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# Character Creation

## Character Types

### Hero

**Attributes:** 24  
**Skills:** 25  
**Qualities:** 10  
**Drawbacks:** 10  
**Drama Points:** 20

### Champion

**Attributes:** 26  
**Skills:** 30  
**Qualities:** 20  
**Drawbacks:** 10  
**Drama Points:** 10

### Veteran

**Attributes:** 32  
**Skills:** 45  
**Qualities:** 25  
**Drawbacks:** 10  
**Drama Points:** 20

## Essence

Essence is the only Attribute that is randomly determined by rolling (1d6 unless noted otherwise). This assumes a human character between the ages of 19-50. Final Essence is modified by age as follows:

**0-11 months:** +8  
**1-2:** +7  
**3-4:** +6  
**5-6:** +5  
**7-8:** +4  
**9-12:** +3  
**13-15:** +2  
**16-18:** +1  
**51-60:** -1  
**61-70:** -2  
**71-80:** -3  
**81-90:** -4  
**91-100:** -5  
**101+:** -6

Virginal status increases Essence by +1 as well.

## Aspects and Drama Points

Aspects cover a wide range of elements and define what makes your character unique (basically, they describe the core of your character's identity. (By contrast, skills and supernatural abilities could be said to paint a similar picture of what your character can do, rather than who he is.)

Aspects can be:

- **Relationships** (*Mama's Boy, Apprentice to Ancient Mai*)
- **Beliefs** (*The Lord Is My Shepherd, Nothing Is Forever*)
- **Catchphrases** (*Can't Keep My Mouth Shut, "It's Not My Fault!"*)
- **Descriptors** (*Wiseass Wizard, Rugged as the Road*)
- **Items** (*Sword of the Cross, My Mother's Pentacle*)
- Pretty much anything else that paints a vivid picture of the character (*Big Man On Campus, Anger Is My Constant Companion*)

In terms of game rules, aspects are the main avenue by which you gain or spend Drama Points for your character. Drama points are a kind of currency that can be spent for bonuses, and they are earned when aspects cause problems and complications for the character.

Here's a summary of some of the ways that aspects and Drama Points are used in the game:

- **Compel:** Either receive a Drama Point when one of your character's aspects works to his disadvantage, or spend a Drama point to avoid that disadvantage. Additionally, if you know someone has a certain Aspect, you can spend a Drama Point in order to try and compel that Aspect.
- **Back from the Dead:** A character who dies may, by spending Drama Points, make a triumphant return. No return from the grave is without complications though, and not even Drama Points can erase the problems that result from cheating the Grim Reaper. The sooner the character is back from the dead, the more Drama Points it costs. Coming back next Season costs one Drama Point (that means the player is going to need a new Cast Member until then). Returning on the next Episode costs five Drama Points. Cheating the Grim Reaper in the same Episode as one's demise costs 10 Drama Points. If the Cast Member did not have enough Drama Points to spend, he can pay the Director in installments – all Drama Points he has now, and any Drama Points the character gets in later Episodes, until the debt is paid. Spending the points is not enough; you and the player need to work out the details behind the resurrection.

- **Fast Action:** You can spend a Drama Point to gain a +5 bonus to initiative. If you do this during combat, your new initiative takes effect on the next round.
- **Heroic Feat:** By spending a Drama Point, the character gets a +10 bonus on any one roll. This can be an attack or defense action, or any use of a skill, or even a Fear or Survival Test. Any subsequent uses of that roll result also enjoy the 10-point kicker. Heroic Feat can also be used to increase damage. In that case, the +10 bonus is added after Hits, armor, and damage type multipliers are factored. Heroic Feat may only be used once per Turn and cannot be used with Invocation.
- **I Think I'm Okay:** For a mere Drama Point, the character immediately heals 5 boxes of Stun or Physical damage. The character is still bloody and battered, but can act normally. Any crippled limbs are repaired sufficiently to continue the fight (or the running away). I Think I'm Okay can be used once per Turn. If the character has suffered enough damage to be incapacitated or unconscious though, healing does not necessarily awaken him.
- **Invocation for effect:** Spend a Drama point and describe how one of your character's aspects allows you to make a declaration of fact or circumstance about something in the game.
- **Invocation for bonus:** Spend a Drama point, describe how one of your character's aspects is beneficial to him, and get either a +2 bonus or a reroll to a skill roll. You can spend as many DP as you want for a single roll, as long as each point applies to a different applicable aspect.
- **Plot Twist:** Heroes often find help and information from the most unlikely places or at precisely the right time. Once per game session, a character can spend a Drama Point and get a "break".
- **Reset Magic:** You can spend 2 Drama Points to remove any repeated Spellcasting penalty you are suffering.
- **Righteous Fury:** By spending two Drama Points, the character gets a +5 bonus to all attack actions, including magical attacks, for the duration of the fight. These benefits are cumulative with Heroic Feats and Invocations. Problem is, there must an appropriate provocation to invoke the Righteous Fury rule. A player can't decide his character is pissed about the existence of vampires, or global warming, or even the bad audition he had that morning. He needs to be truly provoked – a brutal attack on a loved one, an unexpected betrayal of trust, or the raising of a monstrous former lover killed years ago.
- **You Can Do It!:** When a hero seems down for the count, the other characters begin to cheer him or her on. This has two possibilities. If only one person cheers the hero/heroine on, it allows them to each spend 1 Drama Point to let the hero (i.e., the one being cheered for) engage in "Fighter's Drive" (which is mechanically the same as Righteous Fury, but not as angry or "Right"). If a group does it, it grants the Hero/Heroine 1 use of Heroic Feat per person based on the number of Drama Point carrying characters cheering him or her on, each of them spending a Drama Point. If the fight concludes before the Heroic Feats are all used, they are lost.
- **Other:** Drama Points can be used for a variety of other tasks and benefits.

By default, characters should have a Concept Aspect, plus three others selected at character creation. In addition, several Qualities and Drawbacks (marked below with an asterisk) require that you apply an Aspect related to the quality (for example, if you have the Criminal quality, you could have "Thug", "Burglar", "Gang Banger", or the like as an Aspect).

Some qualities and drawbacks are better treated as character Aspects.

### Quality Aspects

- **Attractiveness:** This should be replaced by something like "Attractive", "Hot", "Beautiful", "Sexy", "Dick Sucking Lips", "Statuesque Beauty", "Heaven Lost an Angel. . . "etc.

### Drawback Aspects

- **Absent-Minded**
- **All Thumbs**
- **Attractiveness:** This should be replaced by something like "Hit with the Ugly Stick", "She'd Be Pretty if She Lost the Weight", "WTF Gave Birth to You?", etc.
- **Clown**
- **Dependent**
- **Humorless**
- **Lazy**
- **Minority**
- **Misfit**
- **Naive**
- **Outcast**
- **Showoff**
- **Socially Inept**
- **Teenager**
- **Trademark**

# Qualities and Drawbacks

## Expensive Qualities

Some Qualities, such as Angel, Demon, Vampire, may be too expensive to purchase with character creation points, even if taking a full complement of Drawbacks. In such cases, convert your Drama Points to Quality points on a 1-for-1 basis and spend those as well to meet the cost. If you still don't have enough points to purchase the Quality, you can still take it with the GM's permission. From this point on, 50% of all earned XP (round up) is set aside to pay for the remaining Quality cost.

For example, if you are rolling up a Veteran (25 Quality Points, 10 Drawback Points, 20 Drama Points), and wish to take Angel (114 points) as a Quality, you will spend all 25 Quality points (114-25 = 89), take 10 points in Drawbacks (89-10 = 79), and convert all 20 Drama Points to Quality Points (79-20 = 59). You still owe 59 points on the Angel Quality, so from this point on, one-half of all of your experience is applied to this cost until it is paid off.

## Quality and Drawback Types

Qualities and Drawbacks are separated into the following types:

**Extraordinary:** These Qualities and Drawbacks may be available to mundane characters with the Director's consent.

**Item:** These involve or are applied to items.

**Mundane:** Pretty much any character can take these without express Direction consultation (though you may still double check just in case).

**Sorcery:** These Qualities and Drawbacks deal with those capable of Sorcery in some manner.

**Species:** These are how you determine the character's species.

**Supernatural:** In most cases, a character must explicitly be supernatural to take these Qualities and Drawbacks.

## Extraordinary Qualities

### Extra Arms (Extraordinary)

+4 points per extra set

You have more arms than a normal human, in groups of +2 arms. Each additional set of arms allows you one additional action per round at no penalty, and provides a +2 bonus to grapple (or you can grapple as normal and have a free set of arms to perform other attacks) and climb. If skilled with multiple weapon fighting, you can use additional weapons in your additional arms. Clothing and armor must be customized, and in many cases, you will freak people's shit.

### Extra Head (Extraordinary)

+4 points per head

Many beings are said to have many heads. Each level of this quality adds a +1 to Notice checks and reduces the damage done by decapitation by 50% per level. Once 5 heads are bought, no more levels of this quality can be purchased, though they may have more heads beyond that, they have no effect.

### Extra Legs (Extraordinary)

+4 points per extra set

You have more legs than a normal human, typically 4 as a quadruped (extra legs are in groups of +2). For each additional set of legs, you increase your movement rate by 50%, and gain a +2 bonus to resist being moved or knocked down (but not picked up). Due to the extra body mass required to support the legs, each additional set also provides you with +2 Physical damage boxes, and increases your encumbrance by 50%.

### Familiar (Extraordinary)

Variable value

A familiar is an animal spirit inhabiting a physical body that works side by side with a character. It may be little better than a slave, forced into service through magic or other power, or it may be a free agent who helps because it wants to. Familiars can be very useful, working as agents, assistants or bodyguards. On the other hand, they can be dangerous, especially when the creature in question is being held against its will or is a malicious being who delights in tormenting others.

The base cost of a familiar is equal to its Attributes (including Essence) added together and divided by 9. The creature also has all the normal abilities of a being of its class. The familiar may have additional abilities (at one-half normal costs since the familiar gains the powers, not the character).

The cost of the Familiar is modified by the type of relationship it has with the character.

- **Compelled (+2 points):** The Familiar is bound through magic, the will of a more powerful Spirit Patron, or some other supernatural means. The being follows orders to the letter, but resents its "owner" and is likely to try to bring about his downfall in any way it can. Compelled Familiars resist any command from its master at a -2 penalty.
- **Pact (+2 points):** Pact Familiars enter into an agreement willingly. This is usually the case when the spirit and the character share a common goal or interest. Pact Familiars are

more like friends or allies than servants. They expect to be treated as partners or equals, and will be offended if ordered around. As long as the relationship between the two is cordial, however, the spirit works willingly and even devoutly for the character's interests. Pact Familiars resist control attempts with a -3 penalty; this represents the willingness of the spirit to take risks or even demean itself for its friend. If the relationship has become strained, however, control attempts are resisted with a +2 bonus!

- **Free (-5 points):** The Familiar serves of its own free will, and can come and go as it pleases. It cannot be controlled; the character must plead, bribe or otherwise convince the spirit to do anything. Generally, however, a Free Familiar is there because it likes or sympathizes with the character, so it generally goes along. Free Familiars cannot be controlled normally.

Most of the time, Familiars subject to control follow orders without problems. When ordered into danger, or forced to perform a task that goes against its morals or beliefs, the character may have to force a Familiar through an act of Will (opposing Willpower tests). This is modified by the relationship type of Familiar (see above), as well as by the following.

- **Lengthy and Tedious Task:** The Familiar gains a +1 bonus to resist.
- **Dangerous Task:** This is anything that has a large risk of severe injury or worse. The Familiar gains a +2 bonus to resist.
- **Repulsive Task:** These tasks include any chore that the spirit is naturally loath to perform. This is resisted with a +1 to +6 bonus, depending on the circumstances. Ordering an animal spirit to destroy a baby animal of its client species, for example, would be resisted with a +6 bonus.
- **Suicidal Task:** A Task that almost certainly results in the spirit's destruction. The Familiar resists such commands with a +5 bonus. If the character fails to control the spirit, he must try to regain control as soon as possible, or the link to the Familiar is lost. This requires either a second Resisted Test with the same modifiers as before, or the use of a specific applicable power. If that second attempt fails, the spirit is free to do as it pleases – flee to its native plane, attack its former master, or something else altogether. The points spent on the Familiar are normally lost. At the GM's discretion, up to half the amount may be used to acquire a new Familiar.

### Gadgeteer (Jiggery-Pokery) (Extraordinary)

+3 points

**Prerequisites:** Mr. Fix-it 3, Science 1

You're a genius at taking electronics and machinery, and using the parts to build (most often temporary) *gadgets*. Creating a gadget requires time, materials, skill tests, Drama Points, and a dramatic need (in other words, I'm not going to bother adjudicating a gadget being built because you just think it'd be neat – there must be a dramatic, story-based need for the gadget). Gadgets typically last for a scene.

To build a gadget, you gather the parts, and make a Logic + Mr. Fix-it test with the Threshold determined by type of gadget. If successful, you spend a Drama Point to finalize the creation (*you get this Drama Point back when the gadget stops functioning*).

- **Minor:** Threshold 3 (extended 15 minutes); parts from a few common household items.
- **Major:** Threshold 4 (extended 60 minutes); more common parts.
- **Special:** Threshold 6 (extended 60 minutes); may require rare or special items to complete.

### Infravision (Extraordinary)

+3 points

Some creatures have the ability to perceive their surroundings via the heat emitted from objects. This is primarily useful for sensing things above or below the ambient temperature. Typical range is Intuition \* 100 feet. Sudden flares of heat may temporarily blind creatures using Infravision.

### Movement (Extraordinary)

#### Brachiation (Extraordinary)

+1 points

You can move through trees and vines like Tarzan (at your normal speed, assuming proper plant life).

#### Flight (Extraordinary)

+3 or +5 points

This supernatural can fly either via magic, such as telekinesis, or a set of faerie wings. This Quality does NOT cover flight at speeds like that of Superman or other comic heroes (that's for a later supplement). This Quality comes in two fashions.

- **Simple (+3 points):** The character is able to fly as well as a

similar-sized human can run. Level flight may be supplemented by climbing, diving, and simple turns.

- **Advanced (+5 points):** The character is able to fly three times as fast as he can run. He is also effectively weightless in flight, and capable of aerobatics.

#### Gliding (Extraordinary)

+2 points

In whatever manner, you are able to glide. This requires you to launch yourself from an aerial vantage point. In most cases, for every 10 feet in height from which you launch yourself, you'll gain 50 feet of forward movement. In other words, if you jump from a building that is 50 feet tall, you'll go forward 250 feet (slowly descending the entire time). Wind and terrain conditions may modify these distances.

#### Leaper (Extraordinary)

+2 points per level

The character is an extraordinary jumper. At the first level, this doubles (\*2) all jumping distance. Each additional level increases the multiplier by 1 (\*3, \*4, \*5, etc). Up to 6 levels may be purchased.

#### Wall-climbing (Extraordinary)

+2 points

By the means of this ability, one can scale a vertical wall as easily as one can walk on a horizontal surface. Whether accomplished in a spider-like fashion or as if walking normally, any direction – up, down, sideways – may be traversed.

This Quality does not render the supernatural immune to the effects of gravity. Scaling a wall upside down might still lead to items tumbling from one's pockets.

#### Mystic Targeting (Extraordinary)

+3 points

Characters with this quality have a mystic insight into ranged attacks and can add their Willpower to ranged attacks.

#### Natural Armor (Extraordinary)

+1 point per level

Some demons and other critters have really tough skin, as good as or better than a suit of armor. In some cases, it is armor that has been mystically grafted onto their skin, which raises all sorts of personal hygiene problems best not considered too deeply. Regardless of appearance or origin, this functions as normal armor.

#### Natural Toughness (Extraordinary)

+2 points

You have an armor value of 4 points against blunt force trauma.

#### Natural Weapon (Extraordinary)

Variable value

This covers your basic razor-sharp claws, big nasty teeth, horns (real goring horns, not the namby-pamby knobs at the top of Lorne's head), steel bands that wrap around hands, and other (un)natural weapons. The more deadly the implement, the more it costs. Those given below assume that the weapon causes Slash/stab damage. If it causes Stun damage instead, lower the cost by one. If the weapon is retractable, +1 is added to the cost. If the weapon is detachable (and throwable) or launchable instead, double its cost. These missiles have normal thrown or pistol ranges depending on how they are used. If they can reach out and touch someone like a rifle, the damage is halved (before armor or damage modifiers).

Delivering damage with a natural weapon requires a Combat Maneuver that brings it into play. A claw would use Punch, a horn Head Butt, and a serrated shin Kick.

- **Small (+1 point):** Strength/2 damage.
- **Medium (+2 points):** (Strength/2)+1 damage.
- **Large (+3 points):** (Strength/2)+2 damage.
- **Extra-Large (+4 points):** (Strength/2)+3 damage.

#### Nightvision (Extraordinary)

+1 or +2 points

You have exceptional ability to see in darkness as long as ambient light of some kind is available. This comes in two levels. Level 1 nightvision reduces penalties imposed by darkness by 50%. Level 2 nightvision allows you to see in all but total darkness as if in normal lighting.

Alternately, level 1 increases the radius of light sources by \*2.5, while level 2 multiplies light sources by \*5.

#### \*Old Soul (Extraordinary)

+3 points per level

The character has been reborn many times throughout his life. As a result, the Old Soul has become stronger. Characters with Old Souls tend to be very mature and precocious for their age. It would be nice to believe that age invariably gives wisdom, but Old Souls are equally likely to be depraved or insightful, cruel or kind. Whatever their orientation, it will usually be more extreme, having been refined over several lifetimes.

This quality can be acquired multiple times during character creation, but

not at all in play (barring very unusual circumstances). Each "level" represents some 3-5 previous lives lived before the character's current incarnation. The player can determine who these former selves were, where they lived, and what they know, or he can leave those details in the hands of the Director.

Each level adds one character creation point that can be spent on mental ability scores (Logic, Intuition, and Willpower). For example, 3 levels provides +3 character creation points (normal costs still apply, i.e., for going from score 5 to 6, etc).

Old Souls are able to tap into the knowledge of former lives. This typically requires a minute of concentration and meditation. This allows the character to add the Old Soul level to any applicable skill check (typically not modern skills that previous lives would have been unfamiliar with).

#### \*Promised One (Extraordinary)

+20 points

**Prerequisites:** Getting Medieval 3, Gun Fu 3, or Kung Fu 3.

These champions aren't told they were born to fight the forces of darkness, they just find themselves hip deep in the dead at some point in their lives. Eventually, they find out about the Necronomicon, the Watcher in the Woods, the demons, or whatever, and their own destiny.

Promised Ones are rarely white knights. Most of them have serious personality flaws they must overcome if they're to one day succeed against the Evil Forces. That just makes the character more interesting. Your Director will make sure that your character is nicely rounded out with Drawbacks of one type or another. (Directors, just in case you're not paying attention, that's a major league hint.)

Characters must buy at least three levels of Getting Medieval, Gun Fu, or Kung Fu (not counting the benefits of this Quality) before they can purchase this Quality.

Here's what these cursed souls get for their hard-earned Quality points:

- **Attributes:** +2 Strength, +2 Agility, +2 Reaction, +2 Body, +2 Willpower (+10 points)
- **Skills:** Getting Medieval +1, Kung Fu +1 (+2 points)
- **Fast Reaction Time** (+2 points)
- **Hard to Kill 2** (+2 points)
- **Natural Toughness** (+2 points)
- **Nerves of Steel** (+3 points)
- **Regeneration** (hour) (+1 point)
- **Adversary** (Supernatural Evil) (-2 points)

#### \*Protector (Extraordinary)

+5 points

Every region of the world has a spiritual manifestation, or "soul." Various men, women, and supernatural creatures protect that soul from evil. Chief amongst them are the Protectors. William and Tamara are the Protectors of Albion; they guard the mystic spirit of England. There are others: the Protector of Bharath guards India, the Protector of Eriú, Ireland. Protectors are not usually strong warriors, but they always possess immense occult power. Spells are their weapons of choice and speciality. The Protector's first and foremost duty is to guard the lands under his care. He might be chosen by the previous Protector, or even the mystic soul of the land itself.

Protectors, by their very nature, are tied to the magical soul of the land. They access the raw forces of magic and thus can cast spells regardless of their Magical Philosophy. Protectors must be alive and human. They may not possess the Faerie Quality, nor may they remain as Protectors if they become ghosts or vampires.

- **Attributes:** +2 Willpower, +1 to two other attributes (+4 points)
- **Hard to Kill 2** (+2 points)
- **Occult Library:** Minimal (+1 point)
- **Skills:** Occultism +2 (+2 points)
- **Sorcery 2** (+4 points)
- **Adversary** (Evil Beings) (-4 points)
- **Obligation** (Protectorate; Total) (-4 points)

#### Serpentine Torso (Extraordinary)

+3 points

Though a character with this quality no longer has legs (and thus cannot kick), they can still move around with a large tail like a serpent. This tail may strike adversaries, dealing ((Strength/2)+1) Stun damage. It may also be used to perform a choke hold.

#### Size (Extraordinary)

Variable value

You are larger or smaller than normal. Sizes outside the norm have modifiers noted on the table below. In addition to the modifiers on the table, for each size below Medium, reduce the maximum Strength by 1, but increase maximum Agility by 1.

For each size above Medium, increase maximum Strength and Body by 1, but reduce maximum Agility by 1.

Size	Height	Weight	Size Rank	Encumbrance/Lift	Speed	Stealth	Reach	Atk	Dodge	Dmg	Cost
Fine	<= 6 in	<= 2 oz	0	*0.06	*0.12	+8	0	+8	+8	-8	+4
Diminutive	6-12 in	2-16 oz	0	*0.12	*0.25	+4	0	+4	+4	-4	+3
Tiny	1-2 ft	1-8 lb	0	*0.25	*0.5	+2	0	+2	+2	-2	+2
Small	2-4 ft	8-60 lb	0-1	*0.5	*0.75	+1	1	+1	+1	-1	+1
<i>Medium</i>	<i>4-8 ft</i>	<i>60-500 lb</i>	<i>1-8</i>	<i>*1</i>	<i>*1</i>	<i>*1</i>	<i>1</i>	<i>+0</i>	<i>*1</i>	<i>*1</i>	<i>0</i>
Large	8-16 ft	500-4000 lb	8-13	*2	*1.5	-1	2	-1	-1	+1	+4
Huge	16-32 ft	2-16 tons	13-18	*4	*2	-2	3	-2	-2	+2	+8
Gargantuan	32-64 ft	16-125 tons	18-22	*8	*3	-4	4	-4	-4	+4	+12
Colossal	>= 64 ft	>= 125 tons	22+	*16	*4	-8	5	-8	-8	+8	+16

### \*Slayer (Extraordinary)

+21 points

- **Attributes:** +6 Strength, +3 Agility, +3 Reaction, +6 Body, +2 Willpower (physical attributes are 4 min after bonuses) (+14 points)
- **Skills:** Acrobatics +1, Getting Medieval +1, Kung Fu +1 (+3 points)
- **Fast Reaction Time** (+2 points)
- **Hard to Kill** 5 (+5 points)
- **Nerves of Steel** (+3 points)
- **Regeneration** (hour) (+1 point)
- **Supernatural Senses** (Basic – vampires only): Slayers have the ability to sense the presence of vampires nearby (within 100 feet) by concentrating for five seconds (one combat Turn) and making a Intuition + Notice roll (some Slayers don't bother, they use fashion sense instead) (+1 point)
- **Adversary** (demons & vampires) (-5 points)
- **Obligation** (Total; Slayer Duties) (-3 points)

### \*Slayer-in-Training (Extraordinary)

+4 points

- **Attributes:** +1 to any two physical Attributes (cannot stack on a single Attribute) (+2 points)
- **Skills:** Acrobatics +1, Getting Medieval +1, Kung Fu +1, Occultism +1 (+4 points)
- **Adversary** (various) (-1 point)
- **Obligation:** Important (Watcher's Council) (-1 point)

If a character with this quality becomes the Slayer during play, she gets the Slayer's benefits, and must pay 17 XP.

### Sorcery (Extraordinary)

+2 points per level (to level 5; +3 per level after that)

Some people have the spark of magic. They can use the dark arts more easily than normal students of the occult. Your character's Sorcery level is added to Spellcasting rolls. It is also used for other witchcraft powers, like sensing the presence of magic. Don't get cocky though; Sorcery is no magic bullet against the unpredictability and dangers of magic use. Reach for the spells too often and something potentially very nasty is going to come your way. You've been warned.

### Taint (Extraordinary)

+5 points

The character's soul bears the dark marks of the Mad Gods. She is no longer completely human – or even completely from this reality. To the Gifted, her aura has an unusual, somewhat disquieting glow. Those who see deeper may react with hostility. Furthermore, attacks that normally drain Essence inflict Physical damage (equal to the loss), as the Essence in the attack reacts explosively with the character's Taint.

Characters with this quality automatically gain Taint 1 and Madness 1.

Characters with Taint cannot use Essence for any ability. They may practice Magic and other metaphysical arts, (and apply Madness as a bonus to Spellcasting rolls). It goes without saying that any Inspired Powers are lost at the first sign of Taint.

Most people exposed to Taint die, go completely, inescapably insane, or are corrupted beyond redemption. A few somehow managed to retain a shred of humanity. The difference is a powerful desire, obsession or emotion – an Anchor – that allowed them to resist sinking into insanity. Some possible Anchors are anger, fanaticism, friendship, love, and revenge. As long as that emotion or desire persists, the character has a chance to resist the tidal urges of Taint.

In game terms, an Anchor is purchased as a Wild Card Skill, and is used with Willpower to resist the negative influences of Taint. The player must decide what passion or obsession acts as her character's Anchor. Generally, the characteristic involves a Mental Drawback worth at least -2 points; possible examples include Delusions, Obsessions, and Zealot. In most cases, a Willpower + Anchor test (a Taint Test) is required when the character uses Taint powers extensively (more than three uses in the space of 10 minutes, for example), or whenever indicated under a specific Taint Power (see below). On a failure, the character takes Mental damage. Whenever the character acquires a Consequence from *this* Mental damage, he gains Madness +1.

As the character gains in Madness, her mental faculties begin to suffer. When the Madness is higher than the character's Willpower, she gains a 1-point

Mental Drawback, often a Delusion or Obsession, or an enhanced version of an existing Mental Drawback. Every time the Madness level rises to another multiple of Willpower (Willpower x 2, Willpower x 3, and so on), the character gains another point worth of Mental Drawbacks. Finally, when the character's Madness is greater than Willpower x 20, the character is overcome by Taint.

Taint is gained by exposure to Tainted energies. You can also increase Taint by taking Taint drawbacks. These are like normal drawbacks, except the point value is directly added to Taint and does not provide points like other drawbacks.

#### Taint: Devolution

+5 points

**Prerequisite:** Taint

The most dangerous power of the Tainted is Devolution, the ability to temporarily transform oneself into the likeness of the Mad Gods or their servitors. The character's flesh and bone are turned into outer-dimensional matter, unnaturally strong and resilient. If wounded, the character does not bleed. Instead, a black, corrosive ichor oozes from any injuries. The Tainted one's perceptions are altered, with the world looking strange and surreal, an alien and hostile place.

All of Nature is arrayed against a Devolved one: animals try to flee or, if cornered, attack recklessly; people automatically feel fear and loathing towards her, for no apparent reason. Eventually, Reality itself rejects the Tainted one, causing her to implode violently into nothingness.

To use this power, roll Willpower + Taint [2]. If successful, you transform, and automatically increase Madness by +1. You can safely remain in this form for a number of turns equal to your Willpower + Hits. After that, each round requires a Taint Test with a Threshold equal to the additional rounds (on the first round = 1, five additional rounds = 5, etc). A failure on the Taint Tests adds another +1 Madness. After 2 minutes, your form starts to rebel against its state of unnaturalness, and you must start making Survival Tests every minute, with failure resulting in irrevocable death.

While Devolved, the character gains the following bonuses: +4 to Strength, +2 to Agility and +4 to Body. All physical attacks inflict only half damage. Finally, the character gains a special attack (which may consist of claws, a striking extra limb, oversized mouth or other monstrous characteristic of the player's choice) equal to Natural Weapon (medium). Other than this characteristic, the character remains nominally human, but people and animals feel instinctively revolted and fearful around her.

#### Taint: Infection

+5 points

**Prerequisite:** Taint

With but a glance, some Tainted can infect others. This has a number of painful mental and physical effects. To use this power, roll Willpower + Taint (+ Wild Card (Infection) if possessed) opposed by the target's Body + Essence. If you win, the target develops Taint equal to the net Hits. Being infected with Taint is a hideous experience. The victim feels pain, nausea and a generalized feeling of misery comparable to a nasty attack of the flu (or flying coach on a modern airliner), effectively gaining a penalty to all actions equal to Taint. While infected with Taint, the victim cannot recover any lost Essence.

The victim sheds Taint at a rate equal to Body per day.

#### Taint: Negaphysics

+5 points

**Prerequisite:** Taint

This power allows the Tainted to violate or invert some laws of physics for brief periods of time, mainly gravity and kinetic energy. If successful, the character can force people to "fall" upwards by reversing gravity, to stop a bullet in mid-flight or even to have it reverse course, and perform incredible feats of strength. Duration is usually brief (1 Turn). Some effects are detailed below.

- **Reverse Fall:** Roll Willpower + Taint [2]. The victim falls upwards for 1 yard (meter) per Hit. If an obstacle is in the way, she takes normal falling damage on impact. The Tainted can also reduce damage from falls by effectively reducing the distance by one meter per Hit.
- **Negate Impact:** Physical attacks can be slowed down or stopped. This is a defensive ability (In place of dodge or parry for example). Roll Willpower + Taint [2]. For each Hit, reduce the damage of the incoming attack by -1.
- **Reorient Gravity:** The character can decide which way is "up" for her. In this manner, the power can be used to walk on walls and ceilings as if they were the floor. Alternatively, the

character can "fall upwards," as per the Reverse Fall power, but in a more controlled way.

- **Deadlift:** By removing inertia and gravity, the character can lift enormous weights temporarily. For 1 Turn, the character can move any object weighing up to 1,000 pounds (400 kg) times her Strength level with tremendous ease. Once the power's influence is over, the object once again becomes subject to gravity and the laws of momentum. Used as weapons, the "lightened" objects are not very effective, however (typically damage is 1 per 1,000 lbs).

#### **Taint: Negalighting**

+5 points

**Prerequisite:** Taint

This power is related to Negaphysics, but applies to electromagnetic forces.

The Tainted can negate, reverse or twist the flow of electromagnetic currents, for a number of bizarre effects, the most common being the disruption or even destruction of electronic devices. Note that this is not actual electricity control, but the twisting or negation of the natural forces of electricity. Effects usually last 1 Turn.

- **Lights Out:** The character can cause any electronic device to cease working for a few seconds (1 Turn). This affects a radius equal to Taint \* 5 ft., or a specific object up to Taint \* 5 ft. away. The objects are not damaged, and resume working as soon as the effect passes. Any unsaved information in a computer is lost, however.
- **Magnetic Surge:** A powerful magnetic field surges around a selected target, causing nearby metal to either be repelled or attracted with great power. If repulsion is chosen, any small metal object in the target (from guns and ammo to keys and coins) is flung away at great speed, ripping through pockets and pouches on their way out. The victim can try to hold on to an object in her hand by a Strength test [Taint]. If the target is near a large metal object (a car, or a bank vault), she is flung away instead unless successful on a Strength (Taint) test. If the target attracts metal, any small (under 1 lb/0.5 kg) metal object within 30 ft. flies towards the target at near-bullet speed. This power is particularly devastating in hardware stores, construction sites, and the like, and fairly useless in the middle of a virgin forest. Damage ranges from 1 P (a few keys and loose change) to 6 P (a bucket of nails). Creative players may devise other uses for these powers; treat the magnetic force as having an effective Strength of 5 and an effect radius of 30 ft.
- **Burn:** The character can destroy one electronic device with a destructive surge that melts any circuits or transistors. Any one item within 30 ft. of the character can be affected. The Taint causes the item to overheat, and the object may melt or even start electrical fires around it. People nearby suffer 1 to 3 points of electrical or fire damage. Some military or high-tech items have a chance to survive the effect. At the Chronicler's discretion, those objects resist destruction unless the Tainted makes a Willpower + Taint [Hardening] test.
- **Shield:** The Tainted character can twist electromagnetic forces around her, providing her with some protection against metal and electrical attacks. This works like a force field with an AV equal to the Hits on a Willpower + Taint [2] test against metal and electrical attacks. The shield works for only 1 Turn.

#### **Taint: Tainted Touch**

+5 points

**Prerequisite:** Taint

This is a touch attack that deals damage to non-Tainted creatures. Victims must resist Physical damage equal to Taint (this cannot be delivered with unarmed attacks – the touch requires a slightly more sustained contact that that delivered by the typical Kung Fu strike). Against Tainted creatures, this can restore Physical damage. Roll Willpower + Taint [2]. Each Hit restores one box of damage (up to Taint level), but can only be used once per day on any given target in this manner.

#### **Taint: Unveil**

+5 points

**Prerequisite:** Taint

The Tainted can reveal their true nature at will, radiating their Taint so that its effects touch even those who lack supernatural senses, terrifying them. This unmasking also acts as a psychic shield, protecting the character from any power that affects the senses or the mind. Roll Willpower + Taint [2]; the effect lasts for one turn per Hit. While the character is Unveiled, she gains +3 bonus to resist any power that affects, attacks or probes her mind. Each time the power is used, the Tainted must make Taint Test (current Taint) to prevent gaining 1 Madness Point.

This power is anything but unobtrusive. People who see the character's face while Unveiled are confronted with fearsome images from their own minds, using whatever scares them most. This is their mind's reaction to seeing something they cannot fully comprehend. Roll Taint opposed by Willpower; each net Hit deals 1 box of Mental damage with Fear Consequences.

#### **Taint: Warpbolt**

+5 points

**Prerequisite:** Taint

This is a blast of dark energy that can injure both body and soul. It deals Physical damage equal to Taint (resisted normally). It also deals Mental damage equal to Taint. The warpbolt has a range of 5/15/30 squares and is targeted normally. Keep track of how many warpbolts are used in a combat. At the end of the combat, you must make a Taint Test (number of bolts fired) or gain +1 Madness.

#### **Time Traveler (Extraordinary)**

+2 or +4 points

The Time Traveler Quality means that your character is experienced with technology and society of time periods different to their own. You'll have to define your character's home Technology Level when you finish off your character, and using technology from outside of your experience may impose penalties as you're unfamiliar with the way it works. The Time Traveler Quality means that you're used to some time periods and can operate the technology with little or no penalty.

The Time Traveler Quality reflects how much actual travelling in time the character has done, and can be used as a rough indicator of how much background Artron Radiation they have picked up from travelling the Vortex. While this isn't actually harmful, some alien races have been known to target individuals that have high Artron levels to fuel or activate some technology.

When you purchase the Time Traveler Quality, you should select the Technology Level you are familiar with. You automatically have familiarity with your home Tech Level, but this Quality is checking on other levels you're capable of using. Lower Technology Levels to your home are +2-point Qualities, whereas more advanced Technology Levels are +4-point Qualities.

Technology Levels do not come into play all of the time, after all a gun is a gun and a socket wrench is a socket wrench, but there are times when technology is so advanced or primitive that your character may feel out of place.

This Quality can be purchased more than once, and the Director may award this Quality to you during play if you become particularly familiar with a certain Tech Level.

#### **Tool Man (Extraordinary)**

+3 points

You know the drill. Or the chainsaw, or the weed whacker. Yeah, the one on the end of your stump, buddy. Take that handicap and turn it into an asset.

A character with this Quality must first take a Physical Disability Drawback. Both could be purchased during character creation. Alternatively, the Drawback could be imposed on your character during play. If that's the case, you need to spend experience points to gain this Quality, and you must also find someone to install your new Go-Go Gadget arm, leg, or whatsit. That takes a Mr. Fix-It roll with at least 3 Hits, not to mention some quality time with your stump.

