife, you can use any Knife weapons and any weapon with exactly the same statistics and attack method no problem, any weapons that are similar to the knife in size, weight, and attack method the GM may allow a Compensation bonus of $\frac{1}{2}$ the weapon rank (round down.), and $\frac{1}{2}$ all bonuses (round down) (GM has finally say on just what that constitutes, usually matches in roughly half the "categories" for a weapon).

Each time you purchase a weapon skill, you are given a beginning rank of 1. You raise them like other skills. This is how you become an expert. Each rank is given a special bonus.

Each time you gain a rank, you gain a bonus ability with that weapon which gives a bonus of 1. For example, if you had a rank of 1 in Dagger, then you could receive a bonus of +1 Attack with Dagger. You can choose whichever bonus ability you want each time you gain 1 rank. See Chapter 5: Equipment for more information on weapons.

BONUS

- Weapon Attack
- Weapon Damage
- Weapon Effect
- Weapon Range
- Weapon AP Cost
- Weapon Reloading
- Weapon Strength Requirement

Cheetah the ganger likes his switchblade. He currently has a 3 in Knife, and upon gaining a new level; he spends 3 more points to gain a 4 in it. Cheetah focuses on speed and quick attacks, so Cheetah decides on +1 Attack. Now, his attack bonus with his switchblade increases by one. Also, Cheetah had a 5 in the MAC-10 SMG. He spends another 5 in that, giving him a 6, and chooses +1 Attack. Now Cheetah has two weapons that he is notable skilled with, allowing him some variety.

Isis the master swordswoman has an 8 in Heavy Sword, and after attaining another level spends another 8 for 9. She has spent all her weapon training in the long sword, and it has paid off handsomely. She has +6 Attack and +3 Damage. Isis is extremely deadly with this particular weapon type. Of course, since she spent all her time training in one weapon, if she loses access to a Heavy Sword for some reason, she may be in a bit of trouble.

ARMOR SPECIALIZATION

Some people just take more time to become more adept at moving in armor and using shields. Each time you purchase an armor/shield skill, you are given a beginning rank of 1. You raise them like other skills. This is how you become an expert. Each rank, including the initial purchase, helps you use your armor better.

Also training in your armor gives you some more subtle additional benefits.

Armor that is identical in weight and protection type can be used normally if you've trained in it.

Armor that is similar in weight and resistance and material to the armor you use can be used as a Compensation bonus ($\frac{1}{2}$ your Skill Rank and $\frac{1}{2}$ bonuses), under GM discretion. See Chapter 5: Equipment for more information on armor.

BONUS

Armor Effect

Armor Penalty

TECHNIQUE SPECIALIZATION

Techniques are just like weapons; with a lot of training with the right spell or maneuver a person can become quite skilled with it. Specific training in any technique might have different effects, but here are the basic effects. Each rank you take in a technique, including the first, you select a bonus to go with it. See Chapter 4: Techniques for more information on techniques.

Maneuver or Spell Duration is measured in rounds in how long it lasts. Roughly 5 rounds is one minute.

Spell Range/Area is measured in squares. One square is 5 feet.

Note that for some techniques some of these choices aren't applicable.

BONUS

Technique Area

Technique Attack

Technique Damage

Technique Duration

Technique Effect

Technique Range

Technique AP

Technique Cost

SUPPLEMENT AND COMPENSATION SKILLS

Supplement skills are other related skills that offer you a bonus for using a primary skill. For example, if you have Woodland Survival 4 and Foraging 6 and you wanted to find some safe berries to eat while in the woods, you could roll a Skill Check with your Wisdom Modifier and with the Forage Skill +6 bonus. The GM could allow you to use your Woodland Survival skills as a Supplement skill by halving its rank and rounding down to 2. You get an additional +2. If its 0 then

there is no bonus. If there is more than one possible Supplement skills, (for example: Plant Identification 2) you only use one, and the one with the best rank.

Luke, a bio-engineer, finds himself in an underground military base in the computer lab. He and a group of his friends are in trouble if they do not get the data off one of the computers and give it to local authorities. Unfortunately, the computers are heavily protected.

Luke's the only one in the group with any computer skills, and so he decides to give it a shot. The GM asks Luke to roll an Intelligence Check with any relevant Skill Ranks added. Luke has a 4 in Computer Operation and a 3 in Programming. He has an Intelligence of 9, giving him a +4 to any Skill Checks using Intelligence. Luke's best applicable Skill is Computer Operation, which gives him an additional +4 for a +8 total. However, Programming would also be useful in this situation, so Luke gains half of his Programming skill as well, giving him an additional +1 (3/2, round down) for a final tally of +9.

Compensation skills are skills that can stand in place of another skill. For example, if you are trained in Biology 8, and a question comes out about a chemical compound, the GM may allow a Compensation skill check with Biology (1/2 the rating round down) if he feels it's significantly enough related to warrant one.

Later on, as Luke's group is fleeing the military base while being chased by soldiers, they come across a locked door with an intricate security pad. They have no card key or override code, so someone will have to break open the panel and disarm the electronic lock to open the door if they wish to continue this way. Most of the group is wounded or down and if they have to go back in they might die, and Luke is the only person who can do anything about this although this is really not his area.

The GM asks Luke to roll an Intelligence Check with any relevant Skill Ranks added. Again, his Intelligence of 9 comes in handy with the +4 to any Intelligence Checks. However the only Skill that would be of any use that the bio-engineer has is Electronics 2. This is really not appropriate for this kind of work, but that knowledge is better than nothing. The GM rules that he can use it as a Compensation Skill, thus giving him half of his Electronics Rank for +1. This gives him a total of +5 to his Skill Check to disable the security lock and open the door.

WORKING TOGETHER

Sometimes more than one person for a Skill Check can be helpful. If allowed, the additional person with the highest skill adds half their appropriate skill rank to the check (1/4 if its only Compensation Skill). Every additional person after that, if it really would be any help, simply adds a +1 if they have any of the skill.

Naturally this only makes sense for certain skills. Skills like surgery, vehicle repair, or carpentry are good examples when this is appropriate. However, having more than one character try to pick a small door lock at one time, for example, would do far more harm than good.

CRITICAL FAILURES AND SUCCESSES

Skills Checks can be done so perfectly well or fail completely that they become "Critical Success/Failures".

A Critical Failure occurs when a 1 is rolled, and the character fails a second Skill Check which is rolled immediately after. If the second roll is made, it's just a normal failure.

A Critical Success occurs when a 20 is rolled, and the character succeeds in a second Skill Check which is rolled immediately after. If the second roll is failed, it's just a normal success. However, if a character needed a 20 on that specific roll, then this effect does not come into play. Regardless, a 1 is always a normal failure, even if its not a Critical Failure, and any number equal to or greater than the DT is a normal success even if it's not a Critical Success.

Natasha is trying to pick a lock in a warehouse. Natasha has a 1 in Pick Lock and a bonus of +1 for her Dexterity Modifier. The Difficulty Threshold for the lock is 18. Natasha rolls a 20 for her Skill Check. This succeeds with a 22 and also creates the possibility for a Critical Success.

LEVELING UP

Each character starts at Level 0. It is 100 Experience Points to reach Level 1, 200 to reach Level 2, etc. Just multiply the Level by 100 to see how much Experience Points you need for a new Level. When a character levels up, they gain their modified Skill Rate in Skill Points.

Note that when you gain a Level, your Experience Points reset to 0. So if you are Level 0 with no Experience, and you receive 150 experience, then you are Level 1 with 50 Experience Points. It'll take 150 more (or in other words, 200 Experience Points total) to gain another Level.

More information for the Game Masters about gaining and awarding Experience Points can be found in Chapter 9: Game Masters.

Alice's character Emily is Level 4, has 420 Experience Points, and a Skill Rate of 9. After finishing a game, the Game Master awards Emily 100 Experience Points. This gives Emily a total of 520, and she needed 500 to attain Level 5 (5x 100). Emily becomes Level 5 with 20 Experience Points and has 9 Skill Points to spend as Alice would like.

CHAPTER 4: Techniques

THE BASICS OF TECHNIQUES

Techniques encompass a character's arsenal of tricks, powers, and signature maneuvers. This includes raw magic, but also they could be completely devoid of magical relation and based purely on the character's skill. Nevertheless, they require training to pull off, and are unique to the character (unless he or she shares them with someone else).

A good option that is available is having multiple characters possessing a single Technique. This could allow a teamwork maneuver. A GM could allow that to be a lot more powerful than a Technique unique to one character, because all three characters would waste the move in one round, and they would all have to possess the skill and use it at the same time.

Like most things in *The Harbingers*, Techniques are relative. The GM must take care to make sure the moves are balanced.

Techniques are trained the same way as normal Skills. They work like weapon and armor Skills in that each Rank gains a bonus of some sort.

The listed Techniques are just examples, and players are welcome to create their own custom Techniques.

TECHNIQUE COST

Techniques strain the mind and the body. Techniques always have some sort of cost or condition on their use. Some possibilities are: MV Cost, PV Cost, Limited Uses Per Day, Only Usable In Special Conditions, etc. Most Techniques have a listed cost, and it is usually in Mental Vitality. Techniques that cost Mental Vitality can bleed into Physical Vitality, and then into Health if all Vitality is gone. Techniques that directly take from Physical Vitality are considered more costly than those that directly take from Mental Vitality.

MAGIC IN LEGACY EARTH

MAGIC OVERVIEW

This section is for the magic system in Legacy Earth. It describes the nuances and details that help players and Game Masters understand the method of casting magic.

Magic is a strange and mysterious force. It is the lifeblood of the world and is the paradox of reality and allows for strange and wondrous things. It's an intangible force that courses through the universe. It also can be used to twist "reality". What magic really does, is changes the prosperities of things, up to the molecular level.

Although some say magic and science are direct opposites (magic manipulates reality, and science uses reality to manipulate), they do share at least one common thread: If not done exactly right, it won't work the way you want it to. Using magic is the same as using a chemical compound. If you do it right, wondrous things can happen. If you do not, the best it could do is not work. The worst thing it could do, could be quite disastrous.

CASTING MAGIC

Magic has more flexibility than science. That said, magic users must have their hands freed, and they must have their voice. If they are gagged, or if their hands are bound, most spells will not work. Their hands do not need to be free exactly, but they must be able to use them effectively: i.e. they cannot be carrying a huge box that is encumbering them and requires all their effort to carry. They may cast while holding a sword and shield, or an assault rifle, or anything else that allows them to move their hands. Generally though, most casters prefer to have at least one hand free.

Magic is not directly channeled through gestures and words, but harnessing the energy to cast magic requires intense concentration and training. Gestures and words help the caster to focus on the spell being created. And each spell, each action, requires a different sort of "tapping". The noticeably of spell casting varies. Generally, the words can be whispers and the gestures and stances can be vaguely disguised, but if someone is trying to cast a spell secretly in front of someone it is pretty hard to disguise the effects. It takes a lot of concentration and mental energy to cast most spells. Generally the character must be unhindered to cast a spell. Most spells that have physical manifestations are noticeable immediately after cast. To avoid being seen, usually there is a Dexterity Skill Check with any Ranks in a Skill like Spell Hiding, against a Perception Skill Check by the people present.

Keep in note, that while the casting process can be hidden, the gathering of the energy is not so easily dealt with. A failed Skill Check at hiding the spell either indicates the viewer saw the process, or "felt" the process. Regardless, after a spell is cast, there is little that can be done to disguise it. No matter if the spell has no visual component (and most do given the raw power behind the action), all present will feel the flow of magical energy and its effects. "Secretly" casting a spell is a difficult task, indeed.

Magic is a very moldable "power", despite its restrictions. Many mage-types put their own spin on certain spells, though having the same effect as widely known spells. Many spells, that can have exactly the same effect, have different names for the spells, colors for effects, and forms the effects take. For example, take the Magic Bolt spell. Some mages name it something different, maybe Magic Strike, or Mage-Arrow. The traditional color and shape is a white oval. Some mages get very creative, you could have a red arrow, or a rainbow colored sphere, etc. Most mages have "signatures", and will cast a certain spell their own way, the same way, every time. However, it's not uncommon for mages to mix it up. For example, one round you could cast Magic Blast as an orange cat-shaped blast, the next you could cast it as a purple blooming flower. As long as it has the exact same effect, you can change the appearance anytime you want.

Magic is very versatile in that way, however the effects may NOT change, and the details may not be excruciating. Acceptable changes are general shape (not size) and color. For example, the orange cat-shaped blast would just have the vague outline of a cat, not the eyes, whiskers, etc.

LEARNING AND CREATING SPELLS

Spells are generally self-taught. Another mage could provide advice on how to gather the magical energies to cast certain spells, but it really does not help.

Spells, once learned, are in the brain as normal information and are generally not forgotten unless the memory is damaged from head trauma, or other attacks or accidents. Those cases are used in Injuries, however.

WHAT MAGIC CAN'T DO

Magic is a very powerful and versatile force, but has some very clear boundaries. Here are the following main things you absolutely cannot do with magic.

- Resurrect The Dead – When a plant or animal, or any living creature is dead, it is beyond repairing. Some minor healing spells can help restore the body, but not even magic can cure death.
- Create Living Creatures – Magic absolutely cannot create a living creature, plant or animal. It can create magical entities that appear to be living creatures, however. But it cannot conjure into existence living plants or animals that are real and permanent.
- Talk To Or Call Forth "Spirits" – When a being is dead, it is gone. Although a lot of charlatans boast they can talk to the dead, it is not logically possible. Also, "spirits" cannot be called forth to animate their corpses. Although, this illusion can be created by a competent mage. For example, animating a corpse like a puppet, and cast a spell that makes it look like that corpse is talking, through the mage's own voice or possibly through another means.

- **Make Permanent Magical Items** – While making a permanent magical item is not impossible, doing so takes a powerful toll on the caster, usually permanently draining the caster's life force into the item. Also, they require materials to be enchanted, and oftentimes such spells are quite lengthy in casting. This can be illustrated by lowering ability scores or using up skill points. Making temporary magic items is much less draining.

Other than those restrictions, almost anything is fair game. Of course, all spells (as well as other Techniques) must meet with GM approval.

MANEUVERS

TECHNIQUE LIST

Techniques are a character's "special moves". They can be almost anything, from creating special items, performing unique tricks, executing combat maneuvers, or casting magic. Some are listed below, and they can be used, or used as guidelines, for creating specific ones. The listing is split into common maneuvers and also a list of common Legacy Earth spells.

MANEUVERS

BERSERKER RAGE

Berserker rage can be a very frightening ability. It can only be done with melee or hand-to-hand weapons, and it can only be done in combat. When raging, you do not feel pain and you will continue to rage until all enemies are defeated (Defeated means they are slain, they retreated, or they are incapacitated). When raging you suffer a -3 to Attack but receive a +3 to Damage and attacking is 1 AP less (Minimum of 2 AP). They can also go into negative Health, up until negative Max Health when they simply collapse, their body unable to take anymore, and instantly die. If an injury is in effect, they simply won't feel it, though it may still hinder his abilities. For example, if you have a leg severed, you can't continue running to your targets anymore. Broken bones, sometimes, may have that effect to. Blindness, obviously, will also limit it. But anything involving pain or bleeding does not. Breaking off this Rage early is hard, but doable. You must make a Willpower check at DT 20, with a +1 bonus on the check for every round you've been raging.

FAKE-OUT

Fake-Out is usable when someone has you covered with almost any kind of small weapon. You distract the opponent, quickly snatch or rush up and snatch the opponent's weapon, and turn it on them, flipping the situation. A Dexterity check (DT decided by DM per situation, weapon and victim) is needed, but if it's made, its failsafe, you are guaranteed to have performed it exactly. This is ideal if its just one man, on a group, it's more of a risk. The distracting part will work on all the group members, however the character can only grab one man's weapon, and it has to be the closest guy (if there's more than one, he can pick). However, if its group of people who also have weapons aimed at you, even though you have a weapon trained on them, they still might be tempted to fire if they are brazen enough, since they outnumber you and their chances of getting killed are far less.

FANG RUSH

Fang Rush is an attack by an owner and a dog (or other pet). The dog runs up, and latches onto the opponent, inflicting damage, and distracting the foe. The dog must roll an attack roll to hit. You immediately fire or swing your weapon. This attack is made with a +5 bonus.

FEAR FACTOR

Your macabre charisma, slick arrogance, or nasty attitude has thrown your opponents off. If used out of combat, you receive a +10 bonus to Persuasion or Intimidation attempts. If used in combat,

your opponents are shaken and until one of them strikes you, they suffer a -5 to attack you, with a Charisma check with a +10 bonus at a DT decided by the GM.

GAMBLER'S LUCK

Gambler's Luck gives you a bonus to any gambling game, as if you had double the skill level you currently have. You win it, to full degree, if you succeed. If you fail, you lose, but just barely.

KNIGHT STRIKE

With a weapon your good with, you can perform a devastating attack to your opponents. Performing a normal jump attack, the Knight Strike gives you a +1 to attack and a bonus of +5 to damage.

MAGIC THRUST

Magic Thrust is perfect for pushing those pathetic insects that stand before you out of your way. One opponent is instantly knocked down and thrown up to 5 squares in any direction with a successful mental attack roll with a +5 bonus. This, in itself, does not inflict any damage, but makes them knocked down. And if they are thrown into something nasty, it could do a lot of damage (like over a cliff). This requires no expender of MP, only the normal restriction of being a Signature Maneuver.

MUG

Mug is a brazen but powerful attack, you immediately rush up and manhandle the opponent, taking one item from his person that you can see. You need a successful normal Attack roll to do this, and if the opponent has a melee weapon and you are the only person in melee with them they get a free attack on you before you get to mug them. If you succeed, you take the item, and they are knocked prone and put in one square of your choosing around you.

PHASE

Phase immediately manipulates magic so that you appear behind an opponent (in line of sight), and can immediately make an attack or perform some other action as if it is an Interruption.

PUNCH RUSH

You throw an extreme quick barrage of punches (or other unarmed attacks) and each suffer a -3 to attack, however you halve the AP cost for the round.

GOLD TONGUE

You can almost instantly persuade someone to purchase goods of yours, for your asking price, by receiving a +10 bonus to any checks involving the sale of items.

GUT SHOT

This maneuver may not be performed in combat. In any situation, you slowly move forward by smooth talking your opponent. This requires a persuade check, modified by the GM depending on the targets reaction. The check receives a +3 bonus. If you manage that, then you are basically right next to the target. You place your hand on his shoulder or arm, still slowly talking to him while he's confused and oblivious, listening intently to what you have to say. If he had a weapon readied he may be lowering it, or it might not be pointing at you anymore as you slickly move to the side. However, you then immediately pull a handgun (or you could use a dagger or something) and stab/shoot the foe at point blank. An attack roll is made with a +10, and it automatically inflicts a critical hit if it hits.

RUSSIAN ROULETTE

Russian Roulette allows you to win a game of Russian roulette, automatically, simply by making an Intuition check. You win and your opponent loses if you succeed. If you fail, the game is played out normally.

SUPPORT FIRE

An Ally or Follower you have will by circumstance or by the person's wishes be nearby, but not currently in the group. You must have a way of contacting this person, usually a cellular phone, or if you know he/she is nearby you can shout. This person will arrive in a few rounds, default 3, determined by GM and aid you in the battle or situation you are in. Usually this arrival is very dramatic, leaping out of hiding with his chainsaw, arriving in an armored helicopter spraying the area with lead, or teleporting into the middle of a combat field with two magic-created monsters under his control. After the situation or fight, the ally leaves, unless the character is a Follower, and you hadn't decided to take him/her with you before, the person will stay if you want.

TEAM PAIN

Three different characters (usually PCs, may allow Followers too) perform a devastating attack. All 3 must be relatively close. They are all unarmed users, and the first one attacks an opponent with a +3 to attack and damage. If he succeeds he forces the opponent into the grasp of the next character, who performs an additional attack, this time with a +5 to attack and damage. If he succeeded, the last character gets a turn, getting a +10 to his attack and damage. This is a highly devastating attack; possibly causing at least 20 points of damage on one opponent, likely more.

TIGER LEAP

The character can simply increase his jumping power, by summoning his inner strength and manipulating magic. He gains a +10 to his Movement score for jumping purposes and can leap in any direction.

SPELLS

ANIMATE OBJECT

This animates a nonliving object, it will not work on anything that is alive, but will work on things that were once alive including corpses. The rank of the spell determines what kind of objects can be animated, generally 10x the Rank is the limit in pounds, and the rank itself is the limit in dimensions. So at Rank 2, an object of roughly 20 pounds, no longer than 2x2 feet in length, width, and height, can be animated. This is subject to the GM's opinion on the exact object though.

The object acts as a puppet under the control of the caster, given mental directions that eat up no time.

BARRIER

Protects the user from mental attacks. The physical effect is usually a shimmering force field surrounding the character. There are many possible variations of this spell that can be learned.

CHARM CREATURE

This spell warps a specific creature's mind, making it think its your friend, be it animal, humanoid, or monster. This does not work against creatures that are unintelligent, such as undead. The creature will basically be treated as a Follower while the spell is in effect. If the creature is not treated as nicely as a Follower, the spell is immediately cancelled. Once the spell ends, the creature will know all that has happened while under control of the caster.

CONTROL CREATURE BODY

This spell puts a specific creature's body under your control, animal, humanoid, or monster. To successfully use this on a creature, the caster must make a Mental Attack roll against the target's Mental Defense. It lasts for the normal duration, until dispelled, or until target or caster is slain. This spell must be sustained, which means the caster can only use half of his/her maximum APs. Whenever the target is forced to do something he directly opposes doing (such as attacking friends or showing the people where his boss's hideout is, telling the target to kill him/herself or put herself in a dangerous position) the caster must make a skill check with the Control Creature Body spell and that will be the DT the victim must roll for his Willpower Skill Check, if he succeeds he's free of the spell, failure means the caster has coerced him into doing it. Keep in mind those drastic actions like "Kill yourself" will have a HIGH bonus to the Willpower roll, usually

about +25. Other suicidal/extremely dangerous things or things the victim has high loyalty to will also be resisted with varying bonuses. Note that things the creature is not vehemently opposed to (such as walking into a store while the character shops, or being told to open a drawer on a dresser, or being told to search the area for a hidden entrance into a cave) do not warrant a check.

The creature must perform all actions the caster wills, the body directed like a puppeteer controlling a puppet. The creature is aware of everything going on mentally however, and all actions, skill checks, and ability checks that aid the caster (such as fighting for the caster, but not jumping over a gap in a cliff to save his own life) suffers a -5 penalty as the target resists the casters actions.

CONTROL CREATURE MIND

This spell puts a specific creature's mind under your control, animal, humanoid, or monster. This does not work against creatures that are unintelligent, such as undead. To successfully use this on a creature, the caster must make a Mental Attack roll against the target's Mental Defense. It lasts for the normal duration, until dispelled, or until target or caster is slain. This spell must be sustained, which means the caster can only use half of his/her maximum APs.

Whenever the target is forced to do something he directly opposes doing (such as attacking friends or showing the people where his boss's hideout is, telling the target to kill him/herself or put herself in a dangerous position) the caster must make a skill check with the Control Creature Body spell and that will be the DT the victim must roll for his willpower check, if he succeeds he's free of the spell, failure means the caster has coerced him into doing it. Keep in mind those drastic actions like "Kill yourself" will have a HIGH bonus to the Willpower roll, usually about +25. Other suicidal/extremely dangerous things or things the victim has high loyalty to will also be resisted with varying bonuses. Note that things the creature is not vehemently opposed to (such as walking into a store while the character shops, or being told to open a drawer on a dresser, or being told to search the area for a hidden entrance into a cave) do not warrant such a check. The caster sends mental commands to the victim's mind that must be obeyed. The creature is not aware of everything going on mentally however. Issuing commands requires the caster to roll a skill check with the spell, and the victim can roll a willpower check against it. If the victim succeeds, he/she does not perform the action, if he/she fails, they perform it without hindrance. Once the spell ends, the creature will know all that has happened while under control of the caster.

CREATE MAGIC CREATURE

This spell allows the magical creation of a humanoid, monster, or animal. The creation is fairly obviously magical, and can be any one thing the caster designs when he/she chooses the spell. It can perform simple commands, attack, move, and pick up objects. It's considered to have no skills, and has no equipment (but it can start with cosmetic clothing that basically counts as skin). Its abilities are: all 5's in physical stats, all 0's in mental stats (its mindless). When slain, it vanishes in a manner of the caster's choice, oftentimes a haze of colored smoke or sparkles. All colors of the creature are designed by the caster, and its possible to have very unusual coloring, such as a blue dog with pink pupil-less eyes.

CREATE ITEM

Creates any kind of simple item or items (not complex, electronic, or mechanical items such as computers, guns, grenades, crossbows, etc). Until the item is damaged (which causes it to vanish into a magical glitter or some other way the mage desires), the caster is slain, or until the magic expires/dispelled by the caster or others, it functions exactly as an item of its kind normally would.

CURE

This spell attempts to help battle a disease, virus, or bacterial infection. It strengthens the immune system. However many effect-bonuses the caster has in this spell is the bonus applied to all recovery rolls for the victim of the disease. For example, if the caster has +4, then the

person this spell is cast on will receive an additional +4 bonus on Constitution checks applied to getting rid of disease/bacteria.

This only applies for one day however, and to gain the effects the spell must be cast again the next day. If an infection is just starting or is relatively minor, it may cure it completely.

DARK BOLT

A spell used to drain a target's strength. This has serious side effects, it may not allow them to wield their weapon correctly, make them collapse or suffer encumbrance penalties from equipment, reduce their damage, among other things. If Strength is lowered to 0, they collapse (if they haven't already) and are permanently prone and unable to move or attack until the spell ends.

DARKNESS

This spell allows the magical creation of pitch-black darkness. Thick walls stop the spell's effect. It can be cast on a location, creature, or item. If the spell is cast on a creature or item, the spell moves with the creature or item. Any creature in this magical darkness suffers as if fighting in a blind environment, not even dark sight can pierce this. It can also be cast on light spells to dispel them with a skill check with a DT equal to the caster's rank in that spell, but it will not create the darkness.

DETECT EVIL

This spell allows the detection of evil creatures and objects. The exact nature of this evil will not be revealed but how strong it is as well as which direction it is will be. This could radiate from evil people, evil sentiment items, or evil creatures or beings created from magic. It is cast on the caster, and moves with him or her.

This will sense negative vibrations and feelings as well.

DETECT GOOD

This spell allows the detection of good creatures and objects. The exact nature of this good will not be revealed but how strong it is as well as which direction it is in will be. This could radiate from good people, good sentiment items, or good creatures or beings created from magic. It is cast on the caster, and moves with him or her.

This will sense positive vibrations and feelings as well.

DETECT MAGIC

This spell allows the detection of magical creatures and objects. The exact nature of this magic will not be revealed but how strong it is (using the level or spells used on it) as well as which direction it is will be. This could radiate from any magic items, or beings created from magic. It is cast on the caster or on an object or person of the caster's choosing, and moves with him, her, or it.

DETOX

This spell attempts to help battle a toxin or dangerous chemical in the body. It strengthens the immune system to this type of damage and assists in destroying the toxin. However many effect-bonuses the caster has in this spell is the bonus applied to all resistance rolls for the victim of the toxin. For example, if the caster has +3, then the person this spell is cast on will receive an additional +3 bonus on Constitution checks applied to getting rid of the toxin/chemical.

If the poison has already done damage, and then the spell is cast, the victim gets a second resistance roll but at a penalty of the Health damage inflicted (if any).

DISGUISE

Alter the caster's appearance to the eyes of others with this spell. This does not work against creatures that are unintelligent, such as undead. The caster appears to be a different humanoid, of his basic size and shape, with a little bit of variance, and it will allow equipment and clothing to "change". It does not allow a character to look like a specific person, just as a "random" person. It has the effect of letting the character blend in. It is completely illusionary though, and will fool only

the eyes. The characters equipment, clothing, and body stay the same, however. So if a character adds a foot to his height and tries to walk through a doorway that his "image" couldn't, it will look as though his head melded through the doorframe. Also, if someone touches the character and his image has on metal armor but the character has on a silk shirt, the touchier will realize something is amiss. A standard Illusion Check is made to see through the disguise, and is only made at first sighting, unless something strange happens (such as the head through the doorway, or the feel of silk where looks to be metal armor) that may warrant another check, with a possible bonus. Some animals might be able to see through this automatically because of scent, or might get a bonus on their check.

DISPEL MAGIC

This spell cancels a spell in question. Dispel only works on spells that have a lasting time, it does not work on spells that are immediate.

The target number for dispelling is equal to the casters rank in the spell.

ENCHANT WEAPON

Magically and temporarily enchant a weapon with an added effect or bonus. Only works on one item (one melee weapon, one arrow, one bullet, etc). Each rank in this spell a new effect could be added. Possibilities are Poison, Ice, Fire, etc. They have a single additional effect.

ENTANGLE

A spell that causes magical bindings to hold a creature. To successfully use this on an unwilling creature, the caster must make an Attack roll against the target's Defense.

HASTE

This spell makes the movements of the target magically fluid. It adds an AP bonus equal to the effect bonus.

HEAL

This restorative spell is a common one for magical medics. This spell can help repair injuries in the body. The healer must roll a Heal spell skill check at a DT of the severity of the wound with a bonus equal to the effect bonus. If successful, the severity is lowered by one. Proper recovery of the wound, however, does take recovery time, dependent on the type of injury.

Also, this can be cast in general and give a bonus equal to the effect bonus. No roll is required.

Finally, it can be used to stabilize a dying person.

IDENTIFY

Be sure you know its magical beforehand or the spell could be lost on a mundane item. An Identify Spell skill check added is needed for this to work; the GM based on how powerful the item is determines the DT. Everything will be revealed about the items function and uses if success is obtained.

KNOW ALIGNMENT

This spell will give the caster a description of the characters basic attitude, personality, and beliefs. For example, something like "Cold-hearted Murderer" or "Playful Inner-Child" It requires a mental attack roll to breach the targets mental defenses, unless the target is willing.

This spell probes the inner recesses and reveals the characters beliefs, but does not grant any mind reading capabilities.

LEVITATE

This spells allows the levitation of any creature or object. The amount you can move it up, down, or around is equal to its weight and the ranks you have in the spell. Take the amount of Ranks the caster has in the spell and multiply it by 50. That's the maximum amount of weight the caster can carry without losing speed. The speed is a number of unit (5 feet each) equal to the Rank itself.