Once you've got the Quality, you can add "attachments" to your refurbished phantom limb. Electrical attachments aren't much use unless they're rechargeable, and even then, finding some place to plug your stump in might be difficult, especially in medieval England or post-apocalyptic London. Useful attachments include gauntlets, chainsaws, and power drills but all sorts of other weapons can be strapped on. Knives, swords, Ginsus, and so on are treated just like the normal varieties, except they can never be dropped. Because they literally become part of their anatomy, characters with normal weapons (not power tools) attached add +1 to their attack rolls when wielding them.

#### **\*Totem Warrior (Extraordinary)**

+16 points

Gifted with the powers of animal spirits and created to fight evil, these beings are few and far between.

- **Attributes:** +8 points for Attributes (no more than +4 to any single Attribute) (+8 points)
- **Acute Senses** (hearing) 1 (+2 points)
- **Acute Senses** (smell) 1 (+2 points)
- **Acute Senses** (vision) 1 (+2 points)
- **Fast Reaction Time** (+2 points)
- **Hard to Kill** 3 (+3 points)
- **Skills:** Kung Fu +1 (+1 point)
- **Adversary** (varies) (-3 points)
- **Base Nature** (-1 Willpower to resist base desires, stack with other issues) (-1 point)

Note: More specific Totem Warrior qualities may be forthcoming.

#### **Tremorsense (Extraordinary)**

+3 points

Some creatures are able to sense the vibrations in the ground and in objects around them. Within a range of Notice \* 20 feet, such creatures gain a +10 bonus to detect things moving on the ground in this area, making such beings very difficult to surprise. Powerful vibrations, such as vehicles are noticed at two times the distance or even greater, but in certain amounts (such as traffic or a large semi or tank), can completely overwhelm the tremorsense rendering it near-useless.

#### **Turn of the Universe (Extraordinary)**

+2 points

Not many people experience the clarity and the wonder that is feeling the whole universe. Knowing you're just a small part in the vast, almost endless

universe of planets and possibilities. It can drive some people mad, and others can sense when something is wrong.

Turn of the Universe gives you an innate ability to sense when something is amiss or unnatural and what needs to be done to set the universe right. This can be anything from sensing that a person has unnatural indestructibility, to knowing that something is disturbing nature or history with its alien presence. They will also be able to sense if something is tampering with time.

They may not know exactly what it is, but they'll know something isn't right. The character will sense something wrong with an Intuition + Notice roll – the more successful it is, the more likely they are to know what is wrong and how to start to fix it.

**Unbreathing (Extraordinary)**

+2 points

The character does not have to breathe in order to survive.

**\*Watcher (Extraordinary)**

**\*Watcher: Immortal Watch**

+6 points

- **Attributes:** +1 Intuition (+1 point)
- **Skills:** Knowledge +1, Notice +1, Wild Card (Immortal Lore) +1, plus +1 to Getting Medieval, Gun Fu, *or* Kung Fu (+4 points)
- **Contacts:** Supernatural (Watcher's Council) (+4 points)
- **Obligation:** Total (Watcher's Council) (-3 points)

**\*Watcher: Ex-Immortal Watch**

+1 points

- **Attributes:** +1 Intuition (+1 point)
- **Skills:** Knowledge +1, Notice +1, Wild Card (Immortal Lore) +1, +1 to Getting Medieval, Gun Fu, *or* Kung Fu (+4 points)
- **Adversary** (Watcher's Council) (-4 points)

**\*Watcher: Slayer Watch**

+5 points

- **Attributes:** +1 to one physical Attribute (+1 point)
- **Skills:** Getting Medieval +1, Occultism +2 (+3 points)
- **Contacts:** Supernatural (Watcher's Council) (+4 points)
- **Obligation:** Total (Watcher's Council) (-3 points)

**\*Watcher: Ex Slayer Watch**

+4 points

- **Attributes:** +1 to one physical Attribute (+1 point)
- **Skills:** Getting Medieval +1, Occultism +2 (+3 points)

**\*Westlake Treatment (Extraordinary)**

+20 points

The Character has had his nerves severed in such a way that he no longer feels pain. This is an experimental procedure only reserved for the most severely injured, because being unable to feel pain means that the character will remain unaware of any injuries he may receive. It also has an unforeseen side effect of increasing the subject's Strength while affecting his moods so that he is more violent.

- **Attributes:** +3 Strength (+3 points)
- **Immunity to Pain:** The Character receives no negative modifiers from injury and never has to make a Consciousness Test (though this doesn't help with Survival Tests in any way).
- **Mental Problem** (Severe Antisocial Impulse: Violence) (-3 points)

In game play, this Quality also means that the Player is not allowed to keep track of his damage. Instead, the Director tracks this. The only way that a Player will have any idea of the extent of his injuries is when a limb becomes so damaged that it is incapacitated (being unable to feel pain won't help you support a broken leg any better) or when he has to start making Survival Tests.

**Item Qualities**

**Enchanted/Superscience Item (Item)**

+2 points per level

Your character is the proud possessor of a powerful magic item or a wondrous superscience device. She may have stolen it, inherited it, or simply found it in a dumpster – in any case she now owns it.

Your character knows how to use it and while it may have one or two secrets, it's basically hers and under her control. Like spells, both enchanted and superscience items have Power Levels, and your character must pay two points for each such level.

While this Quality allows characters to start with an extremely powerful item, if it is destroyed or stolen, the points paid for it are gone. Directors should never maliciously take away such items, but if your character strikes a huge demon with a magic sword and the demon grabs it and teleports back to its home dimension, she is simply out of luck.

**Gadget (Item)**

+1, +2, or +4 points

You are the proud owner of some kind of widget! Gadgets come in three levels – Minor, Major, and Special.

- **Minor (+1 point):** A minor gadget can have 2 points in Qualities assigned as properties. For example, a gadget could possess the Nightvision 2 Quality (+2 points). A Minor gadget can actually have up to 6 points in Qualities, but those additional 4 points must be compensated for by assigning an equal number of points in Drawbacks to the gadget.
- **Major (+2 points):** A major gadget works like a minor gadget, except it can have up to 4 points in Qualities without Drawbacks, and 10 points with Drawbacks. You can also spend a Drama Point to get a use out of a major gadget that isn't covered by the Qualities, assuming it can be explained, not realistically, but pseudo-logically.
- **Special (+4 points):** A special gadget can have up to 8 points in Qualities without Drawbacks, and up to 20 points with Drawbacks. Additionally, a Drama Point spent to score a no – standard use from a special gadget has a lot more leeway.

See below for gadget-specific Qualities and Drawbacks. Gadgets are not limited to these Q&D however.

If you have Gadget, you can take Signature Possession to correspond with the gadget, pretty much insuring its continued existence and possession. The Sonic Screwdriver is an example of such combination of Qualities.

**Delete [Gadget]**

+4 points

This means that the Gadget can remove something from existence, almost like a one-way teleporter. It transforms the item into its component molecules, and records it. Usually, the item stored in its memory is deleted later, literally thrown into the object's memory trash.

However, it can be stored for up to an hour and reconstructed ("Digital Rewind" if you like). While the Gadget is holding the item in its memory, it cannot be used to delete something else, without "trashing" the first item zapped – it can only hold one thing at a time. The size of the object that can be deleted like this is usually up to a meter in diameter, though this can be doubled if a Drama Point is spent. Items with the Delete Trait usually have a safety function to prevent its use on living tissue.

**Force Field [Gadget]**

+2 or +4 points

The Gadget can project a protective force field that automatically reduces incoming damage. As a minor gadget Quality, this reduces damage by 3 points. As a major gadget Quality, it reduces damage by 6 points.

**One Shot [Gadget]**

-2 points

The Gadget has one use, and one use only, so you better make it count. One shot, and it's history. Some items just burn out or explode – others are designed to break after doing what they're supposed to.

**Open/Close [Gadget]**

+2 points

This Quality gives the Gadget the power to open locks and to seal things shut again if necessary. If used with the Crime Skill to pick a lock, it gives the character a +2 bonus to the roll.

Locking a door is far easier than opening it, as most locks (mechanical or electronic) tend to lock when they are tampered with, giving the character a +4 bonus if the Director decides a roll to lock the door is necessary.

**Restriction [Gadget]**

-2 points

Most Gadgets have their limitations. The Sonic Screwdriver cannot open deadlock seals and the Psychic Paper doesn't work against people with psychic training (or the incredibly intelligent). This restriction applies when the normal functions of the device do not work in certain circumstances, not to a list of things the item doesn't do. For example, though the Sonic Screwdriver can do many things, it can't make a good cup of tea. This isn't a restriction, as the Screwdriver doesn't have a Brew Tea function! The Restriction should be discussed with the Director – it should be something relatively common, but not so common it makes the device useless. Does it not work through lead? Need a special type of fuel to operate? Tricky controls so that only one person can use it?

**Scan [Gadget]**

+2 points per effect

The Scan Quality means that the Gadget can investigate something from a range of a few feet and see what's going on inside it. Whether this is a medical function, checking inside someone to see what's wrong or what species they are, or a technical function looking at the wiring and circuitry of a device, it all works on the same basic principal. In most cases, the user will have to make an Intuition or Logic test coupled with a suitable Skill (Doctor for a medical or biological scan, Science to scan the workings of a device or computer). The Scan Quality provides a +2 bonus to this roll if the device is designed for "general scanning". If the Gadget is used only for a specific purpose, for example a Medical Scanner, then the Quality provides a +3 bonus when used for medical purposes, and +1 when used for anything else – Medical Scanners aren't the best thing to look inside a computer, but it may help a little. If the Gadget's



designed for a specific purpose, this should be discussed with the Director.

#### **Transmit [Gadget]**

+2 points

Transmit is a general Gadget Quality that means the device works in some ways with signals, whether this is picking up radio or phone transmissions, to intercepting calls, blocking the transmissions of a teleporter, or something similar. It can be used anywhere that signals are transmitted or received to block, listen in, or alter the message. To use the Gadget like this will require a Logic + Skill (often Computers), the Director deciding the Threshold depending upon the signal being intercepted or received (how far away, encrypted, or faint it is).

#### **Teleport [Gadget]**

+4 points

Teleport is a specific Quality that means the user can disappear from one location, and instantly appear in another. This is usually very draining on the gadget and it will require refueling frequently. Teleporters are usually specific devices as it takes a lot of processing power to not only transport the user, but also to check the exit location is clear and avoid any nasty materialization mishaps.

The distance travelled is usually limited to around 250 miles (enough to get from a planet's surface to orbit, or to an awaiting ship). Unless someone is interfering with the signal...

#### **Weld [Gadget]**

+2 points

The Weld Quality covers all sorts of incendiary uses – the Gadget can be used to burn something, cut through thin substances or even solder and weld small items together. While the Quality doesn't give the task any bonuses, it works as a great multipurpose tool for all your sealing and cutting requirements!

#### **Magical Conduit (Item)**

+2 points per level

**Prerequisites:** Occultism 1

A Magical Conduit is a mystical artifact that allows a human to freely work magic. Each level of Magical Conduit allows a non-Sorcerer to Quick-Cast spells of a power level up to the level of the Quality. A would-be magician can only control a Conduit of a strength equal to or less than his Occultism level. Otherwise, his spells have the chance to go seriously awry. A Magical Conduit is essentially an enchanted item, and can be lost.

#### **Mystic Protection (Item)**

+2 or +4 points

You performed some ritual or acquired some talisman that protects you from certain mystical or supernatural threats. Keep in mind that talismans are tricky things. Don't trust anybody who tells you they've got one that works on everything.

**2 points:** You own a talisman that protects you against spirits, demons, or creatures. Usually, it's a creature central to the talisman's magic tradition. So if you've got a demon on your tail and you're sporting a hoodoo mojo bag, you're probably SOL. You gain a +2 to rolls to oppose the right creature's supernatural action taken against you. For example, let's say your mystic protection works against spirits. You roll your Willpower + whatever + Mystic Protection bonus to resist being pinned against a wall by a ghost's telekinesis. On the other hand, your tricked-out bauble ain't gonna help if the ghost hurls a knife at you. At the Game Master's discretion, you might get some kind of immunity to something very specific (such as demonic possession), but don't count on it.

**4 points:** A talisman of this level works like a lesser one. In addition, you can make temporary talismans to share with others. Spend 1 Drama Point and a few minutes and you've fashioned a crude talisman with the effectiveness of the +2 level of this Quality. These lesser amulets only work for the duration of one scene – usually the scene right after you hand the thing to somebody else.

#### **Occult Library (Item)**

Variable value

- **Minimal (+1 point):** Your character has one, count it, one book on the occult, and maybe a few scribbled notes his Uncle Adam Sinclair left behind. The book has some 11-20 spells; each time your character researches a spell successfully mark it off. Eventually, he knows all the spells in the book and there are no more. One book is not enough to help him much with research into the identity of monsters or demons, so research rolls are at a -3 penalty.
- **Good (+2 points):** The character has a modest occult library, with several books on assorted esoteric subjects, maybe even the Time-Life series. This library gives no bonus or penalty to research rolls, and holds 31-40 spells all told.
- **Impressive (+3 points):** A good collection, including some very rare tomes of hidden lore. Rolls to identify monsters are at a +1 bonus and as many as 60 spells can be researched.
- **Amazing (+5 points):** Wesley's collection of rare books qualifies. Monster research rolls are at +2 and pretty much any number of spells can be contained there. A character with such a library should have a minimum Occultism Skill 3, unless he just doesn't read and likes to collect books for their gruesome binding materials.

Keep in mind that if one Cast Member (or Guest Star) has a big Occult Library, the other characters may benefit from it, but the owner has some control over it (i.e., they are his books and he may not want to share every time the other characters feel like doing some occult research). Offering a waffle iron in exchange probably won't cut it. Sometimes it's good to have one's own stash of arcane lore.

For scholars, specialization is the key to a more profound understanding in a narrow field. They know an exceeding amount on one topic, but very little on others. For these occult specialists, GMs may allow targeted Occult Libraries. Such libraries offer the spells of a more robust library. Research concurrent with the specialty gains a +2 bonus; that in all other areas suffers a -2 penalty. Specializations can be based on Magical Philosophy (Cabala, Gnostic, Solomonic, etc.), a particular type of creature (faeries, vampires, un-dead, etc.), or even the local myths and legends of a geographical area (supernatural flora of Scotland, Irish faeries, etcetera). In either event, specialization adds no cost to the Quality.

## **Mundane Qualities**

#### **Acute Senses (Mundane)**

+2 per sense per level

Provides a +3 bonus per level to Notice rolls based on the selected sense. Levels above 1 are Supernatural.

#### **Ambidextrous (Mundane)**

+3 points

The character can use both hands with equal facility. He suffers no off-hand penalty when using his off-hand.

#### **\*Artist (Mundane)**

+2 points

- **Attributes:** +1 to any two mental Attributes (cannot stack on a single Attribute) (+2 points)
- **Skills:** Art +1 (+1 point)
- **Sensitive** (-1 point) (Artists tend to be a bit sensitive and emotional, though; they have a -1 penalty to Willpower rolls to resist losing it under pressure, or otherwise letting their emotions run the show.)

#### **\*Athlete/Jock (Mundane)**

+5 points

- **Attributes:** +1 Strength, +1 Agility, +1 Reaction, +1 Body (+4 points)
- **Skills:** Sports +2 (must purchase at least 1 level also) (+2 points)
- **"Dumb Jock"** (-1 point) (-1 penalty to all rolls involving intellectual abilities (anything using the Logic Attribute, particularly research), except where the Sports Skill is involved.)

#### **Big Chin (Mundane)**

+1 point

True heroes save others, and that's what this Quality lets you do. In the Unisystem, you can tell real brave hearts by the size of their chins (the person's chin, not the heart's chin . . . oh, never mind). A chainsaw champion like Ash has a massive neck-hat.

Once per game session, your large-throated character can give someone else +10 on any one test. Best of all, he can do it after the player has made his test. This costs the good guy a Turn (only thing he can do that Turn), however, and he must explain what he's doing to help his friend. This could be anything from a few words of encouragement, a helping hand up a cliff-edge, or distracting a bad guy so that his companion can get in a lucky shot.

#### **Blindfighting (Mundane)**

+2 points

Reduce the penalty for fighting while blind (in melee) to one-half normal.

#### **\*Brainiac/Nerd (Mundane)**

+4 points

- **Attributes:** +2 Logic, +1 to other mental Attribute (+3 points)
- **Skills:** +4 points to be spread among the following (or grouped in one): Computers, Knowledge, or Science (+4 points)
- **Mental Problem:** Obsession (latest project) (-2 points)
- **Socially Inept** (-1 point) (-1 penalty to any roll where their personal social skills are pre-eminent)

#### **Club Member (Mundane)**

+2 or +4 points

The character is a member in good standing at a social club. Membership grants access to the privacy of the club itself and the social dignitaries who frequent it. A club can be a great place to meet business, and sometimes even occult, contacts. As a member, one is entitled to invite guests and propose new

members (whilst such members are on probation, the character shall be held responsible for their actions).

- **Outer Circle (+2 points):** Club members are considered part of the Outer Circle, mostly lay-members and initiates. A 1x1-point Contact Quality is granted in the most appropriate sphere of influence, although an Obligation (Minimal) to the club is imposed.
- **Valued Member (+4 points):** The Cast Member is a valued member of the club, able to affect the club's policy and draw on its resources. This provides a 3x1 Contact in the most appropriate sphere, although an Obligation (Important) to the club is expected.

Membership has its privileges, but also its fees which vary from club to club. Membership is also conditional on the member upholding the club's rules and code of conduct. Cast Members that violate these may find themselves up for inquiry (something most should endeavor to avoid) or ejected (which imposes a Rival at the level of the previous Contact enjoyed).

Not all clubs are available to all Cast Members. Some are highly exclusive; others only cater to a particular set of people (royalty, redheads, or the seventh son of a seventh son, for instance). Others still require aspects such as owning a minimum amount of land or raising a certain income every year.

Most of the popular clubs of the 19<sup>th</sup> century (many of which still exist) were also rumored to have associations with the occult and mysticism. Whether this is true or not is up to each Director, but it is likely that the Algernon Club, the Brotherhood of the Rosy Cross (Rosicrucians), and the Society of Freemasons (Masons) all have some occult ties, real or imagined.

### \*Contacts (Mundane)

Variable value

Contacts could be anyone with the inside track in their area (or anyone who at least claims to have the inside track). Still, if you are using the organization rules from *Angel* Chapter Five: Cabals, Covens, and Agencies, the key thing here is the area. You should pick a sphere of influence for your character's Contacts from the following: Criminal, Financial, Governmental, or Supernatural. Some suggestions are listed below.

- **Criminal:** Stoolie, local dive bartender, "made" man, Tong gang member, fence, high-priced cat burglar.
- **Financial:** Stock broker, banker, money manager, large corporate office worker, software mogul.
- **Governmental:** Beat cop, detective, Federal or state agent, bureaucrat, academician, politician.
- **Supernatural:** Magician, vampire, demon, proprietor of the local demon bar, oracle.

Contacts and Clout (see *Angel* p. 160) work hand in hand when they are in same sphere – you get to add your organization's applicable Clout to any Influence rolls made when "discussing" matters with your Contacts. For the most part, contacts follow the SR4 rules.

To determine the cost of a contact, add the Connection and Loyalty ratings together.

### \*Criminal (Mundane)

+2 points

Your character can be a suave expert safecracker and second-story man, or an angry mob enforcer looking for revenge – basically anybody involved in shady deals and illegal shenanigans.

- **Attributes:** +1 to one (Logic, Intuition, or Willpower for the thinking-type criminals, Strength, Agility, Reaction, or Body for the brawn-over-brain types) (+1 point)
- **Skills:** Crime +1, plus +1 to a skill related to their criminal career. A getaway driver, for example, would get a +1 to his Driving Skill, a cat-burglar would use his bonus on Acrobatics, and a leg-breaker would put it into Kung Fu. (+2 points)
- **Score!** (-1 point) (Criminals have poor impulse control when it comes to money. They have to make a Willpower roll whenever the opportunity for a fast buck presents itself – for example, taking time off to ransack a demon's lair instead of watching out for, say, demons. The Threshold depends on the amount of loot available – 2 for a few hundred bucks, 3 for several thousand dollars, 4 for over \$10K, 5 for over \$100K, and 6 for a really big score (a million dollars or more). The biggest downside is hard time in the slammer. That puts a huge crimp in demon hunting activities, not to mention living a normal life (other than that whole monster and assorted paranormal biz).

### \*Criminal: Wise Guy

+3 points

Wise Guys are basically Criminals (see above) with connections. They gain a 2-point Contacts (Criminal) Quality as well as a -1-point Obligation (Important) to their syndicate. If your Director is using the organizational rules in *Angel* Chapter Five: Cabals, Covens, and Agencies, and has stated out the local family, your character should get some major Influence roll bonuses for the mob's Criminal Clout. Still, that's only going to apply in certain Circumstances – members of rival organizations aren't going to kow-tow much.

### \*Daredevil (Mundane)

+4 points

The daredevil lives on the edge. He might challenge a group of bikers,

attempt some death-defying stunt on a motorcycle or atop a car, or otherwise act for sheer abandon.

- **Attributes:** +1 Agility, +1 Willpower (+2 points)
- **Skills:** Sports +1 (+1 point)
- **Intestinal Fortitude** 1 (+1 point)
- **Situational Awareness** (+2 points)
- **Mental Problem** (Severe Risk Taker) (-2 points). This means they do not hesitate to put themselves in danger, try outlandish plans, or attempt long-odds stunts. A Willpower [3] check (with modifiers as the Director believes appropriate) needs be made to avoid such situations. A character that plays true to form and forgoes his Willpower check should be rewarded experience points or Drama Points.

### \*Demon Hunter (Mundane)

+4 points

Demon Hunters are normal men and women, but after some time fighting demons and vampires, they start picking up certain skills and abilities.

- **Attributes:** +1 to three (cannot stack on a single Attribute) (+3 points)
- **Skills:** Occultism +1, plus +1 to two combat skills (+3 points)
- **Adversary** (-1 point)
- **Mental Problem:** Mild Delusion (all supernatural beings are evil) (-1 point)

### \*Destiny (Mundane)

+3 to +6 points

The universe has big plans for you. You might not be happy, but you aren't gonna die until the time is right or you fulfill whatever purpose you were put here for. If you're ever on the brink of death, roll 1d6. If the result is equal to or lower than the value of this Quality, something happens to keep you alive – the killing blow isn't as deadly as it looked, the mob decides to spare you, you find hidden reserves of toughness – something like that. Unfortunately, Destiny doesn't protect the people you care about, and it won't necessarily keep you healthy. There's also a limit to your charmed life. Destiny can't save you more than once per day, and it can't protect you from anybody else with this Quality. Work with your Game Master when you choose this Trait. Something this significant has to work with the story, not derail it.

### Eidetic Memory (Mundane)

+2 points

After reading a book, he can quote passages without missing a word. After viewing a scene, he can reenact it movement by movement. And he almost never forgets anything. Your Director will fill in the details but the scope and "memory storage" is essentially unlimited. Your character receives a +1 bonus to any skill roll where memorizing facts is useful, such as Knowledge and Science. Finally, any rolls where memory plays a significant part gain a +1 to +3 bonus, at your Director's discretion. A battle of wits (or at least memory) against this gent is as smart as getting into a land war in Asia (and much more risky than going up against a Sicilian with money on the line).

### Fast Reaction Time (Mundane)

+2 points

In combat, contact sports, or other physical confrontations, characters with this Quality gain a +5 bonus for Initiative purposes, modified by common sense (Fast Reaction Time cannot help the target of a sniper half a mile away, for example).

Because they are fairly immune to the "freeze" factor so common in dangerous situations, Fast Reaction Time folks also gain a +1 bonus on Willpower Tests resisting fear.

### Force of Law (Mundane)

+2 points

The character has some sort of legal status that allows him to arrest criminals, requisition search warrants, and carry out other law enforcement activities. Criminals who attack or obstruct characters with the Force of Law will probably face greater penalties than they would for attacking average citizens.

### Good Luck (Mundane)

+1 point per level

Each level of Luck counts as a +1 bonus (or -1 penalty) that can be applied to any roll, after the die is cast, once per game session. Multiple levels can be added together for a big bonus on one roll, or spread around several different actions. For example, if your character has three levels of Good Luck, he can get a +3 bonus on one action, a +1 bonus to three actions, or a +2 bonus for one and a +1 bonus for another.

### Hard to Kill (Mundane)

+1 point per level

Each level of Hard to Kill provides +1 Physical damage box, and a +1 to Survival Tests. Normal humans are capped at 5 levels. Levels above 5 are Supernatural.

### Home Ground (Mundane)

+2 points

You are particularly familiar with a small area. So familiar, in fact, that you gain bonuses to certain tasks when operating inside that area. You gain a +2 bonus to active skills made in this area, and a +4 bonus to skill tests related to knowledge about the people, places, and things in the area.

The character's home turf is a particular location with which the character is intimately familiar. The location must either be a small area – no larger than a large building or small neighborhood – or an environment encountered infrequently during the campaign. For example, in a Seattle-based campaign, the desert would be an infrequently encountered region and could be considered home ground. The desert would not be a suitable home ground for a campaign set in the Mojave. Directors must approve all home grounds in their campaigns.

### \*Hunter Specialist (Mundane)

+1 to +3 points

You're good at killing something in particular. You've spent a fair amount of time and attention hunting one kind of something. Pick a type of animal or creature (approved by the Game Master), from wolves to werewolves. Apply the level of this Quality as a bonus to skills checks to determine or remember facts about your selected prey, identify signs of them or notice them, or to attack them (directly or indirectly). There're definitely limits to this Trait; your Game Master is free to bar certain types of creatures for this Trait.

### Hyperlingual (Mundane)

+1 point per level

For every level in this quality, the character can speak one additional language per point in Languages. Additionally, each level reduces the time required to learn a new language by 15%.

### \*Initiative Commando (Mundane)

+3 points

The Initiative is (was?) a secretive government organization dedicated to fighting and studying (of late, mostly fighting) HSTs, or Hostile Sub-Terrestrials—bureaucrat-speak for monsters. The front-line soldiers of the Initiative are recruited from the military, given special training and all kinds of cool toys, and sent out into the night to fight the good fight.

- **Attributes:** +1 to any two Attributes (cannot stack on a single Attribute) (+2 points)
- **Fast Reaction Time** *or* **Situational Awareness** (+2 points)
- **Hard to Kill** 3 (+3 points)
- **Obligation:** Total (Initiative) (-3 points)
- **Secret** (Initiative Operative) (-1 point)

### \*Intelligence Operative (Mundane)

+4 points

A character with this quality works for the CIA, NSA, DIA, or other equivalent agency. While trained in combat skills, an Intelligence Operative does not brandish a badge and make arrests the way Federal Agents do. They work in the shadows, trying not to draw attention to themselves.

- **Attributes:** +1 to one Strength, Agility, Reaction, or Body, and +1 to Logic, Intuition, Charisma, or Willpower (+2 points)
- **Skills:** Driving +1, Gun Fu +1, Kung Fu +1, Languages +1 (+4 points)
- **Rank** 1 (Agent) (+1 point)
- **Obligation:** Major (Agency) (-2 points)
- **Secret** (Job) (-1 point)

Note that agency-specific qualities may replace this one in later rules updates.

### Intestinal Fortitude (Mundane)

+1 point per level

Each level of Intestinal Fortitude provides +1 Stun damage box and a +1 to Consciousness Tests. Normal humans are capped at 5 levels. Levels above 5 are Supernatural.

### \*Law Enforcement Officer (LEO) (Mundane)

There are currently four LEO qualities available. More may be forthcoming.

#### \*LEO: F.B.I. Agent

+13 points

The character works for one of the various government law enforcement agencies, such as the FBI, DEA, ATF, and the US Marshalls. This would also include fictional agencies along the lines of CTU and the DSA, and any government agency whose primary job is the enforcement of rules and regulations. Those wishing to work for the Spook Side, should see the quality Intelligence Operative.

- **Attributes:** +1 to any two Attributes (cannot stack on a single Attribute) (+2 points)
- **Skills:** Acrobatics +1, Crime +1, Driving +1, Gun Fu +1, Kung Fu +1, Notice +1, plus 4 points to distribute as desired (+10 points)
- **Force of Law** (+2 points)
- **Rank** 1 (Agent) (+1 point)
- **Obligation:** Major (F.B.I.) (-2 points)

#### \*LEO: Police Detective

+10 points

- **Attributes:** +1 to Strength, Agility, Reaction, or Body (+1 point)
- **Skills:** Crime +1, Driving +1, Gun Fu +1 (+3 points)
- **Contacts** (Criminal or Government) (+4 points)
- **Force of Law** (+2 points)
- **Rank** (Detective) (+2 points)
- **Obligation:** Major (Police Force) (-2 points)

#### \*LEO: Police Detective (Ex)

+8 points

- **Attributes:** +1 to Strength, Agility, Reaction, or Body (+1 point)
- **Skills:** Crime +1, Driving +1, Gun Fu +1 (+3 points)
- **Contacts** (Criminal or Government) (+4 points)

#### \*LEO: Police Officer

+8 points

- **Attributes:** +1 to Strength, Agility, Reaction, or Body (+1 point)
- **Skills:** Crime +1, Driving +1, Gun Fu +1 (+3 points)
- **Contacts** (Criminal or Government) (+2 points)
- **Force of Law** (+2 points)
- **Rank** (Officer) (+1 point)
- **Obligation:** Important (Police Force) (-1 points)

#### \*LEO: Police Officer (Ex)

+6 points

- **Attributes:** +1 to Strength, Agility, Reaction, or Body (+1 point)
- **Skills:** Crime +1, Driving +1, Gun Fu +1 (+3 points)
- **Contacts** (Criminal or Government) (+2 points)

### \*Magical Family (Mundane)

+0 to +2 points

Witches and Warlocks do have children and families. Your character has magical relatives—she may be part of a hereditary coven of witches, or she may simply have a father or aunt who dabbles in the occult and is willing to teach a bright and interested teen or young adult. While life can sometimes be dangerous for a character with this background, having a parent or other relation who can offer useful advice (and even cover with the authorities and other adults for the Cast Member's more questionable activities) is a rare gift.

The cost of this Quality depends on exactly who the relative is and how old the character is. It's free for Cast Members over the age of 18, as long as they possess at least one level of Sorcery. Characters this age or older are also expected to provide their own magic books (purchasing the Occult Library Quality separately). For younger Cast Members, having an uncle, aunt, grandparent who works magic costs 1 point (this assumes that the character's parents know nothing of magic). It costs 2 points for a teenage character to have a parent who uses magic – it's huge when your parents are cool with you using the mojo. Teenage Cast Members may consult their relation's two-point Occult Library, but gaining access to any of these spells requires asking their family's permission (or sneaking around behind their backs).

Of course, this background only costs points if the parent is a good person who honestly wishes to help her child. Having magic-using parents who simply want to use and control their child as a source of power is instead a 2-point Drawback.

The only significant limit to your character learning magic from her family is that the character's parent or other relative will not give her access to spells of Power Level four or higher until she has reached maturity. Few mothers want their teenage daughters or sons to be attempting to work with the most potent and dangerous forms of magic, especially while they are living at home (it's really hard to get that stuff out of the carpet).

### \*Magical Group (Mundane)

Variable value

Magicians often work together. From technopagans who work spells on the net, to vile cults who summon demons in the basement of their fraternity house, there's a wide range of different mystical organizations.

Belonging to one of these groups is a variable Quality (or possibly even a Drawback) whose cost depends upon the nature of the group. Cast Members can either choose to belong to one of the groups listed there, or to one that your Director creates.

The base cost equals the cost of the group's Occult Library Quality. This is modified as discussed below:

- **Members are expected** to aid one another when they are in need: -1
- **Members share** knowledge and training: +1
- **Members are generally willing** to help each other cast difficult spells: +1
- **Members must abide** by a code of honor: Cost of the Honorable Drawback
- **Members must obey** the command of the leader or leaders: -2

- **Members cannot leave** the group without permission: -1
- **Members must perform** criminal acts or darkly magical acts: -2
- **The group is** exceptionally wealthy or wields significant political power: +2
- **Members each gain** skill levels: +1 per skill level
- **Members each gain** qualities or drawbacks: Value of assigned trait

### Martial Artist (Mundane)

+1 point per advantage

You have trained in one or more martial art forms. Each form provides a number of advantages. Each advantage costs 1 point.

Many of the advantages are things like +1 dodge. This means that when using Dodge in the appropriate circumstances, you increase your final bonus by the amount, but do not suffer a corresponding penalty. For example, if you are using Aikido and use Dodge for the turn, selecting +3 defense (and therefore, -3 offense) you actually gain +4 defense and -3 offense.

Unless specifically noted otherwise, you can take any given advantage only once.

#### Martial Artist: Aikido (Judo, Jujutsu)

A "soft form" martial art designed for defense, Aikido emphasizes circular movements that turn an attacker's strength against him. Aikido and similar arts are practiced throughout the Americas and Asia, particularly in Japan. The greatest living masters run dojos in Kyoto or Tokyo, and require their students advance. Black belts are highly regulated, requiring a test from a committee of existing black belts.

**Advantages:** +1 Dodge; +1 Parry; +1 Grappling, +1 on Attacks to Knockdown.

#### Martial Artist: Arnis De Mano (Escrima, Kali)

Arnis de Mano is a Filipino art more than a thousand years old. It emphasizes the use of rattan clubs and knives, but also includes a variety of kicking techniques, throws, and sweeps. Arnis de Mano is practiced mainly in the Philippines, though the Japanese occupation forbade its use and actively hunted down and prosecuted those who taught it before the islands were liberated. Despite this repression of the art, it is taught across North America, Europe, and Asia.

Arnis de Mano emphasizes the use of clubs and knives, especially to disarm the opponent – preferably by breaking the weapon (or the hand that holds the weapon).

**Advantages:** +1 Disarm; +1 Club damage; +1 Knife damage; or arnisadors may inflict damage to their opponent when performing a disarm.

#### Martial Artist: Boxing (Musti Yudha, Rince an Bhata Uisce Bheatha)

Boxing remains a popular international sport with three separate federations each offering titles in eleven Olympic-based weight classes. Whether bare-knuckle brawling or dueling with gloves, boxing stresses footwork, fortitude, stamina, and punching power. Boxers, or pugilists, are skilled one-on-one strategists taught to use their own strengths against their opponent's disadvantages.

**Advantages:** +1 Kung Fu damage (may be taken twice, for a cumulative +2 damage), +1 on Dodge or Parry against unarmed attacks (may be taken twice for a cumulative +2).

#### Martial Artist: Capoeira (Hopak, Kalari-payattu)

This style was originated by African slaves working in Brazil. The movements of Capoeira were disguised as a dance so that the masters would not discover that their slaves were studying martial arts. Because the slaves' hands were manacled, offensive movements focus on kicks and sweeps. Capoeira was taught to the slaves in secret societies called *quilombos*. During the 1900s, these *quilombos*, and even the style itself, became outlawed. Practitioners are constantly spinning, flipping, and rolling, making them difficult to hit.

**Advantages:** +2 Dodge (melee only) (may be taken twice for a cumulative +4); +1 Dodge, +1 on Attacks to Knockdown.

#### Martial Artist: Karate (Kenpo, Soo Bahk Do)

Karate, meaning "empty hand," is composed of a large number of different styles and schools, most of which have their roots in Okinawan fighting arts developed to circumvent a "no weapons" law. Focusing mainly on punching, kicking, and blocking instead of grappling, karate is the most widely practiced martial art in the world.

**Advantages:** +1 Kung Fu damage; +1 Parry; +1 Block (may be taken twice for a cumulative +2).

#### Martial Artist: Krav Maga (Hasidut, ROSS)

The official self defense system of the Israeli Defense Force, Krav Maga was also one of the first martial arts developed to deal with modern weapons. Krav Maga's strength lies in its adaptability and focus on dealing with opponents armed with pistols or other firearms, both when the Krav Maga practitioner is armed and when he is unarmed.