If the weight is over, each Rank its over reduces the speed by one unit. The speed counts for up and down movements both. 5 feet in the air uses one square. For example, if the caster has a Rank of 4 that means he can levitate up to 200lbs for 20 feet (or 4 squares) per round. If the magic-user wanted to levitate a 278lb object, and only had 4 Ranks, that means he could levitate the object at only a speed of 10 feet per round because you would need 6 ranks (300lb max) to normally lift that burden.

To successfully use this on an unwilling creature, the caster must make a Mental Attack roll against the target's Mental Defense. Characters and objects dropped at heights of 10 feet or higher must use the falling damage table.

LIGHT

This spell allows the magical creation of magical light. It can be cast on a location, creature, or item. If the spell is cast on a creature or item, the spell moves with the creature or item. An unwilling creature must be brought up against a mental attack roll, however. This spell is commonly used as a "magic flashlight". It can also be cast on darkness spells to dispel them with a skill check with a DT equal to the caster's rank in that spell, but it will not create the light.

MAGIC BLAST

An area-attack spell that harms the body, it's a blasting impact of pure magic. Damage can be resisted with Physical Resistance. Physical Vitality is depleted with a successful attack. If no Physical Vitality is left, it seeps into Health, actually harming the body. Check for Injuries as normal.

MAGIC STRIKE

An attack spell that harms the mind, a blast of pure magical energy slams into the person. Damage can be resisted with Physical Resistance. Mental Vitality are depleted with a successful attack. If no Mental Vitality is left, it seeps into Health, actually harming the body. Check for Injuries as normal. Most injury results will likely be nerve damage and/or brain damage.

MAGIC WEAPON

Creates any kind of weapon made of some magical substance. The weapon must be a normal melee weapon. The weapons appearance usually accurately reflects its stats though cosmetic effects may be added. The weapon is unbreakable but if the caster's hand ever leaves the weapon it disappears (such as "dropping" it or being disarmed).

MIND BLAST

This is an area-attack spell that harms the mind. Damage can be resisted with Mental Resistance. Mental Vitality is depleted with a successful attack. If no Mental Vitality is left, it seeps into Health, actually harming the body. Check for Injuries as normal.

MIND STRIKE

This is an attack spell that harms the mind. Damage can be resisted with Mental Resistance. Mental Vitality is depleted with a successful attack. If no Mental Vitality is left, it seeps into Health, actually harming the body. Check for Injuries as normal. Most injury results will likely be nerve damage and/or brain damage.

MORPH ANIMAL

The caster can assume the form of a specific animal. Only natural animals can be used for this specific spell. The caster gains the properties, movement, and attack forms of the selected animal, but retains his/her mind.

MORPH MONSTER

The caster can assume the form of a specific monster. Certain monster transformation spells are unknown or lost (or simply unknown to that specific character), that is subject to GM decision. The caster gains the properties, movement, and attack forms of the selected monster, but retains his/her mind.

PHOTON SPLASH

This spell may be fired with one or both hands. It shoots out globs of super-excited photon energy. If fired with two hands, the AP cost increase by 1 as does the MV cost, but the damage and burning time are both increased by one. The magic-burning continues to deal Health damage for a number of rounds, only works if Health Damage is inflicted on attack. This effect is ignored at an Ability Check roll (Usually Agility) at a DT of the Damage rolled. The number is the damage.

PROTECT

Protects the user from physical attacks. The visible effect is simply a shimmering force field surrounding the caster of any color(s). There are many possible variations of this spell that can be learned, this is simply the most common version.

RESTORE

This spell transfers one's energy to the other. The caster selects how much physical vitality he/she wants to transfer to the other character, and the caster removes that PV to give to another character. The PV granted can never be more than the maximum, if it's transferred its just lost. Only PV can be imparted this way.

RUNE EYE

This spell is a combination divination and enchantment spell, which will create a magical watching eye where the rune is carved. The rune can be carved into any material, including sand, stone, wood, or even cloth, but the clarity of the rune eye's vision fades with the clarity of the rune. (Therefore, a rune eye drawn in sand will fade and become useless in a wind or as soon as the sand is kicked up.)

A gem; crystals and diamonds work best, but any translucent gem will work with 50 percent clarity, are enchanted to work alongside the rune. To complete the spell, the caster must first carve a rune with a small hole and dimple for the gem to be placed in. The spell is cast on the rune and gem, and afterwards, whatever the rune sees is reflected in the gem. When the rune is faded or destroyed, the gem will fade away to dust, as well.

SCAN

This spell allows you to know the general health, approximate age, and any viruses or diseases present in an individuals body. It can also be used to determine the integrity of a structure, or age of an item.

If the target is something that can resist, such as a person, the caster must make a mental attack roll if the subject is not cooperating.

SLEEP

This is a spell that puts an opponent into a deep slumber. Waking the creature takes an intricate action (or two different skillful actions) on part of another character, and once they have been woken up, the next round after being completely woken up they spend the turn groggy and can only make one skillful action. This does not work against creatures that do not sleep, such as undead monsters.

SLOW

This spell makes the movements of the target magically slow. It inflicts an AP penalty equal to the effect bonus.

TELEPORT

Allows transport of one creature or object to a certain location known, not necessarily in sight. An attack roll must be used to touch an unwilling target. The target is immediately placed in the new location. The teleportation is an amount of squares equal to the Spell Rank. The max weight available to teleport is 25x the rank. The spell fails if the weight is exceeded.

WIND BLAST

A spell used to knock a target down and back.

TECHNIQUE STATISTIC LIST

The following is a listing of all techniques by statistics. Note that some of the statistics are N/A for certain spells are marked with a “-“.

MANEUVERS

NAME	USE	AP	ATT	DMG	RNG	AREA	DURTN	EFFECTS
Berserker Rage	3 MV	3	-	-	-	-	5	-
Fake-Out	5 MV	4	-	-	3	-	5	-
Fang Rush	5 MV	4	-	-	3	-	5	-
Fear Factor	5 MV	4	-	-	3	-	5	-
Gambler's Luck	3 MV	-	-	-	-	-	-	-
Knight Strike	3 MV	3	-	-	-	-	5	-
Magic Thrust	3 MV	3	-	-	-	-	5	-
Mug	3 MV	3	-	-	-	-	5	-
Phase	3 MV	3	-	-	-	-	5	-
Punch Rush	3 MV	3	-	-	-	-	5	-
Gold Tongue	3 MV	3	-	-	-	-	5	-
Gut Shot	3 MV	3	-	-	-	-	5	-
Russian Roulette	3 MV	3	-	-	-	-	5	-
Support Fire	3 MV	3	-	-	-	-	5	-
Team Pain	3 MV	3	-	-	-	-	5	-
Tiger Leap	3 MV	3	-	-	-	-	5	-

SPELLS

NAME	USE	AP	ATT	DMG	RNG	AREA	DURTN	EFFECTS
Alignment	3 MV	3	+0	-	5	-	-	-
Animate Object	5 MV	5	-	-	5	-	10	-
Barrier	3 MV	3	-	-	3	-	5	MR+1
Charm Creature	5 MV	4	+0	-	5	-	10	-
Control C. Body	5 MV	4	+0	-	5	-	5	-
Control C. Mind	5 MV	4	+0	-	5	-	5	-
Create Creature	8 MV	5	-	-	3	-	5	-
Create Item	5 MV	4	-	-	5	0	5	-
Cure	5 MV	5	-	-	-	-	-	+1 Cons Check
Dark Bolt	5 MV	4	+0	-15	5	-	5	Strn -1
Darkness	3 MV	3	+0	-	10	3	5	-
Detect Evil	3 MV	3	+0	-	5	-	-	-
Detect Good	3 MV	3	+0	-	5	-	-	-
Detect Magic	3 MV	3	-	-	3	-	5	-
Detoxify	3 MV	5	-	-	-	-	-	+1 Cons Check
Disguise	3 MV	3	-	-	10	-	5	-
Enchant Wep.	5 MV	4	By	Weapon	-	-	5	-
Haste	5 MV	4	-	-	5	-	5	+1 AP
Heal	5 MV	5	-	-	-	-	-	+1 HR
Identify	3 MV	3	-	-	-	0	-	-
Illusion Monster	5 MV	4	-	-	3	-	5	-
Levitate	5 MV	5	+0	-	5	-	5	-
Light	3 MV	3	+0	-	10	3	5	-
Magic Blast	5 MV	4	+0	-15	5	1	-	-
Magic Strike	3 MV	3	+0	-12	5	-	-	-
Magic Weapon	3 MV	3	By	Weapon	-	-	5	-
Mind Blast	5 MV	4	+0	-15	5	1	-	-
Mind Strike	3 MV	3	+0	-12	5	-	-	-
Morph Animal	5 MV	5	-	-	-	-	5	-
Morph Monster	10 MV	5	-	-	-	-	5	-
Photon Splash	3 MV	3	+0	-15	3	-	1	Burn 1
Protect	3 MV	3	-	-	3	-	5	Def+1
Restore	5 MV	5	-	-	-	-	-	+/- 5 PV
Rune Eye	10 MV	50	-	-	-	-	-	-
Scan	3 MV	1	+0	-	-	-	-	-
Shield	3 MV	3	-	-	3	-	5	MDef+1
Sleep	5 MV	4	+0	-	10	-	5	-
Slow	5 MV	4	-	-	5	-	5	-1 AP
Teleport	8 MV	5	+0	-	-	-	-	-
Wall	3 MV	3	-	-	3	-	5	PR+1

Wind Blast	3 MV	3	+0	-15	5	-	-	Stagger 3
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CHAPTER 5: Equipment

PURCHASING EQUIPMENT

Below is a list of equipment a character may purchase. The GM, his funds, and any profession restrictions (if any) on purchasing are the only thing that stands in the way of a character buying something. The price here is basic, it's not likely all stores will have this price, it may be higher, it may be lower, and it is up to the GM.

Housing can also be purchased here, to give a character a "home base" to go to when in the town, and also prevents costly hotel stays. Housing, especially, tends to fluctuate in price.

You will also find a list of services here, and an average price for the service rendered. Many services will be valuable to a character.

If you find something is missing from the complete list in the Equipment chapter, and there is bound to be, feel free to add to it or ask the GM if you could purchase it, the GM should then create a name, cost, weight, and description for the item so you can use it.

LEGACY EARTH CURRENCY

In a fantasy setting (the old days of Legacy Earth), the currency is done in minted coins.

Generally most coins are based on the metal and not the minting, thus one city's gold coin is usually acceptable in any other city. The coin variations are done by the digit: .01 is a copper, .1 is a bronze coin, 1 is a silver coin, 10 is a gold coin, 100 is a platinum coin. Thus, one silver coin is equal to one "dollar". The silver coin is generically called a "Coin", so 100 Coins means 100 silver coins. Money is more of a complex issue in fantasy settings, because coins are heavier and banks are scarce and then their transactions are sketchy. A bank note may be invalid in other parts of the world. The main way of maintaining wealth is goods. Jewelry is often used to carry wealth easily, but hard coins are still the staple of the person on the move. A person who lives in one place such as a farmer may invest in cattle, land, and other such goods.

In a more modern setting, Legacy Earth's countries have created a monetary unit called the Universal Dollar, or UD. Cash, credit, and bank accounts are heavily used in more modern settings.

In a very futuristic setting, the monetary unit of choice is the universally accepted Credits. Rarely are credit chips themselves used, as most transactions are electronically with a bank account. Credits look like small chips and are used like dollars. The device that most people use for transactions is often called a Credit Stick. It's a small pen-sized item used as a bank card, credit card, and many other things all in one. Generally, most monetary transaction is done electronically, although hard currency still has its advantages.

The items listed in the lists below are measured in Coins, Universal Dollars, and Credits. They are all the same.

STARTING FUNDS

Each character starts with a base of 50,000 Coins, UDs, or Credits. This can be modified by certain Virtues or Faults. After all items are purchased, the decimal point is moved one place to the left. So if you have 500 left over, you go into the game with 50. If you have 75,000 you have 7,500. So it is wise to spend a good chunk of the money, though saving some hard cash can always be an asset.

These amounts are all base, however, and are subject to the GM's decision as to whether the base funds will be raised or lowered.

ITEM DESCRIPTIONS

There is a complete listing of items and their descriptions.

ARMOR, BODY

ARMORED CLOTHES

Armored clothes are generally clothes lightly enforced with bulletproof lining to protect the wearer from minor damage. They won't stop a dead shot to the heart, and they generally leave the head unprotected.

ARMORED JACKET/COAT

Worn over normal clothes, armored jackets or coats are generally more protective than armored clothes. However, they tend not to cover as much as the body, and like armored clothes, leave the head open.

ARMORED VESTS

Armored vests come in different sizes; the lightest kind can be worn under clothing without any notice, while the bulkier kinds are the types worn by SWAT teams over their uniforms. Armored vests are very protective but generally only cover the vitals, therefore making their protection less potent than it could be.

CHAIN MAIL

An old form of armor, chain mail was used extensively for a long period in history. Its rarely seen nowadays as such body armor is impractical and bulky. If bullet proofed, however, it could be an excellent source of protection from both guns and other weapons.

LEATHER ARMOR

Leather armor is not supple. Its stiff leather used to deflect normal blows. If bullet proofed, it would not hinder a combatant too much and offer good protection from gunshots as well. Rarely is this type of protection seen.

PLATE ARMOR

Plate armor is the classic knight's armor, and before the invention of firearms, it was the most protective armor in existence. Highly protective against normal blows despite the hindrance of movement.

REINFORCED CLOTHES

Reinforced clothes are the lowest form of protection available, and are generally just heavy leather or heavily padded clothing. They offer minimal protection against attacks, but hinder very minimally in return.

SECURITY ARMOR

The knights armor of the modern day, security armor is the best in protection, but also very cumbersome. They statistics go from light to heavy, and security armor may have special features built in for more money, such as a communications link, night vision goggles, etc.

ARMOR, SHIELD

SMALL SHIELDS

These are light easy-to-use small shields that provide a little assistance in deflecting blows. Examples are bucklers and target shields.

MEDIUM SHIELDS

These are slightly encumbering medium sized shields that offer moderate assistance in deflecting blows. Examples are targes and kite shields.

LARGE SHIELDS

These are heavy and unwieldy large shields that offer excellent resistance in deflecting blows. Examples are the tower shield and body shield.

ARTS & CRAFTS

BOOKS

Books are valuable items as they are potent sources of knowledge. Books can teach, inform, and aid, as well as mislead, manipulate, and deceive. Textbooks, spell books, dictionaries, novels, biographies, encyclopedias, comic books, and much more are all books. Books come in many shapes and sizes, so price, weight and durability fluctuates wildly.

CANVAS

A strong material used to weatherproof things. Good quality canvas is very durable and can perform many functions.

CLOTH

Cloth is the basis of many objects especially clothing. Cloth comes in many different shapes and forms from wool to silk, from cotton to velvet. Making your own clothes is cheaper but more time consuming than buying them.

INK

Ink is what is used in pens, and is sold separately to refill refillable pens, and for many other purposes. Stamps use ink, and old pens used to be dipped in ink to write, instead of newer pens having the ink stored in the pen.

PAPER

Used through history in many different forms, paper is what we write on with writing instruments. There are many different types of paper and they all have their benefits and uses. Some are more expensive than others but paper in general is, very cheap. Paper can be bought in booklets or notebooks to keep a large amount of notes strung together easily.

STAMPS

Stamps are used to imprint messages with a device that has an image on it, and then is put in ink, and then pressed firmly onto another surface. These are not to be confused with postal stamps, which are a completely different thing.

WAX

Wax is used in the making of candles, and is still used today for many other novelties. Melted wax can form imprints and take forms.

WRITING INSTRUMENTS

There are many various useful writing instruments.

Chalk is an excellent tool for writing, however it makes things dusty. It can come in many different colors, and is good at marking non-paper materials. It works well on stone and wood.

Crayons are traditionally children's toys, but are useful for writing colorful messages. Crayons work best on paper but they are capable of writing on other surfaces such as plaster and wood.

Markers are very prominent marking tools and are used for larger print that is more permanent.

There are various different types of markers, some are more permanent than others, and highlighters help you highlight certain parts of a previously written text.

Pens are revered as the best tool for writing professional, hand-written notes, letters and messages, because of its permanency and ease of use in small lettering.

Pencils are cheap and useful for writing messages, and have the benefit of being very erasable. However, that means they do not stay on as well as pen. Some pencils also use colored graphite, and are called colored pencils.

CLOTHING

CLOTHING

Clothing is a vast category and comes in many different shapes and sizes. Any type of clothing you see nowadays is purchasable as well as any clothing that you can recall from history. The base prices will of course fluctuate due to time period.

CONTAINERS/HOLDERS

BACKPACKS

Popular containers that can hold various amounts of weight and space, they are slung over the back and are worn with two shoulder straps. Also called book bags and knapsacks, backpacks are very commonly used in school systems and camping trips.

BARRELS

Used through the ages, barrels are sturdy containers for storing many kinds of items. Generally inconvenient to carry along and oftentimes heavy without anything in them, they make poor traveling companions. Sometimes, to carry them, leather straps are attached to wear them across the back.

BASKETS

Baskets come in many shapes, sizes, and made from many different materials, but basically it is a shallow un-malleable container with handles. Some baskets are very practical though some people make them as decorative pieces for households as art.

BELT COMPARTMENTS

A belt compartment is a pouch or attachable compartment that can be put on a belt. Many people that require a utility belt, such as police officers, will have several compartments on their belts for holding items such as handcuffs and pepper spray.

BUCKETS

Buckets are cylindrical containers with handles. They are well known for transporting water, as was their main function in many societies. Buckets of today are often plastic or metal, though wooden varieties exist for more decorative purposes.

CANTEENS

Canteens are portable water containers that evolved from the water skin used long ago. They are convenient carriers of one of life's most precious resources and soldiers and outdoors men carry them often.

CHESTS

Chests and trunks come in different sizes, but are basically containers with a hinged lid. They are generally awkward to use and carry around, but are generally made for storing things in a single place.

HOLSTERS

A holster is a container that is designed to hold a firearm or similar projectile weapon. Some are generic enough to use with certain types of guns, some are custom-made for specific weapons. Holsters can be on belts, on shoulder straps back or front, on ankles or legs, and in other places, depending on the size of the gun.

KEY RINGS

Often overlooked but always used, key rings are simply small metal rings that a person hooks all their keys to. Most often, they have accessories and certain little trinkets are added along with the keys, and are also called key-chains.

SCROLL CASES

A scroll case (or map case) is a rather archaic container. It's a long tube that contains rolled up paper documents. Very handy ways of keeping important paper documents, but documents are not commonly rolled in modern society, rather papers are transmitted with folders.

POTS

Pots and pans can come in different sizes and shapes and from different materials. Pots and pans can be used to cook, for decoration, and for transport of items and particularly liquids.

QUIVERS

Quivers are containers that are used to hold arrows or other ranged projectiles for a projectile weapon, generally not a firearm.

SACKS

Sacks are generally cloth containers that are very malleable and can contain many things.

SHEATHS

Sheaths, or scabbards, hold melee weapons. They are used to carry melee weapons properly with making it easy to draw and conceal, while making sure the wielder is safe from harm in doing so, and while carrying the weapon.

WALLETS

Wallets are used to contain cards, money, and other necessities of modern life such as driver's licenses.

CYBERNETICS

RAZORS

Blades that are attached to the person's hands or fingers.

ELECTRONICS

CALCULATORS

Very popular electronic items used to calculate numbers, therefore avoiding the problems and bugbears of mental math. Cheap calculators can do the basics of adding subtracting multiplying and dividing, while expensive calculators can do algebra and graph solutions for you.

CAMERAS

Cameras are the still-window to the past and a way to preserve memories as well as capture events. Cameras are highly useful in providing proof of something because a picture is worth a thousand words, or so they say. Cameras come in many different varieties, each with their own benefits and disadvantages. Polaroid cameras give you the picture quickly, but the quality is not as good compared to a regular camera. Digital cameras provide you with an image that can immediately be sent over the Internet. Another sub division of cameras is video cameras, which allow the capture of moving objects in film.

COMPACT DISCS

CDs are the most popular devices of media and file transfer. Software is almost exclusively placed on CD's in the modern world, as floppy disks never have the capacity for holding needed amounts of information. Most music is produced on CDs. As CDs increase in popularity, the cassette tape's popularity is on the decline. CDs can be purchased with files or music on them, or they be purchased blank for you to put data on them. The next step up from compact discs is DVDs, digital video discs. They are slowly beginning to overthrow the reign of CD's as the data-transfer kings.

COMPACT DISC PLAYERS

Compact disc players can play any appropriate compact discs. This refers mainly to music players. Larger version CD players have better quality and sound control, while smaller portable versions can be taken along wherever you go. DVD players can play DVD movies as well as music CDs.

CLOCKS

Clocks are the preferred method of telling time and are built into many different things in today's world. Many people have tons of built-in clocks in most of their devices, but very few have a regular clock anymore that's purpose is to simply tell time. Most are digital, and alarm clocks are used to wake people up with music or a loud annoying beeping noise. Watches are the most common time telling pieces you will find on people. Wristwatches are very popular; they are timepieces strapped to the wrist. Pocket watches are still used but are generally more rare. Archaic clocks include the sundial and water clock.

COMPUTERS

A computer is many things including, an entertainment system, communications system, storage system, and education system all in one. Computers are the way of the future and they are the power of the future. Computers that are desktops tend to be more powerful. Laptops can be carried and are more versatile.

LIGHTS

Lights come in many different shapes and some sort of light bulb powers sizes and almost all. Flashlights, lamps, and other light sources reside on batteries and/or electricity. Lights are very useful in dark situations.

MICROSCOPES

Used to see things the naked eye has no hope of discerning, microscopes have many different uses. Usually very expensive, they can allow people to see things that they would never know existed without the microscope.

TELEPHONES

Telephones are the popular form of verbal long-range communication. Almost every building has a telephone in it, and phones that are portable that can be carried on person, called cellular phones, are highly popular among the more mobile residents of the world.

VIDEO GAMES

Video game systems are highly popular forms of electronic entertainment. Systems vary in price, the older the cheaper. They offer hours of amusement and have many different types of games to suit different types of people.

FOOD

FOOD

Food is one of the necessities of life. Without food, you will die.

FUEL

BATTERIES

Portable sources of electrical energy, batteries are used in many different portable electronic devices. Some batteries are rechargeable but the common kinds are disposable.

GAS

Gas is used to power vehicles and motors of many sorts. Gas is a relatively dangerous substance and is very flammable.

OIL

Oil is a valuable and expensive resource. Motor oil is used to keep machines running and running clean.

FURNISHING

BLANKETS

Designed to keep the user warm, blankets are on beds and are commonly found in many places where the possibility of cooler temperatures exists. Sometimes they are used in decorations, and some blankets are electrified, providing extra warmth.

LADDERS

Useful for getting at high places, ladders exist so humans can reach places higher than they normally were allowed to.

TYPEWRITERS

Typewriters are old devices that are the median between computers and manually writing letters. Typewriters are mechanical, and though are faster than handwriting, also have a tougher time fixing errors.

TENTS

Tents are used as a temporary housing for the body while sleeping. Some tents are larger than others and hold more people. They are often used in conjunction with sleeping bags.

HEALTH & BEAUTY CARE

BRUSHES/COMBS

Brushes and combs are implements used to position the hair in a likable manner for the user. They can be very cheap or a little expensive, depending on the quality of the tool.

GLASSES

Glasses are useful in many situations. Whether as a magnifying device, a correction device, or a tool preventing the sun from getting in your eyes, glasses see widespread use. For vision correctness, many people also use contact lenses, and laser eye surgery, which correct vision impairment, is becoming widely popular. Monocles are single-eye pieces that are often attached to a string.

HAIR SPRAY

Locks hair in place with just a little spraying. Usually very strong smelling as well. Some people have been known to do very creative things with hair spray cans, as the contents are very flammable.

HANDKERCHIEFS

An old time favorite, handkerchiefs are re-usable pieces of cloth that are carried with the user for wiping the brow, nose, and/or mouth.

MIRRORS

Mirrors let you see a reflection of yourself, and allow you to reflect light and to change your view point with a little skillful maneuvering. They can come in cheap, little pocket sizes you can carry or massive sizes that are attached to dressers or similar pieces of furniture.

PERFUME/COLOGNE

It's very helpful to smell nice, and these manufactured scents do just that. Perfumes and colognes can be very expensive, for the more renowned brands.

SOAP

Essential in cleansing the body, soap is used to help rub away dirt and filth while bathing. It can come in liquid and bar.

KITS

FIRST-AID KIT

First-Aid kits are valuable sources of quick treatment. They hold many common medical supplies and allow quick access to them. Smaller first-aid kits are kept normally in cars or at home, and can be made of either plastic folders with pockets that fold up, or plastic or metal first aid containers. Larger versions are used in workplaces, they generally hold more medical supplies and better supplies, and are generally large plastic or metal cases that hang on the wall. Each first-aid kit will have some minor differences.

Small First Aid Kit Contents: First Aid Guide (Gives people without the First-Aid skill a +1 bonus to their check while following the manual), 25 Plastic-Strip Bandages, Gauze (Enough for 25 injuries), Scissors, First Aid Cream (25 uses), First Aid Spray (50 uses)

Large First Aid Kit Contents: First Aid Guide (Gives people without the First-Aid skill a +1 bonus to their check while following the manual), 100 Plastic-Strip Bandages, 10 Gauze (Enough for 25 injuries), 3 Scissors, 5 First Aid Cream (25 uses), 3 First Aid Spray (50 uses), Goggles, 3 Eye Wash, 25 Tongue Depressors, Instant Cold Compress

Certain kits will contain different items at player/GM's option. These are just basic ideas.

TOOLS

BINOCULARS

Binoculars are used to view things from a distance. Normal varieties simply consist of lenses that can be adjusted for maximum viewing potential. Improved, digitized versions can also provide night vision and extreme digital viewing.

BLOCK AND TACKLE

A crude pulley system that is far outdated. It consists of blocks made of a heavy material joined by rope-lengths of an equally dense material.

BLOWTORCHES

This is a high-powered welding torch. They are very dangerous to use but very powerful in welding things shut or open. It can be used as a weapon but is awkward.

BUNSEN BURNERS

A tool usually used in chemistry labs, it allows the electrical or gas heating of liquids. It's a small tube with an adjustable flame that spits out upwards.

CALTROPS

These are pointed, usually triangle shaped objects that are scattered on the ground. They are similar to medieval land mines, although visible and not as deadly. But they can still cause some serious damage and are often hurled back at people chasing someone.

CANDLES

Candles are the age-old convent method of house lighting. Now considered archaic, candles see massive uses as ceremonial or decorative pieces. Also, they still provide light, and can be used for that purpose if you don't have any batteries for a flashlight.

CHAIN

Chain comes in various forms, and is sold by the foot normally. Depending on the type of chain, it can have very different uses. Very heavy chain is the kind they use to secure vehicles and ships, and is unsuitable to carry around really. Lighter chain is a very effective restraining tool and although usually heavier than rope, is much better at restraining very powerful enemies. A length of chain can also be used to strike opponents.

CHAINSAWS

A chainsaw is a powerful cutting tool that is most often used to saw through very large pieces of wood. Often portrayed as a weapon of convince in horror movies, this weapon if used on a living creature does indeed have some gory effects. The chainsaw is not designed as a weapon though, and is not considered one unless you have it running in public and are chasing people with it.

CHISELS

Chisels come in different shapes and sizes, smaller ones are for intricate pieces of art, in stone or woodwork. Bigger ones can also be used in art and have other uses as well.

COMPASSES

The compass is ideal for the traveler, because it gives you the direction in which you are heading. Getting lost is not fun, and a compass will help prevent that, as long as you read it correctly.

CRAMPONS

These are iron hooks used to climb mountains. They can be used as small clubs in a pinch.

CROWBARS

The infamous crowbar was originally designed to pry open creates, doors, and other things that were jammed or nailed shut. Sometimes called a pry bar, the crowbar is a highly effective tool for many situations. It can also be used to whack someone across the head.

FISH HOOKS

Fish hooks are hooks that are designed for fishing. Most are fairly small but for larger fish larger verities exist. Fish hooks are lost often while fishing so carrying a good supply is recommended for the avid fisherman.

FISHING NET

A large net used for fishing. Its is considered archaic to use the net by hand to catch fish, more often its used by boats that trail along, scooping up fish as they move.

FLINT AND STEEL

This object is an archaic method of lighting fires. Steel is struck against the flint and it produces sparks. It is best to have a flammable fuel when doing this to help.

GRAPPLING HOOK

A grappling hook is a pronged (usually from 2-4) hook that is tied to an end of a rope and thrown somewhere to catch onto. This is a very useful tool for scaling walls and buildings.

HAMMER

It's a hammer. A hammer is a tool used to drive nails into surfaces. Hammers are usually wooden or metal handles with a metal head. Claw hammers are hammers that have a claw on the end, which can be used to pry nails out. Ball-peen hammers have a small ball on the end of the hammer instead of the claw.

HANDCUFFS

Effective restraining equipment. Handcuffs are used by law personal to restrain suspects from doing anything dangerous.

HOLY SYMBOL

For the religious types, one can purchase a symbol of one's faith. They can come in many different sizes and shapes, and can be expensive or cheap.

HOURGLASS

Usually glass, the sand drips from one side to the other to estimate a period of time. Smaller ones are usually measured by the minute; some can be by the hour or 30 minutes.

LAMPS

Lamps are used to light areas. Lamps usually need a light bulb and a power source. Lamps can be portable or used in homes as furnishings.

LANTERNS

An old oil-method of lighting the way. There are many different types of lanterns. A bull's-eye lantern allows direction of a single beam, akin to a flashlight. A hooded lantern allows a radius of light.

LIGHTERS

Lighters are the modern flint and steel. Filled with lighter fluid, when the thumb flicks the steel-wheel and the gas release button is depressed, a flame shoots up, of varying height. Commonly carried by smokers, lighters have many other practical uses for those who have a need to set things on fire, as they are more durable and faster than matches. Disposable lighters are one-shot lighters that once have used up their fuel are useless and must be tossed.

LOCKS

Normal locks are purchasable in many stores, and come with a key or a combination, or perhaps both. To have a truly exquisite lock, one must be custom made and that is more expensive. Electronic locks are commonly replacing mechanical locks.

LOCK PICKS

Lock picks come in variable sizes, and a good thieves kit has many various types. Lock picks are wires that are designed to penetrate normal locks. Most common locks can be defeated with lock picks.

MAGNIFYING GLASSES

A handy tool that can be carried around, containing a large lens that magnifies things closely looked at a great deal. Less common with newer microscopic technology in being used, but the fact they do not require power and are portable makes them not likely to disappear at least anytime soon.

MATCHES

Small sticks of wood with a chemical on the end that allows it to be dragged along a hard surface to be lit. Disposable, cheap, and plentiful means of starting a fire.

MEASURING TAPE

A length of thin metal, or other material, that is listed with both metric and English measurements. Usually this is carried in a small metal dispenser that allows easy carrying.

MUSICAL INSTRUMENT

Music is a very popular form of entertainment and the musicians need instruments. Musical instruments, at least good ones, are generally very expensive to buy, maintain, and repair. Many varieties exist, and some are more expensive than others.

PITONS

Pitons are useful climbing tools for mountain climbing.

ROPE

Rope is a highly useful tool, through history and in modern day. Rope can be used to bind, secure, and hold objects or people. Heavier ropes weigh more and are more cumbersome to use, but are harder to break. Lighter ropes such as silk rope is easier to carry around and fold, but far less durable.

SLEDGEHAMMERS

Sledgehammers are huge, heavy, two handed hammers that are used to drive in massive nails or pound very durable objects. They can be made from many different materials, and hurt a lot if you swing them at people.

SPYGLASS

A spyglass is hand held telescope. It allows viewing things at a distance close up through a long lens-filled tube, and is used with one eye.

TELESCOPE

Large tube, usually mounted, with lenses filled in it for viewing magnified images. Very powerful telescopes, which are very large, can view far into the reaches of space.

TIRE PUMPS

Tire pumps are devices used to compress air into tires. Larger versions are used for vehicles and are machine made. Manual pumps also exist, especially for self-propelled vehicles like bicycle tires.

TORCHES

Torches are an archaic method of shedding light on an area. They are smoky, heavy and dangerous. However, they are also handy for bopping people if used as a club. Some torches are used as decoration in old castles and tourist-visited ruins for effect.

WHETSTONE

A piece of stone used to grind blades against to sharpen them. Different whetstones have different grains to sharpen against. Usually they are also covered with oil.

WHISTLES

Whistles are small usually metal or plastic noisemakers. They make a shrill annoying sound.

TOYS & GAMES

CARDS

Cards have been popular throughout history as games, both recreational and gambling. You can buy standard sets of playing cards, or specific cards that are a part of collectible card games.

DICE

Dice are most likely mankind's oldest gaming implement. Dice come in many different shapes forms and colors in today's world. The most common die is the 6-sided die, but there are of course, many other different types.

MARBLES

Traditionally a childhood favorite, marbles are now outdated in the world of modern children's toys. Marbles still are used in some games, and are usually very decorative. Marbles also have many other, less obvious, uses.

TRANSPORTATION

AIRPLANES

Airplanes come in many different forms, from the old biplane to the more advanced jet. Older planes have engines with propellers, while newer and more powerful airplanes have jets. Airplanes are generally very expensive, but are extremely fast and powerful. Military units rely heavily on aircraft for bombing and transportation of troops and supplies. Some airplanes are for only a few people such as fighter jets. Some, like passenger jets, are for transporting many people.

BALLOONS

Balloons are an uncommon form of travel. Basically, they have a large air-filled balloon that suspends the aircraft. There are many different types, but the two most common types are called Hot Air Balloons and Blimps/Zeppelins. Hot Air Balloons only hold a few people and are basically personal transportation devices, but are used as a novelty or as a sight seeing device than as actual transportation. Zeppelins, or blimps, were more widely used as transportation devices. They can hold a large amount of people.

BICYCLES

Bicycles are pedaled vehicles that have two wheels. They are useful and versatile mode of transportation but its limits are the physical abilities of the user, since they are not motorized.

BUSES

Buses are made for transporting people. Public buses are used, especially in cities, for people who do not have cars. School buses are used to transport children to school.

CARS

Cars come in a variety of shapes sizes and colors. Cars can be two door or four door vehicles that are used mostly for personal transport. Cars are, usually, the preferred choice of today's driver.

CARRIAGE

Carriages are horse-drawn vehicles, or basically any other vehicle powered by animals. These vehicles are limited to the speed of the animals themselves, and are less reliable due to the fact animals power them. Chariots, dog sleds, and horse-drawn carriages could fit in this category of vehicles.

GLIDERS

Gliders can be plane-shaped vehicles without any engines, or the traditional hang-glider in which a person holds onto what appears to be a giant kite to glide down cliffs or hills. Gliders take a lot of skill to use correctly since they do not have any engines.

MANUAL WATER CRAFT

This accounts any man-powered water craft. Rafts and canoes do not use sails, but are manipulated by rowing or by guiding with oars or similar objects. Surfboards also fall into this category of items.

MOTORCYCLES

Motorcycles are motorized bikes that are very popular in many crowds. They are very fast and versatile vehicles, and very maneuverable. They take more skill to use however and are generally considered more dangerous than normal cars due to the fact the driver is not protected by metal from all sides. There are also other forms of motorized bicycles that are not usually considered as much of a vehicle as a normal motorcycle. Dirt bikes, which are more akin to a bicycle with a motor attached, and are akin to mopeds. And motor scooters, which are motorized scooters, and similar low powered personal transport vehicles.

MOTORIZED BOATS

Motorized boats are smaller boats that are driven by motors. The common speedboat is a good example of this. Motorboats are the common form of personal transportation on the water. Also, jet-skis fit into this category. They are the motorcycles of the water world.

SAIL BOATS

Sailboats are any smaller boats that are propelled by wind, from the sails. It can be a boat with a sail, or more akin to a wind surfing board. Sailboats were more common before motorized boats were made.

SHIPS

Ships are large-scale ships that are designed to hold many people or cargo. Ships can be motorized, fuel powered, or sail powered, depending on the type of ship. Yachts and cruise liners fit into this category.

SKATES

Skates include roller skates, inline skates, ice skates, and skateboards. Roller skates and inline skates are wheels attached to shoes that are used for faster movement. Ice skates have a blade that is used on ice. Skateboards are boards with skate-wheels.

TANKS

Tanks are heavily armored and armed treaded vehicles. Treaded vehicles, though slower moving, are less prone to instability and can run over uneven ground better than vehicles with tires. Tanks come in many different varieties, and basically all are armed. Normal tanks are equipped generally with a large cannon that fires explosive shells, and usually a machine gun attachment on top that is manned by a tank gunner. Some tanks are different, missile tanks might have a 4 load missile launcher instead of a cannon and machine gun.

TRUCKS

Trucks are vehicles designed for transport of people and, more often, goods. Trucks come in shapes such as the station wagon, the SUV, the classic pick-up truck, and the massive 18-wheelers. Trucks are a necessity in today's society for transporting goods. Jeeps would also fit into this category.

VANS

Vans are a variation of trucks that are enclosed in the back and can carry large amounts of goods easily. They can also be used for transporting people, and the mini-van is a variation of the van that is designed primarily for holding a large amount of people.

WEAPON, ACCESSORIES

CHAIN WEAPONS

Chain weapons are weapons that are designed after the chainsaw. They copy the statistics of another melee weapon that makes sense for it to be able to be a chain weapon, usually a type of sword or dagger.

LASER SIGHT

Laser sights are used to make it easier to target opponents.

LAUNCHERS

Usually grenade launchers are attached to weapons to add a special kick to a weapon. They are usually mounted under the weapon and load special launch grenades, the same used by normal similar grenade launchers.

SCOPES

Imaging scopes are used to make it easier to hit targets from a distance.

SILENCERS

Silencers are designed to quiet the loud bangs of firearms. The silencer is used for non-burst fire weapons. If used on a burst fire weapon, it can possibly damage the silencer and doesn't help the noise. Silencers can almost eliminate gunshot noise. Sound suppressors are for burst fire weapons. They aren't as good as stifling sound, but it helps the burst-fire or full auto weapons. If a sound suppressor is used on a semi-automatic weapon, it works fine, but sound suppressors don't work as well so doing that is foolish.

SUPPORTERS

Supporters, or stands, are used to place weapons on for ease of use, and for soaking up the recoil. Bipods for rifles and tripods generally used for machine guns fall into this category.

WEAPON, AMMUNITION

ARROWS

Arrows are used in all sorts of pull-bows, and except in unusual circumstances, all arrows work in all pull-bows. They come in many different kinds. Flight arrows are designed to go long distances. Pile arrows are for piercing armor. Sheaf arrows have a large head for more grievous wounds.

DARTS/NEEDLES

Darts and needles are used primarily in blowguns and similar air-type weapons.

BOLTS/QUARRELS

Bolts, also called quarrels, are stouter, shorter arrows that are used exclusively in crossbows. Each bolt is specific to a different size crossbow and they cannot be mixed.

BULLETS

Bullets come in various shapes and sizes. Certain bullets are only useable by certain guns. For example, .38 bullets cannot be used in a 9mm handgun. Bullets can also come in different styles. Hollow point bullets do more damage against unarmored opponents but find it harder to pierce armor. Armor piercing bypass armor easier but aren't as damaging. Rubber bullets have a better chance of knocking people out. Also, guns that use clips or magazines must also purchase those with the bullets. Belt feed weapons must purchase a belt. Manual, Breech-loading, Single-Shot, Cylinder, and other guns do not require another medium to transport the ammunition in the weapon.

Archaic bullets are simply small round balls of metal. They are not of any particular caliber. These are akin to the bullets used by slings.

STONES

Stones are used in slings, also interchanged usually with balls of metal that are more potent. These are called sling bullets.

WEAPON, EXPLOSIVES

DYNAMITE

Dynamite and TNT are explosives that are usually in a cylindrical format with a fuse at the end. They can also be attached to timers, or blown up from a distance with detonators.

EXPLOSIVE CHARGES

This incorporates any explosive substance that is set to blow open doors or pieces of walls or vehicles such as platitude. It is generally not used in combat. They are usually timed, though some can be remote detonated as well.

GRENADES

Grenades come in many different forms and types. Two basic types are launched grenades and thrown grenades. Launched grenades are used in a weapon, thrown are used by hand. Also, certain grenades have specific effects. Explosive grenades explode on impact or after a time and do a large amount of damage. Mini-grenades are lighter and can go further but have reduced damage. Gas grenades are also available and have verifying effects, from lethal choking damage such as mustard gas or non-deadly damage such as tear gas. Stun grenades are concussion grenades; they create a pressure vacuum instead of sending exploding fragments out. Molotov cocktails also fall into this category, which are makeshift grenades made from alcohol or gasoline, a rag, and a lighter.

WEAPON, FIREARMS

AIR GUNS

Air guns are weapons that propel weapons through air compressors rather than gunpowder. These include BB guns and dart guns. They are generally less powerful, but hold a special function. Dart guns are often used to sedate or poison victims.

ARCHAIC FIREARMS

Archaic firearms are old guns such as the harquebus, flintlocks, wheel locks, snap locks, matchlocks, and hand-match guns. They were the predecessors to modern firearms. Their main hindrance is their slow firing rate.

MACHINE GUNS

The classification of machine guns is reserved for weapons that are large and weight, fire primarily or exclusively in burst or auto fire, and that are designed for firing at massive amounts of targets with little concern about precise aim. Machine guns range from light to heavy, usually even the strongest human finds it a chore to carry and use a light machine gun. Machine guns have large damage potential and are loved for that reason, but people usually underestimate their disadvantages of weight and unwieldiness. Machine guns are more commonly mounted on tripods for ease of use and are often attached to military vehicles. Mini-guns are also included in the machine gun category.

PEPPER SPRAY

A self-defense item that is almost a weapon, but an unusual one. They disable attackers for a period of time by irritating the eyes. It takes awhile to recover fully from the effects.

PISTOLS

Pistols are the most commonly seen and used firearms in the modern world. Few places restrict people to carry them since violence is so common and they are dangerous but not able to kill massive amounts of people quickly. Pistols are fairly accurate, easy to carry, use and conceal, and are quick to aim and fire. Pistols come in many different shapes, sizes, and designs, and include semi-automatics and revolvers.

RIFLES

Rifles are weapons with a lot of variety, and come in many different forms. Semi-automatic or single-shot rifles are popular hunting weapons and are very damaging with a good range. Assault rifles are rifles that can usually be fired in burst and full auto modes, and are given to soldiers in armies around the world. Sniper rifles are designed to pick off targets from a distance, and have a special function in aiming from a distance. However, they are unwieldy and perform poorly in close combat.

SHOTGUNS

The raw power of firearms is evident in the shotgun. Compared to other guns, shotguns have poor range and are very slow, but have massive amounts of damage and can generally slay an unarmored opponent in one good blow. They have the unique ability to fire shot, which is a cartridge filled with smaller pellets that do a large amount of damage to an opponent. Shotguns perform poorly against armored opponents because of this, but they can be loaded with slugs to counter armor. Automatic shotguns have an increased firing rate but are prone to jamming and can eat up ammo quickly.

STUN GUN/TASER

These are non-lethal weapons used by many citizens and law officers in modern, civilized, peaceful settings. Stun guns are short-range electrical discharge weapons. The charge comes from the gun itself. Tasers, on the other hand, fire a small electrified dart which stuns the target. Cheaper, more primitive versions actually have a wire from the dart to the gun which is electrocuted, more advanced versions have a tiny battery in each dart.

SUBMACHINE GUNS

Submachine guns are lighter, convenient automatic weapons that do a fair amount of damage. They are valued for their ease of concealment, light weight and ability to do burst or automatic fire. Machine pistols also fit into this category.

WEAPONS, HEAVY

HEAVY WEAPONS

Heavy weapons are a catch-all category for high damaging explosive, or flammable, weapons. Many heavy weapons are attached to vehicles, and people as normal weapons also use some. The assault cannon is a powerful weapon that fires explosive shells. These are the main weapons on tanks, and there is also a hand-held version of the weapon, although its extremely heavy and slow. Flamethrowers are also heavy weapons, and are short-range, high-damage weapons that set targets on fire with ease. Flame pistols, a small version of the flamethrower, is also available. Grenade launchers slide into this category, and all the kinds there are. They can be single-shot or have a clip, rifle-form or pistol-form, attached or held separately as its own weapon. Each method has its advantages and disadvantages. Missile-launcher weapons also hail from this category, as well as mortars.

WEAPON, MELEE

AXES

Axes are powerful, dangerous weapons that are normally used for cleaving and chopping. They are generally slow and unwieldy, however. Axes come in different sizes and shapes. The hand axe, or throwing axe, is light and a good chopping or throwing weapon. The battle axe is your average sized axe, used one handed or two handed, and has good power and average speed. Two-handed axes have devastating power but are agonizingly slow and hard to use well.

CLUBS

Often used – rarely praised, the category of club catches all blunt instruments that generally is a length of material, usually metal and/or wood, used for bludgeoning attacks. Clubs can range from baseball bats to lead pipes to police batons and to 2x4s. Lighter clubs are faster but the least damaging. Electrified clubs such as stun-batons fit in this category. Two-handed clubs are the heaviest and the most damaging. Clubs in general are easier to wield than blades, but do not kill as quickly in most cases.

DAGGERS/KNIVES

This is a category for all short-bladed weapons used primarily for stabbing and thrusting. Both modern and old knives and daggers fit into this category, from the main-gauche to the switchblade, from the stiletto to the kitchen knife. Knives often see use, but are rarely primarily used weapons. Though, with their excellent speed, a person who uses these weapons as a primary can often reap the benefits with quick strikes.

FLAILS

Flails are devices that consist of a haft, and a length of chain or rope, and another piece of material at the end, be it a metal spiked ball, or another iron bar of the same material of a haft. Nunchaku also fit into the category of flails. Flails are harder to use than clubs and maces, but that makes them more versatile.

GLOVES/HAND IMPLEMENTS

This category includes all forms of weapons that are used in unarmed attacks. These include something as simple as the brass knuckles to something more complex such as cat-claws. Unarmed implements help increase damage, but there is a loss of speed and versatility.

HAMMERS

Hammers are potent bludgeoning weapons that consist of a haft with a head that is used for hard, direct strikes. Hammers can be as small as a normal claw hammer to something as large as a sledgehammer. War hammers are hammers that are used primarily as weapons. Hammers are uncommon weapons but still effective.

MACES

Maces are simply clubs with something extra added at the end, usually a spiked ball or something along those lines. Maces are more damaging than clubs but also more unwieldy. They come in many different sizes and styles.

PICKS

Picks, like most simple weapons, were originally tools. The two-handed pick used in digging or mining has seen use as a weapon, and many other picks, smaller versions as well, have streamed into the area of weapons.

POLE ARMS

Pole arms are a variety of different types of weapons, the only thing (and most important thing) they usually have in common is a very long haft and something unpleasant at the end. Halberds, glaives, and bec-de-corbin's fall into this category. Pole arms are very damaging and excellent reach, but are very slow and unwieldy. Like most heavier melee, they have been abandoned with the prevalence of firearms, but no one should doubt their awesome power when they strike. They can have a variety of heads, from mace-heads to axe-heads to blade-heads.

NETS

Nets are uncommon weapons, but are useful in restraining and disorienting people. Modern nets are very durable and some can be made of materials that are very hard to slice through. Electrified nets are very popular takedown weapons that render an opponent useless, and then knock them unconscious. Net-guns can fire nets.

SPEARS

Spears are basically lighter and shorter pole arms that are designed to be able to be thrown as well as to jab and slash. Spears are equally good at throwing and at stabbing. They are generally thrown at fleeing opponents that one knows they cannot catch in a last-ditch effort to down them, or at the start of battle if the user has a second weapon. Javelins and other throwing weapons designed to throw with a long haft and a usually pointed end fit under this category. Unlike spears, though, javelins are usually used exclusively for throwing. However, they do function for melee if the user is pressed into it.

STAVES

The staff is an often-overlooked weapon. This category is for weapons like the bo-stick and quarterstaff; staves like the walking cane are more akin to clubs. Staves that are wielded two-handed fall into this category. Generally being purely bludgeoning weapons, with a more emphasis on speed and versatility than power, many people see the staff as ineffective. That is very untrue. The staff is actually one of the better-designed weapons, and often competes with the sword as "best" melee weapon, though the staff does not do as much damage and that may be why the sword was more favored. However, like all weapons, staves have their disadvantages, mainly the low damage potential.

SWORDS

The melee weapon of the professional soldier throughout history, the sword is used for cutting, slashing, and/or thrusting. Any heavy edged weapon fits under the sword category; lighter ones are called daggers or knives. Swords come in so many different shapes and sizes there are books written exclusively on swords. Generally, sword fall from light to two-handed. Light swords include short swords, gladiuses, and machetes. Medium swords include the scimitar, cutlass, and falchion. Heavier swords could include the long sword, broadsword, and bastard sword. Two-handed swords include the great sword, claymore, and flamberge.

WHIPS

Whips are weapons of elegance and skill, but commonly seen as weapons of pain and suffering. Whips like all other weapons vary in shape and form. They consist of weapons like the leather bullwhip, a length of weighted chain, or a cat-o'-nine-tails. Lassos and other weapons similar can be placed under this category. Whips do very little actual damage, but are extremely versatile weapons. They can perform impressive maneuvers such as disarms and trips with ease in the hands of a skilled user.

WEAPON, PROJECTILE

BLOWGUNS

Blowguns are tubes in which darts, needles or other objects are blown out of. They can be very long or short and concealable. Though very low damaging, they are incredibly quiet and the darts can be poisoned.

BOWS

Bows are simple pullback bows or pulley-bows that are used for shooting arrows. Generally no longer used in combat, but more often for hunting or shooting targets, bows had a long standing in history as a versatile and deadly ranged weapon. Various types of bows exist, such as short bows, long bows, composite bows, etc.

CROSSBOWS

The midpoint between bows and firearms, crossbows look like a rifle with a bow attached to the front. They are very powerful weapons, and the lighter versions are cocked and loaded with the hand. Heavier versions need a crank to pull the string back to load an arrow. Repeating crossbows have a cartridge that contains bolts like bullets.

SLINGS

Slings are weapons that hurl rocks and metal pellets (called sling bullets) by swinging them around. A normal sling is a leather thong with a cup for the projectile. A staff-sling is a sling at the end of a long piece of metal or wood. A slingshot is a targeting weapon that uses a sling normally on a Y-stick.

WEAPON, THROWN

AXES

Throwing axes are designed specifically for throwing. They often aren't as damaging as normal hand axes.

BLADES

Throwing blades include weapons such as the Japanese shuriken, and any other unusual bladed throwing weapon.

BOLAS

A bola is a cord or rope of sorts with weights attached at each end. It's thrown at the opponent and attempts to entangle them. It's a primitive weapon, but is very useful weapon for capturing people without doing them grievous harm.

BOOMERANGS

Curved sticks designed, though it hardly happens, to come back to the user. They were originally designed for hunting but make good, quick, low damage throwing weapons.

DARTS

Darts are like very small javelins. These aren't like playing darts; they are a lot heavier and a lot stronger and designed to kill. Their advantages lie in speed, easy carrying weight, and ability to be concealed.

DISCS

These are circular throwing discs edged on all sides and are excellent throwing weapons. Many are often rings instead of discs.

KNIVES/DAGGERS

Knives and daggers designed specifically for throwing. They often do less damage but have better range.

ROCKS

The old standby, throwing rocks is a popular method of attack by citizens who don't have real weapons. Still, rocks are dangerous and no one should underestimate how much it hurts to get hit by one on the noggin.

EQUIPMENT

There is a complete listing of prices for various pieces of equipment. This is a vast list but things not seen here may be purchased with the GM's permission. This is the base price for reference and used for character creation; in game it easily may fluctuate from store to store. Also, although most GMs allow the player access to the entire list at character creation, once the game is underway, there is no guarantee of finding any of these items. Going into the local gun shop and trying to purchase a missile for your rocket launcher may not work out that well.

ARMOR, ACCESSORIES

NAME	COST	WT	PENALTY	EFFECTS
Camouflage	10.00	0	None	Camo
Force Field Pack	1,000.00	1	None	None

ARMOR, BODY

VERY LIGHT

NAME	COST	WT	STRN	PR	PRTCT	PNLTY	EFFECTS
Breastplate, Leather	150.00	5	3	2	S	-2 Spd	None
Breastplate, Metal	200.00	8	3	2	S, I	-1 Agil	None
Cap, Metal	50.00	3	3	1	S	-1 Spd	None
Coif, Chain Mail	100.00	3	3	1	S	-1 Spd	None
Coat, Armored	150.00	8	3	2	S, B	-1 Agil	None
Helmet, Barrel	100.00	5	3	1	S, I	-2 Spd	None
Helmet, Blast	150.00	5	3	1	I, B, E	-1 Perp	None
Helmet, Great	150.00	5	3	2	S, I	-1 Perp	None
Helmet, Leather	50.00	3	3	1	S	-1 Spd	None
Helmet, Security Lt	150.00	5	3	1	S, I, B	-1 Perp	None
Jacket, Armored	100.00	5	3	2	B	-2 Spd	None
Mask, Metal	100.00	3	3	1	S	-1 Spd	None
Mask, Wood	100.00	3	3	1	I	-1 Spd	None
Shirt, Chain	100.00	5	3	2	S	-2 Spd	None
Vest, Armored Lt	100.00	3	3	1	B	-1 Spd	None
Vest, Armored Md	150.00	5	3	2	B	-2 Spd	None
Vest, Armored Hv	200.00	8	3	2	S, B	-1 Agil	None
Vest, Blast	250.00	5	3	2	B, E	-2 Spd	None

LIGHT

NAME	COST	WT	STRN	PR	PRTCT	PNLTY	EFFECTS
Back-And-Breast	350.00	12	4	3	S, I	-1 Agil, -1 Spd	None
Bone Armor, Body	250.00	10	4	3	I	-1 Agil	None
Clothes, Armored	250.00	10	4	3	B	-1 Agil	None
Clothes, Armrd Cm	260.00	10	4	3	B	-1 Agil	Camo
Clothes, Reinforced	250.00	10	4	3	S	-1 Agil	None
Cord Armor, Body	350.00	12	4	3	S, I	-1 Agil, -1 Spd	None
Flight Suit, Armrd	250.00	10	4	3	B	-1 Agil	None
Gallic Armor	250.00	10	4	3	S	-1 Agil	None

Hide Armor, Body	350.00	12	4	3	S, I	-1 Agil, -1 Spd	None
Jumpsuit, Armrd	250.00	10	4	3	B	-1 Agil	None
Lamellar Armor, Lt	250.00	10	4	3	S, I	-1 Agil, -1 Spd	None
Leather Armor, Bdy	250.00	10	4	3	S, I	-1 Agil, -1 Spd	None
Leather Armor, Full	500.00	15	4	4	S, I	-1 Agil, -2 Spd	None
Lorica Hamata	250.00	10	4	3	S	-1 Agil	None
Padded Armor, Bdy	250.00	10	4	3	I	-1 Agil	None
Scale Leather, Bdy	350.00	12	4	3	S, I	-1 Agil, -1 Spd	None
Scale Leather, Full	500.00	15	4	4	S, I	-1 Agil, -2 Spd	None
Studded Lthr, Body	500.00	15	4	4	S, I	-1 Agil, -2 Spd	None
Wood Armor, Body	250.00	10	4	3	I	-1 Agil	None

MEDIUM

NAME	COST	WT	STRN	PR	PRTCT	PNLTY	EFFECTS
Banded Mail, Body	1,000.00	40	5	5	S, I	-1 Agil, -1 Dext	None
Brigandine, Body	1,000.00	40	5	5	S, I	-1 Agil, -1 Dext	None
Chain Hauberk	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Chain Lamellar	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Chain Mail, Body	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Chain Mail, Full	1,000.00	40	5	6	S	-1 Agil, -1 Dext	None
Fireman's Suit	750.00	35	5	3	I	-1 Agil, -1 Dext	+10 HR, FP
Half-Plate, Body	1,000.00	40	5	6	S	-1 Agil, -1 Dext	None
Hoplite Armor	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Lamellar Armor, Hv	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Lorica Segmenta	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Ring Mail, Body	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Scale Mail, Body	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Security Armor, Lt	2,000.00	35	5	6	S, I, B	-1 Agil, -1 Dext	None
Splint Mail, Body	750.00	35	5	5	S	-1 Agil, -2 Spd	None
Studded Lthr, Full	500.00	15	5	5	S, I	-1 Agil, -1 Dext	None

HEAVY

NAME	COST	WT	STRN	PR	PRTCT	PNLTY	EFFECTS
Battle Armor, Lt	3,500.00	45	6	6	S, I, B, E	-1 Agil, -1 Dext, -1 Perp	None
Bronze Plate, Full	2,000.00	45	6	7	S, I	-1 Agil, -1 Dext, -2 Spd	None
Environmental Suit	2,500.00	45	5	5	S, I	-1 Agil, -1 Dext, -1 Perp	+10 HR/CR
Mail And Plate	2,000.00	45	6	7	S, I	-1 Agil, -1 Dext, -2 Spd	None
Plate Armor, Body	2,000.00	45	6	7	S, I	-1 Agil, -1 Dext, -2 Spd	None
Plate Mail, Full	2,500.00	45	6	8	S, I	-1 Agil, -1 Dext, -1 Perp	None
Security Armor, Md	3,500.00	45	6	6	S, I, B	-1 Agil, -1 Dext, -1 Perp	+1 DET, +1 EN
Spacesuit	2,000.00	45	5	3	I	-1 Agil, -1 Dext, -1 Perp	+10 H/C, 10 LS
Three-Quarter Plate	2,000.00	45	6	7	S, I	-1 Agil, -1 Dext, -2 Spd	None

VERY HEAVY

NAME	COST	WT	STRN	PR	PRTCT	PNLTY	EFFECTS
Battle Armor, Hv	5,000.00	50	7	9	S, I, B, E	-2 Agil, -1 Dext, -1 Perp	None
Environmental Armr	5,000.00	50	7	8	S, I, B, E	-2 Agil, -1 Dext, -1 Perp	+10 HR/CR
Field Plate, Full	5,000.00	50	7	10	S, I	-1 Agil, -1 Dext, -1 Perp	None
Plate Armor, Full	5,000.00	50	7	10	S, I	-1 Agil, -1 Dext, -1 Perp	None
Power Armor	5,000.00	50	7	10	S, I, B, E	-2 Agil, -2 Dext, -2 Perp	+1 Strn
Security Armor, Hv	5,500.00	55	7	9	S, I, B	-2 Agil, -1 Dext, -1 Perp	+1 DET
Spacesuit, Armored	5,000.00	50	7	8	S, I, B, E	-2 Agil, -1 Dext, -1 Perp	+10 HCR, 10 L

ARMOR, SHIELD

NAME	COST	WT	STRN	DEF	PENALTIES	EFFECTS
Shield, Lt	50.00	5	1/1	+1	-1 Att	None
Shield, Md	100.00	8	3/1	+2	-2 Att	None
Shield, Hv	250.00	10	5/3	+3	-1 Dext	None

ARTS & CRAFTS

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Book, Hardback	20.00	2	Marker (10)	5.00	*
Book, Paperback	5.00	1	Notebook, Pocket	1.00	*
Candle Wax (Per Lb)	8.00	1	Notebook, Tablet	2.50	*
Canvas (Per Sq. Yard)	20.00	1	Paper (Per 100 Sheet)	10.00	**
Chalk (25)	5.00	*	Papyrus (Per 100 Sheet)	3.00	**
Cloth (10 sq yds), Common	10.00	1	Parchment (Per 100 Sheet)	5.00	**
Cloth (10 sq yds), Fine	25.00	1	Pen (10)	1.00	*
Cloth (10 sq yds), Rich	50.00	1	Pencil (50)	1.00	*