**Advantages:** +1 die Disarm; Take Aim (see p. 137, *SR4*) becomes a Free Action; Ready Weapon (see p. 137, *SR4*) becomes a Free Action;.

#### Martial Artist: Kung Fu (Hwarang-do, Wushu)

"Kung fu" means "skill" or "ability" and is a general term used to describe Chinese martial art styles. Most are generally focused on linear attacks and rely on strength and speed, while others are designed to be used in limited or enclosed spaces. The various styles of kung fu are practiced throughout Europe, Asia, and North America, but are still most popular in China.

**Advantages:** +1 Kung Fu damage, +1 Block, +1 Dodge, +1 Parry.

#### Martial Artist: Muay Thai (Kickboxing, Savate)

This Thai martial art is often referred to as Thai Boxing because of how closely Muay Thai tournaments are styled after professional boxing matches. Muay Thai began as part of the Thai military's standard training regimen. As time progressed, it flowered into a national pastime. Unlike boxing, Muay Thai uses legs, knees, and elbows as weapons, emphasizing swift, brutal kicks and knee strikes. The martial art is well known for its brutality, and is a staple of illegal pit fights.

**Advantages:** +1 Kung Fu damage (may be taken twice for a cumulative +2 damage); +2 Parry (versus unarmed only), +1 Block.

#### Martial Artist: Ninjutsu

The martial art used by the legendary ninja, Ninjutsu focuses on stealth and the use of all types of weapons. Unarmed forms of the art, however, are just as deadly as the weapon-wielding forms. Ninjutsu developed in Japan approximately four hundred years ago and has been maintained by secret organizations ever since. These organizations, or ninja clans, are jealous guardians of their knowledge, and students must swear loyalty to the clan before they will be taught this art. It is fairly rare in Japan, and even more so in the rest of the world.

**Advantages:** +1 Dodge; reduce Visibility modifiers in melee combat by 1; +1 Crime (Stealth) Tests.

#### Martial Artist: Pentjak-Silat (Bersilat, Gatka)

An Indonesian martial art more than a thousand years old, Pentjak-Silat teaches the use of several weapons as well as attacks that strike vital points of the body and channel the body's energy. The most well known weapon used by Pentjak-Silat students is the wavy bladed *kris* (medium knife), though other weapons of a similar size may be substituted. Though most predominantly practiced in Indonesia, Pentjak-Silat is spreading to the rest of the world. The largest pockets of practitioners outside its homeland exist in North America and Asia.

**Advantages:** +1 on Attacks to Knockdown, +1 Parry, or reduce an opponent's "friends in melee" bonus by 1.

#### Martial Artist: Tae Kwon Do (Hapkido, Savate)

Tae Kwon Do is an art from Korea whose origins can be traced back two thousand years. It incorporates movements from karate and kung fu with native kicking techniques. Though dangerous at all ranges of close combat, Tae Kwon Do is most famous for its flying kicks, which are both beautiful and deadly.

**Advantages:** +1 Kung Fu damage, +2 Kung Fu kick damage, +1 on Attacks to Knockdown.

#### Martial Artist: Wrestling (Glima, Sumo, Brazilian Jiu-Jitsu)

Wrestling is a grappling style that involves submission and ground fighting maneuvers. The goal in wrestling is to gain a superior position over your opponent. Once this is achieved, you can force him into submission or employ a joint lock in order to make him tap out. Wrestling is as much a sport as it is a self-defense technique.

**Advantages:** +1 on Attacks to Knockdown; +1 Grappling (may be taken twice for a cumulative +2 dice), +1 damage when inflicting damage to a grappled opponent.

### Mind Fortress (Mundane)

+1 point per level

Each level of Mind Fortress provides +1 Mental damage box and a +1 bonus to Fear Tests. Normal humans are capped at 5 levels. Levels above 5 are Supernatural.

### Minions (Mundane)

Variable value

**Prerequisites:** Influence 1

You have minions! Loyal(ish) beings who work for you for fun and profit! For convenience, we're going to assume that you have minions of the same species for each selection of this Quality.

Minions, if available in the scene, can fight for/with you.

Minions can also help you gather materials, and do research (up to +1 bonus per minion). Minions essentially give you eyes, ears, and hands in multiple locations at once.

Minions are not free though – they do insist on being paid. Typically, each minion will consume 5% of your monthly income in resources and payment. If you're not rich, you will have to find ways to . . . supplement your income in order to cover these costs.

To determine the value of the Quality, use the following guidelines:

- Determine the Total Point Value (TPV) of one minion.
- Divide the TPV by 10 (round up)
- Multiply by the number of minions desired (maximum equal to Influence skill).
- (Optional) Divide final cost by 2 (round up)

For example, if you have human minions with 20 points in attribute, 30 points in skill, and 5 points in Qualities, the minion has a TPV of 55. That gives 5.5, rounded up to 6 points. So if you want 3 minions, that is 18 points – fairly steep.

You can choose to divide this final cost by 2 (round up), but you must pay a Drama Point to invoke your minions for a scene. Otherwise, the minions can help with tasks, but cannot take meaningful actions during a scene.

## Movement (Mundane)

### Run Forest Run! (Mundane)

+1 point per level

Average human movement rate is 4-6 5-ft. squares per turn (6 seconds), or 20-30 ft. per turn, 200-300 ft. per minute, or 2.25 – 3.4 mph. Running can double these numbers. Anyway, each level of this quality increases your running movement rate by +5 ft./1 square when moving at more than your base rate.

## Multiple Identities (Mundane)

+2 points per identity

You have more than one identity, complete with such records as birth certificate, social security number, and credit rating. Only characters with extensive criminal or law-enforcement connections are likely to have this Quality, since they require access to good forgeries and computer records. Each fake identity costs 2 points. Note that characters traveling under aliases or who have purchased a fake driver's license do not need to purchase this Quality; for the 2 points, the character is getting an identity that will pass all but the closest scrutiny. Most police organizations will be fooled by the fake identity; an all-out investigation by such agencies as the FBI or NSA would reveal the truth, but such investigations are not likely.

## Nerves of Steel (Mundane)

+3 points

A character with this Quality is almost impossible to scare. Whether he is too dumb or too stubborn is open to question, but he remains unruffled even when the risk is high or the horror unspeakable. This is often key in keeping dry cleaning bills down. He is immune to fear except when confronted with the strangest supernatural manifestations, and even then gains a +4 bonus to his rolls.

## \*Nosy Reporter (Mundane)

+5 points

- **Attributes:** +1 Logic, +1 Intuition (+2 points)
- **Skills:** Notice +1, plus +1 to a skill related to their field (crime reporters would add to Crime, while a political beat reporter would add to Knowledge for example) (+2 points)
- **Contacts** (+2 points)
- **Curious** (Whenever the character wants to resist acting on his curiosity, he must succeed in a Willpower (2) roll to do so) (-1 point)

## Number One with a Bullet (Mundane)

+1 point

A Cast Member with the Number One with a Bullet Quality halves the penalty for called shots. This doesn't affect penalties for range, environment, wounds, or other ill-effects – only the penalty for calling a shot.

## \*Occult Investigator (Mundane)

+3 points

- **Attributes:** +1 to any two mental Attributes (cannot stack on a single Attribute) (+2 points)
- **Skills:** Occultism +1 (+1 point)
- **Fear resistance bonus** +1 (+1 point)
- **Occult Curiosity** (When presented with an opportunity to learn something supernatural – stopping to gather a few ancient scrolls as the temple starts to collapse, for example – they must do it unless they make a Willpower roll, with Thresholds of 2 to 6, depending on how valuable the find is) (-1 point)

## Quick Learner (Mundane)

+3 points

The character picks up skills quickly. When improving a skill, reduce the cost by 1 point.

## Rank (Mundane)

+1 point per level

Your character is an army of one. Well, he's part of the machine anyway. High rank has privileges – officers, agents, or soldiers obey your character's orders. On the flip side, low rank can really suck; these folks get ordered around

and disobeying is a serious no-no. The value of a Rank ranges from -1 to +9, and costs one point per level (or grants one point at the lowest level). Keep in mind that high Rank also entails numerous duties that may restrict your character's actions even more than low Rank. The Ranks Table shows some sample law enforcement, government agency, and U.S. Army ranks. Rank titles in other organizations vary.

- **Level 0:** Beat cop, Corporal
- **Level 1:** Agent, Sergeant
- **Level 2:** Detective, Senior Agent, Sergeant First Class
- **Level 3:** Agent-in-Charge, Lieutenant
- **Level 4:** Bureau Chief, Captain
- **Level 5:** Commissioner, Major
- **Level 6:** Lieutenant Colonel
- **Level 7:** Colonel
- **Level 8:** Major General
- **Level 9:** General

## Really Big Chin (Mundane)

+3 points

True heroes save others, and that's what this Quality lets you do. In the Unisystem, you can tell real brave hearts by the size of their chins (the person's chin, not the heart's chin . . . oh, never mind). A chainsaw champion like Ash has a massive neck-hat.

Once per game session, your large-throated character can give someone else +10 on any one test. Best of all, he can do it after the player has made his test. This costs the good guy a Turn (only thing he can do that Turn), however, and he must explain what he's doing to help his friend. This could be anything from a few words of encouragement, a helping hand up a cliff-edge, or distracting a bad guy so that his companion can get in a lucky shot.

A hero with a Really Big Chin has another special effect as well. Once per session, he can restore half of another character's Physical damage or all of his Stun damage. No action need be spent for this effect – the champion can simply shoot his companion a wink or look of camaraderie. Such a sign of respect from an admired hero is enough to give new life to the downtrodden.

## \*Renown/Reputation (Mundane)

Variable points

Renown and reputation can both help and hinder a character. Too much and enemies more easily track his movements; too little and society may not accept him in social situations. Reputation and renown are usually combined with Status, but they measure different aspects of a character. One's place in society need not carry general recognition.

Renown governs how well known the character is. At zero points, only friends and acquaintances recognize the character. For 1 point, the character is Little Known, recognized on a Charisma + Influence [7] roll. For 2 points, he is Ofttimes Known, recognized on Charisma + Influence [5] roll. At 3 points, his name is Well Known, and registers on Charisma + Influence [3] roll.

Reputation indicates how well the character is received once recognized. Players and Directors should consider the exact details of the character's Reputation.

- **Scandalous (drawback):** Influence rolls with those who know the character suffer a -4 penalty. Authorities view him with suspicion, do not offer aid, and may try to hinder him. Even contacts are less willing to aid the character.
- **Bad (drawback):** Influence rolls suffer a -2 penalty. Authorities are less likely to trust him, but are not automatically hostile.
- **None:** Those recognizing the character have no opinion one way or the other.
- **Good (quality):** Influence rolls with those who recognize the name gain a +2 bonus. Authorities view him favorably.
- **Stellar (quality):** Influence rolls with those who recognize him gain a +4 bonus. Authorities are likely to give him every possible aid and assistance. Even contacts are more favorably inclined.

The cost of a character's Renown/Reputation varies according to the roll needed to recognize them, modified by the level of Reputation. The Renown/Reputation Cost Table summarizes. GMs should use common sense with Reputations. A Scandalous Reputation criminal dealing with other criminals may actually gain positive modifiers and so forth.

	Renown		
Reputation	Little Known	Ofttimes Known	Well-Known
Scandalous	-2 points	-3 points	-4 points
Bad	-1 points	-2 points	-3 points
None	+1 points	+2 points	+3 points
Good	+2 points	+3 points	+4 points
Stellar	+3 points	+4 points	+5 points

## Resistance (Mundane)

+1 point per level per type

- **Disease:** Your character has an overactive immune system; add the level of this Resistance to any Body rolls to resist the effects of disease.
- **Fatigue:** Your character is unusually enduring and resistant to

fatigue; add the level of this Resistance to any rolls made to resist the effects or onset of fatigue. Also reduce any fatigue-based penalties by the level of this quality.

- **Paranormal (Psychic):** The character can add his Resistance level to resist any psychic rolls that target him directly.
- **Paranormal (Spellcasting):** The character can add his Resistance level to resist any spellcasting rolls that target him directly.
- **Pain:** Each level of this Quality reduces the penalties associated with severe wounds, and adds to Consciousness checks.
- **Poison:** Your character has a cast-iron stomach and an overactive immune system; add the level of this Resistance to any Body rolls to resist the effects of poison.
- **Powers:** For some reason, your character is able to resist the supernatural abilities of some types of demons. He adds his Resistance level to any rolls against being controlled or dominated through supernatural means. This includes the hypnotic powers some demons and vampires have.

### Resourceful (Mundane)

+3-, +6-, or +9-points

The "Resourceful" Quality is an alternative to the "Resources" (now Called Wealth/Poverty) quality. For example, Xander was resourceful – getting a rocket launcher and other handy stuff at times – even though he was far from rich. Conversely, pre-Prom Cordelia was rich, but wasn't at all resourceful. The idea is that you don't need to pay Quality points to have normal stuff like a car, house, or fancy clothes. A special Quality is needed only for special equipment. Consult the GM to find out if this quality, Wealth/Poverty, or all are in use.

- **Baseline (+0 points):** You can buy normal stuff and may even have a car or house. However, you have no guns or special gadgets, and do not use your money on adventures such as bribes. You may be relatively wealthy, in which case (1) your money is tied up in investments, (2) you lack savvy to use your money on adventures, and/or (3) you are unwilling to spend it.
- **Resourceful (+3 points):** You have things like a stash full of medieval weapons, a secret room or office, and other special gear. You can bribe people with money or perhaps favors/connections (+3 to Influence under appropriate circumstances). With effort and possibly an Logic + appropriate skill roll, you can do things like get legal but hard-to-find equipment, an untraceable car perhaps, and other mundane resources. With a drama point this could do more. This would probably be Xander's level. Someone who is really rich (millionaire or close) should always have at least this level.
- **Very Resourceful (+6 points):** You may have a safe hideout and multiple caches of weapons, possibly with military-grade stuff for yourself (only) -- such as armor, taser, or night-vision goggles. With effort and a skill roll, you can get specialized equipment like tracer dart, explosives, and such. You have +6 to Influence under appropriate circumstances (bribe, call in favors, etc.). This would be Riley's level.
- **Super Resourceful (+9 points):** You have a base of operations and minions. Of course, this doesn't go as far as one might hope or expect on Buffy, but it's certainly handy. This would be Warren's or Maggie Walsh's level.

### Resourceful Pockets (Mundane)

+2 points

If you have the Resourceful Pockets Trait there's a chance, albeit a slim one, that you may have something useful in them that could get you out of a sticky situation. Remember, Resourceful Pockets doesn't necessarily mean "Pockets" – you could have an excellent utility belt, and who knows what can be found in a handbag.

You can either spend a Drama Point and find the thing you need or roll Mr. Fix-it [6]. If successful, then you find something helpful in your pocket, from a cricket ball to a clockwork mouse. Of course it may not be exactly what you were expecting, but it may be useful in some way.

### Screamer (Mundane)

+2 points

Not usually one for the gentlemen, unless they have a history of screaming like a girl at the sight of dead rats, Screamer is a Quality that means your character certainly has a good set of lungs. They've been known to scream in the face of terror on many an occasion and this ear splitting scream will penetrate miles of corridor to alert others to their location and the threat.

At times when they are scared or threatened, the character can scream their lungs out. No roll is necessary, and anything or anyone else (within reason) in the room will be stunned and will be unable to act for their next action. The Screamer should take their next action running away while the enemy is stunned – they are rarely brave enough to do anything else.

This requires you to take 2 points in Mental Problems (Cowardice).

### Sidekick (Mundane)

Variable value

You have a sidekick, a loyal and helpful near constant companion. The cost of the Quality depends on the nature of the sidekick and its total point value (TPV: adding up Attributes, Skills, Qualities and Drawbacks). If the sidekick is ever killed, you will acquire a new one as per the campaign allows.

- **Animal Intelligence (TPV/5):** If your companion is something like a loyal wolf or bear, or housecat with no unusual abilities or intelligence, just fierce loyalty, the cost of the Quality is equal to the creature's total point value /10 (round up).
- **Sapient Intelligence (TPV/5):** If your sidekick is a person, demon, an intelligent animal or the like, then the cost of the Quality is equal to the being's TPV /5 (round up).

### Signature Possession (Mundane)

+1, +4, or +6 points

Something you own has become a part of you, inseparable. It's something that people think of when they think of you, and it you can't be deprived of it for long. Your Signature Item eventually comes back to you if lost, stolen, or badly damaged. If the story keeps you and your item apart for some reason, the Game Master might reward you with some Drama Points. The nature of the item depends on the level of this Quality.

- **1 point:** Your item's something relatively minor and doesn't serve much useful function. Still, it identifies you – a hat, pair of sunglasses, or a distinctive coin.
- **4 points:** Your item's something that can be carried or worn but it has a significant use – a snub-nosed pistol, a Swiss Army knife, or an ancestral sword.
- **6 points:** Your item's something large or powerful, and could be of use to more than just you – a Peterbilt truck, a classic car, or a cutting edge laptop that never crashes.

### Situational Awareness (Mundane)

+2 points

The observant almost always know what is going on around them, and can react with uncanny quickness if necessary. A character with this Quality gains a +2 bonus to any Intuition-based rolls to sense trouble or danger in his immediate surroundings. It's also hard to sneak up on him; the same bonus applies when he resists Crime rolls by Ghost Recon-types in his vicinity.

### Slick Willy (Mundane)

+1 point per level

Each level of Slick Willy provides +1 Social damage box.

### \*Soldier (Mundane)

Variable value

A character with this quality is a member of the armed forces of some nation. This quality represents enlisted personnel, though officers must go through this level of training as well. The Special Forces quality may be replaced by specific unit qualities in the future.

#### \*Soldier: Basic Training

+5 points

- **Attributes:** +1 Body, and +1 Strength or Agility (+2 points)
- **Skills:** Acrobatics +1, Gun Fu +1, Kung Fu +1, Mr. Fix-it +1, plus Field troops get another +1 to Gun Fu or Kung Fu. Technicians get +1 to Mr. Fix-It or Sciences. Pilots and Mechanized Infantry get +1 to Driving or Wild Card: Pilot (choose one) (+5 points)
- **Rank 1 (Private)** (+1 point)
- **Obligation:** Total (Service Branch) (-3 points)

#### \*Soldier: Officer

+6 points

**Prerequisite:** Soldier: Basic Training

- **Attributes:** +1 to one mental Attribute (+1 point)
- **Skills:** Influence +1, Notice +1, plus +2 points to place as desired (+4 points)
- **Rank 3 (Lieutenant)** (+3 points)
- **Obligation:** Major (Command) (-2 points)

#### \*Soldier: Special Forces Training

+9 points

**Prerequisite:** Soldier: Basic Training

- **Attributes:** +2 to any Attribute (cannot stack on a single Attribute) (+2 points)
- **Skills:** Acrobatics +1, Crime +1, Gun Fu +1, Kung Fu +1 (+4 points)
- **Nerves of Steel** (+3 points)
- **Resistance:** Pain 1 (+1 point)
- **Mental Problem:** Mild (Zealotry, Government) (-1 point)

### Specialist (Mundane)

+1 point

Specializations are essentially a focus on an aspect of any given skill. For one point the character picks a fairly general aspect of a skill and adds +2 to a skill check whenever his specialization might come to play. A person can only have one specialization per rank he has in a skill. As always, it is up to a Director to approve or disallow a given specialization.

In general, combat oriented specializations should be forms of fighting or general types of weaponry, such as: Wrestling, Spears, Swords, Bolas, etc. Outside of combat oriented skills specializations could be: Crime (pick pockets), Sports (running), Doctor (surgery), Influence (seduction), etc.

### Technically Adept (Mundane)

+2 points

You have an innate connection to technology, and technology is your friend. Your guesses usually turn out to be correct and you can fix things just by hitting them! You're skilled enough to operate and repair most things with limited tools, *taking half the time it normally takes*. Often, if the device stopped working within thirty minutes, you can restart it just by thumping it. It may not last long, but long enough...

This provides you with +2 to any roll to fix a broken or faulty device, and to use complex gadgets or equipment. The bonus also applies to any gadget-creating jiggery-pokery (as per Gadeteer).

### Vortex (Mundane)

+1 point

**Prerequisites:** Time Lord or Time Traveller

You actually have some idea of how to operate a time travelling machine, like a TARDIS. This provides a +2 bonus to all applicable checks to operate time travelling devices.

### Wealth (Mundane)

+2 points per level

- **Okay (+0 points).** Owns \$15,000 in property. Has an income of \$2,500 a month before taxes.
- **Upper-Middle Class (+2 points).** Owns \$50,000 in property (will usually include a house or condominium, not to mention vehicles). Has an income of \$5,000 a month before taxes.
- **Well-off (+4 points).** Owns \$300,000 in property. Has an income of \$10,000 a month before taxes.
- **Wealthy (+6 points).** Owns \$700,000 in property. Has an income of \$40,000 a month.
- **Rich (+8 points).** Owns \$2,000,000 in property. Has an income of \$50,000 a month.
- **Multimillionaire (+10 or more points).** Owns \$5 million in property. Has an income of \$200,000 a month. Each Additional level adds an additional \$5 million in property and \$200,000 to monthly income.

### Zero-G Operations (Mundane)

+2 points

**Prerequisites:** Acrobatics 1, Science 1

You have been trained in the use of zero-g and EVA gear for the purposes of extra-vehicular movement (EVM); i.e. you know how to space walk. Not moon walk, space walk.

## Sorcery Qualities

### Enchanter/Superscientist (Sorcery)

+5 points per level

Other than casting spells and making minor items, magic is used to create objects of great power. We're not talking about talismans, charms, or vials of witch-detecting goo here. Any kind of magician can do that. Only certain practitioners can devise and craft significant mystical objects. Most of these folks use traditional methods to create things like magic swords or amulets, but recently some have used the trappings of technology in their work. These superscience items appear to be pieces of astoundingly advanced technology, but for purposes of the BtVS RPG, they are just as magical as a draconian katra.

A character with the Enchanter version of this Quality can create powerful items such as mystical talismans and magic wands; one with the Superscientist Quality builds wondrous freeze-rays, intelligent robots, and the like. A character cannot possess both aspects of this Quality though. There's a basic thought-process incompatibility there and we don't want anyone's brain to go mush on our watch.

More details on Enchanters and Superscientists can be found in *The Magic Box* Chapter Five: Beyond Magic (see p. 90).

### Magical Philosophy (Sorcery)

+4 or +6 points

**Prerequisite:** Sorcery

Magic is not learned absent trappings. It is part and parcel of the myths and philosophies of the world in which the magician lives. A magical philosophy represents the academic or metaphysical training, learning, or grounding a magician receives. Philosophies of magic represent various approaches based on differing systems of belief, practice, or effect. Some are tied to faith in various Gods, spirits, or one God. Others are divorced from religion and more mundane,

even scientific. Still others are concerned with inner spiritual development.

Each Magical Philosophy Quality is different and distinct, although at times overlapping. Taking philosophy into consideration, the magician should be able to cast certain spells easier, although others may be denied to him for the same reason. A magician may learn a second, or subsequent, Magical Philosophy at the cost of 6 points.

#### Magical Philosophy: Alchemy

+4 or +6 points

**Prerequisite:** Sorcery

Alchemists are able to make alchemical elixirs that impose baleful effects on their target or imbiber. This requires a spellcasting roll for the spell followed by an Logic + Science roll [Power Level] of the spell being imbued (repeat casting penalties are applicable when mixing more than one elixir), and expends a number of minutes equal to the Power Level of the original spell. The elixir must be used within the next 24 hours or it degrades and becomes inert.

The number of elixirs that the alchemist may have at one time is limited to twice his Sorcery levels. Elixirs can be thrown (up to Strength x 30 feet) and discharge in proximity to, or on any target struck, depending on the spell contained within. Alchemists enjoy +1 Logic and +2 Science.

#### Magical Philosophy: Animism

+4 or +6 points

**Prerequisite:** Sorcery

You believe your magical powers are granted by spirits – of nature, of animals, or even of the dead. This tradition is loosely based on Native American faiths, but the same mechanics cover pantheist religions, such as Ancient Greek and Ancient Roman, or modern urban ideas of magic, in which pretty much anything is possible.

Once per day, you can ask a spirit for aid. Make a Charisma + Influence [3] test and select one skill. If successful, you gain a +2 bonus to tests using that skill for one hour.

#### Magical Philosophy: Cabbala

+4 or +6 points

**Prerequisite:** Sorcery

Cabbalists study the Torah and the bible to learn magical words and phrases, deciphering the 72 various names of God and their proper pronunciations. A cabbalists' Sorcery levels are increased by +1 for Quick Casting determination only. By succeeding at a Logic + Languages roll, they can add a bonus equal to the number of Hits to any spellcasting roll versus demons, ghosts, or the un-dead. Cabbalists gain +1 Logic and +2 Languages.

#### Magical Philosophy: Diabolism

+4 or +6 points

**Prerequisite:** Sorcery

Diabolists follow one of the rare pure evil philosophies. They are demon or evil spirit worshippers and devotees to dark magics that destroy mind, body, and soul. Many of their spells require spilling blood, living sacrifices, or torture as an intrinsic part. Diabolists do not necessarily follow the Christian "Devil"; some may adhere to ancient evil beings. Personal gain and suffering for others are almost always the diabolist's goals. They usually enter pacts or deals with the evil entities they serve, oftentimes relinquishing their own, or others, souls in the process. Diabolists benefit from +1 Body and +2 Influence. Diabolists can perform *Blood Magic* and can deal Death Damage with Attack.

Diabolists often have the Beholden drawback.

#### Magical Philosophy: Divination

+4 or +6 points

**Prerequisite:** Sorcery

Diviners read the future by consulting tarot cards, tea leaves, or a person's palm, cranium, or astrological chart. Every two Hits in a Intuition + Occultism roll grants a gander into the person's near, intermediate, or long-term future (GM determines what is seen). A diviner can make a Logic + Occultism roll to determine the best time for a particular person to cast any specific spell. If the spell is cast during the designated hour of the day, add a +3 bonus to the spellcasting roll. Only one such spell can be cast per person, and the Director must decide what time is appropriate. Diviners enjoy +1 Intuition and +2 Knowledge.

#### Magical Philosophy: Dreamtime

+4 or +6 points

**Prerequisite:** Sorcery

You believe you have taken a spiritual journey and returned with celestial powers, as in the magical tradition of the Aborigines and Bushmen. For more information on Dreamtime and The Dreaming, look it up.

Sorcerers with this philosophy are able to project themselves astrally (as per SR4). This requires a Willpower [3] test to activate. Each additional use in a 24-hour period imposes a -1 penalty to the test. Additionally, when astrally projecting, the character can take a number of willing beings with him equal to his Magic rating.

#### Magical Philosophy: Elementalism

+4 or +6 points

**Prerequisite:** Sorcery

Elementalists envision all things comprised the four or five classical elements: Air, Fire, Earth, Water, and either Æther or Wood. By invoking these elemental energies (or summoning elemental spirits to do his bidding), the

elementalist performs wondrous deeds. Elementalists gain a +1 spellcasting bonus on an elemental-based spell (GM's discretion), as well as +1 Body and +2 Science.

**Magical Philosophy: Feng Shui**

+4 or +6 points

**Prerequisite:** Sorcery

Feng Shui practitioners alter and channel their magic by altering their environment – moving furniture, setting up and aligning mirrors and other changes that redirect the flow of Chi in the area. If given one minute to prepare an area, the character can make an Intuition + Notice test to redirect the local Chi. If successful, his next spell cast in that area gains a bonus equal to the Hits. All Feng Shui rituals must have the casting area prepared in this manner.

If attempting to realign Chi in a place of power, the Threshold is the Rating of the area. However, if successful, the character increases the effective rating of the area by the net Hits. This lasts for 1d6 hours.

**Magical Philosophy: Gnostic**

+4 or +6 points

**Prerequisite:** Sorcery

Gnosis means "to know" and gnostics seek to know or understand the universe through magic. Gnostics receive a +2 bonus for all spells or abilities involving magical senses, sight, overcoming glamours, or reducing barriers or wards. They additionally enjoy a +1 bonus for dispelling magical effects. Gnostics enjoy +1 Willpower and +2 Science.

**Magical Philosophy: Nature**

+4 or +6 points

**Prerequisite:** Sorcery

Nature followers use various herbs and plants to brew tinctures of any spell that affects, or is centered about, the person drinking the potion. This requires a Spellcasting roll followed by an Logic + Knowledge roll; each must garner Hits equal to the Power Level of the spell being imbued (repeat casting penalties are applicable when brewing more than one potion), and expends a number of minutes equal to the Power Level of the original spell. The potion must be drunk (using one action) to be activated and becomes inert after 24 hours if not consumed. The magician may only possess at one time a number of potions equal to twice his Sorcery levels. Naturalists may gather various herbs and minerals which provide a +2 bonus to both the Spellcasting and imbuing rolls.

To cut and harvest the appropriate plants for one potion, a Logic + Science roll is required. This expends three hours, minus 20 minutes per Hit to a minimum of one-half hour. The materials must be used within seven days or they lose their potency. Naturalists gain +1 Body and +2 Knowledge.

**Magical Philosophy: Necromancy**

+4 or +6 points

**Prerequisite:** Sorcery

Necromancers summon and compel the dead: skeletons, wights, and zombies. Even vampires can be created, although it is the rare magician who may veritably command one. This is a rare philosophy, usually perceived as evil. Although "good" necromancers are certainly plausible, the corrupting nature of death magic tends to wear down even the most virtuous magician. Necromancers gain a +1 Body and +2 Language. Additionally, Necromancers can deal Death Damage with Attack.

**Magical Philosophy: Runic**

+4 or +6 points

**Prerequisite:** Sorcery

Runic magicians specialize in the magic of runes, etchings, and symbols. A known spell may be etched onto a stable, relatively non-fragile surface such as a small stone, piece of wood, or even a wall or tree (glass, parchment, or cloth is insufficient).

The engraver conducts a Spellcasting roll followed by an Agility + Art roll; each must garner Hits equal to the Power Level of the spell being etched (repeat casting penalties are applicable when etching more than one rune). The process takes five minutes per Power Level of the spell being engraved. This spell may be primed to activate at a specific time, when a particular creature, species, gets within 10 feet of the rune, or when a specific set of parameters occurs (such as a door opening or a key phrase being spoken). A largish rune (three-foot diameter or greater) on a non-mobile surface may also double the duration of a non-instantaneous spell, or enhance a spell's effects by two Hits. The rune disappears once used. If the rune is marred or destroyed, and the destroyer makes a Logic + Occultism [Power Level] roll, the spell's power dissipates harmlessly. If not, the destroyer, if within 30 feet, takes (Power Level \*3) of the spell in mystical feedback damage (Stun; no armor reduction).

The magician may only have a number of runic items equal to double his Sorcery levels at one time. Runic magicians enjoy the boon of +1 Agility and +2 Art.

**Magical Philosophy: Solomon**

+4 or +6 points

**Prerequisite:** Sorcery

These worthies are able to bind demons, ghosts, and other spirits to objects through the various seals of King Solomon. To do so, they must inscribe the seal on the object using a Willpower + Art roll; the object can bind any creature with a Willpower less than the Hits of the roll. The object itself must be specially prepared to hold the demon or spirit entity, requiring an Agility + Art roll. Containers such as boxes, urns, jars, bottles, rings, or amulets are

appropriate as long as the seal can be inscribed on the object in some spot.

To bind a target within the object, a banishment spell must be performed (the target enters the prepared item instead of returning to its home dimension). A solomonic magician may also summon a demonic spirit to aid him in a specific project, be it spell research, art, or other question of knowledge. The caster must make a magic circle by gaining Hits in a spellcasting roll equal to the Willpower of the summoned being.

Then, he must cast a command spell to force the demon to co-operate. The creature grants a bonus equal to its Willpower to any Art, Doctor, Knowledge, Occultism, or Science roll, after which the creature returns to wherever it came from. For spell research, the process is slightly different. A summoned demon can either teach the caster a spell whose Power Level is two less than its Willpower (use the normal rules for learning spells), or at simply reveal where the spell might be found. The Director must decide if the demon knows a specific spell. If the Director desires, he may roll a die, adding half the Power Level (round fractions down) of the spell in question; if the result is less than the demon's Willpower, the creature knows the spell, or where it is located. Solomonic mages gain +1 Logic and +2 Knowledge.

**Magical Philosophy: Theomancy**

+4 or +6 points

**Prerequisite:** Sorcery

Theomancers are priests or those in service of some deity or higher power. They may perform any of the following benedictions via a Willpower + Wild Card (Faith) roll. These benedictions may only be bestowed on one in the service of the caster's faith, or who is not considered a heretic, an unbeliever, or evil or acting in an evil manner. The caster gains a +2 modifier when performing a benediction for those belonging to the same faith. The prayer ritual (Power Level 1) protects a character from the next magic attack, lowering the number of Hits against him by two, and from the next physical attack, applying a –2 to the attacker's roll. At Power Level 2, the prayer ritual grants a character's next casting a +3 bonus. In either case, the prayer effect lasts 10 minutes per Hit unless triggered sooner. The blessing ritual (Power Level 2) grants a character +2 on one die roll chosen within five minutes per Hit. The sanctification ritual (Power Level 3) imbues an item with holy energy for five minutes per Hit. This allows it to affect supernatural creatures like ghosts, vampires, faeries, etc. Repeat casting penalties apply when more than one benediction is performed. Theomancers gain +1 Willpower and +2 Wild Card (Faith).

**\*Occult Poet (Sorcery)**

+5 points

**Prerequisite:** Sorcery

The Occult Poet is no mere composer of words or juggler of rhymes, but one gifted with the innate ability to invest his stanzas with magic. Effectively, he creates a telepathic link to the subconscious collective mind, which allows him to project ideas, images, or suggestions, and become aware of that which the collective unconscious knows. This state requires a full minute of quiet contemplation and is thus unavailable during combat.

An Occult Poet may implant simple suggestions or images in a reader's mind. This is done by rolling Willpower + Art + Sorcery [Willpower]. Hits dictate the number of words or images the suggestion may encompass.

Through writing or quoting a poem, the character may roll Intuition + Art + Sorcery [2] to scry a different location. The player selects nearby surroundings, a specific location, the future, or the past. The poet opens himself to the collective mind and must sift out the useful information. For each Hit, the poet gains a little more clarity or duration to his vision. This can range from spying a group of ferals gathering outside, to listening to a chant that a coven is intoning in a sacred grove outside of town. To read the past or future, at least 5 Hits are required; those images are much shorter and imprecise.

Finally, through a Intuition + Art + Sorcery [4], the poet can garner information from a single target. This is not mind-reading per se; the poet accesses the collective subconscious to learn particular facts. He might discern when something happened to the target, if he performed a certain action or witnessed something, and specific layouts of locations the target has visited. Emotions and rationales are not accessible.

Players with a flair for the dramatic could quote the works of Byron, Shelley, Yeats, or even the Brontë sisters in the game. Directors should award a Drama Point if this is done well – if the quotation was particularly poignant, significant, or dramatic.

**Species Qualities**

**\*Angel (Species)**

+114 points

Angels are the servitors (some might say Marines, Enforcers, or Legbreakers) of God, fulfilling various tasks. In their true angelic form, angels don't have much impact on the game. They're invisible and insubstantial, and while they can use some angelic Qualities in this form (specifically, the Higher Power Trait), they are greatly limited in their actions. They can attempt to communicate with a mortal in this form. This speech just manifests as a high-pitched buzzing. If the mortal can't respond and the angel keeps trying, then the sound gets intense enough to cause local damage (shattering glass and so on), and the mortal must succeed at a Body + Willpower (4) test or be stunned for the duration of the "conversation." If the mortal has a suitable Quality (telepathy



or the like) or Aspect (like Strong Faith or something ) then he can hear what the angel is trying to say, and converse with him.

Most often an angel is encountered in mortal form, possessing an angelic vessel. Vessels are always willing participants, so there's no need to roll dice for the angel possessing them. If the vessel doesn't want it, the angel's out of luck.