Crayon (50)	3.00	*	Writing Ink (Per Vial)	5.00	*
CLOTHING					
NAME	COST	WEIGHT	NAME	COST	WEIGHT
Bathrobe	50.00	3	Panama Hat	20.00	1
Fedora	12.00	1			
Galoshes	15.00	2			
Goggles	5.00	*			
CONTAINERS/HOLDERS					
NAME	COST	WEIGHT	NAME	COST	WEIGHT
Backpack, Small	15.00	1	Map/Scroll Case	3.00	0.5
Backpack, Large	25.00	2	Pot	10.00	2
Barrel	50.00	30	Quiver	30.00	1
Basket, Small	5.00	0	Sack, Large	5.00	0.5
Basket, Large	8.00	1	Sack, Small	3.00	0
Belt pouch, Small	8.00	.5	Wallet	5.00	0
Belt pouch, Large	10.00	1	Water Skin	3.00	1
Bolt Case	30.00	1			
Bucket	10.00	3			
Canteen	5.00	1			
Chest, Large	100.00	25			
Chest, Small	50.00	10			
Holster	8.00	1			
Key Chain	1.00	*			
Key Ring	3.00	*			
CYBERNETICS, ACCESSORIES					
NAME	COST	PENALTIES	EFFECTS		
Armored Body, Covering	+10,000.00	None	None		
Armored Body, Upgrade	+1,000.00	-1 Agil	+1 PR		
Cyber Limb, Covering	+5,000.00	None	None		
Cyber Limb, Upgrade	+1,000.00	-1 Cons	+1 Attributes Enhanced		
Cybernetic Eye, Flare Guard	+1,000.00	None	-3 Bright Penalties		
Cybernetic Eye, Image Magnification	+5,000.00	None	+3 Range		
Cybernetic Eye, Low-Light Vision	+2,500.00	None	-3 Dark Penalties		
Cybernetic Eye, Retinal Clock	+500.00	None	None		
Cybernetic Eye, Thermographic Vision	+3,000.00	None	Infrared Vision		
Hand Claw/Blade, Retractable	+2,500.00	None	None		
CYBERNETICS, BODY WEAR					
NAME	COST	PENALTIES	EFFECTS		
Armored Body	25,000.00	-1 Cons	+3 PR		
Blood Filter	5,000.00	-1 Cons	+10 Disease/Poison Checks		
Cosmetic	1,000.00	None	None		
Cybernetic Arm	10,000.00	-1 Cons	+3 PDam		
Cybernetic Brain	100,000.00	None	None		
Cybernetic Eye	5,000.00	-1 Cons	1 Cyber-Eye Slot		
Cybernetic Leg	10,000.00	-1 Cons	+1 Strn, +1 Agil		
Data Link	10,000.00	-1 Cons	1 Data Slot		
Hand Claw/Blade	8,000.00	-1 Cons	+5 Unarmed Dam		
Tissue Replacement	10,000.00	None	None		
ELECTRONICS					
NAME	COST	WEIGHT	NAME	COST	WEIGHT
Calculator, Graphing	100.00	1	Microscope	50.00	5
Calculator, Scientific	10.00	0.5	Phone, Cellular	75.00	1
Camera	50.00	1	Television, Portable	50.00	1.5
Camera, Digital	75.00	1	Video Game	25.00	0
Camera, Polaroid	35.00	1	Video Game, Hand-Held	100.00	3
CD (Compact Disc), Blank	1.00	*	Watch, Pocket	25.00	0
CD (Compact Disc), Music	12.00	*	Watch, Wrist	25.00	*
CD player, Portable	50.00	1			
Clock, Alarm	25.00	1			
Computer, Laptop	2,500.00	3			
Light Bulb (5)	2.00	*			
FOOD					
NAME	COST	WEIGHT	NAME	COST	WEIGHT
Cake, Fresh	8.00	5	Olives (Jar)	3.00	1

Cheese, Wedge (Small)	3.00	1	Pickles (Jar)	2.50	1
Doughnut, Fresh	0.50	*	Wine, Bottle (Cheap)	10.00	3
Bread, Loaf	3.00	0.5	Wine, Bottle (Expensive)	100.00	3
Fish, Pickled (Jar)	5.00	2			

FUEL

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Gasoline (1 Gallon)	2.00	3	Oil (1 gallon)	5.00	3
Kerosene (1 Gallon)	5.00	3			

FURNISHING

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Blanket	5.00	3	Typewriter	250.00	10
Computer	2,500.00	25	Video game System	250.00	5
Ladder	35.00	20	Tent, Large	75.00	20
			Tent, Pavilion	200.00	50
			Tent, Small	50.00	10

HEALTH & BEAUTY CARE

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Comb	0.75	0	Mirror, Small	5.00	2
Hair spray (Can)	3.00	0	Monocle	12.00	0
Handkerchief	2.00	**	Opera Glasses	15.00	1
			Perfume/Cologne (Per Bottle)	25.00	0
			Soap (Per Bar)	2.00	1

HOUSING & LIFESTYLE

NAME	MONTHLY	PERMANENT
Street	0.00	0.00
Squatter	100.00	1,000.00
Poor	500.00	5,000.00
Low	1,000.00	10,000.00
Middle	5,000.00	100,000.00
High	10,000.00	500,000.00
Luxury	100,000.00	1,000,000.00
Hospital	Varies	-

KITS

NAME	COST	WEIGHT	NAME	COST	WEIGHT
First-Aid Kit	25.00	1	Paramedic F-A Kit	250.00	8
Large First-Aid Kit	50.00	5	Surgeons Bag	500.00	8

MAGIC

NAME	COST	WEIGHT	EFFECTS
Magic Spell	Rank x100.00	None	
Magic Weapon	Rank x1,000.00	Varies	

TOOLS

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Binoculars	25.00	2	Magnifying Glass	5.00	0
Block and Tackle	15.00	5	Matches (25)	2.50	0
Blowtorch	75.00	5	Measuring Tape (5 feet)	3.00	0
Bunsen Burner	25.00	1	Merchant's Scale	10.00	1
Candle	1.00	0	Musical Instrument	200.00	10
Chain (Per ft.), Heavy	5.00	3	Piton	5.00	.5
Chain (Per ft.), Light	3.00	1	Rope, Hemp 50ft	25.00	20
Chainsaw	50.00	10	Rope, Silk 50ft	50.00	8
Chisel	2.00	2	Sledgehammer	25.00	10
Compass, Magnetic	2.50	0	Spyglass	10.00	1
Crampon	5.00	2	Telescope	35.00	2
Crowbar/Pry bar	12.00	5	Tire Pump, Foot	12.00	2
Fishhook	0.05	**	Torch	3.50	1
Fishing Net (10 Sq. Feet)	18.00	5	Water clock	50.00	200
Flint And Steel	5.00	0	Whetstone	1.00	1
Grappling Hook	15.00	4	Whistle	0.50	0
Hammer	2.00	3			
Handcuffs	3.00	.5			
Holy Symbol	1.00	*			
Hourglass	1.00	1			

Lamp	20.00	5
Lantern, Beacon	500.00	50
Lantern, Bull's-eye	12.00	3
Lantern, Hooded	12.00	2
Lighter	20.00	*
Lock picks, Varied Sizes	1.00	*
Lock (With Key)	3.00	1

TOYS & GAMES

NAME	COST	WEIGHT	NAME	COST	WEIGHT
Cards, Playing (Box)	5.00	0	Marbles (25)	2.00	1
Cards, Collect Card Game	1.00	*			
Dice (Any Sided)	0.75	*			

VEHICLE, ACCESSORIES

NAME	COST	EFFECTS
Armor, Light	Base/10	+1 PR, Move - (1/10 Move)
Armor, Medium	Base/5	+3 PR, Move - (1/5 Move)
Armor, Heavy	Base/3	+5 PR, Move - (1/3 Move)

VEHICLES

AIRCRAFT

NAME	COST
Balloon	2,000.00
Biplane	10,000.00
Hang glider	500.00
Helicopter	100,000.00
Jet, Passenger	500,000.00
Zeppelin	250,000.00

ANIMAL-POWERED

NAME	COST
Carriage	150.00
Cart, Small	125.00
Cart, Large	150.00
Chariot	125.00

COMBAT

NAME	COST
Hummer	25,000.00
Jet, Fighter	250,000.00
Jet, Bomber	300,000.00
Tank	250,000.00
Tank, Missile	250,000.00

POWERED LAND CRAFT

NAME	COST
ATV	500.00
Bus, Passenger	25,000.00
Bus, School	25,000.00
Car, Compact	30,000.00
Car, Four-Door	45,000.00
Car, Sport	50,000.00
Dirt Bike	250.00
Jeep	50,000.00
Motorcycle	18,000.00
SUV	25,000.00
Station Wagon	25,000.00
Truck, Pickup	25,000.00
Truck, Semi	75,000.00
Van, Mini	25,000.00
Van, Large	25,000.00

SELF-POWERED

NAME	COST	WT
Bicycle	100.00	25
Canoe	100.00	50
Raft	50.00	50
Skateboard	50.00	10
Skates	25.00	5

WATER CRAFT

NAME	COST
Jet Ski	500.00
Speedboat	25,000.00

WEAPON, ACCESSORIES

NAME	COST	WT	PENALTIES	EFFECTS
Belt	25.00	3	-	-
Bipod	25.00	3	-1 Att	-1 AFP, No Move, Set-S
Choke Adjuster	+ x2Shotgun	+1	-2 Att	Compact, Spread
Clip/Magazine	5.00	1	-	-
Compact/Collapsible	+ 1/2Weapon	+1	-	Set-I
Duckbill	10.00	1	-1 Att	Compact, +3 Dam
Extended Clip/Drum	x2Clip/Size	1	-1 Attack/Level	None
Gas Vent Upgrade	250.00	.5	-1 Dam	-1 AFP
Gyro Mount	1,000.00	20	-1 Att	+1 PR, -1 Agil, -1 Dext, -3 AFP
Imaging Scope	50.00	*	-1 Att	+5 Rng
Laser Sight	250.00	.5	-1 Att	+1 Dam
Silencer	100.00	*	-1 Dam	-5 Detect
Sound Suppressor	150.00	.5	-1 Dam	-3 Detect
Spikes/Blades/Studs	5.00	1	-1 Att	-1 Dam
Spreader	10.00	1	-1 Range	Spread, -3 Dam
Tripod	50.00	8	-2 Att	-2 AFP, No Move, Set-I

WEAPON, AMMUNITION

NAME	COST	WT	EFFECT	WEAPON
Arrow, Flight (25)	1.00	*	None	Bow Weapons
Arrow, Pile (25)	1.00	*	-5 Rng, 1/2 PR	Bow Weapons
Arrow, Sheaf (25)	1.00	*	-5 Rng, +3 Dam	Bow Weapons
Bullet (10)	5.00	*	None	Firearm (Caliber)
Bullet, AP (10)	25.00	*	-3 Dam, 1/2 PR	Firearm (Caliber)
Bullet, Dart/Needle (10)	1.00	*	As Contents	Dart Guns
Bullet, HP (10)	25.00	*	+3 Dam, x2 PR	Firearm (Caliber)
Bullet, Rubber (10)	5.00	*	Stun, -10 Dam	Firearm (Caliber)
Bullet, Shot/Flechette (10)	5.00	*	Shot,+1 Dam, x2 PR,-1 Rng	Firearm (Caliber)
Dart/Needle	1.00	*	As Applied	Blown Weapons
Fuel, Flamethrower	5.00	1	Fire	Flamethrowers
Missile, Personal	50.00	5	Area 2(3)	LAWs, M Launcher
Missile, Ballistic	1,000.00	20	Area 3(5), ArmorPierce	Large Launchers
Power Pack, Small	3.00	1	None	Sm Laser Weapons
Power Pack, Large	5.00	3	None	Lg Laser Weapons
Quarrel, Hand	1.00	*	None	Hand Crossbows
Quarrel, Heavy	1.00	*	None	Heavy Crossbows
Quarrel, Light	1.00	*	None	Light Crossbows
Shell	25.00	1	Area 1(2)	Asst Cannon, Mortar
Stone	1.00	*	None	Sling Weapons

WEAPON, EXPLOSIVES

NAME	COST	WT	RCH	RNG	AREA	AP	ATT	DAM	EFFECTS
Dynamite	50.00	1	-	Strn-2	1 (2)	5	-3	-3(-5)	Stagger
Explosive Charge	100.00	1	-	Strn-3	2 (3)	5	-4	+0(-3)	Stagger
Grenade, Concussion	35.00	1	-	Strn	1 (2)	5	-1	-15(-18)	Stagger, KO
Grenade, Explosive	50.00	1	-	Strn	1 (2)	5	-1	-5(-8)	Stagger
Grenade, Gas Lethal	125.00	1	-	Strn	1 (8)	5	-1	-5	Gas, Health
Grenade, Gas Non-Lethal	35.00	1	-	Strn	1 (8)	5	-1	+10	Gas, PV, KO
Grenade, Mini-	35.00	.5	-	Strn+1	1 (2)	5	-1	-8(-10)	Stagger
Grenade, Napalm	50.00	1	-	Strn	1 (2)	5	-1	-5(-8)	Fire
Grenade, Smoke	25.00	1	-	Strn	1 (8)	5	-1	-	Smoke
Molotov Cocktail	25.00	1	-	Strn+1	1 (2)	5	-2	-8(-10)	Fire

WEAPON, HEAVY WEAPONS

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECTS
Cannon, Asslt.	12,000.00	30	10	-	15	5	-5	-3(-5)	25(2)	Area 1(2)
Flamer, Pack	5,000.00	15	5	2	-	5	-5	-4	10(3)	Fire
Flamer, Pistol	3,000.00	8	3	1	-	5	-5	-5	5(3)	Fire
Flamer, Rifle	8,000.00	12	5	2	-	5	-5	-3	5(3)	Fire
Grenade L., P.	5,000.00	5	3	-	15	5	-5	Gren.	1(3)	As Grn
Grenade L., PM	3,000.00	3	4	-	10	5	-4	Gren.	1(2)	As Grnde
Grenade L., R.	5,000.00	5	5	-	8	5	-6	Gren.	5(3)	As Grenade

Mortar	5,000.00	18	7	-	35	5	-6	+5(+3)	1(3)	Area 1(2), Set
Rocket L., M.	8,000.00	15	8	-	18	5	-8	+0(-3)	4(3)	Area 2(3)
Rocket L., S.	2,000.00	8	8	-	20	5	-5	+3(+0)	1(3)	Area 2(3)

WEAPON, FIREARMS

ARCHAIC, FLINTLOCK

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Blunderbuss	250.00	10	8	-	5	5	-2	-8	1(3)	None
Blunderbuss, P.	125.00	5	3	-	3	5	-1	-8	1(3)	None
Carbine	180.00	8	5	-	12	5	-3	-8	1(3)	None
Pistol, Hv.	125.00	5	5	-	8	5	-3	-8	1(3)	None
Pistol, Lt.	100.00	3	4	-	10	5	-2	-8	1(3)	None
Rifle	250.00	10	6	-	15	5	-3	-8	1(3)	None

ARCHAIC, HAND MATCH

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Pistol	125.00	5	5	-	10	5	-3	-5	1(3)	None
Pistol, Arrow	100.00	3	4	-	12	5	-2	-8	1(3)	None

ARCHAIC, MATCHLOCK

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Carbine	180.00	8	5	-	12	5	-3	-8	1(3)	None
Pistol	125.00	5	4	-	10	5	-3	-5	1(3)	None
Rifle	250.00	10	6	-	15	5	-3	-8	1(3)	None

ARCHAIC, SNAPLOCK

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Pistol, Hv.	125.00	5	5	-	8	5	-3	-8	1(3)	None
Pistol, Lt.	100.00	3	3	-	10	5	-2	-8	1(3)	None
Rifle	250.00	10	8	-	15	5	-3	-8	1(3)	None

ARCHAIC, WHEELLOCK

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Pistol, Hv.	125.00	5	4	-	10	5	-3	-5	1(3)	None
Pistol, Lt.	100.00	3	2	-	10	5	-2	-8	1(3)	None
Pistol, Md.	125.00	5	3	-	8	5	-3	-8	1(3)	None

ENERGY

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Gatling, Laser	3,000.00	15	12	-	15	5	-5	-8	50(3)	AutoOnly
Pistol, Gauss	500.00	8	2	-	18	5	-4	-8	10(2)	None
Pistol, Ion	300.00	5	2	-	18	4	-4	-8	50(2)	Elect
Pistol, Laser H	250.00	8	3	-	8	4	-4	-8	50(2)	None
Pistol, Laser L	200.00	5	2	-	10	3	-3	-8	50(2)	None
Pistol, Laser Pist.	300.00	8	3	-	8	4	-3	-8	50(2)	Auto
Rifle, Gauss	1,000.00	12	5	-	25	5	-5	-8	10(2)	None
Rifle, Ion	500.00	8	5	-	25	4	-5	-8	25(2)	Elect
Rifle, Laser	500.00	10	5	-	15	4	-5	-8	25(2)	None
Rifle, Laser Pist.	800.00	12	6	-	12	4	-5	-8	25(2)	Auto
Rifle, Laser Sn	800.00	12	5	-	50	5	-5	-8	10(2)	None

PISTOL

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Pepper Spray	10.00	1	-	1	-	5	-1	-	25(3)	Blind
Pistol, Auto Lt.	250.00	5	4	-	5	4	-3	-12	15(2)	Auto (3)
Pistol, Dart	80.00	3	1	-	3	5	-2	-20	1(2)	As Ammo
Pistol, SA Hv.	450.00	5	4	-	6	4	-2	-10	7(2)	None
Pistol, SA Lt.	200.00	3	2	-	5	3	-2	-12	15(2)	None
Pistol, SA Md.	275.00	3	3	-	6	4	-2	-10	12(2)	None
Pistol, SS Hv.	180.00	3	3	-	7	5	-2	-8	1(2)	None
Pistol, SS Lt.	150.00	1	2	-	4	5	-2	-10	1(2)	None
Pistol, Stun	100.00	1	1	1	-	5	-2	-10	25(3)	PV, KO, Stun
Pistol, Taser	250.00	3	1	-	3	5	-2	-12	1(2)	PV, KO, Stun
Revolver, Hv.	180.00	5	5	-	5	3	-2	-10	6(2)	None
Revolver, Lt.	125.00	3	3	-	4	3	-2	-11	6(2)	None
Revolver, Md.	450.00	5	4	-	6	4	-2	-11	6(2)	None

MACHINE GUNS

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
MG, Heavy	2,000.00	25	12	-	10	5	-4	-6	100(3)	Auto Only

MG, Light	2,000.00	25	8	-	10	5	-4	-6	100(3)	Auto
MG, Medium	2,000.00	25	10	-	10	5	-4	-6	100(3)	Auto
Minigun	2,000.00	30	12	-	12	5	-5	-6	100(3)	Auto Only

RIFLES

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFCT
Carbine, Asslt	350.00	8	6	-	10	5	-3	-8	30(2)	Auto
Carbine, SA	450.00	10	5	-	50	5	-5	-5	10(2)	None
Rifle, Assault M	325.00	8	6	-	15	5	-5	-7	20(2)	Auto
Rifle, Assault H	500.00	10	7	-	10	5	-4	-7	50(2)	Auto
Rifle, Assault Lt	350.00	8	6	-	15	5	-3	-8	30(2)	Auto
Rifle, BA	250.00	8	5	-	15	5	-4	-8	10(2)	None
Rifle, Dart	120.00	5	4	-	5	5	-3	-20	1(2)	As Ammo
Rifle, SA	300.00	8	5	-	15	5	-3	-8	30(2)	None
Rifle, Sniper BA	500.00	8	5	-	50	5	-5	-5	5(2)	None
Rifle, Sniper SA	500.00	8	6	-	50	5	-5	-5	5(2)	None
Rifle, SS	200.00	8	5	-	20	5	-4	-9	30(2)	None

SHOTGUNS

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFCT
Shotgun, Auto	800.00	15	8	-	5	5	-3	-5	10(2)	Auto
Shotgun, Dble	250.00	10	5	-	7	4	-4	-5	2(2)	None
Shotgun, Rpt.	300.00	12	6	-	6	5	-4	-5	7(2)	None
Shotgun, SA	500.00	12	6	-	6	4	-3	-5	7(2)	None

SUBMACHINE GUNS

NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFCT
Pistol, Auto Hv.	300.00	8	5	-	8	4	-1	-12	30(2)	Auto
SMG, Heavy	300.00	8	6	-	10	4	-3	-8	50(2)	Auto
SMG, Light	375.00	8	4	-	8	4	-2	-10	30(2)	Auto
SMG, Medium	500.00	8	5	-	8	4	-3	-8	30(2)	Auto

WEAPON, MELEE

EDGED, HEAVY

WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFCT
Axe, Battle	100.00	8	5	1	-	5	-4	-7	None
Sword, Heavy	100.00	8	5	1	-	5	-3	-9	None

EDGED, LIGHT

WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFCT
Axe, Hand	25.00	3	3	1	Strn-2	4	-3	-11	None
Dagger	25.00	3	3	1	Strn-1	4	-2	-13	None
Dagger, Break	25.00	3	3	1	-	4	-2	-13	+1 WDef
Dagger, Parry	25.00	3	3	1	-	4	-2	-13	+1Lk/Brk
Hook	25.00	3	3	1	-	4	-2	-14	None
Knife	25.00	3	3	1	Strn-1	4	-1	-14	None
Knife, Combat	25.00	3	3	1	Strn-1	4	-2	-13	None
Sickle	25.00	3	3	1	-	4	-2	-13	None
Sword, Light	50.00	5	3	1	-	4	-2	-13	None

EDGED, MEDIUM

WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFCT
Cane, Sword	50.00	5	4	1	-	4	-2	-11	None
Dagger, Heavy	50.00	5	4	1	-	4	-2	-11	None
Sword, Medium	50.00	5	4	1	-	4	-2	-10	None

EDGED, TWO-HANDED

WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFCT
Axe, 2-H	250.00	10	8	1	-	5	-3	-6	None
Chainsaw	250.00	12	8	1	-	5	-4	-5	None
Mace, Axe	250.00	10	8	1	-	5	-3	-7	None
Shield, Spear	250.00	10	8	1	-	5	-3	-8	+1 WDef
Sword, 2-H	250.00	10	8	1	-	5	-3	-7	None
Sword, Axe	250.00	10	8	1	-	5	-3	-7	None

BLUNT, HEAVY

WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFCT
Club, Heavy	100.00	8	5	1	-	5	-2	-10	None
Flail, Heavy	100.00	8	5	1	-	5	-2	-10	None
Mace, Heavy	100.00	8	5	1	-	5	-2	-10	None

Pick, Heavy	100.00	8	5	1	-	5	-2	-10	None
<i>BLUNT, LIGHT</i>									
WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECT
Bar, Parrying	25.00	3	3	1	-	4	-1	-14	+1 WDef, +1 Disarm
Bottle	25.00	3	3	1	-	4	-1	-15	Contents
Club	25.00	3	3	1	-	4	-1	-14	None
Club, Stun	25.00	3	3	1	-	4	-1	-14	KO
Fan	25.00	3	3	1	-	4	-1	-15	+3 WDef
Hammer	25.00	3	3	1	Strn-1	4	-1	-14	None
Sap	25.00	3	3	1	-	4	-1	-14	KO
<i>BLUNT, MEDIUM</i>									
WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECT
Flail	50.00	5	4	1	-	4	-2	-12	None
Mace	50.00	5	4	1	-	4	-2	-12	None
Pick	50.00	5	4	1	-	4	-2	-12	None
War Hammer	75.00	5	4	1	Strn-2	4	-2	-12	None
<i>BLUNT, TWO-HANDED</i>									
WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECT
Club, 2-H	250.00	10	8	1	-	5	-3	-9	None
Hammer, 2-H	250.00	10	8	1	-	5	-3	-8	None
Mace, 2-H	250.00	10	8	1	-	5	-3	-8	None
Pick, 2-H	250.00	10	8	1	-	5	-3	-8	None
<i>POLE-ARMS</i>									
WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECT
Harpoon	250.00	10	8	2	Strn-3	5	-2	-12	None
Lance, Heavy	250.00	10	8	2	-	5	-4	-12	Charge
Lance, Jousting	50.00	10	8	2	-	5	-1	-12	Charge
Lance, Light	200.00	8	8	2	-	5	-2	-12	Charge
Lance, Medium	150.00	5	8	2	-	5	-3	-12	Charge
Man-Catcher	50.00	5	8	2	-	5	-3	-12	Hold
Polearm, Axe	250.00	10	8	2	-	5	-3	-8	None
Polearm, Blade	250.00	10	8	2	-	5	-3	-8	None
Polearm, Flail	250.00	10	8	2	-	5	-3	-8	None
Polearm, Fork	250.00	10	8	2	-	5	-3	-8	None
Polearm, Hamm	250.00	10	8	2	-	5	-3	-8	None
Polearm, Mace	250.00	10	8	2	-	5	-3	-8	None
Polearm, Rider	250.00	5	5	2	-	5	-2	-10	None
Polearm, Spear	250.00	10	8	2	-	5	-3	-8	None
Quarterstaff	25.00	5	5	2	-	4	-1	-15	None
Scythe	50.00	5	5	1	-	5	-3	-8	None
Spear	50.00	8	5	2	Strn-3	5	-2	-10	None
Spear, Long	100.00	8	5	2	-	5	-3	-9	None
Spear, Short	25.00	3	3	1	Strn-2	4	-2	-11	None
Trident	250.00	10	8	2	-	5	-5	-8	None
<i>WHIPS</i>									
WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECT
Chain	10.00	1	1	2	-	4	-2	-14	+2 KD, +1 Hold
Chain, Combat	10.00	1	1	2	-	4	-3	-13	+1 KD, +1 Hold
Flail, Chain	10.00	1	1	2	-	4	-1	-12	+1 KD, +1 Hold
Grapple	10.00	1	1	2	-	4	-1	-13	None
Lasso	10.00	1	1	3	-	5	-1	-25	+5 KD, +3 Hold
Sickle, Chain	10.00	1	1	2	-	4	-1	-13	None
Spear, Chain	10.00	10	1	2	-	5	-2	-12	None
Whip	10.00	2	1	3	-	4	-1	-15	+3 KD, +1 Hold
Whip, Chain	10.00	2	1	2	-	4	-2	-14	+1 KD, +1 Hold
Whip, Torture	10.00	1	1	1	-	4	-1	-11	None
<i>UNARMED</i>									
WEAPON	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECT
Cat Claws	15.00	3	-	1	-	4	-2	-12	None
Katar	15.00	3	-	1	-	3	-2	-13	None
Knuckles	10.00	1	-	1	-	3	-1	-14	None
Unarmed	Free	-	-	1	-	3	+0	-15	None

WEAPON, PROJECTILE

AIR										
NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Blowgun	25.00	3	1	-	5	3	-2	-15	1(1)	As Ammo
Blowgun, Small	12.00	2	-	-	3	3	-1	-15	1(1)	As Ammo

MECHANICAL										
NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Crossbow, Han	25.00	3	3	-	5	4	-1	-10	1(1)	None
Crossbow, Hea	75.00	15	8	-	12	5	-4	-5	1(3)	None
Crossbow, Light	50.00	8	5	-	10	5	-2	-8	1(2)	None
Crossbow, Rept	100.00	12	5	-	8	4	-3	-9	10(2)	None
Crossbow, Ston	25.00	3	3	-	5	4	-1	-10	1(1)	None

MANUAL										
NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	AMMO	EFFECT
Bow, Long	75.00	3	5	-	20	5	-3	-8	1(1)	None
Bow, Short	50.00	2	3	-	15	4	-2	-10	1(1)	None
Sling	50.00	1	1	-	8	4	-1	-12	1(1)	None
Slingshot	50.00	1	1	-	8	4	-1	-12	1(1)	None
Staff Sling	50.00	2	5	2	5	5	-2	-10	1(1)	None

WEAPON, THROWN										
NAME	COST	WT	STRN	RCH	RNG	AP	ATT	DAM	EFFECTS	
Axe, Thrown	5.00	1	1	1	Strn	4	-3	-8	None	
Blade, Thrown	1.00	1	1	1	Strn+2	3	-1	-12	None	
Bolas	3.00	1	1	1	Strn+1	4	-1	-12	+5 Hold	
Boomerang	3.00	1	1	1	Strn+3	4	-1	-15	Return	
Dart, Battle	1.00	1	-	1	Strn+1	4	-1	-12	None	
Dart, Game	0.50	*	-	1	Strn+3	3	-1	-18	None	
Disc, Thrown	3.00	1	1	1	Strn+1	4	-1	-12	None	
Hammer, Thro	3.00	1	1	1	Strn	4	-2	-10	None	
Javelin	10.00	5	3	1	Strn-1	5	-2	-10	None	
Knife, Thrown	1.00	*	-	1	Strn+3	3	-1	-15	None	
Net	25.00	3	3	1	Strn	5	-1	-25	+8 Hold	
Net, Battle	50.00	5	3	1	Strn-1	5	-2	-18	+5 Hold	
Net, Electric	100.00	8	3	1	Strn-2	5	-3	-15	+3 Hold, KO	

ITEM USAGE

Certain items also have a specific amount of uses, such as flashlights. Sometimes they can be recharged, sometimes not. In any case, the specific amount of uses varies on the quality of the item, was well does equipment Durability. An expensive, top of the line flashlight will perform better, and longer, than a cheap disposable (which wont even be rechargeable). Generally, most equipment that needs fuel or charging should be changed monthly, weekly, or daily depending on the item. Whenever an item that uses fuel or batteries is used, abstractly, and the GM feels it appropriate, he may roll 1d20 to see if the item's dying. If he rolls a 1, the item is dead, and must be recharged. For weapons that run on similar power, a Critical Miss is sometimes that the weapon may run out of power.

Another good way is by using a percentage. When fully charged, an item is at 100%. Whenever the item is used, the GM notes a decrease in the total power left that charges the weapon.

EXAMPLES

Rico, a sewage worker, is down in the sewers with a breech-loading shotgun after hearing that there were giant rats in the sewers. After he descended the ladder he suddenly heard a scratching sound. It being pitch black down there, he brought a flashlight, and makes the good judgment call of deciding to turn it on... However, Rico uses that flashlight a lot and the GM informed his player that he should change the batteries monthly. Rico didn't do this, however, and as he turns it on the GM rolls a 1d20. And gets a 1. Rico finds that the flashlight flickers once, quickly, and dies. As he shakes the thing trying to get it to work, the scratching comes closer with a foreboding squeaking noise accompanying it...

Wolf is a gang slayer that loves his combat chainsaw. However, he's also forgetful, as he forgot to refuel his chainsaw, and remembering that in the middle of a fight with five ganger punks wielding lead pipes, chains, and switchblades isn't going to help him. As Wolf tries to start up his

chainsaw, the GM rolls a 1d20. The roll is a 4, and that's higher than a 1, so Wolf's chainsaw starts up, albeit not before sputtering wildly indicating its loss of power. The next time he tries to start the chainsaw or if he leaves it running for a while, Wolf will find he will need to roll a 1d20 again. And also if he critically fumbles, the GM may indicate that the chainsaw sputters and dies.

FIREARM AMMUNITION

While a longbow can fire many different types of arrows, modern firearms are much more specific in what they can and cannot fire. They're many different kinds of bullets sizes and type, and every type of firearm usually has its own specific style and fit of clip or belt.

How specific you want to get with ammunition is up to the GM and the players. Each gun's exact caliber ammunition is listed in its description, but if the GM wants to be more "flexible" with that he could simply insist all "types" of certain firearms share ammunition but each specific weapon has its own clip. For example, there would be "Rifle" bullets that would work in all rifle weapons and pistol bullets that work in all pistol weapons. This is a less realistic but easier way if you do not want to keep note of it.

CYBERNETICS

Cybernetics will only be available in more futuristic-oriented campaigns. Cybernetics are highly body-invasive, and while granting a significant improvement, can also cause some damage to a person's health. A weak or sickly person cannot survive much serious cybernetic augmentation. What's important to note about most cybernetics, is that simply purchasing them does not grant the person the ability to use them properly. They are wired into the person's body, and the person must re-learn the use of that limb, appendage, additional organ, or the like.

Many pieces of cyberware, especially external cybernetics, require a Skill Point cost as well as a monetary cost to gain full use of the new body pieces.

WEAPON-MATERIALS

Almost all weapons are made of metal or have metal somewhere in them. Although, this was not always true. Many weapons were made of different materials before any kind of metal was even invented. These materials are generally regarded as inferior, as they were not as resistant or strong as say, steel. However, they did have some distinct advantages among their lesser durability. Of course, there are some weapons that were never made with metal in the first place, such as lassos and leather bullwhips. Chain whips, however, are more durable but less versatile than leather.

CUSTOM WEAPONS

The weapons list contains an extensive and comprehensive selection of weapons, however it could easily be true your "favorite weapon" is not on the list. There are several solutions to this, the easiest one is, copy your weapon's stats from another weapon listed. This is usually possible, unless the ammo count is different. For example, if your favorite gun is a pistol that holds 109 bullets in a clip but there are no stats for a gun with 109 bullets in a clip, you'll have to change some factors around. The GM has the final say, of course, and it's very important that all weapons are balanced. We have tried extensively to make very sure there is no best weapon, simply advantages to different types of weapons: Weapons for speed, weapons for ammo, weapons for damage, weapons for range, weapons for tactics. Use the weapon formula in the combat chapter to help obtain a balanced weapon. If for some reason it does not work out well, though it should, alter the statistics so it is balanced.

CUSTOM ARMOR

There is a basic set for each type of armor. The armors listed in this book are not all armors known to man, and indeed new armors are being produced everyday. Therefore, there is a simple "formula" to follow for each type of armor, if someone wants a armor that is not listed, like

crazy anime-style patchwork armor (i.e. the oversized shoulder guard on one shoulder, the gauntlet and arm brace on one hand only, etc). Of course, you could just copy the statistics of another armor, which might be preferable. Either method works. If a character does not meet an armors minimum strength requirement, the penalties are doubled.

PENALTIES

-1 Movement, -1 Attack, -1 Defense, -1 Speed, etc.

Each penalty is, at base, worth 1 PR. But, depending on other effects, that could change. Use the existing armors as bases to devise new armors.

CHAPTER 6: Combat

COMBAT IN THE HARBINGERS

Sometimes, in some situations, the best option is to pick up your .44 and start yanking the trigger. While Harbingers does not necessarily even have to have combat, most people like to put it in for flavor and excitement. Combat, however, should not be the only reason a role-playing game is played, but it is a nice spice to have it integrated.

Combat is composed of several steps, and it may seem like a lot at first but once you get the hang of it combat should run very smoothly. There are several factors to consider in combat, modifying combat-based statistics. Following is a list of the steps of combat.

1. DETERMINE REACTION ORDER

Roll 1d20, add/subtract Reaction.

2. CHARACTERS TAKE ACTION

Highest Reaction to Lowest, characters can: Attack, Move, Cast, Use Item, Employ Maneuver, etc.

3. COMBAT IS RESOLVED

Making sure everyone has gone and ammo/health has been deducted, start again with Order.

This is very simple, as you can see. Now it is time to elaborate on each step, to allow for all the technicalities involved.

COMBAT PROCESS

REACTION ORDER

Reaction Order is determined with a 1d20 roll. You add your Reaction, any spell/equipment effects. When it's a person's turn, they may also choose to wait to delay their action. By waiting, they can choose to intervene at any time another character finishes his/her turn.

ACTION POINTS

Action Points indicate what a character can and cannot do in a combat round. Various actions cost different amount of points.

A character can exceed his/her maximum APs when performing an action, but at a price.

However many APs an action goes over the maximum, equals the character's penalty for the action as well as the total AP's deducted from the next round from the max.

For example, if Rufus has a 9mm handgun and can fire it for 4 APs, he has a total of 6, but only has 2 left, then he has a -2 penalty on his attack roll, and he only has 4 APs to spend next round (6-4).

Each Action Point spent gives a +1 Physical Defense for the character until the beginning of his/her next turn for each Block/Parry/Dodge maneuver. If a weapon gives a bonus to Physical Defense, it's added to the base +1 PDef.

THE COMBAT ROUND

Roughly, a Combat Round in the Harbingers is 12 seconds. A minute is 5 rounds. This may not seem like a long time but when surrounded by spells, bullets, and swords, it seems a damn bit longer than it does when playing a video game. A character has more than a few options in a combat round, and it's dependent on his/her Action Points.

The following is a list of some (not all) possible actions, and their appropriate Action Point cost. All dividing that is done is rounded down.

ATTACK (Varies)

This is for any sort of an attack or combat maneuver with a weapon or unarmed combat. The amount of AP an attack takes is based on how trained the character is in a weapon. The base AP for attacking with a weapon is listed on the equipment list. Lighter, smaller weapons generally take less AP to use. A knife is faster and easier to use than a sledgehammer, and a pistol is easier to bring to bear than a light machine gun. The lowest AP cost is 2.

DROP ITEMS (0)

You release the items in one or more hand. You can do this once during your turn, the items clatter carelessly to the floor. This is a quick way to free your hands, but it may break fragile items like glass (though normally doesn't damage weapons, which are made for rough treatment) and it allows enemies access to anything you discard if they so desire it.

PICK-UP/PUT-DOWN OBJECT (2)

This option allows a character to pick up or nicely put down an object. Each action is separate, so a full round could be spent picking up one thing and putting down another. Remember, you can always drop an object for 0 AP, but that may be a problem if the object is fragile. The default is 2 AP to pick up and put down an item.

TALK/GESTURE (0)

You are allowed to offer brief commands, advice, threats, taunts, or verbal nonsense. This may not be too extensive, and GMs should watch this action's use. A speech is not appropriate during combat, but colorful taunts, insults, and words of confidence are. This is usually allowed during other character's turns with no problem.

Also, you can make one or a few gestures to your comrades or opponents. Whether it's a silent sign for "Go" to your group or a rude gesture to an assassin, you take the pick. GMs should watch the amount of gestures a character can perform. This is usually allowed during other character's turns with no problem.

RELOAD WEAPON (Varies)

Reloading a weapon depends on the person's training with the weapon. The default reloading time varies for each weapon.

TAKE OUT/PUT AWAY OBJECT (Varies)

A character may pull out an item or put one away. For most items, this is 2 AP. Pulling out a weapon costs the same amount of AP as it takes the character to use it. Note that for thrown weapons you only have to ready the first one, the rest is factored into the AP cost.

If multiple items can and are pulled out at once, the highest AP cost is used (i.e. drawing two knives sheathed on a belt).

USE ITEM (2)

A character may use a relatively quick and simple item, such as drinking from a vial, quick magic items, achieving a wall switch or lever, turning on a flashlight, or the like. Generally this is 2 AP.

USE COMPLEX ITEM (Full)

A character may use a difficult or time-consuming item with this, such as involved magical items, operating a computer, vehicle, or other piece of involved machinery. In most cases, this consumes all of the character's AP.

USE TECHNIQUE (Varies)

Different techniques use varying amounts of AP. Some techniques may require no AP at all.

TACTICS AND EXPERTISE

THE COMBAT ROLL

Figuring out Attack and Damage is easy, and is done with one roll, the Combat Roll. When you roll 1d20, for each attack, you look at the result. Then you add your Attack and Damage scores for each weapon individually. For example, if you rolled a 12, and your total adjustment with your weapon is +2 to Attack and -10 to Damage, then your final rolls are 14 for Attack and 2 for Damage. Negative result values and zero are ignored.

If a 1 or 20 is rolled, it could indicate a Critical Miss or a Critical Strike. See the below section for details.

Anytime a 20 is rolled, the Combat Roll is rolled again and the damage/attack of the next roll is added to it.

COMBAT MANEUVERS

In addition to performing normal attack actions, characters will want to try other things while in combat. Doing a trip or disarm maneuver is a part of the versatility of battle. Instead of doing damage, an attacker can opt for an effect instead. This must be declared before the roll is made.

- Damage Item – Deal combat damage to an item.
- Disarm – Knock an opponents weapon away.
- Grapple/Pin – Successful Skill Check of the attack roll must be made to act again.
- Grab/Steal – Successful Skill Check of the attack roll must be made to keep the item.
- Knockdown – Victim suffers Knockdown status.
- Knock Back – Victim is knocked back 1 unit.
- Sap – Deals half damage, but failed Skill Check at damage causes unconsciousness.

There are other non-attack combat maneuvers as well.

- Defense – Add +1 PDef for every AP spent.
- Withdraw – Lose all AP, ignore Interruptions.

COMBAT STATUS

There are many specific states a character can be in. A few common ones are listed below.

HELPLESS

If a character is unconscious, asleep, or bound completely, the character is considered helpless. Any successful attacks done within melee range (or right next to the person with a ranged weapon) are considered to be natural 20 rolls unless they are 1s (which are misses).

GRAPPLED/PINNED

A grappled or pinned character must make a successful Skill Check (Usually Strength-based) to escape.

KNOCKDOWN

A character that has been “Knocked Down” means he or she has been tripped, staggered, knocked prone, or some other similar effect Recovering from this effect costs ½ of a character’s AP. While Knocked Down, the character may not move, and suffers a -3 to all attacks and Skill Checks and defenses.

UNCONSCIOUS

An unconscious character remains that way for a number of rounds equal to the damage dealt that knocked them unconscious. This applies for most knockouts, however specific Injuries may work differently.

INTERRUPTIONS

Interruptions are free attacks gained by the act of a stupid, careless, or unlucky opponent. Each Interruption costs 1 AP, so taking one will deduct remaining APs from the character's next turn or use ones left over from the previous turn.

When a character gains an Interrupt against an opponent, he can make a free attack (usually it's a melee but not always) against the opponent with a +5 to Attack and Damage.

Remember, a person considered "engaged" or "in melee range" is within the reach of a melee weapon, or right next to each other (since both are in range of fists and feet then).

Interruption Opportunities

- Reloading a weapon in melee range.
- Leaving melee with an opponent engaged with you without withdrawing, unless someone else is also attacking that person in melee.
- Attacking someone not engaged with you while you are already engaged.
- Running past someone who is unengaged without engaging them. This only accounts for melee and unarmed.

MOVEMENT IN COMBAT

A character may move his/her normal movement rate without penalties during a round. A character that moves up to x2 their move suffers a -3 to all actions. A character that moves x3 receives a -5 penalty.

Crouching/Crawling characters move at $\frac{1}{2}$ the movement rate (round down).

Jumping characters can jump forward a number of squares equal to $\frac{1}{3}$ their movement (round down).

Swimming characters follow the normal penalties per situation (ocean or pool), but generally move at $\frac{1}{2}$ movement.

DUAL WEAPON COMBAT

Using two weapons is very, very hard to do effectively. When a character is using two weapons a -5 Attack penalty is enforced with both weapons and the AP cost for using the weapon increases by 1. The penalties for wielding weapons that do not meet the strength requirement apply as normal.

Also, using a kick, punch, elbow, or other unarmed attack while using a weapon is considered fighting with two weapons, if done together. If you swing a blade, and then separately do a kick with your remaining AP, these attacks do not get a -5 penalty, only the kick receives the "offhand" penalty. See "Unarmed Combat With Weapons" and "Handedness" below.

TWO-HANDS ON A WEAPON

Some weapons are made or work better with using two hands. Certain weapons simply require two hands to use because they realistically cannot be used any other way. Bows are a good example. Bows must be fired with two hands because of the way they are designed. Naturally common sense should be applied in these situations.

The minimum strength listed by the weapons is listed assuming the character is only using that weapon and the other hand is free to help use it. If the character is using a shield, or another weapon, or the other hand is occupied, add 3 to the weapon's strength requirement.

The difference between the Requirement and the actual Strength score of the character is the penalty applied to attack rolls, and damage rolls with weapons in which Physical Damage is considered (not guns, crossbows, etc). Therefore a huge beefy person with a Strength Score of 10 firing a shotgun one-handed will not be near as hindered as much as a thin sickly man with a Strength Score of 3 doing the same.

HANDEDNESS

Most people have one hand they are good with, a dominant hand. That is selected during character creation, and can either be right or left. If a character wants to be ambidextrous (equally competent with both hands) they must take the Virtue called Ambidextrous and then can use either hand with no penalty. For everyone else though, if you attack with, or primarily use in a skill, your un-dominate hand, you suffer a -3 to the check or attack roll. This counts for attacking with two weapons as well.

UNARMED COMBAT WITH WEAPONS

It is possible to kick, head butt, and elbow people while holding weapons. However, this does not give your body the complete range of movement that it requires. If you are holding a weapon or any other object in your dominant hand you are considered to be using your "off hand" when attacking unarmed, even if you do not use your fists, and receive the standard -3 penalty. Also, when you want to perform "Two Weapon Combat" with unarmed, that does not necessarily mean you are just adding your left fist into the fray; it means you are attacking with more parts of your body at the same time. This is exactly the same as attacking with two weapons, and therefore you can use "Two Unarmed Combat" weapons that suffer a -5 to each and cost one extra AP.

MULTIPLE OPPONENTS

One fighter facing 3 opponents is going to be in a lot of trouble. For each additional opponent a character faces his opponents gain a +1 per ally. For example, if the odds are 3 vs. 1, then the 3 fighters gain a +2 to their attack rolls.

This is different then a Sneak Attack. If a character tries to sneak up and attack an enemy, she should roll an Agility check with any sneaking skill added, and the victim should roll a perception check with any spotting skills added at a DT equal to the sneaker's total roll. A successful sneak up is usually considered the same as an interruption (+5 Attack, +5 damage) but may in non-combat situations be an automatic critical hit.

SNEAK ATTACKS

If a character tries to sneak up and attack an enemy, the attacker should roll an Agility check with any sneaking skill added, and the victim should roll a perception check with any spotting skills added at a DT equal to the sneaker's total roll. A successful sneak up is usually considered the same as an interruption (+5 Attack, +5 Damage) but may in non-combat situations be an automatic critical hit.

MASS COMBAT

Sometimes so many people are involved in a battle, that it is simply impossible to take time to roll for each individual person. In battles where thousands of people are participating, that would simply take forever. The following rules can be used to make large-scale skirmishes easy.

First, each unit must be designated their statistics. A unit is treated as a single person in large-scale combat, and can contain as many individuals as needed. Units derive their statistics from the majority of the group. For example, if a group of 50 peasants with pitchforks are led by a skilled warlord in full armor, the peasant's base scores are the ones used. So, Physical Defense and Mental Defense, the basic primary weapon skill of the unit, the basic armor value, as well as attack and damage values, use the average soldier's ability.

It should only take a quick second to understand a unit's values, but combat itself works a bit differently. The Combat Roll is changed slightly. The bonus Combat Points, which are the total number of people in the unit divided by 5 and the units primary weapon skill multiplied by the total number of troops divided by 10. In other words, a unit of peasants with a skill of 3 and with 50 total troop has Combat Points equaling 25. These Combat Points can be spent on Attack or Damage portion of the combat role, but must be decided before the role is made. By default, they are used in Damage.

Another thing to note, is that if important NPCs or PCs are involved in mass combat, they should still have their own individual round against an opponent from one of the enemy forces. When the combat is considered over, a roll must be made to see how many of the people that went down are actually dead. This is done by making a normal Constitution check for each unit, with the number downed as the DT. Using the above statistics, let's say 18 peasants were taken out by the opposing force. If the roll is below 18, each number below 18 increases the number of dead to show those subsuming to wounds. If it is above, the dead number is reduced by one.

CROWDING/SHIELDING

Generally only one person can be in a 5-foot square to fight effectively. However, you can actually fit 3 or 4 people (weight and size depending) into a five-foot space. However this is extremely ineffective in combat. If this is done, one attack roll attacks everyone in the square. Also the attacks are made with a +5 to attack and an x2 damage as if an Interruption. The people in the square, if attacking, suffer a heavy -5 penalty for the awkwardness of this. A benefit of this possible maneuver however is Shielding. A character can throw herself in front and over a person, preventing any damage to them and taking all the blows yourself. Any attack that would normally hit them and do damage to them hits you instead. To skirt past this, the attacker must take an attack penalty equal to the protector's Defense. However, knockdowns, knock backs, and stagger maneuvers always affect everyone in the square regardless of whether someone is shielding or not.

CRITICAL MISSES AND STRIKES

Sometimes a spectacular shot with a Smith and Wesson can nail the target right between the eyes with one smooth motion before the offender can even reach for her weapon, while other times you could end up shooting yourself in the foot. Critical Strikes and Misses keep the extremes interesting, and reflect the un-expectance and lethality of combat.

CRITICAL MISSES

A Critical Miss chance occurs when the attacker rolls a natural 1 on his or her Combat Roll. Immediately, the attacker must make another attack.

If the attack is made, there is no problem, and it is just a normal (yet horrible) miss.

If the attack fails, it becomes a Critical Miss. The attack roll is repeated until a success is made, and each miss adds another level to the failure.

The examples are guidelines for the GM to follow to determine the severity of the poor fool's mistake, but the GM is free to be as creative as he/she wants. A roll of 1 is always a miss, even if it's not a Critical Miss.

FAILURE	EFFECT
S	
1	Minor Accident <i>Dropped Item, Knock back, Knockdown, Weapon Disarmed/Jammed</i>
2	Moderate Accident <i>Weapon/Item/Armor Damaged</i>
3	Major Accident <i>Weapon/Item/Armor Destroyed, Attack Damages Self</i>

CRITICAL STRIKES

A Critical Strike chance occurs when the attacker rolls a natural 20 on his or her Combat Roll. Immediately, the attacker must make another attack.

If the attack is failed, it is jut a normal attack.

If the attack succeeds, it becomes a Critical Strike. The attack roll is repeated until a failure occurs, and each success adds another level to the attack. In addition, damage is dealt as normal.

The examples are guidelines for the GM to follow to determine the severity of the brilliant hit, but the GM is free to be as creative as he/she wants. A roll of 20 is always a hit, even if it's not a Critical Strike.

SUCCESES	EFFECT
1	Strong Hit <i>Dropped item, Knock back, Knockdown, Weapon Disarmed/Jammed</i>
2	Hard Hit <i>Weapon/Item/Armor Damaged</i>
3	Deadly Hit <i>Weapon/Item/Armor Destroyed, Attack Damages Group</i>

COMBAT TERRAIN/CONDITIONS

Certain combat can cause difficulties. For example, underwater combat, aerial combat, and vehicle combat.

If a situation is highly difficult (fighting in a sea storm in the middle of an ocean, fighting on the wing of a large aircraft outside in the middle of a storm, etc, firing at/from a vehicle going massively fast, fighting in pitch blackness), Attack, Defense, and/or all movement types (as GM sees applicable) (as GM sees applicable) all suffer a -10. If a situation is difficult (fighting in the middle of an ocean, fighting on the wing of a large aircraft, firing from a very fast vehicle, fighting in almost no light), Attack, Defense, and/or all movement types (as GM sees applicable) suffer a -8. If a situation is moderately difficult (fighting in the deep end of a pool, fighting on the vehicle roof in the middle of a very jerky vehicle ride, firing from a fairly fast moving vehicle, fighting in very dim lighting with a lot of shadows), Attack, Defense, and/or all movement types (as GM sees applicable) suffer a -5. A fairly difficult task (fighting in a more shallow end of the pool that may come up to the characters neck but he has footing, fighting inside in a very jerky vehicle ride, firing from a vehicle moving at a moderate speed, fighting in fairly low lighting) will incur a -3. A task that has more irritation in it then danger (fighting in a very shallow end of the pool that may hit shins or knees, fighting in a moderately bumpy vehicle ride, firing from a bit faster than human speed, fighting in slightly dim lighting) only gives a -1.

-5 is the base penalty but the GM should use good judgment to modify this if needed with the previous examples.

AIMING

Firing into melee is basically identical to firing into cover. A base -5 is applied for all attack rolls if you try to avoid hitting a specific person.

This can be used to target a location or item. Suffers a penalty to the attack roll determined by GM by difficulty. The base is -5. It's usually more, rarely less. The base considers a fairly visible, but not simple to hit target, such as an opponent's head, a remote control in someone's hand, or a big red button on a wall that triggers an alarm. Harder targets, such as a ring on someone's finger, may incur higher penalties up to -10. Items attacked in this manner suffer damage. If used on a specific body part, when damaged, location for Injury is ignored if a critical hit occurs.

Alternately, this maneuver may be used to fire a shot into melee combat without attempting to hit others. The standard penalty is -5 for this. Trying to target a specific body or item and avoid hitting others in melee is -10.

COVER/CONCEALMENT

Taking cover is very useful and can help in avoiding injury. Below is a cover chart. These are relative and may be adjusted as necessary. Anytime a character takes cover, assume he/she gets 50% cover; the other values are there for more specific situations that it might be important. Cover helps from ranged, but generally not from melee attacks. If characters are sword fighting with a half-wall between them, then they both would receive a -5 to attacks.

The base cover is Moderate (-5). Unless the situation is unusual, -5 should be used.

MODIFIER	TYPE
-3	Minimal (25%): One Leg, One Arm, One Head
-5	Moderate (50%): Legs, Arms, Above/Below Stomach
-8	Major (75%): Everything but a Leg, Arm, or Head
-10	Complete (100%): All Body (Must Fire Through Object To Strike)

ITEM DAMAGE

Equipment can be damaged; either through traps, accidents, or purposefully attacks. Equipment uses the damage inflicted to indicate what happens.

Damaged equipment, weapons, and armor functions poorly if at all. The DT for repairing an item is equal to the Severity of its injury.

When an item or weapon is dealt damage, check for an Injury just as if it was a person who was hurt. See the Injury section below for details.

WEAPONS AND FIREPOWER

COMBINED WEAPONS

Combined weapons are usually one weapon combined with another, like a sword-gun. A weapon like this usually adds both the weight of the items together for the weight, and they suffer an additional penalty to Difficulty (to both parts of the weapon) equal to the number of weapons attached (usually 1). The Min. Strength requirement increases by 1. Obviously, for example a Gun-Sword, you would need both gun skills and sword skills to use it correctly. To use a bayonet properly, you would need a Bayonet skill and the gun-using it skill.

The advantage of this is you have both weapons together, and don't have to switch or put away one (for weapons with ammo for example). Though, that can turn into a disadvantage if its knocked out of your hand, damaged or destroyed.

If its sensible you could attack with both weapons at the same time, but you suffer the usual fighting with two weapons penalty.

WEAPON STATISTICS

This is designed to help you create new weapons that were not put in this book, if simply copying statistics does not work. Copying statistics is the best option, and should work for almost all melee weapons and most guns. For guns, for example, all single-shot pistols, rifles, and 6-load revolvers that a player wants to use can easily copy statistics.

WEAPON FORMULA	
Weight	By Size
Size	By Type
Attack	Balance By Ammo
Action Point Cost	By Type
Range	By Type
Damage	By Type
Strength Requirement	By Type
Ammo	By Weapon

IMPROVISED WEAPONS

This category is for thrown chairs, smashing someone with the butt of a crossbow, or when beating someone with a vacuum cleaner. Improvised weapons suffer a normal unskilled penalty to attack with.

A character can train in an unusual weapon (Bar Stool) or a normal weapon used in an unorthodox manner (Rifle Butt), and then it is treated as a normal weapon no longer an improvised weapon.

Ranged weapons, such as firearms and bows, etc, can be used as unwieldy clubs if forced into melee or out of ammo. Its much better for a gunman or archer to carry a melee weapon, but these are useful in a pinch. Unlike weapons such as spears, which can be thrown and used as melee, knowing how to fire a handgun does not allow you to use the skill acquired when pistol-whipping someone. A spear is designed to be used in melee, and thrown. A pistol is designed only for firing bullets.

To get the statistics for unlisted/unusual weapons, just match it as close as possible to an existing weapon, usually a relevant melee weapon.

CHOOSE YOUR WEAPON

For characters who want to choose a weapon, there are many things to consider. Each category has basic pros and cons.

FIREARMS

The most common weapons of today's serious fighter, firearms have replaced melee weapons as the primary weapon on any given battlefield. However, they are not without their faults. While sporting high damage and range, they suffer considerably in close combat and are quite useless when out of ammo, which means carrying a melee as backup, is always advised. Also, being mechanical, they tend to jam up often. Because of the way guns work (with gunpowder), they are very loud which can be very detrimental when trying to kill quietly. However, bullets are also very accurate and fast. Mechanical gunpowder based firearms may be replaced in futuristic settings by laser weapons, which have their own pros and cons.

- Pros – High Damage, Powerful, Excellent Range
- Cons – Not Versatile, Limited Uses, Prone To Jamming, Loud

HEAVY WEAPONS

Heavy weapons are a catch all for high damaging, explosion or flame based weapons, and also includes explosives of all kinds. Their main advantage is damage, and lots of it. However, they are very difficult to use correctly and are oftentimes very slow, expensive, and unwieldy.

- Pros – Incredibly High Damage
- Cons – Expensive, Difficult And Dangerous To Use, Usually Very Slow

MELEE

This category is the most common category of weapons throughout history and still doesn't lose its popularity today. Even though guns are the preferred weapon of today's combatants, melee is still consistently used as a backup.

- Pros – Unlimited Uses (For most), Versatile, Common, Quiet
- Cons – Bad Range

PROJECTILE

The main long-range weapon before the firearm, projectile weapons are still far from useless in more modern games though the firearm in almost every case has replaced them. Projectile weapons have a few important advantages: They are usually much quieter, have comparable range most of the time, and ammunition can be recollected. They are oftentimes not as powerful or easy to use as guns however.

- Pros – Good Range, Collectable Ammunition, Quiet, Versatile
- Cons – Not As Damaging And Poor Range Compared To Most Firearms

THROWN

Knives and javelins and all other non-explosive thrown weapons fit into the thrown category. Thrown weapons are still used in today's world, albeit not as often as they used to be. Thrown

knives and axes have sunk into less popularity due to the damage advantages of firearms and explosives. The advantages of thrown weapons is that most are re-collectable, and all are very versatile. Most are concealable as well, although larger thrown weapons like javelins are not. Thrown weapons are almost always very quiet.

- Pros – Quick, Collectable Ammunition, Quiet, Versatile
- Cons – Not As Damaging And Poor Range Compared To Most Firearms

WEAPON-AIDS

Many players are just not satisfied with a sword that cuts or an axe that chops. Some want to add a bit of spice and flair to their melee weapons. Some, less creative and more combat oriented players, just want more power and damage. The reality is, if lighting swords on fire before a battle was practical and more useful, armies would have done it for centuries. Practicality isn't always the point, though. A flaming sword looks so damn cool! Some practices, though, such as coating blades with poison is relatively effective. So, below is a list of possible weapon aids, both useful and for showmanship.

FIRE

Weapons on fire make more for showmanship than effectiveness, though fire itself is a very dangerous substance. If a weapon is on fire, it may set the target on fire if they fail an Agility check at a DT of the Health damage inflicted. However, it also infers a -3 to Attack due to the extra care the attacker must use. This Attack penalty is only -1, however, for weapons designed to be on fire such as torches.

Fire generally only lasts a few rounds (roughly 5, circumstance depending, a lit torch can last an hour) and must be coated with oil or a flammable substance, or be flammable itself (which will damage the weapon even more if its not designed to be lit).

POISON

Poison is a favored weapon-aid of assassins. Blades coated in poison may poison the victim if they fail a Constitution check at a DT of the Health damage inflicted. However, this incurs an Attack penalty of -3. This Attack penalty is only -1, however, for weapons designed to use this such as blowgun darts and dart guns.

Poison can eventually erode away on a weapon. It probably won't last more than a day even with little use.

RUST

A rusty weapon or a weapon rubbed in filthy material may be very unsanitary. This befouling of the weapon can sometimes cause a minor infection if a Constitution check is failed at a DT of the Health damage. The infection can lead to serious health problems if not properly treated. However, all attacks made with a weapon like this suffer a -3 to Damage, because it affects the weapons performance.

SPIKES

Spikes, blades, razors, or studs can be piled onto a weapon to make it look, or act, more dangerous. Generally these additions do little but add flair, but if a player wants a statistical difference, he must add enough to increase the weight by 1lb, which increases Damage by +1, but also inflicts -1 to Attack.

SALT

Salt, mustard, lemon juice, or certain chemicals can inflict a nasty burning sensation when they hit raw wounds. This does not increase the damage to the target, but does make the wounds more painful. Generally this has no static influence. However, if enough is applied it can cause a victim's failed Stamina check at a DT of the Health damage suffered to suffer a -1 to PAtt and PDef for the next round. However, this incurs an Attack penalty of -3. This Attack penalty is only -1, however, for weapons designed to use this such as blowgun darts and dart guns.

This kind of material is hard to keep on a weapon in quantities which are statistically affecting and may not last more than one battle, and if that usually not one day.

FIREARMS AND RELOADING

A clip, or magazine, holds bullets. Most non-breech loading weapons need clips, or magazines, to function, because you just do not place the bullets in the weapon. Without a proper clip, a Semi-automatic or automatic weapon is useless. Clips are NOT interchangeable between guns. A Beretta93-R clip is not usable in a Colt .45, a Minimi LMG, or a Desert Eagle .50. Only in a Beretta93-R. Bullets, however, are interchangeable. A Colt .45 and a Thompson M1A1 both use .45 Caliber bullets. Therefore, both kinds of guns can use .45 bullets. However, a Colt .45 cannot use the magazines used by the Thompson M1A1.

Changing bullets from clip to clip, or magazine to magazine, or belt to belt, or any variance within, can be done at one bullet per Action Point. Needless to say, this is a very tedious action, and should be and most of the time is done normally only out of combat. The only time to do it in combat is in an emergency.

AUTOMATIC FIRE

Guns capable of automatic fire are labeled Auto. Some guns can only perform automatic fire and do not discharge single shots (like a minigun) and are listed Auto Only. Guns that are type automatic can feasibly fire as many rounds as they wish, but some submachine guns and machine pistols only fire in short bursts and have a cap at how many bullets can be launched per round; these are listed as Auto (#), where # is the maximum amount of bullets that can be fired per auto-fire action. Individual differences are listed under the weapon listings.

With auto-fire you keep the trigger depressed and target individuals, it gives you a penalty to attack, costs 1 extra AP, but gives you extra damage. This gives you a bonus in Damage equal to the number of bullets fired, but also an Attack penalty of the same amount. Automatic fire is a skilled action.