**Essence:** Angels roll 2d6+6 for Essence.

All angels have the following in common. Different Angels may have higher levels in Angelic Wings, Armor of Faith, Higher Power, and Purifying Light.

Angels have the following abilities regardless of form:

- **Angelic Wings** (+2 points)
- **Higher Power** (+4 points)
- **Immortal** (+0 points)
- **Nerves of Steel** (+3 points)
- **Possession:** Angelic (+8 points)
- **Supernatural Senses** (The Sight) (+3 points)
- **Unique Kill:** Angel (+5 points)
- **Adversary** (Evil) (-20 points)
- **Obligation** (God, Total) (-3 points)

Angels have the following abilities when in the host body:

- **Attributes:** +4 Strength, +1 Agility. +4 Reaction, +4 Body (+13 points)
- **Angelic Sleep** (+10 points)
- **Armor of Faith** (+1 point)
- **Hard to Kill** 15 (+8 points)
- **Intestinal Fortitude** 15 (+8 points)
- **Purifying Light** (+1 point)
- **Regeneration** (round) (+6 points)
- **Resistance** (Pain) 10 (+10 points)
- **Resistance:** Pain 20 (+10 points)
- **Telekinesis** 15 (+45 points)

## Avatar (Species)

+19 points

You are a splintered physical embodiment of one of the Gods of old, also known as an *avatar*. In addition to the benefits listed below, you have access to the Deific Aspect Quality.

- **Attributes:** +4 Strength, +2 Agility, +4 Body, +1 Charisma, +1 Logic, +1 Intuition, +1 Willpower (+14 points)
- **Hard to Kill** 5 (+5 points)
- **Requirement:** You must purchase at least one Minor Deific Aspect Quality.

## Demon/Half-Demon (Species)

Variable value

Your character is not human, but belongs to one of the hundreds (thousands?) of trans-dimensional species that inhabit the various hell-realms. Or maybe he is part of those weakened, hybrid demon races that stayed on Earth when the True Demons were disposed. Perhaps he's just a mixed (and mixed-up) child – the offspring of a demon and a human (no, we are not going into details, let's just say it happens and leave it at that). Whatever the case, these types always seem to find Los Angeles (or the town in your Series) irresistible.

No set cost can be given for this Quality because no two demons are the same. Some are stronger than a horse and uglier than a platypus (no offense to the platypus). Others are as strong as a platypus and uglier than a horse (if they're rich, however, that could be overlooked). Many have a variety of special powers (and a bunch of problems too).

Each demonic "species" has its own point value, determined by the sum of their bonuses and penalties.

### \*Demon: Chaos Demon

+16 points

Judging from the one Chaos Demon that appeared on the show, they seem to be pretty relaxed and easy-going. Why shouldn't they? They serve chaos and all systems tend towards chaos. Everything falls apart – all they have to do is wait. That's probably why they are so nonchalant. Still, every little bit helps and some probably like to roam around the world and add their private little touches of chaos when they can. The hands-on approach is more fun anyway.

- **Attributes:** +3 Strength, +2 Agility, +3 Body (+8 points)
- **Chaos Power:** Within a radius of about 30 feet of the Chaos Demon, things tend to be more. . . well, chaotic. Mechanically, everyone in this area (except for the Chaos Demon) increases the number upon which they Glitch by 1 (so most people Glitch no a 1-2 instead of 1. (+4 points)
- **Immortal** (+0 points)
- **Natural Weapon:** Antlers (large) (+3 points)
- **Slime** (+3 bonus escape grapples) (+1 point)

### \*Demon: Hell-borne

+58 points

You are a creature spawned literally from the pits of Hell. Hell-borne don't have much of a physical form in our world. They look like thick, nasty black smoke that smells a bit like sulfur – and in fact, as Hell-borne move around like this they'll leave little traces of sulfur around as a clue. Not usually gonna happen

though – they don't like to hang out in chimneys. Most Hell-borne have some levels in Antisocial Impulses and Mental Problems.

All forms have the following:

- **Immortal** (+0 points)
- **Supernatural Senses:** Insight (+5 points)
- **Adversary:** Various (-10 points)
- **Vulnerability:** Holy Water (this applies even when possessing a creature) (Uncommon, Deadly) (-4 points)
- **Vulnerability:** Salt (Hell-borne cannot cross salt barriers regardless of form) (Common, Moderate) (-3 points)

Hellspawn in smoke form have the following:

- **Attributes:** In the mortal realm, Strength score is 0 in natural/smoke form.
- **Flight** (+2 points)
- **Possession:** Hell-borne (+8 points)
- **Reduced Damage:** Everything (except magic; divide by 10) (+25 points)
- **Supernatural Form:** Definitely Not Human (-2 points)

When in possession of a creature, a Hell-borne has the following abilities:

- **Attributes:** A possessing Hell-borne uses the victim's physical Attributes with the following bonuses: +3 Strength, +1 Agility +2 Reaction, +2 Body (+8 points)
- **Hard to Kill** 15 (+8 points)
- **Intestinal Fortitude** 15 (+8 points)
- **Regeneration** (minute) (+3 points)
- **Resistance:** Pain 20 (+10 points)

### \*Demon: Miquot Clan

+12 points

The Miquot Clan is a good example of a demon warrior race. They are a primitive race with yellow skin and stegosaurus-looking plates running over the top of their heads. As distinctive as looking like a yellow dinosaur in a leather outfit might be, the really distinguishing thing about the Miquot Clan is their ability to draw bony knives from their wrists.

- **Attributes:** +3 Strength, +3 Agility, +3 Body, -1 Logic, -1 Intuition, -1 Willpower (+6 points)
- **Natural Weapon:** Arm Bioknives (large, throwable) (+6 points)

### \*Demon: Mok'Tagar

+22 points

The Mok'Tagar are a race of interdimensional travelers who appear as skinless humanoids with ratlike teeth and glowing eyes. They can take the form of the dominant race of whatever plane they are visiting (for those in the back, that means when on Earth, they can look human).

Since they do travel to other worlds, the Blink (limited) Quality is an ability shared by all members of this race. Another quality shared by all members of this race is a complete lack of a soul.

- **Attributes:** +5 Strength, +5 Agility, +5 Body, +2 Logic, +2 Intuition, +2 Willpower (+21 points)
- **Blink** (limited to dimensional travel as with level 4) 1 (+1 point)
- **Immortal** (+0 points)
- **Regeneration** (hour) (+1 point)
- **Supernatural Form:** Dual Shape (-0 points)
- **Mental Problem:** Cruelty (mild) (-1 point)

### \*Demon: Vengeance

+24 points

If your character hurts intensely enough and retaliates in a particularly vicious manner (particularly using magic), D'Hoffryn and his coterie just might offer her a position as a Vengeance Demon. If she accepts, D'Hoffryn gives her a pendant that acts as the focus of her powers. As always in the Buffyverse, with great power comes great angst, so she should consider her options carefully.

Some Vengeance Demons are cruel, some are honorable, but all of them are obsessed. All Vengeance Demons take a special form of the Obsession Drawback that determines the type of vengeance they dish out. Anyanka concentrates on Scorned Women; Halfrek on Ignored and Abandoned Children. If Willow had accepted D'Hoffryn's offer, she would have probably become the Demon Of Those Abandoned By Their Friends. This Obsession helps define their Teleport ability and limit their Wish power. Vengeance Demons can move to any location that contains someone suffering according to their Obsession. Their Wish power only works for such a sufferer as well but it can be used in world-altering ways.

The wish must be made by another party suffering according to the demon's obsession and it must be a spoken statement that begins with the phrase "I wish." The grantor can certainly make suggestions or try to steer a conversation to things the victim might wish different, but the actual wish statement has to come from the sufferer's mouth. The Wish grantor can choose when it goes into effect, but only has "interpretive" powers over its actual manifestation. For example, wishing someone was a "frog" could result in an amphibian or a French person.

Doing any lasting damage to a Vengeance Demon is difficult unless her pendant is destroyed. This results in a loss of all demon powers and being turned

back into a mere human. Attribute bonuses are taken away and Hard to Kill/Intestinal Fortitude levels over five are lost. D'Hoffryn considers being a Vengeance Demon a gift. Anyone careless enough to lose the pendant doesn't deserve the gift anymore. This doesn't need to be permanent, though, and with the correct actions, may be reversed.

- **Attributes:** +3 Strength, +2 Agility, +2 Body, +1 Willpower (+8 points)
- **Blink 8** (no passengers, dimensional travel only to Arashmaharr and back) (+7 points)
- **Hard to Kill 3** (+3 points)
- **Immortal** (+0 points)
- **Intestinal Fortitude** (+3 points)
- **Regeneration** (turn) (+6 points)
- **Supernatural Senses** (grief and loss) (within a number of miles equal to Intuition) (+1 point)
- **Wish:** A Vengeance demon can grant just about anything as a wish, even to the point of reshaping the entirety of reality. There are some limitations on this power however. First, the Vengeance Demon cannot grant herself a wish. She can only grant a wish to someone truly seeking vengeance in some manner (so no granting wishes to friends for giggles). Essentially, this is a plot device power of no practical use (+0 points).
- **Mental Problem:** Obsession (Severe; type of vengeance) (-2 points)
- **Obligation:** D'Hoffryn and Court (Major) (-2 points)
- **Supernatural Form:** Dual Shape (-0 points)

### \*Faerie (Species)

+13 or +14 points

Faeries hale from "the other worlds," sometimes called Avalon, *Tir Nan Og*, or simply "fairy land." They prefer to remain in their lands 'tween the worlds, and if a human stumbles upon them, woe is to him.

All Faeries gain the following traits without further character point expenditure.

- **Attributes:** +1 to Body or Agility; +1 to Intuition and Willpower, +2 Charisma (+4 points)
- **Contact** (Supernatural; Loyalty 2, Connection 3) (+5 points)
- **Skills:** Occultism +2. (+2 points)
- **Innate Magic** (+3 points)
- **Linguist:** The ability to understand and be understood in any language spoken. To read or write, Faeries must spend points on the Language skill. (+2 points)
- **Regeneration** (hour) (+1 point)
- **Immortal** (+0 points)
- **Mental Problem** (Mild Faerie Arrogance) (-1 point). This prejudice affects all they do; Faeries considers themselves better than others, and would rather deal with a hostile faerie than a like-minded human.

Faeries must choose one of the two following Drawbacks.

- **Vulnerability:** Iron (Common, Moderate) (-3 points)
- **Mental Problem** (Severe Obsession) (-2 points): The Faerie is obsessed with some action. It might be the need to repair all shoes in bad condition, prepare better meals, tidy up living quarters, mend clothes, polish all metal, or the like. Any time the Faerie encounters a situation where its obsession applies, it must make a Willpower (3) roll or immediately act accordingly. Even if it succeeds initially, it must return the next night to try to rectify the situation. The Director and player should discuss the obsession during character creation to make sure it is appropriate to the storyline.

### Faerie: Court Faerie

+24 points

Court Faeries are the nobility amongst faeriekind. They are tall, lithe, and inhumanly beautiful. Most have long, flowing blonde or red hair; some have even been seen with white tresses. The Court Faerie seems to be natural and supernatural at the same time, a being of perfection. They are also supremely arrogant, believing that they stand above all others, human and faerie alike. Even so, the simplest of technologies baffle and confuse them. Even the crossbow is decades ahead of their understanding and most never pick up a firearm, let alone arm themselves with one. A Court Faerie in human society must contend with scores of admirers. Many adopt human, or "dull," guises for themselves using Seemings.

Court Fae have the following:

- **Attributes:** +1 to Body or Agility; +1 to Intuition and Willpower, +2 Charisma (+4 points)
- **Contact** (Supernatural; Loyalty 2, Connection 3) (+5 points)
- **Contact** (Supernatural – Court; Loyalty 2, Connection 5) (+7 points)
- **Skills:** Occultism +2 (+2 points)
- **Innate Magic** (+3 points)
- **Linguist:** The ability to understand and be understood in any language spoken. To read or write, Faeries must spend points on the Language skill. (+2 points)
- **Regeneration** (hour) (+1 point)

- **Immortal** (+0 points)
- **Artist** (+2 points)
- **Mesmerize** (Hear Me) (+6 points)
- **Glamour** (+5 points)
- **Seeming** (+1 points)
- **Archaic** (Primitive) (-3 points)
- **Mental Problem** (Deranged Faerie Arrogance) (-3 points). This prejudice affects all they do; Faeries considers themselves better than others, and would rather deal with a hostile faerie than a like-minded human.
- **Mental Problem** (Severe Intolerance) (-2 points)
- **Obligation:** Total (Faerie Court) (-3 points)
- **Vulnerability:** Iron (Common, Moderate) (-3 points)

### \*Faerie-Touched (Species)

+7 points

Humans with mixed blood or long-term exposure to faerie magic possess this Quality. Their father or mother was of the Good Folk, or mayhap he spent time in the faerie lands, either as a guest of the Seelie Court or a captive of the Unseelie Court.

Faerie-Touched possess the following.

- **Attributes:** +1 to Body or Agility; +1 to Intuition or Willpower (+2 points)
- **Skills:** Art +1 (+1 point)
- **Innate Magic** (+3 points)
- **Regeneration** (hour) (+1 point)
- **Long-Lived.** Faerie-Touched age at a slower rate than normal humans, living approximately half again as long, and looking youthful for much of their lives. (+0 points)
- **Other:** Faerie-Touched may purchase one supernatural Faerie-Prerequisite Quality at normal cost, and a second Faerie-Prerequisite Quality at two times the normal cost. Further Faerie-Prerequisite abilities may not be purchased. The character may purchase other supernatural Qualities as the Director deems appropriate.

### Faerie-Touched: Changeling

+16 points

Changelings are the offspring of faeries that have been raised by humans. Although they are true faeries, their time amongst humans changes them. Sometimes, these poor wretches gain none of the benefits and all of the disadvantages. Changelings that survive to adulthood oftentimes have a keen grasp on the supernatural and make exceptional magicians. Others are highly sensitive and excel as artists.

Changelings appear as normal humans, if somewhat frail. Their growth is usually stunted in all areas except their heads. Their forms are also somewhat supernatural – pointed ears, small horns, or other "birth defects" are present.

Changelings start with the

- **Attributes:** +1 to Body or Agility; +1 to Intuition or Willpower (+2 points)
- **Acute Sense** (pick one) (+2 points)
- **Skills:** Art +1 (+1 point)
- **Artist** (+2 points)
- **Emotional Influence** (+3 points)
- **Glamour** (+5 points)
- **Innate Magic** (+3 points)
- **Long-Lived.** Faerie-Touched age at a slower rate than normal humans, living approximately half again as long, and looking youthful for much of their lives. (+0 points)
- **Regeneration** (hour) (+1 point)
- **Supernatural Sense** (Empathy) (+2 points)
- **Supernatural Form** (Definitely Not Human) (-2 points)
- **Vulnerability:** Iron (Common, Moderate) (-3 points)
- Faerie-Touched may purchase one supernatural Faerie-Prerequisite Quality at normal cost, and a second Faerie-Prerequisite Quality at two times the normal cost. Further Faerie-Prerequisite abilities may not be purchased. The character may purchase other supernatural Qualities as the Director deems appropriate.

### \*Ghost (Species)

+8 points

Ghosts are the souls of deceased humans that have remained on the mortal plane. Some linger unwillingly; others stay to right a great wrong done, by obligation, or from overwhelming desire. Ghosts have varying levels of awareness of their situation. Some are no more than "psychic echoes" of a life, a phantasm of time or place without any conscious awareness at all. Others are so fixated on their situation that they forget all other concerns. Ghost Cast Members are all fully aware, but should have a compelling reason for their presence on Earth.

Ghosts gain the following powers, benefits, and drawbacks.

- **Attributes:** +2 to Willpower (+2 points)
- **Ghostly Appearance** (+0 points). Ghosts appear as they did at their death (an open wound is apparent, those beheaded hold their heads in their hands, and so on). Most appear as

misty, translucent humans with a faint glow.

- **Ghostly Awareness** (+1 point). Ghosts can "hear" someone calling their name as if it were a summoning. The Ghost can choose to comply or ignore as he sees fit. Séances and magical summoning spells exploit this ability to summon Ghosts against their will. The intent of the caller is important here. Calling for "Robert the Ghost" only summons the specific ghost in the mind of the summoner.
- **Ghostly Presence** (+0 points). Ghosts are not normally visible to mundane humans. Those with Innate Magic, supernatural sight, or sensitivity to the supernatural can see them, but the bulk of the population cannot. Ghosts oftentimes have a non-visual presence that lowers the temperature in their vicinity; animals may act skittish or shy away from them. A Ghost may, at will, take a mental action to make itself visible. This does not require a roll, but during the day, the effect only lasts for a number of turns equal to his Willpower.
- **Immortal** (+0 points)
- **Innate Magic** (+3 points)
- **Intangible** (+2 points). Ghosts can move through walls, floors, ceilings, and even other creatures, but not magical wards. Ghosts cannot affect the physical world, move, or carry things without using their Telekinesis. Due to their lack of physical body, all Ghosts have effective Strength, Body, Agility, and Reaction scores of zero in relation to the normal world (use Willpower if the Director deems a physical-based action allowable). Other supernatural creatures can both affect and be affected by Ghosts. When confronting such creatures, Ghosts use their normal physical Attributes and Condition monitors.
- **Skills**: Occultism +1 (+1 point)
- **Regeneration** (hour) (+1 point)
- **Telekinesis** 1 (+3 points)
- **Vulnerability**: Daylight (Common, Mild) (-2 points)
- **Vulnerability**: Iron (if struck by iron, disincorporate as with salt) (Uncommon, Mild) (-1 point)
- **Vulnerability**: Salt (Common, Mild) (-2 points)

Ghosts are vulnerable to salt and iron. They cannot cross a line of salt or a solid iron barrier. If struck by salt (a handful or so) or a solid piece of iron (like a bar), the ghost must roll Willpower [4] or disincorporate for 1d6, though usually the ghost will retreat and regroup if this happens.

A ghost that fails a Consciousness Test disperses and remains "gone" until it "heals". Should a Ghost be "killed" or forced to a Survival Test condition by magical or supernatural means, he must make a Survival Test. A failed roll means the Ghost disincorporates, essentially leaving the mortal plane. Ghosts may possess levels of Hard to Kill, which affect the Survival Test normally. A Ghost could also have Unique Kill, which prevents Survival Tests unless the proper circumstances are present.

### Ghost: Phantasm

+27 points

Phantasms are ghosts that bear the semblance of life. They are physical – they bleed, eat, sleep; some have even been known to sire children. Phantasms appear much as they did in life at the time of their death. In this respect they resemble vampires, but phantasms do not require blood to maintain their charade of life, nor are they affected by sunlight or holy items. Phantasms persist even after their physical bodies are destroyed; they simply manifest a new one over time. Even so, each phantasm may be permanently vanquished in a particular manner. This method is usually tied into the circumstances of their death.

Phantasms have the

- **Attributes**: +2 to Willpower (+2 points)
- **Ghostly Appearance** (+0 points). Ghosts appear as they did at their death (an open wound is apparent, those beheaded hold their heads in their hands, and so on). Most appear as misty, translucent humans with a faint glow. Their heads, torso, and mid sections are visible, but their form fades to nothingness below.
- **Ghostly Awareness** (+1 point). Ghosts can "hear" someone calling their name as if it were a summoning. The Ghost can choose to comply or ignore as he sees fit. Séances and magical summoning spells exploit this ability to summon Ghosts against their will. The intent of the caller is important here. Calling for "Robert the Ghost" only summons the specific ghost in the mind of the summoner.
- **Ghostly Presence** (+0 points). Ghosts are not normally visible to mundane humans. Those with Innate Magic, supernatural sight, or sensitivity to the supernatural can see them, but the bulk of the population cannot. Ghosts oftentimes have a non-visual presence that lowers the temperature in their vicinity; animals may act skittish or shy away from them. A Ghost may, at will, take a mental action to make itself visible. This does not require a roll, but during the day, the effect only lasts for a number of turns equal to his Willpower.
- **Immortal** (+0 points)
- **Innate Magic** (+3 points)
- **Intangible** (+2 points). Ghosts can move through walls, floors, ceilings, and even other creatures, but not magical

wards. Ghosts cannot affect the physical world, move, or carry things without using their Telekinesis. Due to their lack of physical body, all Ghosts have effective Strength, Body, Agility, and Reaction scores of zero in relation to the normal world (use Willpower if the Director deems a physical-based action allowable). Other supernatural creatures can both affect and be affected by Ghosts. When confronting such creatures, Ghosts use their normal physical Attributes and Condition monitors.

- **Manifest** (Complete) (+20 points)
- **Skills**: Occultism +1 (+1 point)
- **Regeneration** (hour) (+1 point)
- **Telekinesis** 1 (+3 points)
- **Unique Kill** (+5 points)
- **A variety** of Emotional and Mental Problems (-6 points)
- **Secret** (-3 points)
- **Vulnerability**: Daylight (Common, Mild) (-2 points)

### \* Immortal (Highlander) (Species)

+6 points

You are one of the chosen. Not that that is necessarily a blessing; lucky you gets to stop aging, never get sick, and never die...at least not permanently. That is, as long as your head stays stuck to your body. The problem with that is, there are hundreds of others like you, all just itching to take it off. That's because you've become a beacon of mystical energy; all of your experiences, power, and knowledge are boiled down to your Quickening. Your soul has become tangible and ripe for the harvesting by anyone with the wherewithal to do it. Immortals gain the following:

- **Attributes**: +1 to any two physical attributes (+2 points)
- **Hard to Kill** 3 (and may purchase up to 10 total) (+3 points)
- **Regeneration** (minute) (returns to life after all damage healed; this does NOT regenerate limbs but will reattach if you have the severed member) (+2 points)
- **Supernatural Senses** (Basic): Immortals can sense others of their kind ("The Buzz"). This occurrence is automatic and always happens as soon as any two Immortals come within 100 ft. of one another, but does not point to a location, merely as a generic presence sense that manifests as a sort of nausea and "pins and needles" sensation, combined with a sort of white noise in the ears of the Immortals. (+1 point)
- **Other**: At the Director's option, Immortals can purchase any of the Demon Qualities in the *Angel Core* rulebook except for Dual Form, Limited Use, Natural Attack and Supernatural Attack. Optionally, a Director \*may\* allow an Immortal to purchase Supernatural Attack and have it apply to the damage caused by their sword (in effect, they "charge" their weapon with Quickening), though this is a more "superheroic" style ability. This covers abilities such as Cassandra's "Voice" power, Immortals' enhanced combat abilities, psychic phenomena, and other of the various supernatural abilities Immortals have manifested throughout the series and films.)
- **Unique Kill**: Decapitation (+5 points)
- **Adversary** (Other Immortals) (-4 points)
- **Honorable Drawback**, related to the Rules of the Game (-1 point)
- **Secret** (Immortal) Drawback (-3 points)
- **The Quickening** (+1 point): When an Immortal loses his head, he releases all of his life force and knowledge in a display of energy known as The Quickening. If other Immortals are around (within 100 ft.) when this happens, they receive the deceased's Quickening. Typically, this applies only to one Immortal (the decapitator!). The Quickening essentially provides the victor with Experience Points equal to the loser's Essence, +2 XP per century of age. Additionally, he gains Essence equal to the loser's Essence -1d6\*2. If multiple Immortals are present, the Quickening goes to the closest, or if equal distance, is divided equally between them. In addition, it deals environmental damage equal to the loser's Essence to a radius of 10-100 feet. If the loser had special or unusual abilities (Sorcery, psychic abilities, etc), you can spend XP on those abilities.

### Inheritor (Species)

+12 points

You are a demigod of a sorts, spawned by the mating of a mortal and one of the Gods of old (Greek, Norse, etc). As a result of this divine heritage, you are physically more capable than most mortals. In addition to the benefits below, you have access to the Deific Aspect Quality.

- **Attributes**: +3 Strength, +3 Body, and +1 to one of Charisma, Intuition, Logic, or Willpower (+7 points)
- **Hard to Kill** 5 (+5)
- **Requirement**: You must purchase at least one Minor Deific Aspect Quality.

### \* Lycanthrope (Species)

+11 points

Let's get this clear up front: lycanthropes are *not* werewolves – though they share some traits in common. But where werewolves change their bodies, lycanthropes change only their minds, aligning their thoughts and senses with those of a beast. While this isn't as scary as a man turning into a wolf right in front of you (at least at first), they can still mess you up all nasty. Add to this the fact that a pack of lycanthropes in close proximity to one another have a sort of group-mind advantage, and you're looking at some serious badasses here. So, what keeps lycanthropes from taking over the world? Well, to start, they've got a bit of a temper problem. Beasts don't run governments very well. Beyond that, most of their powers aren't fully in effect except for about five days out of every month – starting two days before the full moon and ending two days after. Viking berserker legends are based on these beings.

Lycanthropes have the following abilities:

- **Attributes:** +3 Strength, +3 Body (+6 points)
- **Acute Senses** (smell) 1 (+2 points)
- **Animal Communication** (limited: wolves) (+1 point)
- **Pack Instincts** (+2 points)
- **Supernatural Senses:** Enhanced Senses (smell) (+3 points)
- **Limited Use** (5 nights of the full moon) (-2 points)
- **Supernatural Form:** Dual Shape (-1 point)

### \*Robot (Species)

+21 points

Your character is a robot, endowed with artificial intelligence by its creator. Robots in the Buffyverse are intelligent, but typically don't have a will of their own, being restricted by their programming. Some robots eventually become independent operators, often with tragic results. Also, a disembodied demon has managed to inhabit a robot body in the past; a human being might find her mind or soul trapped in a robotic frame as well.

This Quality assumes the character is an independent robot. These are the default modifiers for a robot. Additional applicable qualities may be purchased.

- **Attributes:** +4 Strength, +1 Agility, +2 Reaction, +2 Body (+9 points)
- **Eidetic Memory** (+2 points)
- **Hard to Kill** 5 (+5 points)
- **Iron Mind** (+3 points)
- **Natural Toughness** (+2 points)
- **Nerves of Steel** (+3 points)
- **Emotionless** (-3 points)

Anybody with Science skill 3 or higher can fix a robot. Each Hit in a Logic + Science Task restores one box of Physical damage; each repair attempt takes one hour. When a robot falls "unconscious," she has been deactivated. She may recover consciousness (like any other unconscious character) on his own, or require the help of someone with the Science or Mr. Fix-It skills (or Occultism for things like golems), at the Director's discretion.

The Robot Quality may also be used to cover things like arcane clockworks, golems made from the river mud, homunculi, or any other type of artificial being. When used for cyborgs, the Quality assumes that the being is mostly mechanical and that its life support is dependent on its artificial parts (we aren't talking Lee Majors with just an arm, two legs, and an eyeball here).

### \*Shapeshifter (Species)

+23 points

Almost every culture's got some kind of shapeshifting monster or magic in it somewhere. Not counting werewolves, skinwalkers, changelings, and body-hopping demons, the tale of the shapeshifter – someone who can change appearances as easily as a pair of boxer-briefs – is pretty common. Possible that these things have been living among us since the earliest recorded days. It's enough to make you to keep something silver and sharp nearby when the neighbor starts acting funny.

For whatever reason, shapeshifters get obsessed with something and go straight to the "all work and no play" stage of crazy. They lose their grip on right and wrong, and some have a victim-complex they use to justify murder, theft, or whatever floats their freak boat. Obsessions might be anything—money, love, sex, a collection of commemorative spoons. You know the Seven Deadly Sins? You could probably map one of those to a shapeshifter without much trouble.

Nobody knows for sure where shapeshifters come from, but it seems likely that they were born to ordinary parents who just scratched the wrong numbers off the genetic lottery ticket. Male or female, black or white, the shapeshifter figured out sometime in its youth that it didn't have to look the way it did. It could make itself look like somebody else, somebody it had seen and interacted with.

Its skin, hair, body fat, even its muscles and bones deform and stretch to make it perfectly believable. When it's done looking that way, it sheds its skin like a snake – leaving disgusting remains behind.

A shapeshifter creates a sort of temporary empathic link with its target the moment it takes on his appearance, like a shot of temporary ESP. This gives it a bunch of juicy details, selected memories, quirks, and feelings that it can use to complete the match – the longer it keeps the copied person alive the more tuned-in it becomes. A shapeshifter also becomes a pretty good actor over time. If it plans to take someone's place, it will study that person's habits and life style. It can adjust their voices to be a perfect duplicate – even under high-tech testing. Thanks to its empathy and experience, the shapeshifter can bluff its way through a conversation even with the copied person's friends and family. In the end, you got to outwit it, ask it something only Bob would know (assuming

there's a Bob) – because while it gets some info from the ESP-link, it doesn't get a full download.

There's a couple of other ways to help determine whether a shapeshifter is the real deal or not. One thing all of them share is a flash in the eyes – a retinal flare, something like a cat's. Sometimes, in the right light or when the shapeshifter is excited, you can catch it. For some reason, it's easier to find on video. Next, silver. A shapeshifter, in any form, usually won't carry any silver items or wear silver jewelry – it's toxic to them. Only if it needs the silver around to keep up appearances will it abide it, but it definitely makes it cranky.

Shapeshifters have the following abilities.

- **Attributes:** +1 Strength, +1 Body, +2 Intuition (+4 points)
- **Imitation:** Due to extensive practice at being others, shapeshifters gain a +4 bonus to skill checks to impersonate someone whose shape they are wearing (+4 points)
- **Regeneration** (hour) (+1 point)
- **Shapeshifting:** Skin-Dropper (+10 points)
- **Supernatural Senses:** Insight (+5 points)
- **Telepathy** (+5 points)
- **Vulnerability:** Iridium (Rare, Deadly) (-3 points)
- **Vulnerability:** Silver (Uncommon, Severe) (-3 points)

### \*Spirit of Vengeance (The Crow) (Species)

+14 points

- **Attributes:** +2 Strength, +2 Agility, +2 Reaction, +2 Body, +1 Willpower (+9 points)
- **Skills:** Getting Medieval +1, Gun Fu +1, Kung Fu +1 (+3 points)
- **Fast Reaction Time** (+2 points)
- **Hard to Kill** 2 (+2 points)
- **Psychic Pain** (Roll Willpower +2, victim rolls Willpower; victim is blinded and incapacitated for one turn per net Hit; The downside to this ability is that while the Vengeance Spirit retains the memories s/he imparts, they lose the sensations that accompany it, and it is often this rage and pain that drives them to complete their mission; without it, hopelessness ensues) (+5 points)
- **Psychometry** (+4 points)
- **Regeneration** (minute) (+3 points)
- **Sense Link:** Crow (Vengeance Spirits are linked to the realm of the living by their Crow guardian. They can see and hear everything that the Crow does at any given time, at will) (+3 points)
- **Honorable** (Serious) (-2 points)
- **Love:** Tragic (-4 points)
- **Mental Problem:** Obsession (vengeance; Severe) (-2 points)
- **Supernatural Form** (Dual Shape) (-1 point)
- **Weakness:** Animal Link (If the character's animal is injured, the character suffers the same injury – regeneration does not heal this wound; if incapacitated, the character cannot regenerate until the animal is healed; if killed, the character becomes mortal losing all but Psychometry and Calling Weakness) (-5 points)
- **Weakness:** Calling (Vengeance Spirits work for the dead, not the living, and if they lose sight of that goal, or can be duped into believing that they have completed their task, they become completely mortal, losing all benefits of the Quality, until and unless they can regain sight of their true goal and purpose.) (-3 points)

### \*Time Lord (Species)

+42 points

You are a Time Lord of Gallifrey. There isn't much more to say about it. Time Lord provides the following benefits:

- **Attributes:** +1 Intuition, +2 Logic, +1 Willpower (+4 points)
- **Skills:** Computers +3, Knowledge +3, Science +3 (+9 points)
- **Gadget** (Major) (+4 points)
- **Radiation Resistance:** Time Lords can spend a Drama Point to ignore the damaging effects of radiation or electricity to a degree – this will not provide blanket immunity – even a Time Lord's body can be overloaded! (+1 point)
- **Regeneration:** When a Time Lord suffers enough trauma to kill him, he will enter a state of regeneration. This initially takes a few minutes, but in actuality, takes about 15 hours to complete (during which the Time Lord is hyperactive and has incredible healing abilities). A regenerated Time Lord has all of his memories, but an entirely new body, and a new basic personality. If, for some reason, he wishes, a Time Lord can resist the regeneration and simply die. This requires a Willpower [4] test. As far as anyone knows, a Time Lord is limited to 13 lives (the first life, plus 12 regenerations). Also, some trauma deals so much damage so quickly that the Time Lord's body never has the chance to initiate regeneration (in which case, he just dies). If the damage that "kills" the Time Lord is enough to cause his Physical Overflow to exceed his Body \*4, then it was too sudden and massive to allow

regeneration (for example, if The Carpenter has a Body of 3, an attack would have to reduce him to -13 Physical Overflow to stop regeneration). (+6 points)

- **Resistance** (Disease) 4 (+4 points)
- **Resistance** (Fatigue) 4 (+4 points)
- **Resistance** (Pain) 4 (+4 points)
- **Resistance** (Poison) 4 (+4 points)
- **Resistance** (Strangulation/Vacuum; works only if the Time Lord was prepared) 8 (+4 points)
- **Story-driven:** A Time Lord can attempt to do all sorts of unusual and remarkable things (not necessarily consistently) beyond what their capabilities would suggest. Essentially, with a Drama Point, a Time Lord can attempt even more unusual feats and actions than most characters (+1 point)
- **Turn of the Universe** (+2 points)
- **Vortex** (+1 point)
- **Mental Drawbacks:** Time Lords must have at least 6 points in assorted mental Drawbacks (-6 points)

**Time Lords and the Age Quality:** When a Time Lord takes the Age quality, add 100 + 1d100 years to his Age. Each time the Age Quality is taken, reduce the number of available regenerations by 1. For example, a Time Lord who take Age four times is on his *fifth* life. Time Lords can take Age up to 12 times.

For every 2 two levels the Time Lord takes in Age, reduce the cost of the Time Lord Quality by -1 point.

### \*Troll (Species)

+13 points

The people of Sunnysdale, at least those with half a clue about what is really going on, have to keep constantly alert to the possible threat from vampires. Any random supernatural encounter will usually be with one of the blood-drinking undead. This is true for SunnyD, but is not necessarily true worldwide. Some places are too remote, don't have enough people, or simply get too bright (somewhere that might see sunlight for an entire day becomes pretty unappealing if you are solar-challenged). There are places where a different type of monster becomes the dominant supernatural predator. Such was the case in Scandinavia during the Viking Age, when trolls posed a constant threat to the medieval Scandinavians.

Trolls are big, heavily muscled, green-skinned humanoids with wild hair and horns on top of their heads. Other than that, trolls are a lot like humans with no impulse control. Think drunken fratboy Viking Hulk.

- **Attributes:** +4 Strength, +1 Reaction, +3 Body, -1 Logic (+7 points)
- **Hard to Kill** 3 (+3 points)
- **Intestinal Fortitude** 5 (+5 points)
- **Natural Armor** 2 (+2 points)
- **Antisocial Impulses:** Violence (Severe) (-2 points)
- **Mental Problem:** Recklessness (Severe) (-2 points)

### \*Vampire (Species)

Though the *Displaced Soul* Vampires, like Spike, Angel, and Darla, are the most common vampires to be found, there are numerous breeds of vampires. A few are presented below.

#### \*Vampire (Displaced Soul)

+27 or +30 points

For the most part, vampires are irredeemable monsters, unable to control their lust for blood and death. Normal vampires have high levels of the Mental Problems (Cruel) Drawback (among other foibles), and for the most part are not fit for human company. There is nothing very sexy or appealing about a demon in human drag who considers people little more than meals-on-legs. Now, there are exceptions to the general vampiric disposition and they generally involve importing a human soul. If the vampire is "humane", add +3 points to the value.