A spray is in which you cover the area in front of you is resolved by the attack making a single attack roll for each target. The targets look to see if the attack rolled (modified by an Attack penalty equal to the number of squares covered) by the sprayer would hit their Defense, and they suffer normal damage. To see how much ammunition is used, the attacker spends 5 bullets per target and/or per line of sight square (simply a bullet per foot). You can lengthen or shorten the bullets per foot, each less bullet is a -1 to the Attack, and each extra bullet is +1.

Spraying costs the character's maximum AP to perform.

SHOTGUNS AND SHOT

A shotgun is a weapon that is considered deadly at close ranges and useless at longer ranges, due to its use of shells filled with pellets (shot) instead of slugs. Shotguns vary widely as how they are reloaded, but the generic one listed loads shells manually into the base of the weapon, using an internal magazine. Armor works very well against shot since it's not as piercing as normal bullets so even if an armor is not considered protection from Ballistic, it is for shotguns. Filling shotguns with slugs is seen to many as pointless, however, seeing as how you could obtain a powerful rifle that could simulate the effect of a slug-filled shotgun and fire even faster and farther, however it is an option open to shotgun users to carry slugs when they need penetrating power. Shotguns attack normally when filled with slugs, and do not receive the armor penalty, but also do not spread.

Shotguns attack uniquely when shot is used, because the shot spreads. Fired normally, shotguns do normal damage but all armor is considered Protection from Ballistic.

If a shotgun is fitted with a duckbill (a shotgun attachment used to keep the shot from spreading), it gains a +3 to Damage, but because the shot spreads less it makes it harder to hit the target. Sawed-off shotguns (or short barreled shotguns) work the opposite of a duckbill, spreading the shot even more. They receive a -3 Damage. It attacks up to 3 targets in a 3 square radius in each one of the squares.

Whether you use it regularly, with a duckbill, or sawed-off just depends on whether you'd like more damage or more targets hit and what ratio you'd like it at. Some shotguns are fitted with choke-settings that can let you drift between the 3 modes without attaching or cutting off anything. Adjusting a shotguns choke takes a skilled action. Changing the choke in combat is considered a Skilled action.

An auto-shotgun is simply a shotgun that fires burst or auto fire. An auto or burst fire shotgun follows the rules above as normal for burst or auto fire, but keep in mind the radius.

GRENADES

Grenades are powerful and small one-shot weapons. They come in various sizes, shapes, types, and they can explode in different ways. Generally, grenades are divided into a multiple amount of categories.

The first is, whether its Launched or Thrown. Launched grenades are usually 40mm and only work in grenade launchers. Thrown grenades are used without a launcher.

The second is, whether it's timed or impact. There are subtle advantages to each kind. Impact's immediately detonate when they hit, and function as normal attacks. Timed grenades are a little more complex. Grenades are purchased at different time intervals, and people with knowledge of explosives can actually set the timer of their own grenades to whatever they want. Generally, grenades can be set to explode on the end of the attacker's turn in a round or at the end of a round, but not the end of the attacker's turn that the attacker throws it. Also, grenades that are held can be delayed by depressing the safety. Timed grenades, if they have a longer timer, can also be picked up and possibly thrown back.

Timed grenades can be knocked away. A knocked away or missed grenade rolls away in some direction determined by the GM, randomly, or with rolls.

ARMOR AND PROTECTION

LAYERING ARMOR

Training in armor only reduces the overall penalties. If you're wearing a breastplate and have trained off all its effects and put on chain mail leggings you have to train in the leggings too. If somehow you wear another piece of armor that is identical to the armor you trained in, you do not automatically get rid of those affects too, you must train harder in that armor.

HAZARDS, TRAPS, AND ACCIDENTS

TRAPS AND FALLS

Sometimes an enemy's weapon isn't as dangerous as toppling over the side of a 50-story building. Falling and certain traps ignore Physical Vitality and focus directly on Health, thereby creating an Injury chance.

A trap can either be resolved as an attack, or an ability check, and failure can be indicated by vitality or wound damage, depending on the GM's decision.

A normal character can ignore falling damage if they roll an agility check at a DT of the feet fallen. The falling damage is 1d20 and then an extra die is added for every 10 feet fallen after the first 10. So a fall of less than 20 feet is simply 1d20. 20-29 is 2d20. 30-39 is 3d20, etc. An Agility check should be rolled at a DT of the damage suffered, and for each one below the target it adds a damage point, and each one above it reduces a damage point. Some skills may be used to add a bonus to the agility check such as Acrobatics.

Like normal attacks, if a 20 is rolled, extra damage is rolled again.

Devin the mercenary, hefting his assault rifle, is prowling along the edge of a narrow ledge on a building. Not a good idea, since a corporate guard leans out of a nearby window, and snaps a shot off with a handgun, clipping Devin in the shoulder and causing him to slip and fall. Devin is

hardy fellow with 18 Health, but he isn't very agile since his Agility is a 3. He is falling 40 feet, and does not have any skill that might help him in his fall, and he will suffer 4d20 damage. The damage rolled is 40. His DT for this is 40 (insanely difficult), and he has a -2 to his modifier. Things are not looking good for the player character: Devin would have to roll an 80 to soak all the damage. If he doesn't, which he will unless the dice are smiling upon him, he will suffer around 40 points of Health damage, which will kill him. In addition, he will have to consult the Injury table to see if he sustains an injury (again which is almost confirmed).

FIRE AND BURNING

A weapon that uses fire can set a person on fire, as well as other sources of flame. These weapons are marked "Fire Damage" and include weapons such as Molotov cocktails and flamethrowers. When a weapon that uses fire does Health damage (not Vitality damage) hits the victim or a victim is exposed to a fire source, an appropriate DT is used from the damage inflicted by the flame (modified perhaps by common sense factors such as clothing worn), and a relevant ability check (usually agility) is made. Each round, fire deals points of Health damage equal to the damage done by the attack. If there was no attack, then just roll 1d20 damage each time.

Burning damage occurs at the end of the victim's turn. To stop burning, use maximum APs to make an ability check (usually dexterity or agility, depending) to try to put out the flames. The character should get a bonus if using items or rolling on the ground, or it should perhaps negate automatically should the character run into water.

DROWNING AND SUFFOCATION

A person can hold their breath for (Constitution + Stamina). In other words, their Health score is the round time limit. After that, they will start to drown, suffocate, or choke to death. They will suffer 1d20 of Health damage per round.

Drowning/suffocation damage occurs at the end of the combat turn, like fire, delayed poison, etc damage.

EXTENDED DAMAGE

Any incurring damage, is done at the end of the player's turn. This includes poison, fire, bleeding, suffocation, etc.

VEHICLES AND COLLISIONS

Ever heard the phrase "The car is not a toy, its a deadly weapon"? It's very true. Hitting someone with a car is very dangerous, albeit awkward way of striking someone. To avoid being hit by a car, you generally roll an Agility check at a DT of the speed, plus a character driving/piloting skill if any if it's a deliberate run-over attempt.

Hitting people is actually a less common occurrence, unless you purposefully drive around smashing into people with your vehicle. More often, you'll be hitting other vehicles and structures. See the chart below for more information.

When an object reaches 0 Health, it is damaged/destroyed. Whenever an object that is capable of exploding reaches negative maximum Health damage, it explodes.

Certain materials break easier and aren't as damaging as others. Using the Material-Adjustment table, this shows how much the striking object suffers of the damage. The GM should assign a value considering the weight, material, and size of the object. The adjustment may turn out to be negative; in that case the damage is subtracted for the object that has the negative PR.

The collision damage is 1d20 as base and then a multiplier is added every 10 mph after the first 10. So less than 20 would be 1d20, at 20-29 it would be 2d20. The net speed is formed if two objects are moving. In a head on, they are added together to get the speed. If its like a rear-end tap, they are subtracted. In odd collisions, such as sideswipes and such, the GM must use judgment to determine the speed, such as one full plus half, or similar formula.

In combat, the movements are measured by squares. To get the equivalent MPH, divide your movement in half (round down) to get the MPH. To get squares from MPH, multiply it by 2.

ADJUSTMENT	EXAMPLE
-1d20	Small animals, small fragile objects
+ 0	Humans and human sized animals and moderately strong objects
+ 1d20	Very large animal, small car, similar vehicles and objects
+ 2d20	Massive vehicle, strong buildings
+ 3d20	Immense, Heavily armored combat vehicles, jets, and massive buildings
<i>Alternatively, for very high numbers, like 12d20 or so, the GM may wish to substitute the dice-number for a multiplier for simplicity. For example, 12d20 would be 1d20x12. This is not normally recommended since it disallows the possibility of extra damage.</i>	

A motorcyclist strikes a human walking across the street. The human's movement is ignored, it's too significant to bother and we'll assume the human did not see the cyclist. So the human's speed is 0, and the GM offers no modifier to the motorcycle's damage since it's a regular person. The cyclist is going 40 miles per hour; the motorcycle adds a +1d20 to the damage suffered for the human. Therefore, the human suffers 5d20, and the motorcycle suffers 4d20 points of damage. The human is likely a lost cause, by a stroke of luck he may only get out injured. The motorcycle may suffer a substantial amount of damage. Likely, the GM will also call for a driving check to retain control of the vehicle (assuming it's not too heavily damaged by the body).

A corporate building, ten stories high made of concrete, is struck by a pickup truck. The building has no movement, so its speed is 0, and it adds +3d20 damage to the object that struck it. The Pickup is moving at 50 miles per hour and it adds a +1d20 to the damage it's inflicting. Conclusively, the building suffers 6d20, and the pickup truck suffers 8d20 damage. This will probably cause the pickup truck to explode. The wall of the building will likely give and be heavily damaged.

Two cars head into each other. One is a sports car going 80 MPH, and the other is a semi-truck going 45 MPH. The sports car adds a +1d20 to damage; the semi-truck offers a +2d20 to the car. The total speed is 125 MPH. This is a deadly crash. There is a basically none-existent chance that either of these vehicles (or drivers) is going to survive this one. The total damage is 14d20 for the sports car, 13d20 for the truck.

HEALTH AND INJURIES

VITALITY AND HEALTH

Physical Vitality represents your energy, vigor, and stamina and is the first thing that is subtracted for when you are hit by weapons. When Physical Vitality is lost to an attack or if the attack hits and inflicts NO damage, it is to not represent a direct hit, rather a graze or a near miss. For example, when describing the effect of a hit that takes away vitality, use phrases like "the blade glances off the armor", "the mace brushes right past your cheek, narrowly missing", etc. Once vitality is depleted, then Health is deducted, and those represent physical health. A critical hit can deplete Health while the character still has Physical Vitality, but no VP penalties occur until VP reaches 0. As an example, more experienced fighters have often have higher vitality, representing their ability to take and dodge blows easier, and their ability to stay with the fight. Physical Vitality is recovered at Physical Heal Rate/hour of rest.

Mental Vitality is your mental vitality. Mental Vitality is deducted when using things of great mental exertion or concentration (such as spells) or when a mind-attack is used against you. Mental Vitality can also be exerted to perform better with a skill check. When Mental Vitality is gone, the character's willpower and mind power are exhausted. If a being attacks a character's mind, and there are 0 Mental Vitality left over, the character starts to lose Health instead. Mental Vitality is regained at Mind Heal Rate/hour of rest.

Health is your actually physical health. Health is deducted when you take actual, full force hits. This is represented by when you run out of vitality or when you suffer a critical hit. Anytime Health is depleted, the character must check for an Injury. When your Health reaches 0 exactly, you are unconscious, and will awaken in 1d20 rounds. If your Health falls below zero, you are dying. Each round after you fall below zero, you lose 1 Health, until you reach a negative value equal to your maximum Health. For example, if you have 12 Health, you are dead at -12. If a character is dying, another character can prevent it by sacrificing his turn that round and devoting it to tending to the others wounds, and that will prevent the decrease of Health. Note that your Health is equal to your Stamina modifier plus your Constitution modifier, so a player may not start out with a 0 in both health and stamina, a 0 in a health and stamina score means the person is dead. Health is recovered at Physical Heal Rate/day of rest.

HEALING AND FIRST AID

Healing and first-aid is very important after combat most of the time. First-aid is the basic skill used to heal, though very serious injuries may require more complex skills like Surgery, its up to the GM, although first-aid is almost always allowed to be a Compensating skill. They may be used to fix an Injury. They may also be used to stabilize dying characters.

The main healing force is time. Injuries recover normally dependent on Severity and Level. The Severity determines the number of time units it takes to recover, and the Level determines what unit of time that is. This is modified by Heal Rate. Minor is hours, Moderate is days, Major is weeks, Severe is months, and Deadly is years. For example, if you have a 7 Severity Major Injury and a Heal Rate of 1, it would take 7 weeks to recover. Each unit of time that passes lowers any penalties inflicted by the Injury by 1 and lowers the Severity by 1. The healing only occurs if a successful Constitution Skill Check is made.

Repairing an injury without a proper medical facility and staff is a complicated process. Tools are needed, with penalties for inappropriate equipment. Injuries are fixed at a DT of the Severity of the Injury. Generally, Major or greater injuries receive greater penalties (up to -10) for inappropriate equipment, and many incur further penalties for operating in a poor environment. Repairing an injury in this manner does not remove the penalties, but does lower the Health loss by one level.

Engaging in complete rest or entering a hospital or similar institution is the quickest way to heal. The Level of the Injury is reduced by one in regards to healing time. Minor is healed instantly, Moderate becomes Minor, etc. The character must be in the hospital for the entire healing period to reap this benefit. Hospitals also add a base +5 bonus to Healing Rate.

Stabilizing is used on dying characters. A dying character loses 1 Health per round (Unless he/she is bleeding at a greater rate, and that is the rate Health is lost), and at a Health total that is the negative of the maximum Health, a dying character is dead. Anyone can stabilize, those with healing skills have a far greater chance and most can at least have a compensatory for the task. It's normally an Intelligence check, and the DT is usually equal to double the negative Health total. This action may be attempted as long as the dying character has life left in him/her. At the end of each round, after the one the character is struck down in, the character loses one Health. Stabilizing takes all of a character's Action Points.

Rarely a dying person will stabilize by himself or herself. If no attempt to repair their state has been remedied by anyone, they can attempt to self-stabilize. This is done with a Constitution Skill Check at a DT of three times the negative health total. If the character is bleeding, this lowers the bleeding one level instead.

INJURIES

An Injury is a temporary or permanent disability to a character. It can include things like torn ligaments, broken bones, damaged eyes, limb removal, and a host of other nasty things. Injuries have a chance to occur every time a character loses Health, because anytime the body is directly damaged there is a chance for a nasty injury. This also includes vehicles, machines, and other mechanical or non-living things.

Injury Severity is equal to the Health damage dealt by the attack

Injuries are resisted by a Stamina Skill Check at DT equal to the Severity. If the made, the Injury is resisted. If it is failed, an Injury occurs, and a Skill Check is rolled again until a success is made. Each failure increases the level of the injury.

For objects and items that do not have Stamina scores, the roll is 1d20 + PR (if any).

The GM generally decides for both PCs and NPCs in what injury occurs.

FAILURES	INJURY	DAMAGE
0	Nothing	None
1	Minor	1 PV
2	Moderate	1 Health
3	Major	3 Health
4	Severe	5 Health
5+	Deadly	10 Health

INJURY TYPES

Minor - These injuries are almost negligible. The penalties for this type of injury vanish in hours, and discomfort lasts for a few days at best. This injury does not cause Health loss, but 1 PV is lost per round if it is untreated. If there is no PV left, no bleeding occurs.

Moderate - Generally medical treatment is needed, and after that, whenever a Constitution check at a DT of severity is successful, the penalties are removed. The health check is made at the end of each day. The character normally should keep any casting or bandages on him/her however for at least a week. The character will probably still feel some discomfort for a few weeks. Bleeding causes 1 damage per round.

Major - Professional medical treatment is needed before the injury can even begin to be dealt with, and usually needs a very controlled environment. The penalties are removed when healed but severed/destroyed appendages/organs are not recovered normally, though some major cuts may allow for re-attachment. The character will probably still feel some discomfort for a few months. This injury causes 3 damage per round until it is treated.

Severe - These are grievous injuries that need extensive skill and good conditions to treat effectively. The penalties can be removed but severed/destroyed appendages/organs are not recovered normally. However, bandages/casting etc should be kept for at least 6 months. The character will probably still feel some discomfort for a few years. Bleeding of this level causes 5 damage per round.

Deadly - If a character manages to survive a deadly injury, which is unlikely, it is doubtful if he/she will ever recover completely. Treatment for these injuries requires immense skill and time. The penalties can eventually be removed, but severed/destroyed appendages/organs are not recovered normally. The character will probably still feel some discomfort for the rest of his/her life, at least for many years. These are the kinds of injuries that force soldiers to retire. This Injury causes 10 damage at the end of each round.

POSSIBLE INJURY EFFECTS

NOTHING

Nothing happens. No injury of substance is sustained.

MINOR

Bruised Ribs – Suffer -1 Stamina until healed or self-healed.

Face Wound – Suffer -1 Appearance until healed or self-healed.

Injured Genitals – Victim imminently suffers knockdown. -1 to Movement.

Injured Leg – Gash in the leg. Suffer -1 Agility.

Minor Concussion – Suffer -1 Intuition until healed or self-healed.

Minor Eye Damage – Suffer -1 Perception until healed or self-healed.

Sprained Ankle – Suffer -1 Agility until healed or self-healed.

Twisted Arm/Shoulder – Suffer -1 Dexterity until healed or self-healed.

Unconscious – Fall unconscious, as normal, for rounds equal to damage.

MODERATE

Broken Foot – Foot is useless. -3 to Agility.

Broken Hand – Hand is useless. -3 to Dexterity.

Concussion – Suffer -1 Perception and Intuition.

MAJOR

Broken Arm – Arm is useless. Dexterity is halved. If both arms are useless at some point, Dexterity becomes 0.

Broken Leg – Leg is useless. Agility is halved. If both legs are useless at some point, Agility becomes 0.

Head Trauma – All Mental Scores suffer a -1.

SEVERE

Blinded – One eye is useless. Dexterity and Perception are halved.

Brain Damage – Intelligence and Wisdom are halved.

Destroyed Groin – Groin is useless. Victim immediately falls unconscious for 1d20 hours, and suffers a -3 to Move and Speed.

Destroyed Limbs – Dexterity and Agility are halved.

Face Destroyed – Face is slashed horribly. Appearance becomes 0.

DEADLY

Destroyed/Severed Head – Intelligence and Wisdom become 0.

Destroyed/Severed Torso – Dexterity and Agility become 0.

Destroyed/Severed Face – Appearance and Charisma become 0.

VEHICLES AND COMBAT

TURNING

Most vehicles cannot simply be turned right around. Performing a turn harder than 45 degrees often requires a driving check while going at a good clip.

VEHICLE AND MOUNTED WEAPONS

MANUAL

A manually mounted gun can be fired normally, adding bonuses for mounting and adding penalties for vehicle movement. Mounted manual weapons can be machine guns attached to a back of a jeep that a character can fire. They use the weapons normal attack rating to fire.

COMPUTER AIDED

Guns that are operated from computers or through digital target imaging usually use a Computer skill to be able to operate the gun. Generally it may involve using the computer skill as if it were a weapon skill.

COMPUTER CONTROLLED

These guns are operated completely by the computer without any aid or any manual digital aiming by the user. These have a set skill that is dependent upon the quality of the computer.

THE FLOW OF COMBAT

START TO FINISH

A combat round may start slow at first with new players or a new Game Master, but once the basics are in hand it becomes a very smooth-flowing and quick event. The following is an example of an average combat round.

Roan, a human martial artist is fighting a ninja in this situation, in a city park. They are right next to each other.

The player and the GM roll 1d20 for Reaction Order. Roan rolls a 17 and the Ninja rolls a 9. Roan has a +1 to Reaction; the ninja has no Reaction bonus. Overall, this gives Roan an 18 and the Ninja a 9, making Roan the clear victor. Roan goes first.

Roan has 6 Action Points to spend. He is an expert in using unarmed combat, and it costs him 2 AP to attack. He decides to spend a total of 6 AP for three normal unarmed attacks. He could have chosen to spend them one shot at a time, but Roan decides he'll need all three.

Roan, describing his attacks to the Game Master, attempts a vicious stomach jab to double the ninja over, an elbow thrust to smash in his face, and a snap kick to throw him back.

He is performing 3 attacks at +1 bonus to attack and -12 Damage per attack. Roan rolls 3d20... Scoring a 14, 2, and 18. Gaining a +1 to Attack, each one increases by one, for final results of 15, 3, and 19. The Ninja's Defense is 12, so the 14 and 18 hit.

Roan's Weapon Damage is -12. Roan's rolls of 14 and 18 hit the target.. Add -12 to both 14 and 18 to get 2 and 6. So the ninja suffered 2 Damage total from one attack, and 6 from another.

The ninja subtracts 8 Physical Vitality. He had 9 total, so he has 1 left. He's battered and bruised, but not really hurt yet.

The GM then describes Roan's success for role-playing terms and imagery. Roan's stomach jab connects, doubling the ninja over, and the elbow smash connects solidly pushing the ninja back but the ninja manages to block his snap kick.

This ends Roan's turn; the ninja goes next in the same manner. Then ends the combat round... The combatants simply repeat the procedure until one retreats, gives up, is knocked out or killed, or something else happens.

CHAPTER 7: Daily Life

MAINTAINING HEALTH

While its certainly important to not be nitpicky about activities of daily life, such as bathroom use, food, etc, it is important to make sure the character sustains his life. If the character has no access to food or water, the character will die eventually and that is important to note, though malnutrition will settle in first. If the character is filthy, he will generally receive less than favorable reactions from strangers who will consider him disgusting. Finding a place to sleep is important, sleeping in a park bench is not as refreshing (and not as liked by law enforcement) as sleeping in a king sized hotel bed. Resting outside city limits is free, and you won't be bothered, but it still doesn't beat a nice bed. Bills and debts must be paid or else the police/guard (or the unscrupulous character you owe 200 from last night gambling at Izzo's Beer Pit, armed with a rusty kitchen knife) will come calling on you.

AGE

Age is the listing of a particular development stages. Certain stages of life carry certain ability score modifiers. Note that life spans do vary, and people can die, naturally and unnaturally, below and above the span. Normally, spastics that are allocated at the beginning help shape the character as he/she starts out. A 12-year-old street-wise kid should not have Strength of 10! However, if during game play, for whatever reason, the characters age changes, there may be statically changes to represent that.

FOOD AND DRINK

You have to have food and drink if you want to be able to stay alive and kicking at top performance. Food and drink provide energy and the essential building blocks for maintaining life. To avoid starvation, a character should have a gallon of fluids and a pound of decent food in one day at the least. A character purchases food on a "as needed" basis, most GM's won't get too picky if the character eats at least one big meal a day and snacks the rest of it. He can also, if he wants, if he owns a home (or even if not, though the chance of it being stolen are far greater), purchase food ahead of time in a grocery store or similar establishment. Food purchased in bulk ahead of time is cheaper, and all the character has to do is go home to enjoy a nice warm, cold, or otherwise meal. It is certainly not necessary to role-play the grocery shopping (unless the character and GM want to: "I rush over to the dairy aisle to get cottage cheese while its on sale, dodging shopping carts in my way") just inform the character of time passing and bill after he decides what he gets.

A character can never shop and always eat out or get fast food, if he/she prefers, the only detriment is that it tends to be a bit more expensive overall. A healthy diet is important though. Going without food and water is unhealthy and dangerous. The following is a days without food and water table. If at any time Constitution and Stamina reaches 0, the character collapses dies due to malnourishment.

DAYS	EFFECT
1	-1 To All Ability Scores
2	-2 To All ability Scores
3	-3 To All Ability Scores
4	-4 To All Ability Scores
5	-5 To All Ability Scores
6+	Follow table

CLEANLINESS

Cleanliness, while not as important and easier to maintain, still does play a minor role in the characters long-term health, but far more important, it will affect their Appearance and that will adjust reactions (If you're hair is messed up and caked with filth, your clothes are patchy and ragged, you have a week of unkempt facial stubble, and you smell awful, people are generally less likely to be impressed by you). Therefore, if characters do not shower, bathe, or at least try some sort of cosmetic upkeep on himself or herself, their Appearance scores will decrease. If a characters hygiene habits are bad enough, the GM might consider a temporary lowering of Constitution score due to the fact the character is filthy enough that its infecting his wounds, causing tooth decay, etc.

DAYS	EFFECT
1	-1 To Appearance
2	-2 To Appearance
3	-3 To Appearance
4	-4 To Appearance
5	-5 To Appearance
6+	Follow table

RESTING UP

Sleeping is another one of life's little necessities such as nourishment. If a character owns a home (or is renting monthly), he may sleep there free of charge (if only owned monthly, then free until the end of the month) and recover at the maximum heal rate for his lifestyle. Physical Heal Rate and Mental Heal Rate cannot go below 1. Hotels vary depending on the quality (which usually but not always reflects the price), usually varying between poor and high, rarely luxurious. A park bench is very uncomfortable and unreflecting, and so are gutters and cardboard boxes. Sleep in a car depends on how nice and new the car is, the maximum is high for a limousine or luxury car with plush leather seats, unless the car actually has a bed built into it. The following is a small table.

Uncomfortable or unusual sleep conditions may result in a lower heal rate. For example, sleeping in armor.

Going without sleep is unhealthy and dangerous. The following is a days without sleep table. If at any time Constitution and Stamina reach 0, the character collapses and dies from lack of sleep.

DAYS	EFFECT
1	-1 To all Ability Scores
2	-2 To all Ability Scores
3	-3 To all Ability Scores
4	-4 To all Ability Scores
5	-5 To all Ability Scores
6+	Follow table

LIFESTYLES

All characters have a lifestyle. The more expensive lifestyles generally have more extensive benefits, although there are reasons to have a lower lifestyle. A lower lifestyle requires less upkeep, and the inhabitants are less famous and wealthy therefore they are less prone to be target to robbery and assassination. A Housing/Lifestyle purchase includes the basics: The building, and its bills. Also, it usually includes a variety of applicable basic appliances and furniture. Housekeeping is included, Low or below is generally yourself that's keeping house, Middle might and anything higher almost always has a housekeeping staff. Finally, it incorporates home security as well. Anything poor or lower generally has no security at all. Low and above almost always have security systems intact, of varying degrees of usefulness. High might and Luxury probably does actually have its own security force. They are generally a few 0-Level security guards. A luxury guard will be equipped and trained better, such as a noble's personal

house guard. Middle may possibly have a security guard if they live in a dangerous area, but it's generally an old rent-a-cop who carries a .38 that he or she sometimes forgets to load.

Street	A nice spot on a bench, gutter, or on the dirt or road of some public place.
Squatter	Pile of straw, heap of rags, makeshift bed.
Poor	A stiff, uncomfortable cot or bed, cheap couch, or the like.
Low	A poor cot or bed, uncomfortable couch, or similar.
Middle	An average quality bed, comfortable couch, or similar sleeping device.
High	A very nice bed with a fluffy mattress, luxurious couch, or like-wise.
Luxury	Orthopedic, amazingly comfortable bed, built for maximum comfort.
Hospital	This is a unique "Lifestyle". If a character is in a hospital/medical facility, his/her healing rate is massively increased.

NAME	MONTHLY	PERMANENT
Street	0.00	0.00
Squatter	100.00	1,000.00
Poor	500.00	5,000.00
Low	1,000.00	10,000.00
Middle	5,000.00	100,000.00
High	10,000.00	500,000.00
Luxury	100,000.00	1,000,000.00
Hospital	Varies	-

TYPE	HEAL RATE MODIFIER
Street	No Recovery
Squatter	-5 Heal Rate
Poor	-3 Heal Rate
Low	-1 Heal Rate
Middle	Normal Heal Rate
High	+1 Heal Rate
Luxury	+3 Heal Rate
Hospital	+5 Heal Rate

ENCUMBRANCE

Encumbrance lists the maximum amount of weight a person can typically carry without being burdened; this is of course modified heavily by Strength. Modifiers can never take Encumbrance below 10. You are first encumbered if you carry more than your encumbrance rating, and then every +10 addition of your rating after that. So if you have a 60, if you're carrying 83 you are Moderate. You have to carry 120 or more to get Moderate.

Note this is for long term carrying. A character can usually lift up to x3 his/her encumbrance rating, but usually not for longer than a minute.

ENCUMBRANCE	
AMOUNT	ADJUSTMENTS
Under Encumbrance	No adjustments
10 Over	-1 Agility
20 Over	-2 Agility
30 Over	-3 Agility
40 Over	-4 Agility
50 Over	-5 Agility
<i>Continue Formula</i>	

SIZE

Size does matter. It is an important consideration in many situations. Size takes into account not only height, but also width and weight. When trying to move through an air vent, it would be advantageous to be small. If trying to block a door so no one can sneak through, being large would be a benefit. However someone in the middle could squeeze into the air vent (at a smaller movement rate) and could feasibly block the door (but with a slightly lower success rate). Sometimes it's good to be small, sometimes large, and sometimes right in the middle.

A larger Strength and Stamina score generally indicates taller types but as long as it makes sense, it is up to the player.

Females tend to be shorter and lighter than males in all humanoid races, though that is not always the case. Generally though, you'll want to consider the average weight listed a little lower for females and a little heavier for males, and the average height listed for each race a little higher for males a little lower for females.

BILLS AND DEBTS

Some characters will prefer cash, but certain lifestyles allow the character the use of credit cards or debit cards if he or she wishes. Debit cards are also used at ATM terminals. Debit cards are undeniable useful, but credit cards are a double-edged sword. They are beneficial if you used properly. However if you charge too much and can't make your payments you might get a visit from the repot man or police.

Debit cards can be attained automatically and free when you open an account with a bank and are accepted at most civilized places. Almost any character can open a bank account. They deduct straight from your bank account.

Credit cards are used to buy things that you can't even pay for. The company will pay for the things you buy, and you pay them back in increments or all at once. Credit cards can vary but companies have changed over the years and they all follow the same policy. Credit cards are issued on a by-lifestyle basis. You can always upgrade your lifestyle, by purchasing a nice new house. Street and Squatter are not allowed to have a credit card (unless its stolen).

The table below is a good rough estimate for credit ratings.

GUESTS, ALLIES, AND FOLLOWERS

Guests, Allies, and Followers are the three basic categorical types of NPCs that will join player characters.

Guests are just "along for the ride" normally either by being paid or ordered by someone else to help you and your group, or it might be a person who is joining with you to get out of a tough situation that both of you are in or to reach a goal that coincides with yours but operates solo.

Also, if for example you were in the middle of the mob war and joined the police to fight the attacking mobsters, the police would be Guests. A Guest is not ordered around, at least easily, though highly charismatic types can roll a Charisma Skill Check at a DT determined by the GM (Based on the NPCs disposition, attitude, personality, and mood) to order Guests around.

Allies are attainable by anyone; they are in the middle between Guests and Followers. Allies are friends of the character(s), but just about as controllable as guests. They can oftentimes perform small favors, but they have their own lives. They might help if there is a lot of trouble and the friend really needs them, but are not puppy dogs that will follow the characters around everywhere they want to go. Sometimes if the character is charismatic enough an Ally can be made into a Follower, at the Gm's description. Some Allies are too independent though, despite the characters Charisma, and will not ever become Followers. Usually very powerful Allies do not become followers, because they feel no need to follow someone weaker than them.

Followers are like Allies but more attentive and a bit more awed, impressed, or enthralled with the character. If a character is directly talking to a person and impresses him and recruits him or her (usually with a Charisma Skill Check) the NPC becomes a Follower. A player who has control of the NPC normally has easy access to his general skills and abilities, anything he or she doesn't keep secret (though no specifics, such as PV and MV, more like notable skills, spells, and aptitude with weapons).

A Follower is part of the party until the controlling PC wishes to dismiss him. After dismissing a Follower, the Follower becomes an Ally.

A Follower is never required and often won't divulge all things about him or herself, unless he or she becomes very close to the PC and is willing to divulge such private information.

Note that a Follower never has to be constantly with the group of players (unless the player wants him/her to be, the Follower wants to be, and the GM allows it). But they will always be able to come and help the player if at all within their abilities to travel there.

A Follower can sometimes leave for various reasons (Sometimes simply deriving to Ally status, or sometimes if its bad enough discontinuing all contact with the character), especially if he feels he is being treated poorly or being gypped by the character.

SOCIAL SCORE

The character's Social score reflects how people will react to you upon first meeting them. Every NPC you encounter has a base attitude of how they react to someone.

A positive first impression is powerful, but not to people who have already decided that they want to do you harm. An Elf bandit looking for cash will likely be hostile to any passerby, simply because they want the cash. A hungry animal would likely not be influenced by your Social score, as your Appearance and Charisma do not help its tummy.

A NPC's attitude may be adjusted by the GM during the course of a conversation if he feels the NPC has a better/worse view of the character while or after talking to him/her, oftentimes with Charisma Checks.

CHAPTER 8: Setting

CHOOSING A SETTING

The setting put forth in the following section is the default setting of the Harbingers, though players need not feel restricted by this. These rules are flexible enough to apply to almost any custom world.

Choosing the setting should be a group effort among the players and the Game Master.

LEGACY EARTH

THE LEGEND

Ten thousand years ago a group history refers to as "The Harbingers" were self-fancied magicians, their organization expanding world-wide. They believed magic really did exist, despite the fact no one could perform it, they assumed something was missing or people were just not doing it correctly. In fact, they held no real power, at least not at first, and most thought they were harmless lunatics. That all changed, however, once a few from the group discovered an age-old secret...

Apparently, over thirty thousand years ago, the world was a very different place. All the fiction of magic, dwarves, and dragons were in fact reality. It seems though, that a very powerful and evil human mage came into control of a large section of the world. Working with other mages, he found a way to banish things to another dimension, magic that powerful was practically unknown even at that time. It was a disaster, however... Their meddling with time and space caused magic and all things holding the essence of magic to be ripped from the world, leaving the world empty of anything having a slice of magical content, and that included the mages who caused it. Naturally this disaster took a heavy toll on the world, and many lives were lost due to this magical storm, as well as knowledge and information.

It seemed only non-magic using humans and un-magical animals had survived. Most humans, it appears, are not magical in themselves, and have no affinity, resistance, or inherent magic-like abilities, although they are very capable of learning magic and can become quite good at it. Their advantage (and what caused them to survive) is their versatility and adaptability. They and the non-magical animals were the only ones left. The world had to rebuild itself from the beginning, and that took a long, long time.

One of the members of "The Harbingers" found an intact description of these events in a book belonging to the mage, and the one thing that could undo the banishing of these forces. The process involved a simple series of incantations and a ceremonial procedure. However, the effect of the spell was not what the evil mage had wanted, there was little to believe the reversal would work, especially since magic was no longer present. Nevertheless, "The Harbingers" member took it back to his sect, and a portion of them performed the ceremony.

Amazingly, it worked. Speculation is that it was the *last* source of magic in the world... That it was the very last magical thread that held back the rest of the world from existing. It might be even more of an anti-magic thread. Regardless, "The Harbingers" managed to restore magic back to the world, in fact, restoring it to its normal state. Consequently however, these re-urgencies of magic back into the world tore into things heavily (though not nearly as bad as it did when it was draining the magic), and again more disasters occurred and lives were lost. However, now the world could truly begin the healing process as it was meant to be.

Now, this very year... The world as we know it, is the same, yet completely different. Technology still holds a powerful foothold, however magic is just as prominent. Racism is not between humans of different skin color and backgrounds; it's between elves, dwarves, humans, and others. A hungry lion doesn't seem like a threat at all when dragons are out for a taste of you. A world not only where a drawn gun is a threat, but so is a simple gesture.

TIME PERIODS

THE PAST

This is the height of the old empires, the old kingdoms, and the old ways of life. The times before the Abating, and before the Harbingers arrived.

THE PRESENT

The coming of the Harbingers has vastly changed the world. The geography is basically similar to earth, as we know it, although boundaries, cities and civilities and some minor geography have changed. All slang, popular forms of entertainment, current bands and trends are as in modern today.

In a worldwide sense, the security and laws of today are far less enforced. Life is not as safe in the world of the Harbingers as it is now.

THE FUTURE

Still continuing on the course of evolution, the world keeps changing.

Cybernetics has been introduced in 2058, although in their infant stage they do offer humans some benefits.

Space travel becomes more advanced and Mars starts to be populated in 2337.

GEOGRAPHY

GEOGRAPHY IN THE HARBINGERS

The world is much different in the world of The Harbingers, although it still retains the familiar shape of Earth. What mainly change are the names, the countries, and the land held by different groups.

NORTH AMERICA

The regions of Canada and the United States are fused in a republic called the U.R. (United Republic). They still recognize themselves as different entities, but have joined together politically in a time of trouble.

EUROPE

The eastern half of what was the U.S.S.R. is now a country called the Imperial Dynasty. It's a very corrupt monarchy/dictatorship that rules its lands with an iron fist. Most of the land is ravaged.

ASIA

Asia is still a large assortment of countries.

ORGANIZATIONS

ORGANIZATIONS

There are many organizations in different time periods in the history of Harbingers. Some good, some bad, and some are just ugly.

BioTrend

STARTED: 1997

PREMISE: Bio-Engineering Corporation

DESCRIPTION:

An impressive network of smaller companies headed by one major company. On the surface, they are a respectable organization, but in truth they experiment on kidnapped people and do equally horrible things.

Human Unity Movement Against Non-Humans (H.U.M.A.N.)

STARTED: 1850

PREMISE: Racist Hate-Group

DESCRIPTION:

A racist hate group. The members are all Human and despise all non-Humans.

Partisans Of Christ (P.O.C.)

STARTED: 1932

PREMISE: Religious Cult

DESCRIPTION:

P.O.C. is a nasty religious cult. A fanatical section of the Christian religion, they kill and maim those who do not join their cult and operate generally in desolate areas.

Vigilante Knights

STARTED: 1980

PREMISE: Vigilante Group

DESCRIPTION:

The Vigilante Knights is an organization dedicated to good and justice. They originated in New York City.

FAMOUS NPCS

The following is a list of notable NPCs in Legacy Earth.

JANSAN KORBRIL

DESCRIPTION:

Jansan never wanted as a child and lived a relatively comfortable life style in a prominent city. Because his family had a lot of money, and his parents were very caring of their only son, he never really had to do anything he disliked. Jansan had many classes in dancing, etiquette and other noble-instructions that his family provided. He was an attractive young man, and because of his good looks and charm (and his wealth also helped) he had many female admirers growing up.

Growing up with that lifestyle though had made him slightly lazy and for the most part, though, he felt as if he was wasting his life. He did not wish to fall into his fathers line of work as a city official, despite the good money. Something burned in him, something that he desperately wanted to do. He wanted to help people.

After a good friend of his was seriously injured in a local gang-related incident, Jansan decided that he could no longer stand idly and not do his part in the world to prevent people from taking advantage of others so he took up becoming a vigilante. He set out by himself as a vigilante and started training. His skills are self-taught, self-practiced, so do not have the edge that one might have under a teacher. His luxurious lifestyle had left him unprepared for such a task but he quickly adapted by practicing combat, stealth and also dabbling in the art of magic.

He trained enough to learn a few rudimentary spells, defend himself with fair skill, and move about without being too obvious.

Jansan is determined to do his part in cleaning up the world. He has no tolerance for people who are evil and becomes deadly serious, usually, when situations like that come up. Most of the time though, he maintains a polite, quiet, confident air. Jansan is usually very easy-going when you get to know him and almost always has an optimistic attitude.

Though Jansan is a wandering vigilante, he prefers to stay in cities or towns as he is still accustomed to the finer things in life. If he can avoid it, he doesn't stay in the wilderness or caves or anything like that, but is more than willing to if it requires that of him to save someone.

Expensive tastes aside, Jansan is more than willing to go without and will take up any mission regardless of pay or not. He is not a mercenary and will not do a job "just for money". But he will do anything to inflict poetic justice, regardless of cost to himself.

CHAPTER 9: Game Masters

THE GAME MASTER

Being a Game Master is a very rewarding experience, though it does require a good understanding of the rules and more planning than the players require. While you do not have a character that is specifically your own, you in-fact control every other character in the game. This section is reserved specifically for those interested in being a Game Master, and provides techniques and tips to doing an effective job, and above all, helping everyone have fun.

EXPERIENCE

Divvying out Experience Points (EXP) should be done in a systematic manner to avoid complications. How much the Game Master gives on average though depends on his/her own wishes. If the GM wants the characters to advance quickly, they should give a lot. Remember it takes more points to rise higher in your level as you rise in level.

Every character starts out at level 0. It takes 100 EXP to reach level 1. Experience for each level needed is Level x 100. Thus, you need 200 EXP to reach level 2. After you gain a level, your EXP resets to 0 and any carried over is still used. So if you are level 0 and earn 150, you are level 1 with 50 EXP out of 200 EXP to gain a level.

In some roleplaying games, a character's Level is comparative to combat prowess. This is not true in Harbingers. It simply reflects the character's overall knowledge and skills that he or she has decided to focus on. For a soldier, this will likely include improved combat skills, but a Level 1 soldier will probably have far superior combat abilities to a Level 18 lawyer. However, the lawyers other skills will be vastly more impressive than the soldiers, given the amount of experience the lawyer has in their chosen profession.

AWARDING EXPERIENCE

- Good role-playing and staying in character.
- Saving the group or a member of the group from danger.
- Solving a complex puzzle or finding a solution to an intricate mystery.
- Helping in defeating, deterring, or otherwise removing a prominent foe or obstacle.

CHAPTER 10: Bestiary

BESTIARY

This is a listing of animals of all types in Legacy Earth. Some are normal creatures and some are fantastical beasts, but all have the potential of helping or hurting the characters. This list is very comprehensive, but if you don't find statistics for a certain monster or animal or if you'd like to make one up, feel free to. This world is not fully explored by any standards.

SCORES: The common scores of the average creature. Of course, every individual may be different. These are basic generalizations for quick use.

STATS: The common stats of the average creature. Of course, every individual may be different. These are basic generalizations for quick use.

SKILLS: Commonly used skills by the creature. How skilled they are, or if they possess different skills, is likely different.

TRAITS/VIRTUES/FAULTS: Common abilities of the creature. This basically refers to any Traits, Virtues, or Faults the creature is likely to have.

DESCRIPTION: Basic physical makeup, general habitat and basics of the creature.

CAT

AVERAGE SCORES

Strn:	2	Perp:	9
Agil:	9	Intu:	6
Dext:	9	Intl:	3
Stam:	2	Wisd:	5
Cons:	4	Will:	4
Appr:	5	Char:	5

STATS

HEAL:	3	PV:	6	MV:	4	HR:	1
PATT:	+3	MATT:	-3	PDEF:	16	MDEF:	7
AP:	9	REAC:	+9	MOVE:	12	ENC:	10

SKILLS

Sneak, Run, Unarmed, Hide, Track, Jump, Survival (Terrain)

TRAITS/VIRTUES/FAULTS

None

DESCRIPTION

Cats come in varying sizes and shapes and in different cat races, commonly called "breeds". All cats are four legged creatures with varying thickness and color of fur.

HABITAT/SOCIETY

Commonly used as pets, cats are very abundant in the world. Cats are generally omnivorous and can exist in any terrain. Certain cat-species are more adept at different types of terrain.

APPENDIX A: Glossary

TERMS - DEFINITIONS

Glossary

APPENDIX B: Sample Game

IMPORTANT

If you are a player, and the Game Master intends to use this sample, read no further!

INTRODUCTORY ADVENTURE

This is a sample adventure, entitled “Corporate Slave”, for your first time running The Harbingers, or you may skip it and make your own if you know what to do and have done it for RPGs before. It's up to you, though for beginners this quest may display good guidelines to making one. This game is suitable for a small group of beginning players.

The setting is your average civilized, large city in modern Legacy Earth. There are many motivators to move the plot line ahead incorporated into the adventure.

All words to be read aloud are in italics.

CORPORATE SLAVE

The characters will need a reason to be walking down the street at an early AM time. They could be coming home from “work” (whatever that might entail), or coming from a friend's house or a party, or perhaps just gathering their thoughts with a midnight drive or stroll.

The hazy glow of the streetlights does little to pierce the rolling fog that coats the city. The full moon overhead bathes the black night sky with its faint illumination. The soothing, steady sound of the rain beating down relaxes at the same time a blast of thunder rolls in the overhead clouds. The streets are almost empty at these lonely AM hours. A beat-up gray car swooshes down the lonely road, sending a spray of water onto the empty sidewalk. The towering buildings nearby make any passerby feel like an insect, their looming masses casting further shadows off the pale glow of the heavens. A few cars are parked alongside the road in spotted places.

Give the players a few moments to orient themselves and describe what they are doing, and when they are all close together, read the next section.

The stillness of the rainy night is shattered by a blood curdling high-pitched scream and the reports of a firearm... Dashing out of an alley between a pharmacy and a restaurant is a lone figure, who trips on the edge of the curb leading into the street and tumbles to the ground in the middle of the road, landing in a splash, sending the muddy rain water into the air.

Her presence in the road should stop any players on vehicles, and anyone on the nearby side walks will hear all the commotion as well.

A fair skinned human woman in her late teens/early 20's with bright emerald green eyes and strawberry colored hair cut to her shoulders. She has a short stature and a rather thin build. Applied to her face are red lip stick, eyeliner, and mascara. She's wearing a calf length red vinyl jacket and little else. She has on a pair of red stiletto heeled boots, a pair of red vinyl shorts, and a black halter top.

This is Selena Cromwell. These are her stats.

Selena Cromwell

LEVEL: 3 PV: 0/11 MV: 9/9 HEALTH: 3/10
DEF: 12 MDEF: 8 MOVE: 6 REACTION: +5

SKILLS:

Unarmed 4, Light Revolver 2, Investigate 3, Search 3, Criminology 4

WEAPONS:

Unarmed (+3 Att, -13 Dam, AP 3, Rch 1)

ARMOR:

Natural Toughness (PR: 1)

EQUIPMENT:

Machete

TECHNIQUES:

None

She's a private investigator trying to find the Blind Alley Killer. Her description should continue with the next paragraph after they have a chance to react.

You immediately notice the massive gash on her right arm... Warm blood is pumping from the wound, as it mixes with the rain water and creates a tiny red river that flows towards the nearby storm drain. The woman stirs weakly, her gaze shifting over to you as she weakly speaks, her voice almost a tremble, "He's in there, in the alley... I can't run. I have to go back."

She will attempt to get up and stagger back. She will die unless her wound is bandaged. She has 3 Health remaining and is losing 1 per every twelve seconds.

A scream reverberates off the alley walls as you come close to it and reports from a firearm ring out, the sound of clattering and banging comes forth from the dark alleyway.

The rain thunders down, the alley mostly protected from overhanging structures as a flash of lighting pierces the sky above. A constant spattering of crimson fluid, apparently from the wounded girl, lead to the scene before you. An almost inhuman grunt comes from the lank figure with bright orange hair in a Mohawk dressed in a red torn muscle shirt and black jeans, his rough features wracked in painful contortion, as the dim lighting glints off the machete is rammed into his chest, a red stream dripping from the hilt of the weapon. The holder of the weapon has a demonic smile of pure glee as he performs the action, skillfully removing it with a quick jerk, bringing the blood coated weapon to his lips and running his discolored tongue along the blade, lapping up the victim's fluid.

Anthony

LEVEL: 2 PV: 15/15 MV: 8/8 HEALTH: 15/15

DEF: 12 MDEF: 8 MOVE: 8 REACTION: +3

PR: 1 MR: 0

SKILLS:

Unarmed 4, Machete 8, Jumping 8, Throwing 10

COMBAT:

Medium Blade (+1 Att, -13 Dam, AP 2, Rch 1)

Unarmed (+3 Att, -13 Dam, AP 3, Rch 1)

EQUIPMENT:

Machete

TECHNIQUES:

Rend (Add Moderate Bleeding (1 Damage / Round For 3 Rounds, MV 8)

Examining The Body

The Septacoid is dead. His green eyes are glazed over, and his likely naturally orange Mohawk is disheveled. He has many deep stab wounds on his body and his red muscle shirt and black jeans are torn and covered in his own lifeblood. His gray boots are muddied from the dank alleyway and his crumpled form sits in the alley beside a trash receptacle. A small black handgun is lying near him and an empty clip is on the ground.

Items: Light Handgun, 2 UD

Selena will introduce herself when this event is over, if she is alive, and will aid the group in their efforts.

If she was prevented from going into the alley, Lee will approach them anyway. Lee waits until they are ready to leave and acts as if he just got here.

A figure shrouded in the shadows steps forward....

An imposing tall figure wrapped in a tan trench coat and whose head is covered in a tan fedora. A featureless, white metal face-mask makes it hard to see any of his face except his dark eyes. He has on a white dress shirt, black leather gloves, black slacks, and black shoes.

Lee "The Knife" Fallison, Human Mercenary

LEVEL: 35	PV: 10/10	MV: 10/10	HEALTH: 10/10
DEF: 15	MDEF: 10	MOVE: 6	REACTION: +10
PR: 1	MR: 0		

SKILLS:

Mercenary Occupation 4, Knife Lore 10, Throwing Knives 20, Intimidation 8, Unarmed 2, Sneak 3, Hide 8, Pick Pocket 5, Lock Picking 4, Acrobatics 3

COMBAT:

Light Throwing Blades (+5 Att, -13 Dam, AP 2, Rch 1, Range 15)

Unarmed (+2 Att, -15 Dam, AP 2, Rch 1)

EQUIPMENT:

Throwing Knives (50), 28, ECCO Radio, Sewer Map, ECCO Map, Flashlight, Watch

TECHNIQUES:

Knife Storm: 10 Separate Knife Attacks at once, full AP use.

Knife Pin: Instant single normal attack with triple-knife throw, and victim is pinned helpless by knives to surface.

Knife Slip: Out of combat, instant attack with knife even if person is looking as if the victim is standing still and not expecting it. +5 attack, x2 damage.

Lee is actually a double agent. He's a heartless, but not mindless, mercenary. He will do pretty much anything for money. He does not participate in senseless cruelty but if he has to kill for money he will without hesitation. He strives and works only for himself and will do anything to satisfy himself. Lee is also very confident and arrogant, but will quickly become a turncoat if his health is in danger.

He was hired to work for ECCO (Experimental Creature Creation Organization) a small, unknown division of BioTrend Corporation as a "field advisor". To make sure no one saw the creatures actions and to make sure they behaved properly. The company likes to "field test" them before sending them to foreign countries as "ultimate soldiers".

However, Lee has been hired to betray ECCO by a mysterious magic user who wishes to steal these genetically modified creations and put ECCO out of business leaving this other group full access. Lee will procure documents in ECCO that will help topple them and put all the blame on them. Lee doesn't care what the mage wants as long as he's paid, but what the mage wants is complete domination of the city.

Lee will attempt to kill the CEO of ECCO. This attack is mainly a diversion and to put a permanent dent in ECCO, the mage's forces are raiding the holding space for the stores of mutants.

Lee is present as assigned to the field mission.

Lee will tell them about ECCO. He will claim to be an insider and that his identity being kept secret is important. He'll say he works with the company and it's important no one ever see his

face. He tells them they'll have a few friends waiting here if they come to the alley 3 blocks down at 10 PM tomorrow.

ANSWERS FOR QUESTIONS

They need to retrieve the papers, they should be kept in Mr. Wellington's personal safe. Lower level security and other general employees are mostly ignorant to what the corporation really does. All the higher level security and scientists knows very well what they are doing, however.

After retrieving the papers, they are to escape and provide them to him the next day in the Wraith Club which is a popular underground nightclub in the city the story is taking place.

He will offer 10,000. 1,000 up-front, the rest when the job is completed. Lee has the ability to pay them all with the mage's money but will only pay what he has to. Both are negotiable, but not by more than 100% more. Depends on Charisma and Social.

Lee will stay and answer some questions (no personal ones) but will get wary after awhile and say he has to go before anyone finds out he was here.

There are many possible options for them to do here.

HOSPITAL

1. Outside

You arrive outside one of London's hospitals. Saint Mary's Hospital is a massive building with a large ramp leading to its double doors. The structure itself looks tastefully old, a pillared stone canopy covering the entrance. Thunder rolls across the sky as the storm continues, the rain and darkness casting a gloomy shadow over the building.

An empty ambulance is parked by the curb.

2. Lobby

The clean yet chemical smell of a hospital assails you as you enter, mixed with the scent of lemon cleaner from the janitor mopping the floors by the soda and snack machines on the left. The reception area has a vast majority of semi-comfortable looking brown upholstered seats and a few plants for decorations. Straight ahead is a large counter which a hospital employee sits behind, writing something. She glances up as you come in.

POLICE STATION

1. Outside

This is London's central police station, right outside Scotland Yard. The storm drones on as you spot the imposing building in a modern brick style. A few squad cars are parked outside.

2. Lobby

A rather large entrance area is present in this station, and sitting across the room behind a large oak desk is a burly dark-haired officer with a neatly trimmed beard in an officer's cap. Two other officers standing offside by a wooden table, a blond haired young woman and a slightly older man with black hair and a thick mustache, both dressed in the standard police uniforms of dark blue.

WRAITH CLUB

1. Entrance

The Wraith Club is one of London's finest underground nightclubs.

ALLEYWAY

1. Alleyway

This alleyway is dark and affronts your sense of smell.. It's rather short, being no more than 40 feet or so long and 10 feet wide. A few metal trash cans in various states of disarray are tumbled to the sides now and then, a large green-colored trash receptacle is near the far end. A small group of figures are in the middle, and seem to be locked in a casual discussion.

The following are the descriptions of the mercenaries that should be read to the players.

Lee

A tall, thin, pale-skinned thin young human man in his early 20's with thick, black hair in a mop-cut that hangs over his eyes, mostly concealing the piercing dark eyes. He wears a loose, untucked white t-shirt, a black leather jacket, loose black leather pants, and black boots. A silver wrist-watch hangs loosely on his left wrist.

Lee will act as leader. He used funds to purchase the mercenaries for hire, they were cheap and inexperienced. Lee is the real master. Lee doesn't care who goes where, but will insist on splitting up once they reach the corporation. Their "employer" gave them maps that will help them infiltrate the corporation from the sewer system. Have one of the NPCs suggest the front doors, they can try the front doors it'll be harder though.

A filthy manhole cover is in the middle of this alley. It looks rusty.

(Strength - DT 18)

Rusted metal rungs are dug into the brick of the sewer walls, leading down to the walkways below.

SEWERS

1. Entrance

The reek of raw sewage assails the senses of those who dare breath. The grimy, unkempt sewer walkways are filthy, but are more enticing then the river of murky water in the middle. It's rather barren besides that, there are portholes dotting the vast passages where sewage leaks out to join the main-stream.

Lee will consult the map and lead them easily to the correct entrance. All the group readies their weapons, except Lee because he doesn't need to.

Lee leads everyone through a winding series of tunnels, the foul stench wafting in and out as the group's footsteps echo in the quiet underground.

2. Below ECCO

This area of the sewers looks no different than any of the others. The grimy sewer sidewalk stretches along in the continuing maze-like sections of the tunnels. A dead rat lies in a puddle of fetid water in a large 5 foot sewer-tunnel to your right.

Lee stops here, glancing around once, and careful examines the area next to the pipe...

"Through here..."

Crawling through the tunnel is less than fun. The putrid smell is strong here, and puddles of fluid dot the interior... After a bit, the tunnel takes a sharp left.

After a minute or two journey, the pipe tunnel, which was relatively smooth though worn over the years, is heavily damaged. The overhead metal (which gave way to stone) was destroyed.

The destroyed area looks to have been cleverly and purposefully destroyed, the tunnel upward is so perfectly rounded. Standing upright under the hole upward you would reach the top area, which appears to be covered by a large metal object.

The will listen for trouble. Then attempt to move the metal trash can. Strength Skill Check at a DT of 10 is needed.

The object is lifted aside.

The NPCs will replace the trash can and decide on how to proceed from there. It's pretty much up to the PCS then.

ECCO CORPORATION

A. Elevator

The elevator has a white tiled floor and a metal hand bar. Its doors are a dull gray color. Its steel-reflective interior walls are fairly well kept and bare little smudging. A panel of buttons marks B, 1, 2, and 3. There are two keyholes above 3, in place of buttons.

B. Stairwell

This large stairwell winds up and down. The stairs are smoothed cement and the handrail is a hollow dull metal material.

There is a brown-painted metal door here. It has a turning-metal handle and is labeled 1. (3, 4, 5 are locked)

C. Encounters

Total Security Guards: 12

Security Guard

LEVEL: 3 PV: 10/10 MV: 10/10 HEALTH: 10/10

PDEF: 8 MDEF: 5 MOVE: 5 REACTION: +0

PR: 1 MR: 0

SKILLS:

ECCO Security 3, London Law 3

COMBAT:

Unarmed (+0 Att, +0 Dam, AP 3, Rch 1)

Light Club (-1 Att, +0 Dam, AP 3, Rch 1)

Light Pistol (-3 Att, +1 Dmg, AP 2, Range 5, Load 15/15)

EQUIPMENT:

Beretta92 (15/15), Baton, Handcuffs, Armored Vest, Radio, 1d20 UD

TECHNIQUES:

None

D. Cameras

Security cameras are being watched. Passing in front of 1st level camera has a 1-5 on a 1d20 of being seen. On the 2nd floor, this increases to 1-10. The 3rd, 4th, and 5th floors it becomes 1-15.

1. Basement Storage Room

This room is crowded with junk and has a dank smell to it. The majority of the items appear to be pieces of piping, steel barrels, cinder bricks, and other items. A dimly lit fluorescent light is working here, it seems about to die. A metal door is the only exit and entrance to this room. A large hole sits open in the floor.

Door

This door is locked from the other side, but can be unlocked easily from this side.

2. Basement West Corridors - South Hall

This hall runs from east to west and turns north at both ends and is maybe thirty feet. The walls are cracked and aged cement. To the north is a large wire-cage containing pipes and huge metal objects that appear to supply power, water, electricity, sewage, or some other facility to the building. To the south is a metal door marked with a dull plate stating it's name: "Storage". It is quiet except for the hum of the machines.

3. Basement West Corridors - West Hall

This cemented hallway is long, possibly fifty feet. It runs north-south and has three hallways branching off of it to the east: one at the end of the north end, one at the end of the south end, and one right in the middle. Two massive wire cages are what the passages run by, they are filled with steaming and hissing machinery and pipe works. The walls are bare and seem unkempt.

4. Basement West Corridors - East Hall

This hallway runs north-south for maybe fifty feet. It has three hallways branching off of it to the west: one at the end of the north end, one at the end of the south end, and one right in the middle. These passages run past the two huge wire cages filled with machinery and pipes. Two metal doors lie on the east side, one closer to the north end and one closer to the south. By each door is a small metal switch.

5. Basement West Corridors - Center Hall

This alley-like passage leads west-east between two huge wire-frame cages housing pipes and generators of sorts which reside on the north and south ends. The soft hiss of steam escaping from the mass of metal and the steady drone of the machinery imbedded in the pipe works are the only sounds besides the group's movements. There is a wire-door leading into the mess of plumbing for each wire cage, and a heavy padlock and chain on each door seems to be holding them shut.

6. Basement West Corridors - North Hall

This corridor runs from east to west and turns north at both ends and is maybe thirty feet. The smell of fetid water assaults the sense of smell from a large puddle right inside the huge wire cage on the south end of the hallway. The cage is filled with pipes and machinery that apparently supply some function to the building. To the north is a single metal door, which looks a bit old.

7. Basement South Corridor

This cement hallway is fixed with three nondescript metal doors, one on the very south end of the passage, and two in the middle: one on the east and one on the west side. There is a long crack in the floor near the southern door, the southern door holds a tarnished metal plate that reads "Custodial". Long pipes run along the ceiling overhead, and a sleek black security camera sits above the elevator positioned at the north end of this hallway, its gray doors shut tight.

8. Basement North Corridor

This corridor runs north-south and has a door in each direction: north, south, east, west. The west-east doors are across from each other in the center of the hallway. A red-colored toolbox lays on the floor against the west wall. Its fairly quiet here, and barren. A large crack runs along the south wall near the door.

Toolbox

Its fairly empty. In the toolbox you see on the top a removable rack with a pair of black-handled pliers, a new-looking small box of 50 nails, and a ball-peen hammer. Under the rack, you find a well-thumbed pornographic magazine and a worn box of playing cards.

9. Basement Custodial Closet (Locked)

This small room is stacked with large metal shelves with some things stacked on it. There is a mop and bucket pushed into one corner. There is an unpleasant smell lingering in the room, and it seems very ill-kept.

Shelves

Most are empty, but there is a variety of cleaners and solvents, a pile of clean rags and one of towels, and a small first-aid kit. Folded onto one shelf appears to be four separate worn jumpsuit.