Vampires gain the following:

- **Attributes:** +3 Strength, +2 Agility, +2 Reaction, +2 Body (+9 points)
- **Skills:** Kung Fu +2 (+2 points)
- **Acute Senses** (hearing) 1 (+2 points)
- **Acute Senses** (smell) 1 (2 for blood) (+3 points)
- **Disease** Pseudo-immunity (no effect but still acts as a carrier) (+2 points)
- **Face of Death** ("Game Face") (+4 points)
- **Hard to Kill** 2 levels (can have up to 10) (+2 points)
- **Immortal** (+0 points)
- **Iron Mind** (limited to Telepathy (reading) blocking) (+1 point)
- **Natural Weapon:** Bite (deals ((Strength/2)+1) damage, drain blood at rate of 2 Body per turn) (+2 points)
- **Poison Diffusion** (divide effects by 4) (+2 points)
- **Reduced Damage** (bullets, arrows, bolts, etc) 1/5 (+10 points)
- **Reduced Damage** (large blunt trauma) ½ (+1 point)
- **Regeneration** (hour) (+1 point)
- **Unbreathing** (+2 points)
- **Addiction:** Blood (after 2 days, each day without reduces Strength and Body by -1 point) (-2 points)

- **Decapitation** (-0 points)
- **Fire vulnerability** (fire heals daily) (-0 points)
- **Natural Barrier** (private property invitation only; residents only) (-1 point)
- **Reflection** missing (-1 point)
- **Vulnerability:** Cross (Uncommon, Severe) (-3 points)
- **Vulnerability:** Holy Water (Uncommon, Severe) (-3 points)
- **Vulnerability:** Stake through the heart (-2 points)
- **Vulnerability:** Sunlight (Common, Severe) (running around in a blanket in daylight counts as being exposed for a turn) (-4 points)

#### \*Vampire (Fang Monkey)

+20 points

Even vampires don't know the truth about where they came from. If you believe the stories, vampirism is a curse. Vlad Dracul, the Transylvanian prince that Bram Stoker thought would make a cool bad guy for his book, was a bloodthirsty warlord who defied God and was overcome by his baser instincts. Of course, he's not the only one, and his story doesn't explain the *vrykolakas* of Eastern Europe, the *penanggalan* of Malaysia, the hopping vampires (*jiangshi*) of China, or any of the countless other types of vampiric creatures.

Regardless of which psychotic sonofabitch started it, the disease spread from there. A vampire's blood is like a carrier for the curse. If the blood gets into your system, it brings the curse along with it. In a matter of hours, you're a card-carrying fang-monkey. Vampires like to play up the sensual side of this, probably because all of their own senses are so jacked up, and it gets the chosen victim into the right sort of mood. When the change hits, it's like a massive high. No surprise, then, that somebody who's made into a vampire has a serious loyalty for the one who turned it. This same bond gets shared among all the vampires in a pack, making them even more dangerous.

Vampires have the following abilities:

- **Attributes:** +3 Strength, +3 Reaction, +3 Body (+9 points)
- **Acute Senses** (hearing) 2 (+4 points)
- **Acute Senses** (smell) 2 (3 for blood) (+5 points)
- **Disease** Pseudo-immunity (no effect but still acts as a carrier) (+2 points)
- **Immortal** (+0 points)
- **Natural Weapon:** Bite (retractable, small) (+2 points)
- **Regeneration** (hour) (+1 point)
- **Transmission:** If a victim gets vamp blood in their system, they must make a Body (12) test or they will become a vampire. This transformation takes 1d6+1 hours to occur (+0 points)
- **Unbreathing** (+2 points)
- **Unique Kill:** Decapitation (+5 points)
- **Unique Kill:** Incineration (+5 points)
- **Addiction:** Blood (Common, Moderate) (If a vampire doesn't drink blood taken from a living creature at least once every 12 hour its enhance Strength, Agility, and Body drops by a – each hour until reaching human levels. A that point, it suffers a cumulative –1 penalty to all physical Attributes every six hours. Once its Body is reduced to 0, the vampire slips into a coma and won't wake up again until given blood) (-3 points)
- **Vulnerability:** Cross (Uncommon, Severe) (-3 points)
- **Vulnerability:** Dead Blood (The blood taken from dead humans acts as a poison to vampires. Weapons dipped in this blood do normal damage, and can knock the vampire out. The vampire must succeed at a Body (4) test every turn, beginning with the one in which it was hurt, or fall unconscious. Each successive turn it fights off the blood-taint, it accumulates a –1 penalty to Body until it fails. A vampire who has been poisoned in this way recovers in an hour or two, but is fatigued until it get its usual rest) (-3 points)
- **Vulnerability:** Fire (heals daily) (-0 points)
- **Vulnerability:** Holy Water (Uncommon, Severe) (-3 points)
- **Vulnerability:** Sunlight (Common, Moderate) (-3 points)

### \*Werewolf (BtVS) (Species)

+15 or +18 points

Your character is afflicted with the curse of the werewolf. Some werewolves retain some control over their inner beasts, but for the most part this is a curse, not a boon. Seeing an enraged werewolf usually calls for a Fear Test with a -4 modifier (experienced monster hunters avoid this modifier once they have encountered enough lycanthropes).

In most cases, a werewolf can only transform on the three nights of the full moon. If the wolf can change at will, increase the cost by +3 points.

In both forms, a werewolf has the following:

- **Acute Senses** (smell) 1 (+2 points)
- **Acute Senses** (taste) 1 (+2 points)
- **Supernatural Form** (Dual Shape) (-1 point)

In wolf form, add the following:

- **Attributes:** +4 Strength, +2 Agility, +2 Reaction, +2 Body (+10 points)
- **Infection:** A victim bitten by a werewolf has to pass a Willpower [2] roll, or become cursed as well. (-2 points)

- **Natural Armor** 1 (+1 point)
- **Natural Toughness** (+2 points)
- **Natural Weapons:** Bite (Medium) (+2 points)
- **Natural Weapons:** Claws (Medium) (+2 points)
- **Vulnerability:** Silver (Uncommon, Severe) (-3 points)

### \*Werewolf: Garou (Species)

+51 points (+ Lunar Auspice cost)

The Garou are born shapeshifters, able to move between a human, wolfman, and wolf form at will, not subject to limitations such as the Lunar cycle.

**Human Form:** In this form, the Garou is indistinguishable from a normal human to casual observation, and even supernatural attempts to detect him for what he is suffer a -2 modifier. Legends about fingers being the same length or eyebrows growing together are false.

**Gauru** (Wolfman): A werewolf assuming Gauru form gains between two and three feet in height (few werewolves stand taller than 10 feet in this form) and 200 to 250 pounds of muscle mass. The body is covered in fur that shares coloration with the Urhan form, and the head is that of a monstrous wolf, although the Gauru form remains capable of bipedal travel and retains opposable thumbs. The Garou's arms elongate and hands end in wicked claws. Human speech is difficult in Gauru form. A Willpower roll allows the werewolf to manage a couple of short words ("Fresh meat," "Die now," or other intimidating phrases are the most common choices). He cannot use complex tools (guns, bows, computers, cars – anything with mechanical or moving parts). A bludgeoning weapon such as a chunk of lamppost or a thrown trash can is about as complicated a tool as he can manage in his state of mind.

**Urhan** (wolf): This form usually appears to be a normal red or gray wolf, though Garou born to bloodlines from areas where there are no indigenous wolves may have Urhan forms that resemble other wild canids, such as the occasional African-American Garou with a Urhan form like a Cape Hunting Dog. The Urhan form is that of a wild beast and can only be mistaken for a domestic dog by people who don't know the difference between a feral-looking dog and a wolf. Like Human form, Urhan is an effective means of camouflage. Supernatural attempts to detect an Urhan-form Garou's true nature incur a -2 penalty.

All forms have the following:

- **Animal Communication** (Limited: Wolves) (+1 point)
- **Regeneration** (turn) (+6 points)
- **Resistance:** Disease 10 (+10 points)
- **Supernatural Form:** Dual Form (shifting forms requires a Body + Willpower test) (-1 point)
- **Vulnerability:** Silver (Uncommon, Severe) (-3 points)

In Gauru form, the character has the following abilities:

- **Attributes:** +3 Strength, +1 Agility, +4 Body, +1 Reaction, -2 Charisma (+7 points)
- **Acute Senses** (hearing) 2 (+4 points)
- **Acute Senses** (smell) 2 (+4 points)
- **Natural Toughness** (+2 points)
- **Natural Weapon:** Bite (large; (Str/2)+2)) (+3 points)
- **Natural Weapon:** Claws (large; (Str/2)+2) (+3 points)
- **Resistance:** Pain 10 (+10 points)
- **Supernatural Senses:** Enhanced Senses (hearing) (+3 points)
- **Supernatural Senses:** Enhanced Senses (smell) (+3 points)
- **Mental Problem:** Antisocial Impulse: Violence (-3 points)
- **Limited Use** (Body + Willpower turns per hour) (-2 points)

In Urhan form, the character has the following abilities:

- **Attributes:** +2 Agility, +1 Body, +2 Reaction (+5 points)
- **Acute Senses** (hearing) 3 (+6 points)
- **Acute Senses** (smell) 3 (+6 points)
- **Natural Weapon:** Bite (medium) (+2 points)
- **Supernatural Senses:** Enhanced Senses (hearing) (+3 points)
- **Supernatural Senses:** Enhanced Senses (smell) (+3 points)

You must select a Lunar Auspice from the following: Crescent Moon, Half Moon, Full Moon, or New Moon. This is unchangeable once selected, and determines additional abilities.

- **Crescent Moon:** Supernatural Senses: The Sight (+3 points)
- **Half Moon:** Supernatural Senses: Empathy (+2 points)
- **Full Moon:** Fast Reaction Time (+2 points)
- **New Moon:** Intangible (as per Ghost) (+2 points)

## Supernatural Qualities

### Age (Supernatural)

+2 points per level

Each level of Age adds one century to your character's life span. Truly ancient supernaturals (a millennium old or older) have ten or so levels of Age, and are extremely dangerous. As such, they are not appropriate as Cast Members in most games.

The Age Quality only refers to periods during which the character was active. Many supernatural beings have long periods of "down time," times when they were in stasis (a fancy term for chillin' in a big way). If you want to create a character from a truly ancient period, be our guest; add as many levels of Age as

you can afford, and consider the rest to be "down time" for whatever reasons. The bonuses your character gets are restricted to levels of Age purchased though.

As you get older, you learn more (at least that's the theory). Each Age level grants one point per level of Logic to put into skills (Age level \* Logic), to a maximum of four per level. Age is not without its downsides though. Over time, enemies and secrets are accumulated, and these always seem to outlast friendships and renown. For each level of Age, the character must take one level of either Adversary or Secret and gains no character points for these Drawbacks.

### Amphibious (Supernatural)

+1 points

Beings with this quality are able to effortlessly breathe in water (salt or fresh) as well as breathe on land.

### Angelic Sleep [Mind] (Supernatural)

+10 points

**Prerequisite:** Angel, other applicable Supernatural

Angels can put mortal creatures to sleep with a simple touch upon the forehead. The victim must roll Willpower [angel Essence] to resist. The unconsciousness is natural and the victim recovers.

### Angelic Wings (Supernatural)

+2 to +6 points

**Prerequisite:** Angel

Angels travel unseen wherever their duty takes them. This ability allows them to vanish in one place and reappear in another. Each level includes the abilities of the previous levels.

- **Basic (+2 pts):** You may travel anywhere in Heaven or Earth in the span of an hour.
- **Fast Travel (+3 pts):** Your travel takes you a few minutes, not an hour
- **Fellow Travelers (+4 pts):** You may take others with you when you fly
- **Gates of Hell (+5 pts):** You may travel to and from Hell
- **Realms of the Impossible (+6 pts):** You may visit places that are not even places, such as the dreams of mortals

### Animal Communication [Mind] (Supernatural)

+2 points

The character is able to communicate telepathically with rats, bats, and wolves. This communication does not permit control (Influence rolls may be used however), but does mean the supernatural may gather information from the animals. Information learned is revealed in only the simplest of terms – animals are incapable of higher reasoning.

### Armor of Faith (Supernatural)

+1 to +12 points

**Prerequisite:** Angel

Mortal peril holds no threat to an angel. Matter is not dangerous, only the will of the soul. Angels have a flat Armor Value of 20 against any attack that is not directly driven by the will of another being, which includes things like bullets (because the gun is an intermediary), explosions and environmental damage. Hand to hand attacks ignore this armor (borderline cases, like arrows, split the difference—angels get an Armor Value of 10 against it)

Against other attacks, the angel has an Armor Value equal to the value of this Quality. This armor does not work against angelic weapons.

### Attuned to Nature (Supernatural)

+4 points

You're a regular Grizzly Adams. You know your way around plants, animals, and the great outdoors. You can't be lost in the wild. You can always find food and water in a natural environment (if it exists), and you can calm even outright hostile animals. Take a look at yourself... you might actually be the Swamp Thing.

### \*Banshee (Supernatural)

+2 points per level

**Prerequisite:** Faerie or Ghost

The ghostly banshee is derived from the old Gaelic "Ban Sidhe" and "Baohban Sith," which means "faerie woman." This power allows the creature to issue a scream that can harm or kill. Mundane people, animals, and some supernaturals are able to hear, and suffer from, this scream; ghosts and other undead are not affected.

- **Fear:** One level of this power grants the character the ability to issue a low mournful keening. Victims must make a Fear Test. Additional levels in this power impose a -1 penalty to the Willpower test.
- **Stun:** With 3 or more levels, a banshee wail can stun. Victims roll Body [Banshee level]. If they fail, they are stunned for a number of Turns equal to the level of the Quality. Victims that succeed in this roll are still subject to the fear effect above.
- **Kill:** With 5 or more levels in this Quality, the banshee can issue a soul-rending wail. The shriek attacks with a Willpower + Banshee levels + Innate Magic [2]. If successful, it causes Banshee levels + Hits Physical damage (ignoring non-natural

armor). The scream affects an area up to Banshee Level x 5 feet in diameter at a range of Banshee Level x 30 feet. A full action must be expending preparing this attack, which takes place on the following action. The Banshee can include either the stun or fear effect with the killing scream.

### Calling (Supernatural)

+5 points

**Prerequisite:** Faerie

The faerie is able to mystically call his personal arms, armor, and various tools to him. This requires a Willpower + Occultism + Innate Magic roll. The number of Hits dictates the item: 1 for a dagger, 2 for a sword, 3 for a shield or helm, and 4 for a suit of armor. More than one object may be summoned at one time, but the combined number of necessary Hits must be rolled or nothing appears. Calling takes one Turn to accomplish.

Purchasing this Quality also allows the faerie to possess one weapon and a suit of armor of faerie metal. The weapon possesses a +1 bonus to attack and +1 damage. The armor is AV 5 and is effective against both physical and magical attacks.

### Chill of the Grave (Supernatural)

+1 point per level

**Prerequisite:** Ghost or other applicable Supernatural

The supernatural drops the temperature in his immediate area to the point that water freezes, glass frosts, and the living are harmed. The area affected is two feet times the level of this Quality. A Willpower + Chill of the Grave Levels + Innate Magic [target Body] roll is necessary to trigger the effect. If successful, it causes (Chill of the Grave Levels) + (Hits) cold damage. This ability takes one action, and may only be used once per Turn, regardless of the number of actions the character has.

### Curse the Living (Supernatural)

+6 points

**Prerequisite:** Ghost

The curses of the Dead are dangerous things. As many legends reveal, a Ghost can bring bad luck to those that disturb her, especially those who summon her without her consent. Cursing somebody is not something done lightly, however, because the Ghost will be aware of all the pain and suffering her curse brings about. This is something that only the most sadistic beings enjoy.

The Curse must be conducted in the presence of the victim. Roll Willpower + Essence [Willpower]. If the Ghost succeeds, the victim has been cursed. The strength of the Curse depends on how much Essence the Spirit spends on it. This Essence must come from the Ghost's Essence score and it cannot be regained until the Ghost lifts the curse, so most will not inflict a very serious curse on her victim unless the unfortunate has done something to truly arouse the Ghost's ire.

**If 1-3 Essence** is spent, the victim suffers one mishap per week for every point spent. For example, if the Ghost spends 3 Essence, the target suffers three accidents every week. These mishaps are relatively minor but irritating, things like spilling a glass of juice on a brand-new white shirt, being involved in a fender-bender, or making some humiliating mistake at work.

**If 4-6 Essence** is spent, one serious mishap occurs to the victim or his loved ones, once per week, for every 1 Essence spent. These events are not directly lethal but will seriously affect the victim's life and peace of mind. For example, the character's vehicle is totaled in an accident, the victim loses his job due to some (real or alleged) mistake that makes it unlikely he will be hired again for a similar position, or the target is struck by some debilitating disease.

**For 7 or more Essence**, the Ghost places a major curse on the victim, who is afflicted by the Accursed Drawback. Every additional point of Essence (once the minimum of 7 is reached) spent on the curse raises its "value" as a Drawback. Thus, for 7 Essence, a level 1 Accursed Drawback is imposed; for 8 points, level 2 is reached; for 9 points, level 3 is reached; and so on.

Once the Spirit places the curse, she knows what befalls the victim; every time the curse strikes, the Ghost experiences a vision depicting the mishap or accident. Some Spirits delight in seeing the suffering of the victim, but usually all but the most evil tire of making the victim miserable and lift the curse. Others do so simply because they need the Essence they have been funneling to keep the curse alive; yet others find themselves targeted by Inspired, Magicians or Necromancers who were contacted by the victim for help.

### Danger Sense (Supernatural)

+1 point per level

The character has preternatural perception where his well-being is concerned; he is able to spot danger coming and take steps to avoid it. Whenever the character is unaware of some immediate physical danger, he may add his Danger Sense level to Tasks and Tests to notice the danger. This stacks with Situational Awareness. Danger Sense is not useful against threats that are not immediate (that is, threats that will not harm the character within the next few moments) and threats that are not directed against the character himself.

### \*Deific Aspect (Supernatural)

See Below

**Prerequisite:** Avatar or Inheritor.

A Deific Aspect is a special power that defines a god. For example, War is one of the Deific Aspects of the Norse god Thor; Storm is another deific aspect of the same god. Each Deific Aspect is purchased separately, and has its own point cost. Avatars and Inheritors must purchase at least one Deific Aspect of

their patron or parent deity.

Many Deific Aspect powers are taxing, and cause Drain when used. Drain is resisted with a Body test; each Hit reduces the damage of the drain (DV) by one point. These powers are in *italics*.

Note that barring exceptions noted below, characters with Deific Aspect can use only Thaumaturgical magic – they cannot take or use Sorcery.

### \*Deific Aspect: Death Minor

+8 points

- **Death Senses:** You are uniquely attuned to the approach of death. You can sense terminal disease and imminent death among those around you, by sensing the presence of the Grim Reapers, the spirits who come to collect the souls of dying humans. Through the same senses, you can also see ghosts and other errant spirits wandering the Earth.
- ***Stay the Hand of Death:*** (DV = 10 Physical-target Essence) You can interfere with the process of death. If someone dies in your presence, you will sense the approach of a Grim Reaper, to take the soul towards its destiny. Stopping the Reaper will give the dead a new chance at survival. This requires you to make a Willpower [6] test. If successful, the victim can attempt an unmodified Survival Test. If that Test is passed, the victim will revive, and all the wounds or other cause of death will be removed. If your initial Willpower test fails, you have not only failed to stare Death down, you have angered It. You permanently lose 1 Essence point, as you feel Death's icy touch on your soul and are forcibly reminded, that even the Gods of Death are not immune to Its cold caress.

### \* Deific Aspect: Death Major

+16 points

You gain the benefits of Minor Death plus the following:

- ***Death Gaze:*** (DV = victim's Essence Physical ) You can kill most people (Those with Body 4 or less) with but a glance (action). All the Death Gaze requires is eye contact for a few seconds. This ability does not work past 150 ft. You must make a Willpower test [Willpower +2]. If successful, the victim must make a Survival Test or he drops dead of an appropriate natural cause! Even if the victim passes the Survival Test, the attack on his life causes him to suffer Stun damage (resisted normally) equal to this Hits you generated on the test. Targets with a Body of 5 or higher and all supernatural beings cannot be killed with this power; if you succeed on your roll, they take damage as noted above, and if you fail, there is no effect.
- ***Domain of the Dead:*** (DV =6 Stun) You have some measure of control over the spirits of the dead, and can also enter the Death Realms. You can cause ghosts and other spirits of the dead to recoil from you by making a Willpower [4] test. If successful, affected spirits must make Willpower [3] tests to do anything against your wishes, and actions against you are at a -2 penalty. Furthermore, by making a Willpower [6] test and concentrating for one turn, you can transport yourself to the Realm of the Dead of your pantheon, or its closest approximation. The transportation aspect of this power causes Drain.

### \* Deific Aspect: Fertility Minor

+5 points

- ***Lust:*** The gods of fertility can awaken the same hungers their powers satisfy. This Deific Aspect can also be used to stir all the carnal desires – hunger, thirst, and lust. These desires become so strong that they interfere with the victim's thinking and attention. The Deific Aspect has no control over what the target does, only what he or she feels, however. Roll Charisma + Influence opposed by Willpower. For each net Hit, deal one box of Mental damage. The Mental Damage exceeds the target's Willpower, the target is affected by the desire of the character's choice (hunger, thirst, or lust).
- ***Life from the Earth:*** (DV = total number of boxes healed Stun) The Deific Aspect can draw on the life-giving qualities of the Earth and the plants that grow upon it, and use it for healing purposes. When performed near an area of cultivated ground, the Deific Aspect can be used to heal people. This requires a Willpower [2] test (Hits capped by Essence). Each Hit heals 1 box of Physical or 2 boxes of Stun damage.

### \* Deific Aspect: Fertility Major

+10 points

You gain the benefits of Minor Fertility plus the following:

- ***Nurture Growth:*** (DV = Threshold +1 Stun) You can accelerate the growth of any plant, even in places where a plant should be unable to survive, let alone thrive. A seed can be turned into a full-fledge plant in a matter of seconds. This requires a Willpower test with the threshold based on the size of the plant in question. A dozen blades of grass or a small flower is 1 Hit, a foot-tall plant is 2 Hits, a shrub or small tree is 4 Hits, a medium sized tree is 6 Hits, and a large tree is 8 Hits.

Giant trees like sequoias or baobabs require 10 Hits to force-grow. Growing trees can tear through concrete and cement.

- **Strength of the Earth:** While standing on earth or dirt (but not concrete or any man-made structure where plants do not grow), this Deific Aspect can call upon the power of life within the Earth for strength and vitality. This requires a Willpower [2] test to activate, and deals One box of irresistible Stun damage per minute it is maintained. While active, you gain +4 Strength, armor 4, and heal twice as fast (this affects any regenerative power you have also).

#### \* Deific Aspect: Fire Minor

+10 points

- **Resistant to Fire:** This Deific Aspect renders you highly resistant to fire. Divide normal fire and heat damage by 5 before normal resistance is checked. Furthermore, you can become truly immune to all but the hottest flames. By making a Willpower [2] test and at a cost of 1 irresistible Stun damage per minute, the character can become invulnerable to normal fire; you could be bathed in flaming napalm and suffer no ill effects from it. If exposed to a blast furnace or similar source of great heat, you will suffer some damage, but at 1/20 the normal rate.
- **Fire Magicks:** You are able to understand and use sorcery that is fire-based normally.

#### \* Deific Aspect: Fire Major

+20 points

You gain the benefits of Minor Fire plus the following:

- **Flames Incarnate:** (DV = 6 Physical) By calling the Essential power of Fire upon itself, you become a being of pure fire, a human-sized fire elemental, able to unleash terrible conflagrations. This requires a Willpower [2] Test. This lasts for up to one minute per Willpower test Hit. The character turns into a humanoid figure of fire, surrounded by flames. These flames inflict (current) Essence Physical damage to anything or anybody within 10 ft. Anything that can be ignited by an open flame will be lit up if it comes in contact with the flames. While in this shape, the character can fire flame bolts (Agility+?); they inflict (current) Essence Physical damage and have Pistol ranges. Against physical attacks, the flames provide Armor Value 6. A fire hose or fire extinguisher, on the other hand, deals base 10 Physical damage per shot and the fire provides no Armor Value against it.
- **Wave of Fire:** (DV = 6 Stun) You can create a rolling wall of flame, about 10 feet tall, and use it as a weapon. This requires a Willpower test. The Wave has a movement rate of 10, and can be controlled by the character as long as it is within his sight. Once created, the Wave lasts for 2 minutes or until dispersed by its creator. The minimum wave is 1 square wide, 10 feet tall, and deals 3 base damage. Creating this requires a Willpower [2] test. You can increase the width and damage. Each additional square of width increases the Threshold by +1, as does each additional point of base damage. The wave can also be extinguished or put out; for extinguishing purposes, the Wave has 10 Physical boxes +1 per additional square of width and +1 per additional Damage point. A fire hose or a large fire extinguisher, would inflict 10 damage per "shot" on the Wave; a garden hose or a bucket of water would do a mere 4 damage per "shot." Large explosions may also blow out the fires; they inflict "damage" equivalent to one fifth their normal blast damage.

#### \* Deific Aspect: Might Minor

+9 points

- **Herculean Strength:** You gain a +2 bonus to Strength, above and beyond any racial bonuses already present.
- **Muscles of Iron:** You are covered by a layer of muscle that is so thick it acts as body armor against most forms of attack (fire will still burn you, however). This layer of muscle has an Armor Value (Impact) equal to Strength/2 (round down).

#### \* Deific Aspect: Might Major

+18 points

You gain the benefits of Minor Might plus the following:

- **Titanic Strength:** You are mighty enough to challenge the Titans themselves. You gain a permanent bonus of +5 to his Strength (this is not cumulative with the bonus from the Minor Power of this Deific Aspect, however).
- **Lifting the World:** (DV = Hits Stun) By channeling Essence into a task involving brute strength, like lifting a heavy object or uprooting a tree (but not combat), you can increase your strength beyond even your already great levels. Make an Essence [2] test. Each Hit acts as an automatic Hit on a single Strength-related skill check.

#### \* Deific Aspect: Storm Minor

+10 points

- **Unleash Minor Bolt:** You can fire bolts of lightning from your fingertips. The closer the target is to you, the more damage he will take. As many as two bolts can be fired per turn and are targeted with Agility. The bolts deal 6 Physical damage to 25 feet. Every 5 feet beyond that reduces the base damage by -1.
- **Call the Thunder:** You can cause deafening blast of thunder over an area, stunning and staggering anybody within it. The power can be used anywhere in line of sight, and the blast can affect an area as small as 5 ft. or as large as 10 ft. \* Willpower. The Shockwave will knock down anybody with a Strength of 2 or less, will inflict base 3 Stun damage on every living being in the area (and will also shatter most glass objects), and will stun people for one turn (during that time all actions are at -4); the victims need to pass a Body [4] test to recover. After the first time, the blast of thunder will still knock people down and injure them, but no longer stun them - the initial blast has temporarily deafened them. Also, if used in the middle of a modern battle, especially during or after an artillery barrage, the stun effect will not work - the noise of the explosions will have already deafened the targets.

#### \* Deific Aspect: Storm Major

+20 points

You gain the benefits of Minor Storm plus the following:

- **Thunderbolt:** (DV = 4 Stun) You can call a lightning strike from the skies against your enemies. Unless the target is running around or zigzagging, the bolt strikes automatically; if they are moving around, they can attempt to dodge, with a -3 penalty. Summoning a thunderbolt requires a Willpower [2] test, has a range of line of sight, and deals base 8 Physical damage.
- **Lightning Storm:** (DV = 6 Stun) You can stir an electric storm in the skies. This is particularly deadly against aircraft or flying creatures, who will find themselves caught in a maze of lightning bolts jumping from cloud to cloud. Assembling the necessary clouds takes from one minute to one hour, depending on current weather conditions (i.e., one minute in the middle of a rainstorm, one hour on a cloudless day), and the character must make a Willpower [4] test. The area affected can be as large as 1 mile \* Willpower; any flyers in the area have a 1 in 10 chance of being struck by a bolt of lightning, doing damage as per the Thunderbolt, above.

#### \* Deific Aspect: Trickster Minor

+6 points

- **Silver Tongue:** You have the uncanny gift of convincing people of almost anything. If you put your mind to it and spin a convincing yarn, you can have sell ice to the Inuit, or con people into giving up their life savings. Make a Willpower + Charisma + Influence test while all to be influenced make Willpower tests. Each net Hit inflicts 1 box of Mental damage. Once Mental damage tracks are reduced to 0, you can make the victims overcome all traces of good judgment and force them to believe that what you say is true. The reaction of the victim upon believing the tale is true can be unpredictable, however. In the example above, the Secret Service agent might let the character enter the restricted area, or he might call the authorities to "helpfully" report the mugging. Additional Silver Tongue uses might be needed to actually steer the victim into the "right path."
- **Master Thief:** Locks, padlocks and security systems are a laughing matter to you. You can unlock any mechanical device with a hairpin, and pick someone's pocket with the utmost ease. Your instincts allow you to "see" the weak points of any security system with a quick examination. In game terms, the character gets an automatic +5 on any thief-related skills (this applies even if you do not have the applicable skills and are defaulting to an attribute). When planning to break in into a secure facility, the GM should provide the character with helpful clues and indications to the least protected areas, although within reason; giving the character the entire plan is both unfair and less fun for everyone.

#### \* Deific Aspect: Trickster Major

+12 points

You gain the benefits of Minor Trickster plus the following:

- **Shapeshifting:** You can remold your body to assume any living shape, from that of animals to other people. The transformation is so convincing that you can fool almost everyone. You are limited to how many shapes you know well enough to use instantly, however. In game terms, the character can imitate any living shape after a few hours of concentration, or quickly shift (one turn) into any "memorized" shape he has. The number of memorized shapes is equal to half of the character's Logic, rounded down; they can be either animal or human; even supernatural monsters can be imitated,



although the character will not gain any supernatural abilities of the form, just things like natural qualities (claws and fangs and wings, for examples). The character's attributes remain the same regardless of the size of the new shape, but small forms (like birds or rats) will take double damage from physical attacks, and tiny forms (insects, for example) take quadruple damage from physical attacks. Imitating a human being results in a perfect facsimile in body shape and voice. Imitating the person's mannerisms and character is not covered by this power.

- **Unseen and Unknown:** You can become invisible and skulk around with nobody being the wiser. As long as you move quietly and avoid attracting attention, nobody will know you are there. Even cameras and other recording equipment will not detect you. This power seems to work by partially shifting the character's body into a separate area of reality; the moment the character does something that affects the physical world, like grabbing an object or opening a door, the invisibility stops, and cannot be re-created until the character is out of everyone's eyesight.

#### \* Deific Aspect: War Minor

+10 points

- **The Ways of War:** Weapons and tactics come naturally to you. If it can be used to kill people, you can use it. The character instinctively knows how to use and care for any weapon imaginable. In game terms, he has an effective skill of +3 in Getting Medieval, Gun Fu, and Kung Fu.
- **Weapon Mastery:** You have a weapon of choice, which you know above all others, and with which you are supernaturally deadly. This weapon must be a hand weapon (nothing requiring a crew of two or more will do; this disqualifies all machine-guns, most anti-tank weapons larger than a LAW, and all vehicle weapons). The weapon must be of a specific type and make (a katana, for example, or a Colt M1911 .45). The character has a bonus of +3 on all Tasks involving that weapon, and furthermore, the weapon's Damage is raised by one level for every two levels of skill (rounded up, not counting the bonus above) in the weapon. So, for example, if your character specializes in a Colt .45 and has a skill of 5 on it, he will get a +3 bonus on most tasks using the weapon, and the gun will inflict +3 damage.

#### \* Deific Aspect: War Major

+20 points

You gain the benefits of Minor War plus the following:

- **Battle Rage:** (DV = 10 Physical + 20 Stun) You can call upon the wrath of the berserker, and become the ultimate killing machine, able to endure mortal wounds without being slowed down, and delivering destruction by all means possible. While in the Rage, it is very difficult to distinguish between friend and foe, however, and when it is over, all your energy will be depleted and you will be nearly comatose with exhaustion. Calling upon the Battle Rage requires a Willpower [4] Test. The character's Strength and Body are increased by +4 each (this increase can exceed the character's normal racial limits), he gains +6 additional Condition Monitor boxes (replacing what his new scores would provide), he gains High Pain Threshold 20, and his healing or regeneration rate triples. The character must attack or rush to attack somebody, anybody, every turn. No actions not directly linked to combat are allowed: a character in this state might attack enemies threatening an ally, but he could not pause afterwards to apply first aid to that ally. Even worse, if no enemies are left standing, the character needs to pass a Willpower [6] Test or he will continue to attack anybody still alive, be they friends or innocent bystanders. If he manages to shut down the Battle Rage (by passing the aforementioned Test), or after a period of fifteen minutes, the power ends and the character must resist drain.
- **Feat of Glory:** (DV = Threshold+2 Stun) You can perform impossible combat actions by bending probability to the breaking point. You might be able to shoot down a jet aircraft with an assault rifle, or kill ten men with ten shots from an automatic fire burst. The more unlikely the event is, the more difficult the attempt. The action attempted must be (at least barely) within the realm of the possible. The target must be within the weapon's theoretical range (even if it is the extreme range). You could shoot two or three people with one bullet if they were close together or standing behind each other; the bullet might theoretically bounce from head to head, inflicting less damage on the second and third targets, for example. To use this, make a Willpower test, with a Threshold based on the difficulty of the attempted action. A reasonably possible action (hitting a target in the head at one thousand yards with a rifle) is Threshold 2; something highly unlikely (hitting a target in the head at one hundred yards with a pistol) is Threshold 4; and something wildly unlikely (bringing down an attack jet with a

bust of machine-gun fire) is Threshold 8. Affecting multiple targets with the action (spreading a burst so several people are hit, for example) increases the Threshold per person affected over the first. The character needs to make two rolls/draws. The first is a Willpower Test to determine if he managed to bend probability; the other is a Skill Task using the appropriate weapon skill. Use the Skill test Hits to determine how close the character's action got to the desired effect. One level would indicate a partial success (the character damaged the jet plane, for example), while 3+ would indicate a total or even spectacular feat (the burst hit the jet and killed the pilot, causing the jet to crash).

#### \* Deific Aspect: Wisdom Minor

+6 points

- **Wise Choice:** Sometimes, when you or somebody in your company is about to make a mistake, an inner voice warns you just in time. It may take you a while to figure out what your instincts were telling you, but once you do you rarely fault their judgment. In game terms, the Director takes on the role of the character's instincts, warning him of a possible error or dangerous choice. The player then needs to figure out what the problem is, although the Director might add a few hints.
- **Gift of Tongues:** You can understand every language ever spoken on Earth, from English to High Atlantean. This knowledge comes unbidden to you whenever somebody uses that particular language in your presence. In game terms, you have an effective skill of 3 on any and all languages.

#### \* Deific Aspect: Wisdom Major

+12 points

You gain the benefits of Minor Wisdom plus the following:

- **Combat Wisdom:** By observing an enemy with a critical eye, you can discover weaknesses in his defenses that you can exploit for your own. This ability works best in hand to hand combat. In game terms, after 2 turns of combat, the character can try to gauge the enemy's strengths and shortcomings by passing an Logic + Notice Test. Each Hit will give the character a +1 to all attack and defense Tasks against that particular enemy for the remainder of the combat.
- **Magic Wisdom:** You understand the workings of Magic; this allows you to learn and use sorcery normally.

#### \* Divine Inspiration (Supernatural)

+5 points

**Prerequisites:** Willpower 4+, Supernatural Senses (The Sight)

Your faith has allowed you to transcend the limits of the flesh, and you have now become a tool of a Greater Power. You are Inspired to fight the forces of darkness, and will dedicate your life to this purpose. The Inspired may be using their own inner strength under the delusion that their power comes from without, or they may be truly the instruments of an omnipotent being. The important thing is that they must hold dearly to the tenets of their faith, and must never go against them. If an Inspired character breaks a commandment or hesitates in her faith, she will temporarily (or even permanently) lose the capability to perform miracles. Furthermore, the powers of the Inspired can only be used in ways that will serve the higher power the character worships.