Suits

These look like custodial jumpsuit. They are a dark gray in color and have a stitched name tag on the left chest-side. There's a smaller one that says Mel H., and two larger ones that say Rody B. and Melissa J. The average sized one is marked Pat L. They appear dusty and out of use.

Mop and Bucket

The mop is thrust into the murky water of the bucket. An unpleasant odor wafts forth.

First Aid Kit

A small white tin kit with a red cross on the front.

Inside is a roll of gauze-bandages that would give you about three decent uses on moderate wounds, a box of 25 adhesive bandages (assorted kinds/sizes), a bottle of eye-wash solution, safety goggles, a small pair of metal scissors, a can of First-Aid spray, and a tube of First-Aid cream.

Rags/Towels

There is roughly ten rags in this pile, all clean but stained with use.

There is about four towels in this pile, all clean but stained with use.

Cleaners/Solvents

You find a box of baking soda, two bottles of floor cleaner, a bottle of dishwashing detergent, and a can of air freshener. Two bars of packaged soap are behind all of these.

10. Basement North Section

This vast hallway/room hosts an array of supporting stone pillars running into the middle of the area and an assortment of pipes lie along the north wall as it stretches from left to right. There are four doors, one on the far west end, one on the far right end, one on the south wall more to the west, and one on the south wall more the east. They are all unremarkable in appearance and made of metal. The west door is slightly ajar.

11. Basement Unused Room

This room reeks of mildew. There is a large puddle near the north west corner of this small cement room. A broken office chair is tossed in the southwest corner next to an old, scratched, worn drawer-less desk.

12. Basement Pipe Room (Locked)

This cement room is empty save for a tangle of pipes and a small metal box is set into the wall near them, power cords leading from the box to the pipe. A notable, steady swooshing sound reverberates from the pipes, but otherwise nothing

Box

The box is a mess of wires and switches.

They can turn on the AC here

13. Basement East Corridors - West Hall

This corridor runs north-south for maybe fifty feet. It has three hallways branching off of it to the east: one at the end of the north end, one at the end of the south end, and one right in the middle. These passages run between the plain, old cement walls this entire basement is mostly made of. Two metal doors lie on the west side, one closer to the north end and one closer to the south. By each door is a small metal switch. This cement hallway is bare and boring.

14. Basement East Corridors - East Hall

This cemented hallway is long, possibly fifty feet. It runs north-south and has three hallways branching off of it to the west: one at the end of the north end, one at the end of the south end, and one right in the middle. The walls are bare and seem unkempt.

15. Basement East Corridors - North Hall

This corridor runs from east to west and turns north at both ends and is maybe thirty feet. A lone metal door to the north is the only other item of interest. The cement walls making these passageways have little to offer in visual entertainment.

16. Basement East Corridors - Center Hall

This alley-like passage leads west-east between two plain cement walls. Fluorescent lighting flickers overhead and the only sides are those the group makes.

A small object is lying in the corner of the floor, it looks like a writing instrument.

Object

It's a regular black-ink pen.

17. Basement East Corridors - South Hall

This hall runs from east to west and turns north at both ends and is maybe thirty feet. The plain cement walls are dimly lit by the fluorescent lighting overhead. The pipe works above hiss softly, it sounds like one may have a leak. To the south is an unmarked metal door.

18. Basement Fuse Room (Locked)

This small room consists only of a row of metal "boxes" attached to the wall and with cords running out from them into the ceiling above, into the ground below, and into each other. Other than that, the cement walls are bare. There is an age-worn rusted folding chair sitting in the southwest corner though.

Fuse Boxes

Fiddling around with this may cause fluxing in the lighting system.

19. First Floor Corridors - Main Hall South

This long west-east corridor runs perhaps about one hundred feet and is carpeted in an attractive deep red. Overhead fluorescing lights illuminate this hallway dimly, for only one out of three is lit in a row, probably because of the late hours. There is one hallway at the very end of this one on each end, both leading south. There are two northern passageways on each side of the large elevator which is in the almost exact middle of this corridor to the north. There is a total of five finely furnished wooden doors to the south. The one in the south-middle is a huge set of two doors, the two that are clearly labeled as "Men" and "Women" (with appropriate block-figure icons at each one) are both directly west of the double-doors, and the last two are average sized and unmarked closer to the end of the hallway on the south, right near both the passageways leading south.

A black video camera is attached to the wall above the elevator.

20. First Floor Corridors - Main Hall North

This long west-east corridor runs perhaps about one hundred feet and is carpeted in an attractive deep red. There are a two potted fern plants right beside the doorway marked "Stairs". Overhead fluorescing lights illuminate this hallway dimly, for only one out of three is lit in a row, probably because of the late hours. A door marked "Stairs" is in the south-middle section of this hallway, and two corridors run south on either end of the stairs door, and two north on the opposite end. A black video camera is attached to the wall above the "Stairs" doorway.

21. First Floor Corridors - Southwest Hallway A

This shorter hallway sports red carpet and some furnishings, a few random paintings of pleasant scenery line the wall here. The hallway ends in a passage way turning north on the west end, and in a wooden door on the east. A large board that notices can be tacked onto is right outside the only other door in this hallway, the northern one. A few notices and flyers are tacked onto it.

Message Board

The current notices are available.

"Smile - It's contagious"

"Managers and Supervisors must attend a mandatory meeting at 10 AM this Monday in the Board Room."

"Attention Security Division - Extra 3rd shifts are available! See Captain Maria Cortez or Captain Ronald Buscemmi for sign-up."

22. First Floor Corridors - Southeast Hallway A

This hallway is empty save for a chair propped up against one wall. The hallway ends in a passage way turning north on the east end, and in a wooden door on the west. A northern door in the middle of the corridor is flanked to the east-side by a large potted fern-plant, and on the right by a small chair pushed against the wall.

23. First Floor Corridors - Southwest Hallway B

This shorter hallway sports red carpet and some furnishings, a few random paintings of pleasant scenery line the wall here. A majority of the south wall is a large window looking out to the streets. The hallway ends in a passage way turning south on the west end, and in a wooden door on the east. A large board that notices can be tacked onto is right outside the only other door in this hallway, the northern one. A few notices and flyers are tacked onto it.

24. First Floor Corridors - Southeast Hallway B

There are a few paintings of ocean scenery here, but nothing else of interest. The hallway ends in a passage way turning south on the east end and there is a door to the south.

25. First Floor Corridors - Main Hall West

This T-Shaped corridor has the long end going directly to the west, ending in a window that looks to the city streets. The light overhead provides a quiet glow. The shorter ends lead north and south. The red carpeting lines the floors of these hallways. On both the north and south end of the longer corridor are wooden doors, the northern one marked "Custodial" and the southern one marked "Board Room".

26. First Floor Corridors - Main Hall East

This T-Shaped corridor has the long end going directly to the east, ending in a window that looks to the city streets. The shorter ends lead north and south. The red carpeting lines the floors of these hallways. On both the north and south end of the longer corridor are wooden doors, the northern one is marked "Security" and the southern one is marked "Lounge".

27. First Floor Corridors - Northwest Hallway

This very short hallway ends in the north end with a small wooden table and an arrangement of flowers in a vase, and on the south leads to another corridor. There are doors on each west and east side. The west one is unmarked but the east one is marked "Office".

28. First Floor Corridors - Northeast Hallway

This rather short hallway ends in the north end with a massive well-kept marble statue of an overweight dwarf in a business suit bearing a confident smirk, and on the south leads to another corridor. There are doors on each west and east side, the one on the west marked "Office", and beside the east one is a metal water fountain.

29. First Floor Lobby

A massive lobby area that is richly decorated. The plush-red carpet adorns the vast floor, and a large marble fountain in the exact middle of the room, filling the room with a quiet bubbling sound. The lighting is dim, due only a few of the overhead lights being on. A lounge-like area close to the outside doors is on the east side of the lobby, filled with many comfortable looking brown upholstered chairs. There is also one brown sofa, in front of it is a glass coffee table with a pile of magazines on it. A row of beverage and snack machines lines the west end of the room. Just past the fountain to the north there is a large receptionist desk. Large glass double doors lead outside to the south, and large wooden double doors lie to the north. Unmarked smaller wooden doors are roughly opposite the fountain on both sides one leading west and one east.

Fountain

A well-designed fountain, the water looks fairly clear and the bubbling sound has a soothing effect. There is discarded small change at the bottom of the fountain's pool. Foraging around in the fountain gains them 1.23 UD.

Magazines

You see a few old copies of various news magazines.

Vendor Machines

There are four vendor machines. Two are soda machines, and the other two are snack machines.

One snack machine is filled with pretzels, chips, and other snack foods. The other is filled with candy.

Receptionist Desk

The top of this desk is filled with a telephone, desk lamp, stapler, and two pens. There are two drawers imbedded into the desk.

Left Drawer (Locked)

The drawer on the left houses a finely crafted letter opener, a box of paperclips, a package of cigarettes, ten pencils, an older looking computer and four pens.

Right Drawer (Locked)

The drawer on the right has a multi-hole puncher, a collection of about fifteen rubber bands, and three clean notepads.

Computer

The computer seems to be run a basic operating system. Nothing noticeable stands out.

30. First Floor Men's Bathroom

This large bathroom is rather clean, and is lined with five stalls and eight urinals. The floor is black-and-white tiled. Five porcelain sinks are right next to an automatic hand dryer and paper towel dispenser on the southern wall. A trashcan with a removable lid sits next to the paper towel dispenser. There is one wooden door leading out.

Stall

A fairly uninteresting stall, it contains a toilet, a toilet paper dispenser, and a sanitary-toilet-cover dispenser.

Trashcan

The trashcan is empty, it seems as the janitor already emptied it.

31. First Floor Women's Bathroom

A tidy bathroom composed of ten stalls. The floor is black-and-white tiled. Five porcelain sinks are right next to an automatic hand dryer and paper towel dispenser on the southern wall. A trashcan with a removable lid sits next to the paper towel dispenser. There is one wooden door leading out.

Stall

A fairly uninteresting stall, it contains a toilet, a toilet paper dispenser, and a sanitary-toilet-cover dispenser.

Trashcan

The trashcan is empty, it seems as the janitor already emptied it.

32. First Floor Work Area One

The plain-white walls are decorated with random paintings and some potted plants. A fire extinguisher is hooked onto one wall. The floor is a flat, dark blue carpet. The majority of the center area is lined with cubicles, each appear to contain a gray office chair with wheels, a small computer, a notepad, pen, and a pencil. Also under each desk in the cubicle is an empty small plastic trashcan. There are two wooden doors, one to the north and one to the south.

Computers

Seems filled with mundane office tools. There appears to be a few programming applications though.

Computer Knowledge Skill Check

Seems that a lot of the programmers are working on office tools to help design easy-to-use programs for lab technicians to enter specific data for their experiments.

33. First Floor Work Area Two

This crowded room has a large amount of mail-carts shoved to one side. A long gray plastic-like desk is along the east wall, empty save for a pile of envelopes and two wire baskets. A large plastic wastebasket is beside the massive desk. A row of about ten office chairs is pushed under the stretched desk. There are two wooden doors, one to the north and one to the south. A massive cabinet dominates the west side of the room, along with a copying machine.

Envelopes

There is a stack of roughly fifty envelopes here.

Cabinet

This cabinet is stocked full of items. You find two full packages of five hundred sheets of plain white paper, about twelve staplers, twenty three boxes of fifty pencils, four automatic pencil sharpeners, fourteen boxes of twenty pens, a box of one-hundred envelopes, a package of twenty-five erasers, ten boxes of ten black permanent markers, twenty boxes of fifty paperclips, six boxes of one-hundred thumbtacks, eight pairs of scissors, and three boxes of twenty-five colored floppy disks.

Copying Machine

An office-capable laser black-and-white copying machine. Looks easy enough to use.

34. First Floor Employee Lounge

Comfortable furnishings fill this white-walled and blue-carpeted lounge-like area. Two long plastic tables each have four fold-out metal chairs arranged at them. Along the west-end, right beside the tables, is a row of twenty lockers. Each locker is protected by a classic black-and-metal combination lock. The carpet ends in a segmented tiled area of kitchen along the east end, which contains a large metal sink, a three wooden cabinets, and a white refrigerator. Sitting on the counter the sink is embedded in, is a microwave. A card table sits in one corner of the kitchen-area, and a metal fold-out chair is pushed in to it.

Left Cabinet

This cabinet contains a stack of paper plates and plastic cups. There is also a box of disposable knives, forks, and spoons here.

Center Cabinet

This cabinet is empty.

Right Cabinet

A small plastic container is here, as is a salt shaker that is half full. A full pepper shaker is right beside it. You also see a can of iodized salt.

Refrigerator

A chilly breeze wafts out when you open the refrigerator. Inside is a bottle of ketchup,, a squeeze-bottle of yellow mustard, a jar of deli-style spear pickles, and a brown paper sack marked with "Ronald B." on it.

Brown Paper Sack

It appears to be a lunch. You see a can of beer, a sandwich, a bag of potato chips, and a cookie.

Sandwich

It appears to be ham and cheese.

Lockers

This locker is empty.

35. First Floor Board Room

A lengthy, black-polished wooden table extends most of the length of this room. Black leather wheeled chairs are placed all along the table a comfortable distance apart from each other. A fern-plant adorns the northwest corner of the room, and a large fake chandelier-like lighting structure shines overhead. A sizable painting on the north wall shows a middle-aged dwarf in a business suit with gray hair and a mustache. A framed picture of a mountain-range and another of a tugboat at sea also adorn the walls. The west wall houses a room-length window which gives a view of the outside.

36. First Floor Janitor's Room

A single overhead light lets you see the surroundings of this dingy room. There is a metal rack of shelves against the west wall and a large metal cabinet on the east. A broom, clean mop, and empty bucket are pushed into one corner. There is two wooden doors, one north and one south, opposite of each other. The one to the north is marked "Storage".

Shelves

On the shelves is a 12-pack new package of rags, a pile of roughly twenty-eight used but clean rags, a pile of folded eighteen worn towels, a clear plastic gallon jug with tape on it and the word "Cleaner" written in black marker, three plastic jugs marked "Bleach", twenty-three cans of air freshener, fifty-seven bottles of liquid hand soap, and three bars of soap.

Cabinet

This cabinet has a few shelves inside and is mostly empty. Inside is a can of Raid Ant Formula, a bottle of floor cleaner, and a jug of Liquid Plumber. A monkey wrench is on the lowest shelf.

37. First Floor Security

This small security center has a row of TV screens on a large computer-board. The lights overheads are dimmed, and there is a single gray office chair with wheels at the station. The room is sparse, and no other decorations accommodate the room, but a few metal fold-out chairs are stacked against the back. A large metal locker is set near the wooden door leading out. Sitting on top of the computer-board's counter is a small paper cup filled with coffee. And seated in the chair is a handsome yet bored-looking young man with short-cut brown hair and similar colored eyes. The guard wears a fitting blue security guard uniform with blue cap and black visor and a pair of black shoes. A holster with a small revolver is on the belt of the uniform, near a radio, pair of handcuffs, and a baton.

This guard is innocent and will not put up a fight.

Pockets Of Guard

You find a small, pure metal key.

Locker (Locked)

Inside you find a row of four heavy black plastic nightsticks, and two pump-action shotguns. A box at the bottom of the locker is marked in red marker as "Rubber Shells".

Shell Box

You find rubber-pellet filled shotgun shells. There are fifty of them in the box.

Shotguns

They appear to hold seven shells each. Each time they are pumped, a new shell locks into place. It is manually reloaded from an opening.

38. First Floor Unused Room (Locked, Dark)

A strong musty smell emanates once a breath of the air in is caught. It seems no one has used this room in a long time. Its dusty and empty save for a three scattered plastic tables and two office chairs.

39. First Floor Storage Room (Locked, Dark)

There are piles of junk in here. The white-walls are dirtied with dust and black marks from being scraped by most of the items in here. There are ancient computers and hardware, broken and old chairs and tables, and other assorted stored junk. Most of it is in large cardboard boxes pressed up against the north wall. The dim light above barely penetrates the darkness. There are two wooden doors, one on the east side and one on the south.

Junk

You find fifteen old telephones, seventeen ancient computers with various parts missing, twenty-two old broken chairs of various types, and twelve worn or damaged desks. You also find scattered office supplies that are damaged or broken including five automatic pencil sharpeners and three staplers.

40. Second Floor Elevator Hallway

This short hallway leads from the gray doors of the elevator to the white-painted metal door with a glass viewing area near head-level for an average sized human. The walls are painted a pale green, and on the west side is a water fountain. White tiles are arranged on the floor. The right has an empty tack board for messages or notices. A sleek security camera is posted right above the elevator.

41. Second Floor Stairwell Hallway

This brief corridor, painted a light green and the floor done in white tiles, is lined with two white-painted metal doors, one on the east side one on the west. The northern end of the passage ends with a semi-clean window that gives an outside view. The southern side ends with a door marked clearly "Stairs". A black security camera is sitting sentinel above the stairwell doorway.

42. Second Floor Lab West Wing

The light green stucco walls makeup this huge laboratory area. The clean white-tiled floor extends to the two doorways, the one on the south and the one on the east side. Both are metal doors painted white. Five large lab tables are set up in the area, and IBM computers are on three of the five tables. Along the north and west walls are two large window panes. The tables are clear and empty, the computers are however on, and the air is quite still except for the low hum of the electronics. Three large white-painted metal cabinets are stacked along the north wall. A large metal trashcan marked with a Bio-hazard symbol on it is right by the east doorway.

Left Cabinet

This cabinet is full of assorted empty beakers, vials, stoppers, microscopes, tongs, and Bunsen burners.

Center Cabinet

Carefully ordered and labeled jars are present in this cabinet.

Science check

According to the chemical labels, two are mild acid solutions both are greenish in color, one is a potent base a slightly blue color, three are non-volatile mundane mixtures two are red and one is clear, and one is not labeled and is clear.

Right Cabinet

This cabinet contains a row of perhaps thirty safety goggles and sixteen surgeon's masks. A large First-Aid Kit is attached to the side. Two white lab coats are also hung in here.

First Aid Kit

Inside is a roll of gauze-bandages that would give you about eight decent uses on moderate wounds, four boxes of 25 Band-Aids (assorted kinds/sizes), four bottles of eye-wash solution, two pairs of safety goggles, a small pair of metal scissors, three cans of First-Aid spray, and five tubes of First-Aid cream.

43. Second Floor Lab Right Wing

A large laboratory area. The white-tiled floor and green pale walls extend to the two doorways, the one on the south and the one on the west side. Both are metal doors painted white. Five large lab tables are set up in the area, and IBM computers are on four of the five tables. Along the north and east walls are two large window panes. The tables are clear and empty, the computers are however on, and the air is quite still except for the low hum of the electronics. Two large white-painted metal cabinets are stacked along the north wall. A large metal trashcan marked with a Bio Hazard symbol on it is right by the west doorway.

Left Cabinet

This cabinet is empty.

Right Cabinet (Locked)

Shelves full of notes and documentation are sitting here, some on clipboards and some free sheets.

Analyze

Most of this documentation seems to point towards positive human enhancement research. Details are included on experiments to attempt to prolong life, raise strength and durability of the life form, and other minor details. Most report no real change and end in failure.

44. Second Floor Lab Main Area

Massive machines take up the bulk of the white-tiled floor, dimly outlined in the faint glow from the one light that is on overhead. Most of them appear to be tools for analyzing and mixing substances. One looks like a medical cat-scan machine, and is in the middle of the room. A large upright one appears to hold many vials or beakers and appears to be large-scale centrifuge. Two operating tables are also present, each presided over by a machine with various tools exposed from it. Another operating table has no machine near it. There are three white-painted metal doors along the north pale-green colored wall. There's a massive window on every other wall.

45. Third Floor South Corridor

Deep red carpeting coats the floor of this hallway as it extends east-west. It turns at the every end north on both ends as it hits the walls. The walls are white stucco and have pleasant paintings of forest, tundra, and mountains posted on them. To the north embedded in the wall are the gray doors of the corporation's elevator, and perched above it like a looming hawk is a video camera. The south wall holds five quality-looking wood doors, each one is adorned with a gold-colored letter: 11, 12, 13, 14, and 15.

46. Third Floor West Corridor

The fairly unblemished red carpeting and white walls of this hallway run north-south. It turns at the every end east on both ends as it hits the walls. A painting of a deer, one of an lighthouse, and one of a squirrel decorate this hallway. The west wall has five attractive wood doors, each one is adorned with a gold-colored letter: 6, 7, 8, 9, and 10.

47. Third Floor East Corridor

Deep red carpeting coats the floor of this hallway as it extends north-south. It turns at the every end west on both ends as it hits the walls. The walls are white stucco and have pleasant paintings of fish on the ocean floor and one of flamingos. A water fountain is attached to the west wall. The east wall holds five wood doors, each one is adorned with a gold-colored letter: 16, 17, 18, 19, and 20.

48. Third Floor North Corridor

Plush, red carpeting coats the floor of this hallway as it extends east-west. It turns at the every end south on both ends as it hits the walls. The walls are white and have attractive paintings of a farm-house, one of an ocean storm, and one of a old-style town. The south wall holds a wooden door marked "Stairs" and attached above the door is a black security camera. The north wall holds five quality-looking wood doors, each one is adorned with a gold-colored letter: 1, 2, 3, 4, and 5.

49. Third Floor Offices

Locked

This office has white painted walls, plush red carpeting, a large glass single-pane window, a sizable oak desk, a gray metal filing cabinet, and a small plastic trashcan. A computer sits on the desk.

Office 6

On the desk is an odd shaped key with a large red plastic knob at the "handle" end.

50. Fourth Floor Experimental Lab

This massive laboratory is filled with fifteen operating tables and three long gray plastic tables. There is a foul, rancid stench in the air. The white tiled floors are not very clean and are spotted with unknown substances here and there. The painted white walls are stained in much the same manner, as are the tables. Besides the gray elevator doors, there are two gray metal doors leading on the north wall, one close to the west side of the room one close to the east side.

Tables

On one of the tables lies a set of red-brown stained surgical instruments. Three scalpels of different sizes, two pairs of tweezers, a roll of surgical thread and four needles, and a pair of scissors.

51. Fourth Floor Holding Cells

This lab-like room is filled with man-sized wire cages. There are at least twenty of them around the north, east, and west walls. The white stucco walls and white tiled floor is stained and scratched up badly. A distasteful smell lingers in the air. There are two gray metal doors on the south wall, one close to the east side one close to the west.

Standing in the middle of the cages next to four red-armored guardsmen is a female elf in a lab coat, holding a clip board and writing something down as she observes one of the cages.

If Anthony escaped, he is here.

Not surprisingly, it is the only occupied cage. And in it is a crazed-looking thin elf.

Dr. Naomi Sivvs, Elf Head Scientist

LEVEL: 12	PV: 10/10	MV: 13/13	HEALTH: 10/10
DEF: 10	MDEF: 12	MOVE: 5	REACTION: +0
PR: 1	MR: 0		

SKILLS:

Biology 11, Genetics 19, Chemistry 3, Biochemistry 8, Genetic Research 8, Computer Operation 5, Computer Programming 1

COMBAT:

Unarmed (+0 Att, +0 Dam, AP 3, Rch 1)

Dart Pistol (-3 Att, +0 Dam, AP 1, Load 1/1, KO 1d20 Rounds if Health Damage)

EQUIPMENT:

Dart Gun, 3 Tranquilizer darts, Pocket Calculator, Notepad, Pen, Pencil, Wallet (License, 57 UD), Car Keys, Blue Elevator Key

TECHNIQUES:

Caution (Self Only, Duration 5, Immune to Gas, Suffer half damage from explosions/fire damage, MV 2)

Security Guard x4

LEVEL: 3 PV: 10/10 MV: 10/10 HEALTH: 10/10

PDEF: 8 MDEF: 5 MOVE: 5 REACTION: +0

PR: 1 MR: 0

SKILLS:

ECCO Security 3, London Law 3

COMBAT:

Unarmed (+0 Att, +0 Dam, AP 3, Rch 1)

Light Club (-1 Att, +0 Dam, AP 3, Rch 1)

Light Pistol (-3 Att, +1 Dmg, AP 2, Range 5, Load 15/15)

EQUIPMENT:

Beretta92, Baton, Handcuffs, Armored Vest, Radio, 1d20 UD

TECHNIQUES:

None

52. Fifth Floor Rooftop/Heliport

The chilly air breezes past at a rough pace on the rooftop. A steady rain continues to pelt the rooftop as lightning crackles overhead. There is a large helicopter-landing pad nearby but it is empty. A small inset into the roof is a worn gray metal door labeled "Stairs". A larger building just further south of that stands out on the roof. A painted metal door seems to be the way in.

53. Fifth Floor Wellsworth's Office

The door is locked.

A lavishly decorated office. Two bronze lion statues guard the white metal door that is beside the gray elevator doors on the north wall. Along the south, a massive window gives a breathtaking view of the city. A smaller room is imbedded into this office, and the door is ajar. From what can be seen it appears to be a bathroom. Along the south wall, facing the elevator is an attractive oak desk complimented by a leather office chair. Scattered documents are on top of the desk, and along the gray-painted walls are hanging documents and awards. In one corner behind the desk is a filing cabinet.

And, sitting behind the desk, apparently working on something is an older dwarf.

Standing beside him are two security-armor clad figures.

Desk

On top of the desk are scattered documents from various militant and terrorist organizations, which are interested in purchasing these genetically modified humanoid warriors. There is also a desktop computer, a lamp, and a nameplate reading "CEO Quinnton Wellsworth". There are two drawers in the desk.

Left Drawer

This holds three pencils and a box of twelve paper clips.

Right Drawer

A stapler, tape dispenser and three pens are in this drawer.

Filing Cabinet (Locked)

Many useless papers, but one in particular draws attention. It lists the location of a stronghold in Brazil that these genetic mutations are being shipped to be distributed to local terrorist groups.

Quinnton Wellsworth, Dwarf CEO Of ECCO Corporation

LEVEL: 24 PV: 8/8 MV: 15/15 HEALTH: 10/10

DEF: 8 MDEF: 15 MOVE: 3 REACTION: +3

PR: 1 MR: 0

SKILLS:

CEO Occupation 29, Business Operation 18, Business Math 17, Finances 7, Law 3, Biology 11, Genetics 9

COMBAT:

Unarmed (-1 Att, +0 Dam, AP 3, Rch 1)

Heavy Pistol (-5 Att, +1 Dam, AP 2, Range 5, Load 7/7)

EQUIPMENT:

Colt .45, Wallet (License, 87 UD, Credit Card), Car Keys, Cellular Phone, Filing Cabinet Key

TECHNIQUES:

Good Deal: Make a grossly unfair deal that turns your favor 50%

Bodyguards: Give one round to talk on cell phone. Summon up to five bodyguards if it all possible.

Ronald Buscemmi, Orc ECCO Security Force Captain

LEVEL: 5 PV: 15/15 MV: 5/5 HEALTH: 15/15

DEF: 6 MDEF: 5 MOVE: 4 REACTION: -3

PR: 1 MR: 0

SKILLS:

ECCO Security 12, MP5 7, Baton 5, Unarmed 11, —16 9, Throwing 9, Demolitions 8

COMBAT:

Unarmed (+5 Att, -12 Dam, AP 3, Rch 1)

Light Club(+1 Att, -13 Dam, AP 3, Rch 1)

Light Pistol (-3 Att, -12 Dam, AP 2, Range 5, Ammo 15/15)

Medium SMG (-2 Att, -12 Dam, AP 2, Range 5, Ammo 30/30)

EQUIPMENT:

Beretta92, MP5, Baton, Security Vest, Security Helmet, Handcuffs, Radio, Wallet (License, 9 UD), Car Keys

TECHNIQUES:

Head Bang (Attack two adjacent opponents: If successful, victims have to make a stamina check at a DT of modified attack roll or fall unconscious, MV2)

Maria Cortez, Nereid ECCO Security Force Captain

LEVEL: 5 PV: 13/13 MV: 9/9 HEALTH: 12/12

DEF: 10 MDEF: 8 MOVE: 5 REACTION: +5

PR: 1 MR: 0

SKILLS:

ECCO Security 7, Local Law 5, Unarmed 3, Light Club 4, Baton 1, Light Pistol 1

WEAPONS:

Unarmed (+1 Att, -13 Dam, AP 3, Rch 1)

Light Club (+1 Att, -13 Dam, AP 3, Rch 1)

Light Pistol (-2 Att, -12 Dmg, AP 2, Range 5, Ammo 15/15)

Medium SMG (-1 Att, -12 Dmg, AP 2, Range 5, Ammo 30/30)

EQUIPMENT:

Beretta92, MP5, Baton, Security Vest, Security Helmet, Handcuffs, Radio, Wallet (License, 14 UD), Car Keys

TECHNIQUES:

Grenade (Rank 2, +0 Att, -18 Dam, Range 5, Area 5, Auto KD, MV 2) Damages target.

Defensive Dance: (Rank 2, PDef x2, AP ½, MV 3)

54. Fifth Floor Wellsworth's Bathroom

A small personal use bathroom. It has a toilet, a sink, a mirror, and a full roll of toilet paper. A can of air freshener sits on the back of the toilet.

APPENDIX C: Character Templates

SAMPLE CHARACTERS

The following is a list of templates that a player may pick to ease in character creation. These are recommended only for people new to roleplaying games in general, or people who just wanted to get started playing quickly.

For experienced players, they can provide a base to work with or give you an idea you may not have thought of. Generally, though, you will want to create your own characters.

DOCTOR												
ABILITY SCORES						STATUS						
Strength	4	-1	Perception	8	+3	LVL:	0	AP:	6	HEAL:	10	
Dexterity	7	+2	Intuition	8	+3	EXP:	0	PDEF:	10	PVIT:	10	
Agility	5	+0	Intelligence	10	+5	SR:	14	MDEF:	10	MVIT:	10	
Stamina	4	-1	Wisdom	7	+2	ENC:	20	REC:	+6	HR:	3	
Constitution	6	+1	Willpower	5	+0	SOC:	5	MV:	4			
Appearance	5	+0	Charisma	6	+1							
TRAITS			VIRTUES				FAULTS					
Healing Touch			Empathy, Wealth				Wealthy Surroundings					
SKILLS			TECHNIQUES		EQUIPMENT							
Diagnose Humanoid	3		The Cure	1		Doctor's Bag, Scalpel, Bandages (5), Empty Hypodermic Needle (5), Painkillers (3), Wallet, License, House (High Lifestyle), Four-Door Car						
Doctor Profession	5											
Drive Car	1											
First-Aid	5											
Golf	3											
Medicine	5											
Biology	3											
Research	1											
Professional Etiquette	3											

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