This quality is a prerequisite for the character to use other qualities known as Divine Miracles.

Using a Miracle requires the Cast Member to make a Willpower roll. If she gets one or more Hits, the Miracle activates. If not, nothing happens.

All Inspired characters may attempt to prevent any supernatural power from activating through the Denial. Any Hits in a Willpower roll are subtracted from the Hits of the target's roll to use her own power. A vampire being a vampire and a witch being a witch don't count as "using a supernatural power," but a vampire using hypnosis and a witch casting a spell do.

Inspired characters may *not* have the Sorcery Quality, or the Enchanter, Demonic Tutor, or Medium Qualities. They may cast Ritualism spells, but any that go against their faith could result in the loss of their Miracles, temporarily or permanently. Additionally, Slayers, demons, vampires, robots, and werewolves may not be Inspired.

#### Divine Miracle: Binding

+5 points

**Prerequisites:** Divine Inspiration

This miracle allows the Inspired to temporarily restrain a supernatural being. This requires the normal roll to activate the miracles, except it is opposed by the target's Willpower roll – highest roll wins (assuming at least one Hit). If the being is not truly evil (as determined by the Director), it will have a bonus of +2 to +5 in the Resisted Test. If the Inspired wins, the creature is bound; in place for one turn per Hit on the Willpower test; during that time, the creature may not attack or defend itself, and is rooted in place.

#### Divine Miracle: Divine Sight

+5 point

**Prerequisites:** Divine Inspiration

This Miracle allows the Inspired to find the Truth in everything he sees. Although this ability is very useful in uncovering the presence of the supernatural, the Divine Sight sometimes shines a light on some unwanted truths as well. While the Miracle is activated, the Inspired can not only see invisible spiritual entities and the strange auras of supernatural beings but it also shows the true nature of human beings. In a world of hypocrisy and lies, this ability often shows taint among pillars of the community, respected leaders of Church and State, and other seemingly benign and honest people. Inspired with the ability to invoke the Divine Sight often remove themselves from the original Church, unable to deal with the complacency and greed that often mars such institutions. Many start to develop a cynicism that clashes badly with the Faith necessary to carry on the good fight.

This lasts 10 minutes. Unless the creature or person is protected from scrying or mental probing (and such protection will be perceived by the Divine Sight), his nature, personality and goals will be clearly seen by the Inspired.

#### Divine Miracle: Exorcism

+5 points

**Prerequisites:** Divine Inspiration

This Miracle banishes spirit entities and demons from both places and people. Exorcisms often take a long time, and are risky undertakings. To conduct an Exorcism, the Inspired must stand next to the possessed person or place. A series of Willpower Tests follow. The first Test is Willpower [opposed] and forces the possessing creature to reveal its identity. Some are Fiends, malevolent spirits who are said to serve the Adversary, while others are malevolent ghosts, hostile spirits and, sometimes, creatures so strange and alien that they defy explanation.

The second Willpower [extended, Willpower \*2] test is the first effort to push the offending spirit out of its current dwelling. The Inspired has to accumulate a total number of Hits equal to the entity's Willpower before there is a chance of removing the creature. Once this threshold is reached, each additional net Hit deals one Mental Damage to the entity. Since one Test is unlikely to ever accumulate that much, the Inspired must keep making them until the necessary number of Hits is accumulated. Each such Test takes 1D6 minutes of preparation.

In the meanwhile, the possessing spirit is rarely a passive spectator. Most of the time, the Exorcism process protects the Inspired from direct attack; the creature must pass a Willpower [4] to even consider attacking the Inspired one the Exorcism has begun. However, the creature may try to intimidate, cajole or seduce the character away from his labor. Fiends and ghosts are the best at these tactics; their abilities allow them to see into the Inspired's mind and soul, and they can bring painful or shameful aspects of the character's personality to light. Insults and threats are often offered; the Inspired may need to pass Willpower Tests to see if he can continue the Exorcism without losing his temper.

If the Exorcism is successful (reducing the entity's Mental Damage to 0), the spirit is removed from the body. If it lingers and the Inspired can see it, he can attack it with other Miracles or drive it away through the use of prayer and holy symbols. Most of the time, however, the entity will flee to the Otherworlds where it was spawned - bearing a deadly grudge against the human who thwarted it.

#### Divine Miracle: Eye of the Storm

+5 points

**Prerequisite:** Divine Inspiration

This Miracle extends a calming aura around the wielder equal to the Hits \*10 feet and lasts for Hits \* 1 minute. During this time, all within range gain a bonus to Fear Tests equal to the Hits\*2.

#### Divine Miracle: Holy Fire

+5 points

**Prerequisites:** Divine Inspiration

This powerful miracle that calls down divine retribution upon the forces of evil. This retribution comes in the form of a blast of blinding white flames, or a bolt of lightning striking from above. This attack can only be attempted on supernatural beings; sometimes, if the being in question is not truly evil or somehow part of the mysterious ways of the Deity the blast will not inflict full damage, or will inflict no damage at all. Such an event clearly demonstrates that the Inspired is not meant to destroy the creature - for the time being, at least.

Roll to activate this power (use this roll as the attack roll also). The target (who must be within line of sight) can attempt to Dodge at a -4 penalty. This deals damage equal to Willpower \*4.

#### Divine Miracle: Strength of Ten

+5 points

**Prerequisites:** Divine Inspiration

This is ability, when confronted with evil, to summon the strength of the righteous, temporarily transforming the Inspired into a nearly unstoppable warrior of vengeance. The Inspired becomes inured to pain and fatigue, gains inhuman levels of strength, and can fight until killed. This display of power is only possible under the most extreme situations, however. To try to invoke it when there are any other options is considered sinful. Only when facing overwhelming odds should the Strength of Ten be summoned.

The Inspired gains +4 to Strength, +4 Physical/Stun damage boxes and is immune to shock and pain (High Pain Threshold 20) until the battle is over. Once invoked, the power lasts until the threat is gone or until the Inspired succeeds in martyring himself.

#### Divine Miracle: Touch of Healing

+5 points

**Prerequisites:** Divine Inspiration

The Touch of Healing may only used under extraordinary circumstances, and usually limited to the faithful, although the Inspired may elect to make exceptions for non-believers who are nonetheless fighting the good faith (interestingly enough, some among the Inspired are actually a lot more tolerant than the Mundane leaders of many Churches).

Healing raw life point damage is done at a rate of 1 box Physical damage \* Hits.

Healing diseases is based on the strength of the disease: 2 Hits for a mild illness (a bad cold), 3 Hits for a moderate disease (pneumonia, chickenpox), 4 Hits for a serious disease (a tumor) and 5 Hits for a terminal diseases (advanced cancer, AIDS).

#### Divine Miracle: Visions

+5 points

**Prerequisites:** Divine Inspiration

Through this Miracle, the Inspired opens himself to the Deity for guidance and advice. The Inspired is often visited by flashes of insight about places and people; these insights may come in the form of dreams or sudden visions that may strike at any time or without warning. Sometimes, the Inspired will pray for guidance and be awarded with a Sign of some kind. Most of the time, the visions are ambiguous and need interpretation. For example, the Inspired might see the face of a man, a famous politician. Is the man a tool of evil, or is he being threatened by the forces of evil? The Inspired would have to find out somehow.

This ability requires a Willpower test [2] when the Inspired actively seeks guidance. The Inspired's prayers may or may not be answered, depending on what the Director feels is appropriate to the moment, although such attempts should usually be successful - provided the Inspired is appropriately humble in his petitions. When the Director sees fit to visit a spontaneous Vision upon a character, however, no roll is required. The actual details of the visions will vary widely.

#### Dying of the Light (Supernatural)

+3 points

**Prerequisite:** Ghost, other applicable Supernatural

The invention of electricity banished the shadows in which Spirits and other creatures of the dark thrived. There are creatures that can weaken lights to terrorize their victims, however. This requires the being to make a Willpower + Essence test. The Threshold for this is based on the intensity of the light and the size of the area to be affected. Note this does not cause complete darkness, but near-darkness (allowing for terrifying shadow forms). The base area of effect is about equal to a radius of 15 feet. The effect lasts for a number of turns equal to the Hits.

- Candle light: 1
- Fireplace, gas light: 2
- Common electric light (60-100 watts): 3
- Stronger light, multiple lamps: 4
- Very powerful lights, spotlights: 5
- Each +15-ft. radius: +1

#### Emotional Influence [Mind] (Supernatural)

+2 points

Your character can affect those around him emotionally. The feelings can vary from attraction to anger to depression. How the target reacts is your Director's call. For example, if the emotion is anger and the target fairly assertive, violence is likely. Conversely, if the target is retiring, anger could manifest as passive aggressiveness.

To use this power, roll Willpower + Influence opposed by Willpower. Each net Hit inflicts one box of Mental damage. Consequences are related to the inflicted emotion.

If affected, the target may make a new Willpower [net Hits] roll each Turn after that to shake the consequences. Failure means the target has little control over the emotion at issue. The basic Emotional Influence ability costs 2 points. Penalties may be added to the target's roll for an additional point per level. So, Emotional Influence with a -3 penalty runs +5 points. If you can inflict only on emotion, reduce the base cost to 1 point.

#### Enhanced Attributes (Supernatural)

Variable value

Your character gets Attribute bonuses, ranging from +1 to +5 or even higher. These bonuses are added to the character's Attributes after the Attribute points specified by his Character Type have been distributed. So, if you give your character a Strength 4 and then devise a Demon Quality that adds three to Strength, the final Attribute level would be seven.

Enhanced Attributes cost one point per +1 bonus up to +10 for Strength and Body, and +5 for everything else. Beyond that point, the bonuses cost five points per level (so a +10 bonus to Agility would cost 30 points, five for the first +5, and 25 for the next five levels – to use a fairly extreme example).

#### Evil Eye (Supernatural)

+2 points per level

**Prerequisite:** Innate Magic or Sorcery

The Evil Eye is one of the most feared supernatural abilities, found around the Mediterranean and into the Arabic Peninsula. It is also called the Eye of Envy and is as much a curse as it is a boon. Those with this eye can curse those they

dislike, however, it can be involuntarily invoked with an envious glance. The Evil Eye can be intentionally cast with a Willpower + Sorcery (or Innate Magic) roll, and is resisted by a Willpower roll from the target. However, the caster must make a Willpower [Quality levels] test, modified (-1 to -3) based on how envious the caster is of the target. Resistance (Paranormal) defends against the Evil Eye, as do simple charms that can be found throughout the Mediterranean (Blue Eyes) (these charms add a +1 to +5 bonus to resist based on the quality of their creation, if they fail to resist the evil eye, the charm breaks) and a quick cast ritual Spitting (Power Level 1 spell usable by anyone who knows it – even mundane folk) dispels the evil eye or blocks or negates its effects completely. Once struck, however, there is nothing that can be done.

- **Levels 1 – 3:** The Evil Eye works similar to Tainte, but granting only Bad Luck at 1 per net Hit.
- **Levels 4 – 5:** The Evil Eye may also inflict a disease on the target whose strength equals the net Hits of the roll. The Disease has an incubation period of 10 - (Evil Eye levels) days before it strikes.
- **At Level 6+:** The Evil eye inflicts destruction and death. It deals levels + net Hits Physical damage to a target.

Only one effect can be cast in a single stare. An Evil Eye stare takes one action to cast. The Evil Eye has a range of 100 feet.

### Face of Death (Supernatural)

+4 points

Some supernaturals can strip off the veneer of life to show their true nature. This force viewers to make Fear Tests. Allies still must test, but they receive a +2 to their roll. Supernaturals manifesting Ghostly Fear impose a -4 modifier to any Fear Test by a victim subject to Face of Death.

### Faerie Veil (Supernatural)

+4 points

**Prerequisite:** Faerie and Glamour

This is a blending with the environment akin to limited invisibility. The faerie is unnoticeable even to supernatural senses as long as he does not move. If he moves, Supernatural Senses divulges that something using faerie magic is present, but not exactly what or where. Normal vision detects something "unnatural" if a Perception [4] roll is made. If the faerie takes a violent action, such as attacking, the veil falls and he is revealed. It takes a full Turn, using all actions, to trigger this ability.

### Gáe Sidhe (Supernatural)

+3 points

**Prerequisite:** Faerie

Using Gáe Sidhe or "elf arrow," the faerie enchants a piercing missile or sling bullet with a mystical toxin. This requires an Occultism + Innate Magic [2] roll, with each Hit affecting an additional missile. The enchantment lasts as long as the items are held by the faerie. This ability may not enhance any weapon that is designed to be used in melee.

If the faerie strikes a target with the envenomed missile (using a normal attack roll), all damage inflicted heals at one half the normal rate (including supernatural regeneration, but excluding Drama Point-based recovery). In addition, the target's spellcasting suffers a -1 penalty for the next 24 hours. Multiple shots at the same target increase the penalty by -1 each. The poisoning lasts 5 minutes from the time of the latest injury.

### Ghostly Fear [Mind] (Supernatural)

Variable Quality

**Prerequisite:** Ghost or other applicable Supernatural

Above and beyond the normal shock from sighting a ghost, this ghostly power seems to ooze from the un-dead. Those targeted by this power are psychically assaulted as the temperature around them drops noticeably. Roll Charisma+ Influence opposed by Willpower. Each net Hit deals one box of Mental damage and victims must make Fear Tests.

- **Disturbing (+1 pt):** Affects all those within five feet, or one particular target not more than five yards away.
- **Horrible (+3 pts):** Affects all those within 10 feet, or two targets not more than 10 yards away.
- **Terrible (+4 pts):** Affects all those within 25 feet, or three targets not more than 25 yards away.
- **Devastating (+5 pts):** Affects all within 50 feet, or four targets within 75 yards.

If the ghost concentrates on a single target, apply a negative modifier to the Test equal to the point-cost of the Ghostly Fear. Situational modifiers – like midnight in the middle of a cemetery (-1 to -3) or being in a crowd downtown at high noon (+1 to +3) – and those from other Qualities may be applicable.

### Glamour (Supernatural)

+5 points

This minor phantasmagoria allows a creature appear as he wishes, from hideously ugly (Attractiveness -5) to unearthly beautiful (Attractiveness +5). The supernatural cannot use this ability to appear as a particular being, but he can appear more human, or less, for a time.

This power may be used at will and maintained under normal circumstances. Under duress (combat situations, Physical damage, failed Fear Test, and so on), the creature must roll Willpower [2] in order to maintain the glamour. The glamour cannot abide contact; once touched, it dissipates.

### Grand Glamour (Supernatural)

+3 points

**Prerequisite:** Faerie and True Glamour

This is the strongest of glammers; it effectively creates something from nothing. It could also be considered a temporary conjuration (although not in the faerie's mind) for the items are not entirely real. Still, the ability can be used to create a solid object that the faerie understands or has studied. The item can be previously memorized, or reproduced whilst a sample is present. Blades so created cut individuals or vines or ropes; guns fire and damage targets (assuming the faerie understood how firearms worked). If the supernatural creates something he believes he understands, but really does not, the object fails to function properly.

The faerie rolls Willpower + Occultism + Innate Magic [2] to use this power, which takes one Turn per 10 pounds of the object. Generally, nothing heavier than 10 pounds per Hit can be created, nor anything bigger than one cubic foot per Hit, but two or more faeries may work together to create larger objects. Objects appear within 10 feet of the creator and last five minutes per Hit.

### Haunt (Supernatural)

Variable value

**Prerequisite:** Anchor, Ghost

Some of the most powerful Ghosts on Earth are called Haunts. They have taken complete control over a house or other locality and have made it an extension of their own being. A Haunt's dominion is a living part of her: she is as aware of what is happening in the entire area in the same way as a human being is aware of her own body. This control goes much deeper than mere awareness, however. A Haunt can reshape space, time, and reality itself within her dominion. In addition to these special abilities, the Haunt can use any other Ghost abilities it possesses.

A true Haunted house is one of the most dangerous places on Earth. A Haunt's dominion is almost always left alone as if by some unspoken law. Even Mundanes sense that the Haunted place is not something to be trifled with, and developers and real estate agents change their plans for such properties as soon as they see them. If not, they soon learn why they should have.

The link between these Ghosts and their realms is nearly absolute. Unlike normal Spirits, Haunts cannot travel outside Earth; they are permanently bound to their tiny kingdoms. They also suffer all the penalties of the Anchoring Vulnerability and must have that Vulnerability (the converse is not true; not all Anchored Ghosts are Haunts). The link is always with some sort of habitation, be it a house, a castle, or a cavern that was once home to some ancient tribe. If the building is utterly destroyed, the Haunt becomes Unraveled and loses all her powers over the locality. Destroying a Haunted House is difficult through conventional means, and almost always requires an exorcism of some sort (such as the Exorcism Miracle) in addition to mundane methods of demolition. Sowing the ground with salt after demolishing the building invariably banishes the Ghost from the area.

The larger the Haunted area, the more expensive the Power will be.

- **Small locale (+6 points):** The equivalent of a two-bedroom, one-story house.
- **Medium-sized locale (+9 points):** A three-bedroom, two-story house or equivalent.
- **Large locale (+12 points):** A mansion or so.
- **Very large place (+15 points):** A castle, or a mansion and surrounding countryside.

The spirit can perform the following in its Haunt:

- **Manipulate Time:** The control of the Haunt extends to such basic elements of reality as time and space. By making a Willpower + Essence roll [Threshold = time manipulation multiplier], the haunt can increase or decrease effective "local" time. For example, if the haunt wants to cause local time to be multiplied by 2, or divided by 2, the Threshold is 2. This change lasts for up to one hour per Hit (the haunt can end the effect before this). For example, three psychic investigators begin examining the cellar of a Haunted house at around two in the afternoon. The Haunt rolls Willpower + Essence [4] and score three Hits, making local time flow at one fourth the normal speed. A subjective "hour" later, the investigators step outside, and discover that four hours have elapsed, and it is dark. By using this Power, the Haunt can turn an evening into a week's worth of terror and chaos, as long as she has enough Essence to spend.
- **Manipulate Space:** The Haunt can make rooms bigger than they could possibly be, extend corridors until they become endless tunnels, and employ other size-based tricks to confuse and terrify intruders. These manipulations cannot directly harm living beings (for example, the Haunt could not cause a room to become so small it crushes its occupants). This requires a Willpower + Essence [normal difficulties] test. For a Threshold of 2, the Haunt can halve or double any or all of an average interior space's dimensions (height, length and width). Very large rooms require a greater Threshold (for simplicity's sake, any room in a normal middle-class house would be considered to be the average; a mansion's "seats one hundred" dining room would not). Each additional Hit doubles this increase or decrease.

- **Reshape Objects:** Walls, furniture, and any items that are considered to be part of the Haunt's domain can be altered at will by the Ghost, provided she has the will to empower and maintain those changes. Any unliving object that is placed inside the Haunt's domain for more than two months (8-10 weeks) will be "absorbed" into the Haunt's haunt and can then be manipulated. Manipulating an object requires a Willpower + Essence test [variable Threshold]. Small items (toy, radio): Threshold 2; Medium items (chair, small dresser): Threshold 3; Large items (bed, sofa, table): Threshold 4; Very large items (entire wall or floor section, staircase): Threshold 5. Objects can be deformed, weakened or twisted in the most unnatural ways. They can also be made to move. Staircases can suddenly become smooth, or floors might collapse, requiring anybody on them to pass Reaction [2] tests to avoid falls and injury. For +2 Threshold, objects can become fully animated; they can move, protrude limbs and attack or entangle victims. These objects can sustain 2 to 20 damage, and have a Strength of 1 for small objects, 2 for medium objects, 4 for large items, and 5 to 6 for limbs coming out of walls or floors. These effects will last for 2 turns; the Haunt must reroll to keep them going for longer periods of time

### Hell Hair (Supernatural)

Variable value

Taking various forms (Serpents, tentacles, strands of hair), this quality grants the being a head-based extra limb with which it can attack. The base cost is +3 points modified as follows. This limb has its own strength score and the range of the attack affects the overall cost of the quality. In strength terms, the base strength of the limb is 2, with each extra point of Strength in the limb costing 1 point until Strength 5, where it costs 3 points. The strength of this limb cannot exceed the strength of the being +4. In terms of Range, most operate at 5 ft. in length. Anything less reduces the cost by 1 (and imposes a -1 to the attack as a Headbutt). Increasing the range to 10 ft. increases the cost by 1.

### Higher Power (Supernatural)

Variable value

**Prerequisite:** Angel, Deity

Angels can reshape reality to a limited state, simply making things so. This is a simple but profound power and only the most crass of angels would misuse or abuse this capability.

- **4 points:** As an action, the angel can make something unlikely, but not unreasonable happen. A door might be unlocked, a cab could show up just in time, a cold could get better, or a scratch off ticket might win twenty bucks.
- **6 points:** The angel can alter a situation as if he was in many places at once. This is not useful in a fight, but it allows him to do things like open or close many things or break a number of wards all at once.
- **8 points:** The angel can make something highly unlikely, but possible, happen. This might include many unlikely things (like everyone at a parlor winning bingo at once) or a single highly unlikely event (like the broken glass of a collapsing skyscraper forming a message, or cancer spontaneously going into remission).
- **10 points:** The angel can pull a target mortal out of reality to show him something. This trip may violate the rules of time and space—it might take the mortal to the past, a possible future, or even to some entirely imaginary realm. The angel in question decides the rules of the trip, and while the mortal may appear to be in danger, he is usually quite safe.
- **12 points:** The angel can make the impossible happen, so long as it still complies with the laws of reality. He could make someone's lungs disappear, make something burst into flame, or turn lead into gold. If this is used as an attack, it uses Willpower +6, opposed by the target's Willpower, and it does whatever amount and kind of damage the angel wants, up to the Hits +12.

It is possible that archangels have this power at even higher levels, but such power is truly unimaginable.

### Horrendous Stench (Supernatural)

+3 points per level

Some supernatural beings are like skunks, they can exude horrible odors to defend themselves or, in some cases disorient prey. This works similarly to Banshee, but attacks the senses rather than the will. The range of the smell is 10-ft per level. The supernatural being has complete control over whether or not it exudes the odor, but once it does, it affects both friend and foe alike (unless they also have levels of this quality, in which case they are immune). Once a being leaves the field, the effects last 1 minute per level, unless the person takes extreme action – such as jumping in a lake, to end the effects quicker. However, anyone who activates this ability will suffer a -2 Charisma due to the lingering effects of the stench (unless drastic actions are taken) for a full week. Beings with this quality also suffer a -1 to Charisma per level of the quality they purchase, permanently. They will never smell good (except to others who have this quality--they usually don't notice and thus suffer no penalties).

- **Level 1-3:** At this level, the stench forces everyone within range to make Body [level] tests or be nauseated. Approaching the stinky guy requires a Willpower [level] test. Other stresses (life or death ones) can allow people to ignore the Willpower test.
- **Level 4-5:** At this level, the smell becomes more irritating. Those who fail the Body test have their eyes inflame and their noses drool mucus. This has the same effect as the previous levels, but also imposes a -1 penalty to all actions from sensory deprivation and discomfort.
- **Level 6+:** Here, the chemicals exuded by the being are truly caustic. This has all the effects of the previous levels, plus those who fail the Body test suffer Stun every three rounds with the damage suffered determined as if the Body test had been a damage resistance test with the base Damage equal to the level of this Quality. For example, at level 6, it's treated as damage resistance test against 6 S damage. Armor doesn't not apply against this damage.

Creatures with Acute Senses (smell) suffer a penalty to the resistance rolls equal to their Acute Senses levels.

Creatures with Supernatural Senses (Enhanced Senses: Smell) suffer a penalty of -5 or Acute Senses (smell), whichever is greater.

Resistance: Poison applies against this ability.

### Hypnosis/Mesmerize [Mind] (Supernatural)

+6, +8, +12, or +25 points

Some supernatural beings have the power to control the minds of others. This ability is found in several forms.

- **Meet My Gaze (+6 points):** This character can cause another to hesitate for a few moments – plenty of time for an indefensible attack. The mesmerist must lock gazes with the victim. Roll Charisma + Influence, opposed by Willpower. If the mesmerist scores at least one net Hit, he deals one box of Mental damage which either imposes a Stunned Consequence for one turn, or allows him to issue a single command to the victim. Commands not entirely contrary to the target's nature shall be followed for one Turn.
- **Hear Me (+8 points):** Using his voice, the character causes a victim to freeze or follow one command. This operates just as Meet My Gaze does, but does not require eye contact. The victim must be able to hear the mesmerist speaking clearly in a normal voice (ambient noise, shouting, or distance disrupts the magic); it is not necessary that he understand what is being said.
- **See What I See (+12 points):** The mesmerist can create phantasmagorias and muddle the victim's senses. Roll Charisma + Influence opposed by Willpower. For each net Hit, deal one box of Mental damage. If a Consequence arises from this damage, the mesmerist can render himself invisible to the victim, or make himself appear as another, liked or trusted person. A mesmerist with See What I See gets a +1 bonus to use his Meet My Gaze and Hear Me power.
- **I Command You (+25 points):** At this level, the mesmerist can dominate the victim – forcing him to obey almost any command. Roll Charisma + Influence opposed by Willpower. Each net Hit deals one box of Mental damage. If kept up until enough damage is dealt, this results in the Dominated Consequence. A dominated character will obey the commands of the mesmerist. If the commands are particularly against the victim's self-preservation instinct or moral code, he can attempt a Willpower test immediately against the original roll with a bonus of +1 to +5 with success removing the Dominated Consequence. The mesmerist gains a +1 bonus on attempts to use See What I See and +2 to use Meet My Gaze or Hear Me.

Higher levels of this ability include the lower powers. For instance, See What I See allows the mesmerist to use both Meet My Gaze and Hear Me. If a supernatural possesses one of the two lowest level powers, the second may be purchased for a mere 3 points.

### Immortal (Supernatural)

+0 points

Not as in "cannot be killed" but more as in "not getting any older here." Some supernatural beings don't age normally, staying the same apparent age for centuries or millennia. This doesn't cost points by itself (let's face it, much as we'd like to think differently, few Series are going to span centuries), but Immortal characters can gain the Age Quality if their characters have been around for a few centuries.

### Increased Essence (Supernatural)

+3 points per level

Each level of this adds +1 to your Essence.

### Increased Life Points (Supernatural)

+1 point per level

Some supernaturals are much harder to kill or put down than your average innocent bystander . . . or bull elephant. They could have redundant organs or their guts are just harder to rip out. Each level of this power adds an extra +2

Physical/Stun damage boxes.

### Innate Magic (Supernatural)

+3 points

Unlike humans who learn and practice magic, supernatural creatures draw from the innate magic that permeates their being. Their powers are more instinctual, no different than breathing or moving a limb. Innate Magic reflects this portion of a supernatural creature's existence. Without it, the being cannot use any supernatural powers; indeed, it is not even considered a supernatural being. As such, this feature is always part of a supernatural's racial Quality and is almost never purchased separately. In place of Sorcery, he has a fixed +3 bonus (Sorcery 4+ negates this if possessed).

### Intangible (Supernatural)

+2 points

Intangible beings can move through walls, floors, ceilings, and even other creatures, but not magical wards. Intangible beings cannot affect the physical world. Creatures with this Quality typically have levels in Manifest as well.

### Invisible (Supernatural)

+10 or +20 points

Some entities cannot be seen through normal means, which allows for all kinds of neat ninja tricks. Invisible characters can still be heard though and some sensors may detect them. Believe us, fighting them is still no picnic.

This Quality costs a base 20 points, and the invisibility may be turned off and on at will. If the invisibility drops for at least a Turn when your character attracts attention to himself (by, say, smashing something over a victim's head), the cost is reduced to 10 points. Similarly, if the character is stuck on "invisible," the power is also halved to 10 points.

### Iron Mind (Supernatural)

+3 points

Your character is immune to any power with the [Mind] descriptor. He can still be struck by magic or slammed by Telekinesis, but no one can get into his head. It's not all good though. Those with this Quality tend to be somewhat closed off and distant, and often also possess the Outcast Drawback.

### Life Drain (Supernatural)

+5 points per level

Creatures with Life Drain can forcibly steal Essence from living creatures. To use Life Drain, the creature must be in contact with the victim.

The creature rolls Willpower + Life Drain, and the victim rolls Willpower + Body (or other applicable ability). If the creature scores more Hits, he begins to drain the victim's Essence at a rate of one per turn of maintained contact. Normally, this Essence loss is temporary, and the victim's Essence recovers normally. In these cases, the creature loses this stolen Essence at a rate of 1 point per hour.

The creature can attempt to permanently drain a victim's Essence. This follows the same procedure, but takes a number of uninterrupted turns equal to the victim's Willpower per point of Essence drained, and the creature's net Hits must exceed the victim's Willpower score. Essentially, it becomes an Extended test. The creature increases its normal Essence by one-half (round down) of the permanently drained Essence.

### Manifest (Supernatural)

+5, +10, or +20 points

**Prerequisite:** Intangible

This quality allows a ghost to manifest himself as a physical being. A physical presence requires a Willpower [3] roll. Any attack that does more damage than the ghost's Willpower \*2, destroys the manifestation, although the ghost itself is unharmed.

- **Minor (+5 points):** The supernatural is able to manifest parts of his body (hands, feet, a head) temporarily. This lasts a number of Turns equal to the Hits of the manifesting roll.
- **Major (+10 points):** The ghost can create body parts or a full body. The body is merely a shell, but it can interact with others. It lasts a number of minutes equal to the Hits of the manifesting roll.
- **Complete (+20 points):** The creature can create seemingly living body parts or a full body. The manifestation mirrors the ghost's appearance before he died. It lasts a number of hours equal to the Hits of the manifesting roll.

### Mending (Supernatural)

+3 points

**Prerequisite:** Faerie

Some faeries are able to convince broken, torn, or disrupted materials to join back together into their original forms. This power might heal wounds (not cure disease or neutralize poison) or repair objects and tools. For each Hit on a Willpower + Occultism + Innate Magic [2] roll, one box of damage is healed or five pounds of broken materials are reformed to be indistinguishable from their original shape. Small amounts of the original object can be missing (less than an eighth), but limbs cannot be regrown (although severed ones could be rejoined).

### Movement (Supernatural)

#### Blink (Supernatural)

+1 point per level

Certain supernaturals are able to teleport to any location with which they are familiar. The distance traversed depends on the level of this Quality. The creature must make a Logic + Blink roll to succeed, modified by the circumstances of the teleportation.

Failure results in no movement or the translocation missing the target (at the Director's discretion). The greater the distance desired, the worse the result of error. Teleporting from one dimension (e.g., the faerie realms) to another usually requires a portal. Where a border between realms is known, Blink 1 may be used to affect a crossing. Blink 4 or higher allows a supernatural to move from one realm to another absent a nearby portal.

Blinking is the only action a supernatural may take during a Turn, regardless of the number of actions he can attempt.

Level	Distance
1	100 feet
2	0.5 miles
3	2 miles
4	100 miles
5	500 miles
6	1,000 miles
7	5,000 miles
8	Anywhere on the planet

#### Circumstance Roll Modifier

Described but never seen the location	-3
Been to location less than 5 times	-1
Each accompanying person*	-1
In line of sight or visited 5+ times	0
Studied or visited 20+ times	+1
Lived in or near for 3+ months	+2
Lived in or near for 1+ year	+3

\*Ghosts must devise some means to bring any passengers with them.

### Superspeed (Supernatural)

+2 points per level

This must be purchased separately for each type of movement. Each level doubles your speed.

### \*Nanjin Adept (Supernatural)

+8 points

The Nanjin is a secret order of cave-dwelling monks from Pajaur, wherever that is. They have developed a mystic method of "seeing with the heart," allowing their adepts to see without needing eyes. A Nanjin-trained assassin plucks out his own eyes and relies exclusively on this mystical sense. But self-mutilation is not necessary.

A Nanjin Adept can sense his surroundings, making it impossible to blindside him. Your character is immune to the effects of darkness or invisibility and gains a +2 to all Notice rolls (this is cumulative with any Acute Senses bonuses). The Fast Reaction Time Quality is an added bonus (with no extra charge). Finally, the Nanjin's supernatural abilities grant him +2 to close combat attacks and defenses. These benefits are only applicable against living or moving foes.

When combined with the Physical Disability (Blindness) Drawback, a Nanjin-trained character can "see" a monochromatic world around him with enough concentration (reading and close visual work is not possible).

In a fast-paced combat situation, a nearby assailant who has no body temperature and does not breathe or move is invisible to a blind Nanjin.

### Pack Instincts (Supernatural)

+2 points

**Prerequisites:** Applicable species or other Quality

You are part of a pack and share a certain kind of unspoken, animal communication with one another.

When near another member of your pack, gain +1 to your Notice. When in line of sight as others of your pack, you may communicate with one another wordlessly. Only single words and simple concepts may be communicated: *attack, protect, follow, distract*. By focusing your senses, you may make an Intuition + Notice roll to pick out the approximate location of others of your pack. When ambushed, if any one of your pack spots the ambush, all packmates are considered to have succeeded on the perception test as well.

### Possession (Supernatural)

Variable value

There are many creatures that are able to possess the bodies of other creatures, including ghosts, demons, Hellspawn, and even some human psychic types. However, different creatures often enable this possession in different ways.

#### Possession: Angelic

+8 points

**Prerequisite:** Angel

An angel must choose his vessel from a very narrow range of options, such as a certain bloodline or a certain type of person. Once the vessel is chosen, the angel can only possess a vessel that gives himself over willingly. These tend to be really good, devout, God-fearing folks, and that's more the pity when you

consider some of the bastards they can end up carrying around. The upshot is that there are some practical limitations on how many angels can be in circulation.

The angels also seem more tightly bound to their vessels than demons are. When an angel is dispelled or driven off, it takes its vessel with it (unlike a demon, which is driven out of the mortal). Similarly, when an angel is killed, it seems to almost always be done by killing it along with its vessel. There's also a practical issue at work that keeps angels bound to their vessels – once an angel leaves his vessel, there is no guarantee he will be welcomed back in. This means starting the time-consuming process of preparing another vessel all over again. The upshot of this is that an angel only abandons its vessel under the direst of circumstances, even if it might otherwise make tactical sense to do so.

When an Angel possesses a creature, it enhances the host's physical Attributes and can push the host body well beyond its normal limits. More importantly, however, the Angel can use the host's Skill, applicable Qualities, and access their memories.

#### **Possession: Ghostly**

+5 points

**Prerequisite:** Ghost

Ghosts can temporarily take over the body of a creature. Many so-called "demonic possessions" are actually the work of a Ghost attempting to experience mortal life once again. Starved for the pleasures of the flesh, many Ghosts try to expel the soul of some unfortunate and take over her body for good; this often proves to be a vain undertaking, however, because even Mundanes have a link between their souls and bodies that is very difficult to break. Most possessions only last for short periods of time, and then the expelled soul regains control, often without realizing what just happened.

To possess a creature, the ghost must be within 10 feet of the target. The ghost rolls Willpower + Essence while the victim rolls Willpower +2. Each net Hit deals 1 box of Mental damage. When the victim suffers Mental damage exceeding his Willpower score, the ghost steps into and takes over the victim. He has control for 10 minutes – victim's Willpower. The ghost can keep repossessing the target, but each successive attempt grants the target an additional +1 to resist.

The Ghost is in total control of the victim's body for the duration of the possession. All of the body's physical Attributes remain unchanged. The Spirit does not have access to any skills or knowledge of the victim, however. The victim's memories are part of the evicted soul. During the first 1d6 minutes of possession, the Ghost has to learn how to "drive" the new body, so motor and verbal skills are severely hampered. Agility and Reaction are reduced by -3 during that period, and speech is slurred and difficult to understand. To most onlookers, the victim may appear to be drunk or under the influence of some drug. After the learning period is over, the Ghost is in full control, but her speech pattern, demeanor and posture is her own, and people who know the victim may realize that something is not right. The Ghost is in total control until the victim's soul expels the intruder, the Ghost relinquishes control, or somebody conducts an exorcism or banishing ritual on the body.

Once the ordeal is over, the temporarily dispossessed soul represses all memories of the out-of-body experience. The victim has no recollection of what happened during the possession period, except under hypnosis or deep telepathic questioning. Even then, the victim's memories are jumbled and distorted, with images of the victim looking at her body from the outside while it did strange and terrifying things.

Powerful Ghosts may attempt to permanently possess a body. This difficult process requires that the Ghost maintain possession of the body for 5 successive resisted tests in a row. If the Ghost remains "on board" that long, and wishes to do so, she can try to sever the link between the victim's soul and her body. This requires a 6<sup>th</sup>, final resisted Task, except the victim resist this time with Willpower + Essence. If the Ghost wins, the connection is severed, and the victim becomes a wandering Ghost herself. If the Ghost loses, she is expelled from the body and permanently loses 1 Essence.

#### **Possession: Hell-borne**

+12 points

**Prerequisite:** Hell-borne

A Hell-borne attempts to possess a being by literally possessing them. The Hell-borne forces its smoky form into the potential host and the battle for the body begins with a telepathic assault that target's the victim's mental weak points – doubts, fears, etc.

The Hell-borne rolls Willpower + Influence, opposed by the victim's Willpower. Each net Hit deals 1 box of Mental damage to the victim. If the victim is reduced to 0, the Hell-borne takes possession. However, if the Hell-borne fails to take possession within about 30 seconds, it loses its chance and must leave the victim (typically to find a different victim – it can attempt to possess that victim again in 24 hours). Once a Hell-borne has possession, there are not many ways to get it out. Exorcism is the most reliable. Other than that or special abilities or powers, dealing enough damage to make the host body unusable is about the only way to get it to leave.

When a Hell-borne possesses a creature, it enhances the host's physical Attributes and can push the host body well beyond its normal limits. More importantly, however, the Hell-borne can use the host's Skill, applicable Qualities, and access their memories.

#### **Psychic Visions [Mind] (Supernatural)**

+1 points

Some people can see the future in visions or dreams. Most of the time, the visions aren't very clear, nor do they happen very often, and they cannot be activated on purpose – they just happen. No rolls are needed. Your Director should make the visions or dreams ambiguous and use images and situations from your character's life.

The visions should reflect his current problems and worries. Your character's friends and enemies may pop up in the visions, offering advice, vague threats, or deep philosophical comments. The Director can use the visions to drop hints about upcoming events – the rise of some great evil, the potential bad decision to come, the next winner of American Idol, and other fun stuff. As your character has little to no control over this ability, it only costs one point.

#### **Psychometry [Mind] (Supernatural)**

+4 points

Your character possesses a preternatural sensitivity to objects and the energies others leave when they touch them. He can gain information about items and places uses this ability. Characters with psychometry often get impressions from simply bumping against a wall or touching the steering wheel of a car – many beings with this power wear gloves most of the time. These visions are determined by your Director. To use this ability actively, your character must touch the object and roll Intuition and Notice. The exact result depends both upon the roll and upon the history of the object being touched. Consult the Psychometry Chart (see *Angel* p. 55) but know that your Director might modify the "read" depending on the needs of the storyline.

#### **Pyrokinesis (Supernatural)**

+3 points per level

Some psychics can start fires through the power of their mind alone. To use this power, your character rolls and adds his Willpower and Pyrokinesis levels. Damage is equal to (Hits \*2) + Pyrokinesis level.

The amount of damage determines what can be ignited with this power. Highly flammable objects (gasoline-soaked rags) require only one to three points of damage to start burning. Dry wood needs five to six points, regular clothing or wooden furniture requires ten or more points, and synthetic furniture and the like need twenty or more points to start burning. Using this power on a human both inflicts damage and sets his clothing on fire. Once something ignites, it burns normally.

#### **Purifying Light (Supernatural)**

+1 point per level

**Prerequisite:** Angel

Angels can emit a purifying light that drives out demons, ghosts and other impure beings. It acts as a weapon in attacks against Hellspawn and ghosts, dealing Quality value Physical damage. These attacks do no harm to a demon's host, but a successful attack drives the demon out (if this deals damage exceeding the demon's Willpower, it slays the demon instead of expelling it). You may use the light against mortals or innocents, but all damage is Stun.

- **1 point:** Emit the light from your hands. It may be used in melee combat, either with Getting Medieval (melee) or Kung Fu.
- **3 points:** Strike at range with the light (line of sight). You may now also use it in conjunction with Getting Medieval (ranged) and Gun Fu.
- **4+ points:** You can strike an additional target for each additional level.

#### **Reduced Damage (Supernatural)**

Variable value

Some critters aren't easy to damage like normal folks. A demon from a fiery dimension might take half damage from fire or heat, for example. Vampires are highly resistant to bullets and falls due to their undead nature.

This power comes in three levels. The *first* reduces damage by half, the *second* divides damage by five and the *third* drops damage by a factor of ten. Damage is rounded down, to a minimum of one point. In all cases, the base damage is adjusted after Hits have been added. Damage type modifiers are not applied.

The cost of the trait depends on what form of damage is affected. It'd be neat to be nearly invulnerable to everything but that's gonna cost quite a bit.

- **Everything (5-, 25-, or 50 points):** Applying Reduced Damage to all injuries costs 5, 25, or 50 points, respectively.
- **Specific Attack (3-, 10-, or 20 points):** If something specific but relatively common is affected, the cost is 3, 10, and 20 points, respectively. This covers damage like fire/explosions, all kinetic attacks (fists, bullets, falling safes, pimp slaps), and so on.
- **Limited (1-, 5-, or 10 points):** This is a single specific type of attack, such as bullets, falls/large blunt trauma, or metal weapons. This costs 1, 5, and 10 points respectively.

#### **Regeneration (Supernatural)**

+1, +3, or +6 points

You can't keep a good demon down. Or a bad one for that matter. Some supernaturals heal very rapidly. This allows the character to make a Healing roll at the end of a specific period of time. The faster this amount heals, the more expensive the power is.

- **Per hour:** 1 point.
- **Per minute:** 3 points.
- **Per turn:** 6 points.

While regeneration allows the regrowth of limbs, it does not convey immortality or invulnerability.

### Revivability (Supernatural)

+10 points

**Prerequisite:** Vampire (Displaced Soul)

This allows a vampire to leave behind her bones (or some other portion of her body) after being dusted. The being doesn't necessarily die any easier or better than her lesser brethren, but she does enjoy the potential for returning to unlife. If the vamp's remains are used in a Resurrection ritual conducted by her friends or minions, death could not be so bad after all.

Revivability is useless in and of itself. Someone else must perform the Vampire Revivification ritual (see next page). Also, it requires some remains of some kind. On the ball Cast Members will notice something odd about a vamp that leaves such remains and will most likely do something about it (involving sledgehammers maybe).

### Seeming (Supernatural)

+1 point

**Prerequisite:** Faerie

An innate magic common to most Seelie and Unseelie Court faeries disguises their supernatural nature whilst in the human lands. Their ears are not pointed, their eyes are smaller, and their skin flesh colored. This is a subconscious ability that even changeling or orphan faerie-born babies adopt when not in the faerie realms. The form assumes is similar to the faerie's own, usually of appropriate attractiveness, or lack thereof. It may be varied to appear slightly different (variances of up to 15 pounds and three inches are possible and clothing may be changed), although gender may not be changed. In effect, this is a weaker form of Glamour. No roll is required to adopt or release this power.

Seeming costs nothing to maintain but can be broken at will, through a Reveal spell, or through contact with cold forged iron, if the faerie has the drawback Vulnerability (Iron). Characters and creatures with Supernatural Sensing (Lesser Sensing) can see through a seeming with no roll or effort.

### Shadow Manipulation (Supernatural)

+2 or +4 points

**Prerequisites:** Vampire or other applicable supernatural

Despite other magics (glamours or phantasmagoria) that might hide a vampire's nature; he cannot normally cast a shadow or be reflected. This Quality allows him to do so.

At **2 points**, the vampire may cast a shadow and cause a reflection. He can also have his image daguerretyped or ferrotyped. He cannot alter it in any way.

At **4 points**, the vampire's shadow is a quasi-aware being. It is essentially a phantom – it has no substance or body. It cannot affect anything in the natural world, but it can spy and communicate with its owner (as long as it understood the language spoken, the images seen, or the events experienced). The shadow can travel up to five miles away but can only exist in areas with shadows. Locations that are well-lit or very dark are inaccessible to a shadow. Shadows cannot be killed, but can be driven off via adjustments in illumination.

### Shapeshifting (Supernatural)

Variable value

Countless creatures have the ability to assume or adopt new shapes, with a variety of limitations. Below are some of the Qualities involved in Shapeshifting.

#### Shapeshifting: Cloak of Beasts

+4 points

The character is able to take the form of a normal animal such as a cat, dog, mouse, wolf, hawk, fish, frog, or the like. The character gains the Strength and Agility Attributes of the new form, but all others remain the same. He can also use the animal's natural weapons (fangs or claws), and fly or breathe under water. A successful Willpower + Innate Magic is needed to accomplish the change into a land-based, air-breathing mammal. A –2 penalty is applied when transforming into a creature that flies; –4 for an amphibian or water-breather. If the character seeks to halve or double his mass, a –1 penalty is applied. Quartering or quadrupling mass imposes a –2 penalty. More significant mass changes, up to a maximum of 1/50th or a multiple of eight, raise the penalty to –3.

To return to natural form requires a similar roll (with similar penalties); failure saddles the character with some characteristic from the previous form. For instance, a Seelie elf who unsuccessfully returns from a cat form might have an inclination to chase mice or groom fastidiously, or even bear cat-shaped ears. The transformation lasts 24 hours at most.

#### Shapeshifting: Mist

+3 points

You are able to transform your physical form, clothing, and a few carried items into mist. Changing into mist form is the only action you can perform in a Turn (you can, however, spend a Drama Point to change as a free action). Resuming your non-mist form is simply an action however.

When in mist form, you move at your normal speed, or the speed of the air currents around you, whichever is greater (of course, you don't get to decided which direction when the wind is moving you). You cannot fly unless you have

another ability that allows you to fly.

You are effectively immune to most physical attacks, such as swords, punches, and bullets. Certain physical attacks, while doing no damage, may disperse you for a Turn however (such as a car driving through you). Energy attacks deal normal damage to you (fire is bad). Winds in excess of 90 mph will deal 1 Physical damage per 10 mph over 90 per Turn of exposure. You still need to breathe (assuming you need to breathe in the first place). You cannot exist in vacuum or under water.

You cannot physically affect objects unless they are lightweight enough to be affected by fog.

You can use all of your normal abilities (including psychic and magical powers) assuming they don't require you to be use things you can't use in mist form (i.e., if a spell requires that you gesture or speak, then you clearly cannot cast that spell in this form.

#### Shapeshifting: Skin-Dropper

+10 points

The creature is able to shapeshift into any human appearance, assuming it has seen the individual to be duplicated. Shapeshifting requires a Willpower + Innate Magic (if possessed) test. It takes 20 minutes divided by the Hits to transform. Clothes and jewelry do not change. During this time, the creature is practically helpless as it sheds its current skin and fatty tissue to adopt the new form. The adopted form is physically identical, down to retinal prints and basic blood work. An in-depth genetic test may reveal abnormalities however. The shapeshifter can retain any given form for as long as desired.

Creatures with this power often have a form of telepathy, which is used to enhance their duplication.

These creatures have a telltale sign – a retinal flare, like a cat or some such. When viewed at the right angle, or in the right light, this flare can be viewed momentarily. For some reason, it is much more noticeable when viewing video of the shapeshifter.

### Soul Item (Supernatural)

+4 points per level

**Prerequisite:** Ghost, other applicable Supernatural

Phantasms can take some possessions with them after death through the use of this Power. Typically, these objects had a great deal of emotional value for the character: a favorite set of clothes, or a much-loved tool or weapon. Sometimes the object was something that was buried alongside the character. Ancient funerary rites had a grain of truth to them – under the right circumstances, possessions buried with a person would continue to be of service to her in the afterlife.

The ghost can have a number of soul-linked items equal to Soul Item \* Willpower. These objects work normally in those Otherworlds. A gun fires normally, for example (with effectively infinite ammunition), a car drives (with unlimited fuel), etc.

A set of clothing or tools count as one object. Large objects (like a car) count as two, three or more items, as determined by the GM (a typical ghost car would count as two items, while an 18-wheeler or some huge vehicle would count as four or even more).

If the ghost can manifest in a physical manner these items appear with it and function normally.

### \*Spirit Medium (Supernatural)

+2 points

Your character can see (and talk to) dead people. While not everyone leaves a ghost, many people who have been murdered, especially those killed by magic or monsters, do. While only a few ghosts can actually appear to ordinary mortals, this character can see all of the faint and intangible restless spirits that lurk on the edges of the mortal world, hoping that someone like her will see them and heed their pleas for justice and vengeance.

Unfortunately, your character has no choice about hearing these pleas. If they are talking, she can hear them. They can also hear her, so if your character yells at them to shut up and leave her alone, the more timid ones may do just that. On the other hand, all the living people nearby hear her shouting at the air like a lunatic – not the best way to make friends or get a date.

The worst part of this ability is that ghosts can tell that your character can hear them and often follow her around. Learning some simple wards like the Circle of Binding (see *BIVSRPG* p. 82) might be useful, but then you have to figure out how to get the spirit to enter the circle.

### Stone Gaze (Supernatural)

+15 points

Some creatures have the ability to transform living beings into stone with a gaze. This is an action that is targeted with Intuition, and can be dodged at a -4 penalty (or reflected back if the target is appropriately armed). A successful attack reduces the target's Agility and Reaction by -3 points. If the creature manages to reduce the targets Agility to 0, the target cannot move – locked in the position they had in life. If the creature continues to stare, the target's Body is reduced by -3, and upon reaching 0, they are turned to stone. There are methods of removing this stone curse via magic, but otherwise, the person trapped is so until the statue is destroyed. Fortunately, the gaze only has a 50-ft range. Blinding oneself from the Stone Gaze does nothing to block the attack. Many a brave soul has been lulled into a false sense of security with a blindfold across their eyes, only to be rooted to a spot and then turned to stone moments later.

## Summoning (Supernatural)

Variable Quality

The character can summon creatures to aid him. The nature and strength of the creatures and the costs are detailed below. In each case, the character must spend a half an hour and roll Willpower + Innate Magic [2]. Raw materials – bodies, bones, rats, vermin, insects, etcetera – must be readily available in the immediate area (within 150 ft. per Quality level). If this is not the case or if the character fails the roll, no creature arrives and he cannot retry for one hour.

The Hits achieved dictate the effectiveness of the summoning. Hits above the level of the Quality possessed are ignored. A character may only have one summoning active at one time.

Each of these Qualities is separate and distinct; they do not build one upon another.

- **Summon Plague (+5 points/level):** The character may summon a plague, usually by means of rats and the parasites they carry. The plague covers an area one mile per, lasts one day per, and imposes a penalty to disease resistance rolls (for Cast Members) equal to one per Hit. The Hits also dictate the average number of deaths amongst non-Cast Members (assuming the area is populated) during the summoning (but the contagion may be passed via human hosts for some time thereafter). Those in the area are aware of an unusually high number of vermin about.
- **Summon Vermin (+3 points/level):** The character is able to summon non-plague carrying vermin, rats, mice, or insects to an area. The creatures are typically used to distract the Cast Members or to cover the character's spore. The specifics are the same as for Summon Plague but no disease or death results, and the penalty applies to all actions conducted in the area.
- **Summon Wolves (+3 points/level):** The character summons two wolves per Hit. The beasts do his bidding and need no instructions to attack those who would hunt their master. Nonetheless, the character is unable to speak with them (absent a separately purchased Quality).
- **Summon Un-dead (+3 points/level):** The character raises undead minions – skeletons, zombies, and even wights – in his service. As the Summon Undead spell, the character calls a number of undead creatures depending on the Hits.

Summon Plague			
Level	Miles/Days	Resistance Modifier	Average # of Deaths
1	1	-1	10
2	2	-2	50
3	3	-3	100
4	4	-4	500
5	5	-5	1,000

Summon Undead			
Creature	Hits	Days of Control	Number Created
Skeleton	1	10 + Hits	4*Hits
Zombie	2	5 + Hits	3*Hits
Wight	4	1 + Hits	1*Hits

## Sunlight Immunity (Supernatural)

+10 points

**Prerequisite:** Vampire and Age 5, other applicable Supernatural

Over time, some vampires become immune to harmful rays of the sun. They can walk about in broad daylight without fear of being burned. They do suffer a -2 to skill and attribute tests while in the sunlight. Many of the sun-immune are still somewhat wary of the sun.

## Supernatural Attack (Supernatural)

Variable value

Maybe your supernatural can expel fire out of some unmentionable orifice, or spit gobs of acid, or something equally nasty. This type of attack is not dependent on the critter's Strength (unlike Natural Attacks). The more damage the attack does, the more it costs. How far the attack reaches also plays into the cost. Close combat attacks (use Agility + Kung Fu to "hit" the enemy) are cheaper than ranged attacks (use Agility + Gun Fu to "shoot" the attack, or, if the attack is something unusual, a Wild Card Skill instead of Gun Fu). Ranged attacks fire as far as a pistol; those that can reach rifle ranges do half damage.

- **Minor (+4 or +8 points):** The attack inflicts 4 Physical damage. It costs 4 points for close, 8 for ranged.
- **Major (+7 or +12 points):** The attack inflicts 6 Physical damage. It costs 7 points for close, 12 for ranged.
- **Deadly (+15 or +20 points):** The attack inflicts 10 Physical damage. 15 points must be spent for close, 20 for ranged.
- **Massive (+35 or +40 points):** The attack inflicts 20 Physical damage. It costs 35 points for close, 40 for ranged.

## Supernatural Senses (Supernatural)

Variable value

Any level of this ability enables the being to tell by sight (or smell or sound

or in particularly intrusive cases, taste) if someone is a human, a vampire, or a demon. Others have more sharply defined powers. In some cases, they can actually "feel" people, "read" their auras, or pick up mystical clues. An Intuition + Notice roll may be required and the Hits dictate the depth of the information gathered. Sometimes the input is overwhelming and just can't be missed (all this in your Director's discretion).

- **Basic (+1 point):** Your character can tell a being's basic nature – demon, vampire, magician, etc. Rarely is an Intuition roll required.
- **Empathy (+2 points):** The being can tell what someone is feeling. People are generally pretty poor at hiding their anger, grief, or smug confidence. Most of the time, the empathy can only read the strongest emotions a target is feeling. With particularly strong feelings or a very good Intuition roll, the being learns about exactly how the target feels.
- **Enhanced Senses (+3 points each):** This gent has one or more incredibly sharp senses (sight, hearing, smell, and so on), enabling him to track by scent or hear a whispered conversation a hundred feet away. The power requires the Acute Senses Quality (for each sense to be enhanced) and a minimum Notice 5. Where applicable, it doubles the bonuses of Acute Senses, but most of the time, no roll is needed.
- **Fortune Telling (+5 points):** The character can catch glimpses of the past and future by looking at someone or something. This can work like Psychometry (except with the possibility of future visions) or it can be dictated by your Director according to the needs of the plotline.
- **Insight (+5 points):** The supernatural can see detailed truths about a person (including Qualities and Drawbacks) by reading his aura – his nature, feelings, desires, fears, even possessing entities or other abnormalities. It can also be used to track, particularly by attuning oneself to the aura of certain beasts (as shown by Lorne's cousin Landok – this may require one or more Intuition and Notice rolls). Any use requires at least a Turn or three of concentration. In many cases, Assessing can provide a good guideline for gained information.
- **The Sight (+3 points):** Your character can see magic and traces of supernatural power. He can also tell if someone is preparing to cast a spell and see at a glance if an item is magical. He can even see a faintly glowing residue indicating that magic has been used in an area during the last few hours. If the being spends a minute or so looking closely at someone and makes a Intuition + Notice [2] roll, he can tell if the person is a normal human. If he makes the roll by 3 or more Hits, he can tell if the person is a psychic, vampire, demon, or something undefined. The character cannot actually see ghosts in detail, but if one (or some other invisible supernatural being) shows up, he can notice a faint glow of power in its vicinity (no need for the normal invisibility Notice roll). With sufficient Hits (Director's call), he can also tell at a glance if someone is possessed. 3 points must be spent for this ability.
- **Truth Sense (+3 points):** Your character can determine, fairly reliably, whether or not someone is speaking what they believe to be the truth. Roll Intuition + Influence, opposed by Willpower to determine. If the target is attempting to be truthful, no roll is required.

## Táinte (Supernatural)

+3 points

**Prerequisite:** Faerie

Táinte ("Tan-cha") means good luck or good fortune. Once per target per day, the faerie may grant one point of Good or Bad Luck per each Hit in a Willpower + Innate Magic [2] roll. Good Luck must be used within 24 hours or it dissipates. Bad Luck is resisted using Willpower [2] – the target's Hits are deducted from the faerie's (to a minimum of zero). The faerie must concentrate for one minute to manifest this power and may not grant both Good Luck and Bad Luck to the same target in the same day.

Directors may wish to restrict the use of Táinte to certain times of day – dawn and dusk (neither being fully day or fully night) is a common choice. They may also wish to allow Táinte in combat situations by lowering the manifesting time to one Turn.

## Telekinesis (Supernatural)

+3 points per level

This is your basic ability to move objects with the power of your mind. To use this power, your character rolls and adds his Willpower + Telekinesis levels. The Hits equal the "strength" of the levitation effect. So if the roll resulted in five Hits, your telekinetic could move an object with a Strength 5.

When tossing people around using telekinesis, the damage done is (Hits \*2) Stun. The telekinetic Strength (the Hits in the roll) must be sufficient to lift the person off the floor, though. Precise tasks (guiding a key into a keyhole, manipulating a keyboard) require a Logic + Telekinesis roll (with appropriate Hits as your Director demands). Attacks use Agility and an appropriate skill (staking a vamp would use Getting Medieval, firing a gun Gun Fu). All remote tasks suffer a -1 penalty because the telekinetic manipulates the object at a distance. Damage is set by the weapon and uses the telekinetic Strength level rolled. Tossing small



objects requires only a Willpower + Telekinesis roll, and must overcome the target's defense roll. The damage value of such an attack is (Hits \*2) Physical.

Telekinesis requires some effort to maintain. After a number of Turns equal to your character's Willpower, he has to make another Willpower + Telekinesis roll to maintain the power, at a cumulative -2 penalty. So, a psychic with a Willpower 4 would suffer a -2 penalty on the fifth Turn and a -6 penalty on the thirteenth Turn that he maintained an effect or used successive effects. This penalty applies to all telekinesis rolls until the psychic gets at least three hours of rest between uses.

### Telepathy [Mind] (Supernatural)

+5 points

Your character can speak into the minds of others. While doing this, he can also hear any thoughts directed at him in response. A telepath can mentally communicate simultaneously with a number of people equal to his Willpower. The duration in minutes and range in ten-foot increments depends on the Hits of a Willpower [2] roll. An exception may exist for those the telepath knows very well (as long as your Director buys into that). In that case, your character can communicate with such targets at any distance, as long as he can see them or knows where they are.

If the telepath touches someone or looks into his eyes, he can listen in on what the being is thinking. In this case, the subject resists the telepath's Willpower roll with one of his own. If successful, your Character's Hits dictate the time (in minutes) that may be spent probing and the depth of the "read" (consult Mind Probe Chart, *Angel* p. 59). Using eye contact for mind probe telepathy only works if the target is less than five feet away. Sorry, no long distance or binocular-aided mind probing permissible.

Successive attempts to communicate telepathically or read someone's mind before resting at least three hours suffer a cumulative -2 penalty. So, for the second attempt, the roll suffers a -2 penalty; on the fifth attempt, an -8 penalty.

### Terror Leech (Supernatural)

+5 points

**Prerequisite:** Ghost, other applicable Supernatural

Through fear, some Ghosts can steal the Essence of living beings. This fear can be caused by powers or circumstances; how the victims are scared does not matter, as long as their terror is genuine.

The victims must be within the ghost's Willpower \*10 feet. If a victim suffers effects from a Fear Test in this area, the ghost rolls Willpower + Essence [2]. For every Hit, each victim who fails the Fear Test loses 1 point of Essence, which the ghost gains (stolen Essence disappears in one hour). If the victim Critically Glitches the Fear Test, he permanently loses the Essence, and the ghost permanently gains one-half (down) of that Essence.

### True Glamour (Supernatural)

+2 points

**Prerequisite:** Faerie and Glamour

This stronger Glamour disguises objects, buildings, or landscapes. The images are not real, but do have substance and do not disappear when touched. If damaged, the vision reacts like a weak version of the normal object. The phantasmagoria can include movement within a landscape, as well as sounds and scents, but it cannot cause damage.

A True Glamour can create a wooden door that would splinter if bashed upon. One certainly could cross a stream using a True Glamour bridge. Even so, the illusory objects are not real and are relatively brittle and insubstantial. 8 boxes of damage smashes most True Glamour objects. None weigh more than the creator's Willpower \* 10 pounds or are bigger than Hits\*10 cubic feet. The illusions take one Turn per 10 cubic foot area to create and last five minutes per Hit in a Willpower + Occultism + Innate Magic [2] roll.

### Unique Kill (Supernatural)

+5 points

Some supernaturals can't be killed by conventional means; something extraordinary is needed. Some demons need to be beheaded, for example, or their bodies must be burned to ashes. That doesn't mean your guy doesn't take damage normally, and can't be incapacitated – he just doesn't die from it. If the character isn't destroyed in the correct way, he eventually heals from any injuries and rises again.

### Wilderness Speech (Supernatural)

+3 points

This faerie is able to speak to animals and plants in the human world. The intelligence of the living thing spoken with does not increase. Plants speak in impressions and feelings more than words; animals have only limited awareness. Roll Logic + Occultism + Innate Magic [2]. Each Hit grants one Turn of communication.

### Youth Drain (Supernatural)

+5 points

**Prerequisite:** Vampire, other applicable Supernatural

Most vampires drain blood for sustenance. The rare undead may drain youth. The vampire draws 10 years from him victim per attack. This provides the same benefit as draining one Body point.

## Extraordinary Drawbacks

### Accursed (Extraordinary)

Variable value

You have been afflicted by a powerful curse, one that may haunt you until the end of your days. The actual elements of the curse, and how difficult it is to remove it, determine the point value of this drawback. This Drawback is not meant to be removed by a simple application of magic or other powers. For the most part, it is the result of a misdeed the character committed in the past, and atonement for the misdeed is a major step (but may not be the only one) needed to remove the curse.

A curse of this magnitude is only possible for the worst crimes and injuries. It might have been something a character committed in a past life; perhaps the vengeful ghost of a victim is hounding the character through the ages. The Director and the player may work together in deciding what the origins of the curse are, or the Director may craft it himself. In the second case, the origin and solution of the curse should remain a mystery to the character.

Depending on its severity, a curse can be worth anywhere between 1 and 10 points. A 10-point curse would be a terrible thing, something that would utterly ruin any chance to lead a happy life, or which might kill the victim at any moment.

Some rules of thumb to determine the power of the curse are given below. As usual, the Director is the final judge as to what is and is not appropriate to a campaign.

- **Minor (-1 point):** *Examples:* The character seems to attract flies, fleas and vermin, milk sours quickly in the presence of the victim, little accidents plague the accursed one.
- **Major (-2 to -3 points):** *Examples:* People tend to be distrustful and angry at the character for no apparent reason (-2 to -3 on all attempts to influence people); the character can never accumulate a lot of money without losing it (this would preclude any Resource level above 0); people around the character will be plagued by small accidents and annoying incidents (in this case, personal involvement is as important that physical proximity; a close friend of the victim will suffer from the effects of the curse regardless of how far away he is; by the same token, however, all the people sharing a subway car with the accursed person will also suffer from it).
- **Severe (-4 to -5 points):** *Examples:* Every day, an accident, mishap or random occurrence will endanger the character's life – one day, a car will skip a red light when the character is crossing the street, a gang shoot-out will break out in front of him, or a similar chance event. If the character is alert, he might survive the mishap without injury, but every day, he has to live with the knowledge that sometime, somewhere, something dangerous and terrible is going to happen to him.

The difficulty in getting rid of a curse may add 1 to 5 points to the value of the curse. If undoing or atoning for a past misdeed is the only requisite, this is worth no points. If the misdeed is not known, this adds 1 point, as the character will have to spend time finding out why she was cursed. If the undoing process is extremely complex, or involves illegal activities (in some cases, killing the one who cursed the character is necessary), this adds 2 to 3 points. If a long quest culminating in a difficult magical ceremony, divine intervention, or a similar extraordinary factor is necessary to remove the curse, this would add 4 to 5 points. And some curses cannot be removed by any means; this adds 6 points to the value of the curse, but no measure will be effective in eliminating it.

### Amnesia (Extraordinary)

-2 or -4 points

Memory is a fragile thing that can easily be manipulated or lost entirely. The Amnesia Drawback means that some or even all of the character's memories have gone. This could be deliberate, with the memories erased by those with the proper technology, or accidental, but the memories are gone and the character has "holes" in their past. They may return in time, with the right triggers, but for the time being there are gaps in their memories they know nothing about.

At -2 points, Amnesia means that the character has lost a portion of their memory. It could be as small as a couple of days, weeks or even a couple of years, but the character (and the player) will have no idea of what happened to them in that time.

At -4 points, this Amnesia is total, the character having no memory of their past, or even who they really are. Events, sights, sounds or even smells can trigger memories of their lost time, and this is a great source of adventure ideas for the Director – over many adventures the character can uncover more and more of their "lost time". Of course, this adds to the work the Director has to do, coming up with the character's lost memories, so the Amnesia Trait should be approved by the Director before purchasing it.

### \*Archaic (Extraordinary)

-1 to -3 points

The character hails from a more primitive time, society, or point of view and lacks the comprehension that most take for granted. A character with this Drawback might be an ancient ghost, a faerie, or even a rural or backwoods human. This feature affects skills related to times after the character died, or matters with which they have no experience. Although Fisticuffs has not changed since the dawn of time, Engineering certainly has. A Ghost born in Pre-Christian Europe might know just as much about the bow as a modern man, but a rifle would be baffling. Using Art to draw a picture is not affected; using Art to distinguish a Fussli from a Blake would be.

- **Old (-1 point):** The character is unfamiliar with the workings

or use of complicated modern technology like steam engines, trains, and gas lighting. He does not understand current political, social, or economic processes. Thus, he is wholly unfamiliar with the current rights of maritime neutrals or the restrictions on the slave trade. Skill attempts involving these unfamiliar areas suffer a -1 penalty. A typical Luddite equates to this level voluntarily.

- **Ancient (-2 points):** The character does not know common tools of technology like flintlock pistols, or even crossbows. He is amazed by the intricacies of society, etiquette, complex economic transactions, banks, credit, etcetera. Skill attempts involving these areas suffer a -2 penalty.
- **Primitive (-3 points):** At this level, the character is only familiar with the most primitive of tools and societal concepts. Money, government, politics, and technology more complex than that found in the most backward of Middle Age communities are foreign to him. Skill attempts dealing with concepts and tools outside their era suffer a -3 penalty.

Archaic characters are not moronic or handicapped; they simply lack the experiences or cultural references necessary to understand a society comprised of millions of people, advanced tools, and complex technology.

### Bad Luck (Extraordinary)

-1 point per level

Each level of Luck counts as a +1 bonus (or -1 penalty) that can be applied to any roll, after the die is cast, once per game session. Multiple levels can be added together for a big bonus on one roll, or spread around several different actions. For example, if your character has three levels of Good Luck, he can get a +3 bonus on one action, a +1 bonus to three actions, or a +2 bonus for one and a +1 bonus for another.

With Good Luck, you decide when it comes into play. Bad Luck, however, is in the hands of your Director, who chooses when it affects a given roll. Of course, Directors should exercise caution and good judgment when applying Bad Luck. If they use Bad Luck for meaningless rolls, the Drawback becomes little more than a minor inconvenience. On the other hand, applying Bad Luck to Survival Tests or other critical rolls is just . . . unseemly. Make the Bad Luck count, but don't abuse anyone. We're trying to get you all to have fun here, not create angst (well, not out-of-game angst).

### Beholden (Extraordinary)

-3 or -5 points

The Beholden are people who are linked to some powerful supernatural being. This links may have been established voluntarily, or unwillingly. There are two different levels of this Drawback; one is more severe than the other.

At the **3-point level**, the Beholden can be used by the greater power as a source of information. The deity or entity can see through the character's eyes, and sense everything going on around them. The Beholden can detect this intrusion by passing an Intuition [2] Test; if successful, he knows the entity is using his senses. Trying to stop the entity requires a Willpower [4]; if successful, the contact is severed for one hour per Hit.

At the **5-point level**, not only can the greater being use the character's senses, it can also seize control over the character! The character can try to resist by passing a Willpower [3] test; if successful, he retains control for one hour per Hit. If he loses, the entity seizes control, and the character's actions are in the hands of the Director.

In either version of this Drawback, the entity can "speak" to the character, be it to offer advice, give orders or simply bother the character.

### Decay (Taint)(Extraordinary)

-1, -3, or -5 points

**Prerequisite:** Taint

The character's flesh starts to rot under the Taint's influence, and she reveals leprosy-like symptoms. Unlike true leprosy, however, the character retains all her physical abilities. In time, her appearance eventually becomes utterly monstrous.

**Cost:** -1 for an unhealthy pallor, noticeable but not wholly inhuman; -3 if the character's flesh starts to rot – noses and ears may fall off; -5 if the character is hideously disfigured; much of her flesh has sloughed off her bones, and only her Taint keeps her alive.

### Growths (Taint)(Extraordinary)

-1, -2, or -4 points

**Prerequisite:** Taint

Unnatural protuberances – horns, boils, or lumps start appearing on the character. Some Tainted are completely covered by these deformities.

**Cost:** -1 for small, easy to disguise marks; -2 for things that require bulky clothing or hats to hide, -4 for deformities that prevent the character from showing herself in public.

### Haunted (Extraordinary)

-1 or -2 points

The character is haunted by a lost loved one, be it romantic or filial, mentor or close confidante. Mayhap it is someone the character wronged or who blames him for his death; perchance it is even a person he killed. This spirit is tied to the character, follows him about, makes sundry comments and observations, and is generally exasperating. Worse yet, the spirit cannot manifest or be heard by others. This is worth one point if the haunting is favorably

inclined, but still nags or needles the character. It rises to -2 points if the relationship is more antagonistic. Hauntings of a more dire nature, such as poltergeists and banshees, are best left in the hands of the Director.

### Hideousness (Taint) (Extraordinary)

-1 to -10 points

**Prerequisite:** Taint

The character's face and body starts looking less and less human, becoming unattractive at first, and then reaching grotesquely inhuman levels. Apply the level of this drawback as a penalty to all checks where the character's appearance can negatively influence the check.

### Light Sensitivity (Extraordinary)

-1 or -2 points

This drawback has two levels, the first one is minor and you only suffer a -1 on all rolls that involve sight while exposed to bright sunlight or an equivalent light source, but you can negate this with a Willpower [2] Test. The second level causes a -2 penalty and cannot be completely negated, only reduced to a -1 penalty.

### Magic Magnet (Extraordinary)

-2 points

Your character attracts spells and magical energy – basically she is a lightning rod for the arcane. If any sort of spell backfires and affects the wrong target, it hits her. If random magical energy has been released in the vicinity, it always rebounds on her in some way. These effects are rarely directly harmful, but she could end up invisible or with rabbit ears if she is too close to a ritual that goes wrong.

### Narcolepsy (Extraordinary)

-2 points

Every 30 minutes, the character must make a Body [2] test to remain conscious when involved in a situation which does not require him to be particularly attentive or active, such as guard duty, listening to a boring lecture, or driving for long periods.

### Negative Buoyancy (Extraordinary)

-1 point

Characters with Negative Buoyancy are unable to swim. Any character with this Drawback who ends up in water over his head sinks and drowns in a number of Turns equal to his Body (unless rescued). For obvious reasons, most characters with Negative Buoyancy also have the Drawback of Delusions (Phobia of Drowning) — sometimes to the point of suffering anxiety attacks near open water.

### Reduced Attributes (Extraordinary)

Variable value

Some supernatural beings are slower (or slower-witted) than normal humans. Wimpy non-humans might suffer a -2 to their Strength, demons not known for their wit might have a -1 penalty to their Logic; a slave race could have a -1 penalty to their Willpower, and so on. For reduced Attributes, anything beyond -2 is probably too extreme for playable characters.

Reduced Attributes provide one point per -1 penalty instead of costing a point. So, a demon race with Strength +3, Agility +3, Body -2, and Logic -1

### Taint Marked (Taint)(Extraordinary)

-1 to -3 points

**Prerequisite:** Taint

These dark signs start appearing on the character's skin. To the mundane, they look like colorful tattoos, although looking at them makes the viewer nervous and uncomfortable. To those with sharper senses, the marks seem to glow with Taint, clearly identifying the character as someone with a connection to the Mad Gods.

**Cost:** -1 for a single mark that can be concealed under clothing; -2 for a mark that is harder to conceal (on the head or face of the sufferer, or covering an extensive area of his body); -3 for marks that are impossible to conceal (total body tattooing).

### Tainted Limbs (Taint)(Extraordinary)

-1 to -3 points

**Prerequisite:** Taint

Tentacles, insectoid legs and other inhuman limbs appear on the character's body. Usually, these appendages are useless; they either hang limply or twitch uncontrollably.

**Cost:** -1 for tiny limbs that appear in one or two clusters on the character's body and can be hidden under heavy clothing; -2 for larger limbs that can only be covered under a trench coat or a cloak; -3 for clearly visible limb clusters (on the character's face, or so large they are unmistakable).

### Tainted Skin (Taint)(Extraordinary)

-1 or -3 points

**Prerequisite:** Taint

The skin of the Tainted character starts acquiring inhuman traits. Scales, rough textures, cold, corpse-like complexions – all this and more is possible.

**Cost:** -1 for features that are disturbing but not wholly inhuman – people may think the character has a skin condition, was burned severely, or owes her condition to some natural event; -3 for something wholly inhuman that can only be partially hidden by heavy clothing and bad light.

## Item Drawbacks

### Mundane Drawbacks

#### \*Addiction (Mundane)

Variable value

This functions pretty much as described in SR4 except Addiction Thresholds are doubled.

Unlike some Drawbacks, this problem cannot be overcome in an Episode or two. Generally, the best a character can hope to do is to deny his desire "one day at a time." Getting rid of this Drawback should never be a matter of saving up enough points to "buy it off." It takes roleplaying, game times, and rolls to beat an addiction.

The value of an addiction is based on the commonality of the substance and the severity of the addiction.

- **Frequency Common:** -0
- **Frequency Uncommon:** -1
- **Frequency Rare:** -2
- **Frequency Unique:** -4
- **Severity Mild:** -1 point
- **Severity Moderate:** -2 points
- **Severity Severe:** -4 points
- **Severity Burnout:** -6 points

#### Adversary (Mundane)

Variable value

The more powerful the Adversary is, the higher the value of this Drawback. Your Director determines if an Adversary is appropriate to the game in question. If the Adversary is unlikely to appear frequently, the point value is going to drop, or it could be disallowed altogether.

Individuals are valued at one to five points as Adversaries, depending on their resources and abilities. A normal person grants 1 point; a Green Beret or a veteran vampire 3 points; a "rip out your innards" demon magician could get up to 5. An organization may be worth 3 to 5 or more points, depending on its power. A gang of thugs garners 2 points, the police department of a city 3 to 4 points (depending on its size and competence), and a national agency like the CIA 5 points or more. A large supernatural group like the Wolfram & Hart could give 6 or more points; that would apply only if the entire agency is after the Cast Member – and your character should probably make sure his life insurance premium is paid up.

A good enemy needs a good reason. Your Director can then weave this Adversary into the plot of the Season in any way he sees fit. Alternatively, you can select the Drawback and the value, and then leave it to the Director to decide who the Adversary is. That makes it a bit hard to prepare for though. Big-time surprise foes are big-time bad for the digestion.

Killing the Adversary is not usually enough to eliminate the Drawback – the Director should see to it that another Adversary of similar value rears its ugly head shortly afterwards.

#### \*Covetous (Mundane)

-1 to -3 points

A Covetous character wants stuff really badly and is willing to do almost anything to get it. He may be motivated by love of money, lust for sensual satisfaction, hunger for power, or the search for glory. Whatever he desires, he goes for it hard, limited only by any sense of caution or morality he may have – and in some cases, not even by that.

There are four types of covetousness: Greed (money and wealth), Lechery (sexual relations), Ambition (power and influence), and Conspicuousness (fame and renown). It is possible to covet two or more of those things, but each additional source of desire adds but a single point to the value of this Drawback.

The Covetous Drawback has three levels of severity.

- **Mild (-1 point):** The first level is relatively low-key. Your character knows what he wants and spends a great deal of time and effort to attain it, but won't break his own rules or those of society to do so.
- **Serious (-2 points):** The second level is stronger – presented with enough temptation, your character may act even if it goes against his better judgment or morality. He may resist if the action he contemplates is truly wrong and reprehensible – stealing credit for a heroic deed performed by a friend, for example – but resisting requires a Willpower [2] roll, at a penalty of -1 to -3 if the temptation and possible rewards are great.
- **Desperate (-3 points):** The third level is the strongest – a desire so strong that it often overwhelms any scruples your character may have. When presented with temptation, he can only avoid acting by making a Willpower [3] roll, with penalties ranging from -1 to -5 depending on the size of the prize. For a high enough reward, your character turns on friends or loved ones, and even betrays his principles.

#### Emotional Anchor (Mundane)

-1 point each

The Emotional Anchor can be anything that is of great emotional value to the Cast Member. She will not leave it behind, and must always check on it, take it with them, or stay to protect it. This Drawback is worth one point per item or person that forms the Anchor. A Willpower [number of anchors] test must be made once a day for each point of Drawback taken. If this test is failed, the Cast Member must immediately check on Anchor.

Anchor examples: mansion, antiques, car collection, young children, elderly parents

#### \*Emotional Problems (Mundane)

Variable value

Emotional Problems can be removed during play, but this should always be role-played. If you are able to convey the character's inner struggle over the course of several Episodes, your Director might allow him to eliminate the Drawback without having to pay any experience points to do so. And there's probably a Drama Point or two in it for you as well.

- **Depression (-2 points):** Your character's emotional problems make the very act of living a chore. Common symptoms include sleep problems (either oversleeping or insomnia), severe procrastination (to the point that the sufferer may lose his job), and a lack of interest in anything. A character with Depression suffers a -1 to most tasks, and tends to avoid getting involved. A severe shock may snap someone out of this state for a while (a life-threatening crisis could do it), but the character sinks back into inactivity afterwards. Certain drugs and psychiatric treatment can reduce the effect of this problem (which also reduces its value to one point).
- **Easily Flustered (-1 point):** This character is a bit high-strung. When put on the spot or placed in an uncomfortable social situation, he loses control just a bit. He might trip, knock something over, say stupid things, or his limbs just go all akimbo (that's right, we actually used the word "akimbo"). This is mostly comic relief, but your Director may impose a -1 penalty to certain rolls (Agility-based for clumsiness, Charisma-based for foot-in-mouth disease) until the person takes a deep breath and gets it together (or until someone else takes over).
- **Emotional Dependency (-1 point):** This clingy type is overly dependent on others. Once he makes a friend, he wants to hang around all the time. When involved in a relationship, this type is excessively needy. Such behavior tends to bug friends and relations big time.
- **Fear of Commitment (-1 point):** Whenever your character starts feeling too close to somebody, he becomes afraid and pulls back. Maybe he is worried that if he lets somebody get too close, he will get hurt, and it's . . . just . . . not . . . worth the pain. Or perhaps he fears that if he reveals too much, the other person will see the "real him" and be appalled or disgusted. (Of course, depending on what the "real him" really is, this may not be such an insubstantial concern.)
- **Fear of Rejection (-1 point):** When this person experiences rejection (or thinks he has been rejected), he feels hurt and angry. A person with this problem may be afraid to make friends or approach those he is attracted to, and if his fears come true, he harbors a great deal of resentment and anger.

#### \*Emotionless (Mundane)

-2 or -3 points

Those with this drawback go far beyond the inability to laugh at life. They utterly lack the ability to express any emotion whatsoever. At the lower level, such characters are not incapable of *feeling* emotion, but they cannot open up enough to express it (though acting on impulse or "from the heart" is not verboten to such Cast Members; they will just attempt to rationalize such acts afterward). Such characters suffer a -1 penalty to social situations.

In more acute cases, however, feeling may be impossible as well. Emotionless characters at the 3-point level view the world in a cold, analytical, and completely logical fashion, which can lead to harsh, dangerous, and sometimes brutal decisions. These characters suffer a -2 to social situations in which emotions or an understanding of human nature are important.

#### Flashbacks (Mundane)

-3 points

In situations of great stress or when prompted by appropriate stimuli, there is a 1/1d6 chance the character will experience a flashback, reliving a traumatic experience from his life for 1d6 turns. While experiencing the flashback, the character is generally incapable of action, but can make a Willpower [2] test each turn to snap back to reality. Additionally, strong stimuli, such as violent shaking, pain, loud noises, a friend's yelling, etc., may bring the character back at the Director's discretion.

#### Hallucinations (Mundane)

-3 points

The character suffers from visual and auditory hallucinations, especially in times of stress (1/6 chance). When affected by these hallucinations, make a Willpower [4] test (occasionally the GM will make this test) to snap back to

reality.

### \*Honorable (Mundane)

-1 to -3 points

Your character follows a code of behavior, and will not break it lightly, if at all. The more restrictive and rigid the code is, the higher its value. The tried and true should almost never break the code's rules, no matter what the cause. In a life-or-death situation where honor must be ignored, your character might do so, but even then a Willpower Test is necessary to overcome the psychological barriers reinforcing the code of honor.

- **Minimal (-1 point):** Your character does not lie or betray friends or loved ones, or people he respects. Anybody else, especially people from groups he dislikes or is prejudiced against, is fair game.
- **Serious (-2 points):** This code of honor is more complex, and applies to everyone, friend or foe. Your character always keeps his word and does his best to fulfill any promises he makes. He will not betray the trust of others once he has accepted it. He may be reluctant to give his word except in a good cause (at least a good cause as he sees it), because once it has been given, it is inviolate.
- **Rigid (-3 points):** Your character lives by a strict set of rules that controls most of his actions towards others. In addition to all the other restrictions above, he will refuse to participate in acts of betrayal such as ambushes, striking a helpless or unsuspecting foe, or cheating in any way. Lying is anathema, and he only does so in cases of extreme need. Even then, he feels guilty and does not do a very good job at deceiving; any tasks requiring lying have a -2 to -6 penalty, determined by your Director.

### Impaired Senses (Mundane)

-2 per sense (-1)

Imposes a -3 penalty to Notice rolls based on the selected sense. If corrective measures are used, the value of this is only -1.

### Insomnia (Mundane)

-1 point

The character has difficulties going to, and staying asleep. Even when successful, it may not be restful sleep. Every night, your Director may check to see if your character suffers from insomnia (1/1d6). On any night when the character is afflicted by the insomnia, he suffers -1 to all rolls the following day as a result of exhaustion. It's possible that the character will get back to sleep (fitfully) but if he is awakened by Recurring Nightmares, both penalties apply the next day.

### Love (Mundane)

-2 or -4 points

The character's love life is the stuff songs are made of – whether the pop of Britney Spears or industrial/thrash of Marilyn Manson is up to the storyline, of course. A Cast Member with this Drawback starts the game with a relationship or develops one shortly after the Season begins (usually during the first or second Episode). This love may or may not be reciprocated; your character might be in love with someone who barely knows he exists. Whenever the character has to choose between following his heart or his head, he must make a Willpower [2] roll at a -3 penalty. This Drawback is worth 2 points.

**Tragic Love:** As above, but any romantic relationship the character develops ends badly. This can happen in two possible ways – something bad happens to the character's beloved, or the character has an unfortunate tendency to fall for the wrong people. This is a 4-point drawback.

### \*Magical Family (Mundane)

-0 to -2 points

Witches and Warlocks do have children and families. Your character has magical relatives—she may be part of a hereditary coven of witches, or she may simply have a father or aunt who dabbles in the occult and is willing to teach a bright and interested teen or young adult. While life can sometimes be dangerous for a character with this background, having a parent or other relation who can offer useful advice (and even cover with the authorities and other adults for the Cast Member's more questionable activities) is a rare gift.

The cost of this Quality depends on exactly who the relative is and how old the character is. It's free for Cast Members over the age of 18, as long as they possess at least one level of Sorcery. Characters this age or older are also expected to provide their own magic books (purchasing the Occult Library Quality separately). For younger Cast Members, having an uncle, aunt, grandparent who works magic costs 1 point (this assumes that the character's parents know nothing of magic). It costs 2 points for a teenage character to have a parent who uses magic – it's huge when your parents are cool with you using the mojo. Teenage Cast Members may consult their relation's two-point Occult Library, but gaining access to any of these spells requires asking their family's permission (or sneaking around behind their backs).

Of course, this background only costs points if the parent is a good person who honestly wishes to help her child. Having magic-using parents who simply want to use and control their child as a source of power is instead a 2-point Drawback.

The only significant limit to your character learning magic from her family

is that the character's parent or other relative will not give her access to spells of Power Level four or higher until she has reached maturity. Few mothers want their teenage daughters or sons to be attempting to work with the most potent and dangerous forms of magic, especially while they are living at home (it's really hard to get that stuff out of the carpet).

### Magical Group (Mundane)

Variable value

Magicians often work together. From technopagans who work spells on the net, to vile cults who summon demons in the basement of their fraternity house, there's a wide range of different mystical organizations.

Belonging to one of these groups is a variable Quality (or possibly even a Drawback) whose cost depends upon the nature of the group. Cast Members can either choose to belong to one of the groups listed there, or to one that your Director creates.

The base cost equals the cost of the group's Occult Library Quality. This is modified as discussed below:

- **Members are expected** to aid one another when they are in need: -1
- **Members share** knowledge and training: +1
- **Members are generally willing** to help each other cast difficult spells: +1
- **Members must abide** by a code of honor: Cost of the Honorable Drawback
- **Members must obey** the command of the leader or leaders: -2
- **Members cannot leave** the group without permission: -1
- **Members must perform** criminal acts or darkly magical acts: -2
- **The group is** exceptionally wealthy or wields significant political power: +2
- **Members each gain** skill levels: +1 per skill level
- **Members each gain** qualities or drawbacks: Value of assigned trait

### \*Mental Problem (Mundane)

-1 to -3 points

- **Antisocial Impulse: Deceit:** Some demons love intrigue the way humans love sex or chocolate-covered cherries. They never miss a chance to plot and manipulate those around them, even their friends and allies. This often happens even when it's not in the demon's best interests. Straightforward plans are never favored; convoluted is definitely the way to go. Where's the glory in simple? Resisting the impulse to lie and manipulate others, or to make a plan less complex than it could be requires a Willpower roll with a penalty equal to the level of the Drawback.
- **Antisocial Impulse: Violence:** Your typical berserker type. The critter can't walk away from a fight, and when in doubt, it starts swinging. Whenever a potential confrontation happens, the character has to make a Willpower roll with a penalty equal to the level of the Drawback. On a failure, the character reacts violently.
- **Cowardice:** Your character is more afraid of trouble and confrontation than normal people. He may shun danger altogether or only risk it when he's sure he has the upper hand. Use the value of this Drawback as a penalty to rolls resisting fear. At 1 point, the character will avoid taking unnecessary risks, but will fight when cornered (or when he thinks he has the upper hand). Willpower [2] tests are necessary to avoid fleeing or surrendering when confronted by what the character considers to be superior foes, or to take even small chances, like confronting one's boss to ask for a raise, complain about some problem, etc. The 2-point version of this drawback is stronger. The character needs to pass a Willpower [2] Test to fight back even when he thinks the odds are in his favor, and needs to pass a Willpower [2] Test to avoid fleeing dangerous situations. The 3-point version is the worst, requiring Willpower [2] Tests to get involved in confrontations or risky situations even when the character has good chances of succeeding. Truly dangerous or heroic acts are simply impossible; the character will never knowingly or willingly endanger himself, and may actually even betray his friends if he thinks he will save himself in the process.
- **Cruelty:** This is a person who actually likes to inflict pain and suffering. At the lower level, he reserves this for people who have angered or attacked him, but at the highest level he is a sadist with no feelings of remorse (this is probably not appropriate for most Cast Members, but is typical among vampires and demons).
- **Delusions:** Your character believes something that just isn't true – he might be a confirmed misogynist, or consider non-pure-blood demons not fit to live, or certain that demons wander the neighborhood. Ah . . . scratch that; in the Angerverse, the last one is likely not a delusion.

- **Obsession:** A particular person or task dominates your character's life, to the exclusion of most other things. To pursue his Obsession, he will go to almost any length (as limited by his morality). He may neglect other duties, both personal and professional, to pursue that which fascinates him. The "obsessee" may be a person (who may or may not be aware of your character's feelings, but who almost certainly would be upset about their intensity) or a task (like getting revenge on somebody or performing some important or notorious feat).
- **Obsessive-Compulsive Disorder:** The character suffers from some form of OCD, with the severity functioning as normal.
- **Paranoia:** "They" are out to get you. Trust no one. Everything is a conspiracy and everyone is keeping secrets. Your character never knows when somebody is going to turn against him, but he knows they all will, sooner or later. A paranoid character expects treachery at every turn, and rarely trusts even his friends and relatives. Now in the Angelverse, where monsters exist and secret organizations have run centuries-old conspiracies, being paranoid is somewhat healthy. However, a character with this Drawback is seriously bent. This makes him annoying and even frightening to have around and his testimony less likely to be believed, even when he is speaking the truth. Paranoid characters often suffer from other Emotional and Mental Problems (their point values are determined separately).
- **Phobia:** Something gives your Cast Member the heebie-jeebies – snakes, heights, enclosed spaces, public singing, etc. The harder it is to overcome the fear, the more this Drawback costs. Whenever the character faces the subject of the phobia, she has to make a Fear Test with a penalty equal to the value of the Drawback. If the situation is normally frightening (say, the character is afraid of snakes and now he faces a giant demon snake, which would frighten anybody), add the value of the Phobia to the regular Fear Test penalty.
- **Recklessness:** This character is supremely overconfident and impulsive, willing to take incredible risks, often without thinking of the consequences (can you say "Gunn?"). Most of the time, he never looks before he leaps – and gets into all kinds of trouble as a result. A reckless character prefers to act first and think about it later. He says what's on his mind with no consideration for diplomacy or courtesy, rushes into dangerous situations, and rarely wastes time on second thoughts. Reckless does not necessarily mean suicidal though (except maybe at the highest level). Acting on impulse no doubt puts the character in jeopardy, but doing something that is clearly lethal is not role-playing, it's just stupid.
- **Zealot:** A zealot is a person whose beliefs (political, religious, or personal) are so strong that they dominate his life and behavior. He is willing to sacrifice anything, including his life (or the lives of others) in service to the ideals he holds dear. This character is dangerous to himself and others, and shows a total disregard for the law whenever it conflicts with his beliefs. Mad cultists, wild-eyed crusader types (like the Scourge), and other mixed wackos qualify for this Drawback. This differs from Obsession in scope (Zealot behavioral dictates are more comprehensive) and severity. This Drawback is rare outside of the Deranged level. Your Director will determine if a Mild or Severe level is even possible.

The higher the value of the Mental Problem, the more severe and debilitating it is. Generally, Cast Members should not have Mental Problems worth more than two points, although playing the occasional lunatic can be fun once in a while.

- **Mild (-1 point):** The hang-up is controllable and your character seldom allows the problem to control him during times of crisis, especially when friends and loved ones are involved. People may not even know something is wrong with the character.
- **Severe (-2 points):** The problem is severe and affects your character's daily life. Anybody who knows the character realizes or strongly suspects that something is wrong with him.
- **Deranged (-3 points):** The character is clearly deranged, with no regard for such considerations as the law, the safety of others, or the integrity of his immortal soul (you know, little things like that). That does not mean the character is completely berserk. He may control himself out of fear of being stopped or discovered by the law or some other major threat, but when no such fear exists, watch out!

## \*Obligation (Mundane)

Variable value

- **Minimal (-0 points):** Obeying the basic precepts of the organization or creed and not betraying its members are the highlights here. The typical member of Gunn's vampire-hunting gang was under this type of Obligation. He could refuse to fight and walk away at any time (as long as he could find another

place to crash).

- **Important (-1 point):** Your character is expected to routinely risk himself for the organization, and go above the basic precepts of membership.
- **Major (-2 points):** The welfare of the organization is placed above that of your character. He is always on call and does not have time to pursue a normal job (unless it's a cover for the real assignment) or much of a personal life. The penalties for disobedience or selfishness are severe, and may include death.
- **Total (-3 points):** Your character must be totally devoted to the group. He is even expected to die for the organization, should that be necessary. Missions are extremely hazardous, and he is constantly in danger of imprisonment, torture, or execution.

## \*Physical Disability (Mundane)

Variable value

- **Blind (-8 points):** The character cannot see anything. Unless he's a Nanjin Adept or has some other type of radar sense, combat is never going to be his strong suit. Intuition and Notice rolls (modified by Acute or Impaired Hearing) are needed to find a target in combat, and even then attack and defense rolls are at a -5 penalty.
- **Deaf (-3 points):** You are completely deaf. Mechanically, you cannot make checks to hear things.
- **Missing or Crippled Arm/Hand (-2 points):** The hand in question cannot be used to grab or hold objects. Any task requiring two hands is at a disadvantage (-3 or worse) or simply impossible. A character with a prosthetic hand can overcome some of these problems, reducing the Drawback to 1 point in value.
- **Missing or Crippled Leg/Foot (-3 points):** Your character is unable to walk or run normally. With the help of crutches or a cane, she can move at up to one-third normal speed. Hand-to-hand combat rolls are at a -2 penalty. Modern prosthetics can reduce the penalties, increasing speed to up to half-normal, and reducing combat penalties to -1. This reduces the Drawback value to 2 points.
- **Missing or Crippled Eye (-1 point):** You have no sight in one of your eyes (or are flat out missing the eye). This imposes a -2 penalty to tasks requiring depth perception (like ranged attacks).
- **Missing or Crippled Arms (-4 points):** Both arms are missing or crippled. Your character cannot use any tools normally. Some people with this handicap have learned to use their feet with great skill to compensate for their loss, but it's still no picnic.
- **Missing or Crippled Legs (-4 points):** Your character is unable to walk. Without the help of a wheelchair, the best he can do is crawl or roll on the ground.
- **Overweight (-1 or -2 points):** As a 1-point drawback, the character is about 50 pounds overweight and reduces his movement rate by 25% and takes a -1 penalty to tests for endurance. For 2 points, he is 100+ pounds overweight, and reduces movement by 50%, and takes a -3 penalty to endurance-related checks.
- **Quadriplegic (-8 points):** Paralyzed from the neck down, almost all physical activities are impossible for this character. A special wheelchair, operated with the neck or mouth, can help him move around (if the unfortunate has access to such instruments). Someone needs to take care of all his basic needs, from feeding to changing.

## Poverty (Mundane)

-2 points per level

- **Destitute (-10 points):** Has the clothes on his back, ten dollars worth of stuff, and maybe a shopping cart. He's lucky to scrounge a few dollars a month.
- **Miserable (-8 points):** Personal wealth of about \$100 worth of property (including the clothes on his back). May live in public housing or might be homeless. Might earn \$100 a month.
- **Poor (-6 points):** Personal wealth of some \$500 in property and lives in low-income housing. Has an income of \$500 a month or what he gets from welfare.
- **Hurting (-4 points):** Personal wealth of about \$1,000 in property and a small apartment in a bad part of town. Has an income of about \$1,000 a month before taxes.
- **Below Average (-2 points):** Personal wealth of \$5,000 in property (including an old vehicle, perhaps) and an apartment. Has a pre-tax income of \$1,500 a month.

As a general guideline, assume 50% + (1d3\*5)% of monthly income is devoted to regular and fixed expenses.

Starting cash equals the remainder of monthly income after determining expenses.

### Rank (Mundane)

-1 point

Your character is an army of one. Well, he's part of the machine anyway, but unfortunately, at the bottom of the totem pole. For example, a rookie cop or military private.

### Recurring Nightmares (Mundane)

-1 point

Your character is plagued by terrifying dreams that relive some traumatic experience (or maybe a series of bad past events), or are just frightening and disturbing. Every night, your Director may check to see if your character suffers from nightmares. They may be imposed at the Director's discretion, or may be rolled randomly (a roll of 1 on a 1d6 means the character experiences a nightmare that night). On any night when the character is afflicted by the nightmare, he suffers -1 to all rolls the following day as a result of exhaustion.

would have a total cost of three points.

### \*Renown/Reputation (Mundane)

Variable points

Renown and reputation can both help and hinder a character. Too much and enemies more easily track his movements; too little and society may not accept him in social situations. Reputation and renown are usually combined with Status, but they measure different aspects of a character. One's place in society need not carry general recognition.

Renown governs how well known the character is. At zero points, only friends and acquaintances recognize the character. For 1 point, the character is Little Known, recognized on a Charisma + Influence [7] roll. For 2 points, he is Ofttimes Known, recognized on Charisma + Influence [5] roll. At 3 points, his name is Well Known, and registers on Charisma + Influence [3] roll.

Reputation indicates how well the character is received once recognized. Players and Directors should consider the exact details of the character's Reputation.

- **Scandalous (drawback):** Influence rolls with those who know the character suffer a -4 penalty. Authorities view him with suspicion, do not offer aid, and may try to hinder him. Even contacts are less willing to aid the character.
- **Bad (drawback):** Influence rolls suffer a -2 penalty. Authorities are less likely to trust him, but are not automatically hostile.
- **None:** Those recognizing the character have no opinion one way or the other.
- **Good (quality):** Influence rolls with those who recognize the name gain a +2 bonus. Authorities view him favorably.
- **Stellar (quality):** Influence rolls with those who recognize him gain a +4 bonus. Authorities are likely to give him every possible aid and assistance. Even contacts are more favorably inclined.

The cost of a character's Renown/Reputation varies according to the roll needed to recognize them, modified by the level of Reputation. The Renown/Reputation Cost Table summarizes. GMs should use common sense with Reputations. A Scandalous Reputation criminal dealing with other criminals may actually gain positive modifiers and so forth.

	<i>Renown</i>		
<i>Reputation</i>	Little Known	Ofttimes Known	Well-Known
<b>Scandalous</b>	-2 points	-3 points	-4 points
<b>Bad</b>	-1 points	-2 points	-3 points
<b>None</b>	+1 points	+2 points	+3 points
<b>Good</b>	+2 points	+3 points	+4 points
<b>Stellar</b>	+3 points	+4 points	+5 points

### Rival (Mundane)

1- to 3-points

Certain individuals or organizations, although not out to harm a character, nevertheless wish him less fortune. They might be competing over a job, love interest, professional fame, notoriety, or something else. A Rival impacts on the character's life more frequently than an Adversary. A Rival single individual (of similar capabilities to the character) or a very small organization is worth 1 point. Someone more competent or a modest sized organization is worth 2 points. Finally, those significantly more competent than the Cast Member, very well known and of high status with great influence, or an extensive organization, are worth 3 points. The Rival could be devised by the player or entrusted to the GM to elucidate.

### \*Schmuck (Mundane)

-2 points

"Klaatu Verata Nikplphhh." Pretty much says it all. Schmucks are those goofballs who always screw up those critical moments. Their actions don't usually destroy the world, but they come close. They certainly make life much more difficult – both for them, their companions, and everyone who draws breath.

Schmucks must make an Logic [4] roll whenever tasked with some critical mental task, such as repeating magical phrases, mixing magical potions, or talking their way out of trouble. Failure means the hero flubs in some way that has fairly serious results down the road. Once the die is cast, the player should try to roleplay the tragic error and at least give the rest of the group a chuckle

out of it. Your Director might reward good ad libbing with a Drama Point. The hero'll need it.

This Drawback is only worth two points because it's fairly easy to circumvent. The character can always let someone else recite the magic words or create the potion.

### Screwed-up Adolescent (Mundane)

-4 points

For some of the next generation, life sucks royally. You're not yet an adult even though you know you're ready for it (and Lord knows you can't possibly screw it up as bad as some of the "grown-ups" you know). You can't drink, buy smokes, or own a gun; up until real late you can't drive or vote (not that the last thing means much to you). Worse of all, your elders treat you like a kid. They boss you around, keep you on a short money-leash, tell you stupid, inapplicable life lessons, and stop you from enjoying life to the fullest (or even just doing what you want lots of the time). Characters under the age of 18 get this Drawback (sure, you still can't drink until you're 21, but life is hard – suck it up) and suffer the social problems already discussed.

The real icing for a Screwed-up Adolescent is a 1-point Emotional Problem (resentment at the world and inability to control anger) and the Covetous (Mild Lechery) Drawback (this can be raised to the Serious level if you want to add a darker edge to this kid).

### \*Secret (Mundane)

Variable value

There exists a dangerous and hidden fact about your character. This could be a secret identity or a shady past. The more damaging the secret if it became known, the higher the value of the Drawback. For example, damage to your Cast Member's reputation and livelihood would be worth 1 point; a threat to his wellbeing (he might be arrested or deported if the truth were known) 2 points; life, limb, and lymph nodes 3 points.

### \*Talentless (Mundane)

-2 points

Your character has a -3 penalty when trying to do anything artistic. This penalty does not affect Tasks where other people's art is judged; many expert critics are Talentless. When he does try to create something though, the best he can hope for is a mediocre result.

In addition to the penalty, the character can never get more than one Hit in artistic pursuits, regardless of how high his skill levels or rolls are. People with this Drawback also make poor liars, charmers, or social butterflies. The same penalty applies to such skills as Influence – a lack of creativity affects the ability to convincingly lie, charm, flatter, intimidate, or schmooze.

### Technologically Inept (Mundane)

-2 points

Technology doesn't like you. At all. You suffer a -2 penalty to use or repair technological devices, and when dramatically appropriate, they simply fail to operate for you (or they malfunction abruptly).

## Sorcery Drawbacks

### Demonic Tutor (Sorcery)

-2 points

With enough trickery and lies, a young magician can be convinced to become the pawn of a demon. The bad beastie looks for a youngster with great magical potential and attempts to turn her into a willing thrall. Being a creature of lies and deception, the demon usually tries to find some way to trick or coerce its student into performing progressively more questionable acts. In time, it claims that the magician is irrevocably evil and has no choice but to continue on this path.

Once the dead bodies start piling up, some are so distraught that they break down or commit suicide. Although its corruptee isn't available to manipulate anymore, this may be just what the demon sought. Others attempt to leave or to turn on their teacher. Fighting the demon's demands is difficult, since it surreptitiously makes a pact with anyone it teaches. This pact prevents the character from attacking the demon and allows the demon to walk through any wards that she attempts to erect against it.

Characters who submit to the demon's demands and willingly work evil are not suitable Heroes or White Hats. On the other hand, a Cast Member who struggles against the demands of her dark master is an excellent roleplaying hook. Your character might know her teacher's true nature and be fighting against its demands, but she is afraid for her life, or even that her friends will shun her if the truth comes out.

Though a more complex challenge, it's best if the Cast Member is unaware of her teacher's true nature. Pulling this off requires you to separate out-of-game knowledge from what your character knows. That can be difficult to play convincingly. Furthermore, if the other players know what's going on, they too must join in with the voluntary ignorance. Otherwise, your Director must keep this Drawback from you and introduce the new teacher during the course of play. That means you don't get to spend the resulting Drawback points. Once your character clues in, the Drawback is revealed and the points may finally be used.

## Species Drawbacks

### \*Werewolf (Species)

-3 points

Your character is afflicted with the curse of the werewolf, however, in werewolf form, the Director controls your character.

In both forms, a werewolf has the following:

- **Acute Senses** (smell) 1 (+2 points)
- **Acute Senses** (taste) 1 (+2 points)
- **Supernatural Form** (Dual Shape) (-1 point)

In wolf form, add the following:

- **Attributes:** +4 Strength, +2 Agility, +2 Reaction, +2 Body (+10 points)
- **Infection:** A victim bitten by a werewolf has to pass a Willpower [2] roll, or become cursed as well. (-2 points)
- **Natural Armor** 1 (+1 point)
- **Natural Toughness** (+2 points)
- **Natural Weapons:** Bite (Medium) (+2 points)
- **Natural Weapons:** Claws (Medium) (+2 points)
- **Vulnerability:** Silver (Uncommon, Severe) (-3 points)

## Supernatural Drawbacks

### Anchor (Supernatural)

Variable value

**Prerequisite:** Ghost

Many Ghosts become obsessed with a place or large item. Maybe it is the place of their demise or something that brings them a measure of hope and happiness. Some errant souls appoint themselves as the guardians of a house or even a neighborhood. Others become bound to wherever their mortal remains are located. This obsession is so strong that it has physical effects. The Spirit is actually unable to leave the area without suffering debilitating or even fatal results.

Some Anchors are specific (usually large) items, like a house, a headstone, or a vehicle. The Ghost is bound to the object rather than the location. For example, if the Anchor was a house, and it was dismantled and substantial portions of the original materials were used to rebuild it on a different location, the Spirit would travel with it.

Anchors can be destroyed. For example, the house might be razed to the ground and the land sprinkled with salt, or a vehicle may be smashed beyond recognition. In such cases, the Anchor ceases to exist, and, if the Anchor was a Greater Binding, her soul would Unravel.

The value of this drawback is determined by the size of the anchor, and its status as a Lesser Binding or Greater Binding.

- **Lesser Binding (-2 points):** Whenever the Spirit is away from the Anchoring area, she loses 1 Essence point per minute. If the ghost's Essence is depleted while she is away from the Anchor, the Ghost suddenly disappears, just as if she had been Unraveled. The Spirit has not been destroyed, however. She will reappear at the Anchor as soon as her Essence has been regained.
- **Greater Binding (-5 points):** Whenever the Spirit is away from the Anchoring area, she loses 1 Essence point per turn. If the ghost's Essence is depleted while she is away from the Anchor, the Ghost must make a Survival Test (-4) or Unravel. If successful, it will reappear at the anchor once Essence is restored.
- **Small (-5 points):** If the Anchor is an object (the Spirit cannot go more than 10 yards/meters from the object without suffering side effects) or a small area (the equivalent of a large bedroom).
- **Medium (-3 points):** The Anchor is the size of a small (two-bedroom) house.
- **Large (-2 points):** The Anchor is the size of a large house, about half a block, or the area of a small cemetery.
- **Very Large (-1 point):** The Anchor occupies an entire city block or a mansion and its surrounding terrain, or an entire cemetery.
- **Immense (+1 point):** The Anchor fills an area of as many as five city blocks, or an entire castle and surrounding countryside, or the main strip of a good-sized town.

### Aura of Corruption (Supernatural)

-1 point per level

Some supernaturals have an aura that corrupts all nearby foodstuff or perishable items. Food spoils and begins to rot, wines turn to vinegar, milk curdles, and breads mold. The effect takes only a few minutes. At its lowest level, this aura is a nuisance. At its greatest, it causes even invisible creatures to be noticed.

Each level of this Drawback adds a +2 bonus to any roll to recognize the character for what he is, regardless of any features or spells used to hide him amongst the living. Five levels can be taken, at a maximum.

Each level also adds to the extent of the creature's corrupting aura. At first, the aura is no more than a foot, easily hidden by the creature as long as food, drink, or other perishables are not nearby. Further levels add five feet each.

### Bloodlust (Supernatural)

-3 points

**Prerequisite:** Faerie, Vampire, other applicable Supernatural

Some creatures cannot control their urge for blood. A character with Bloodlust must make a Willpower [3] roll (with modifiers as desired by the Director) every time he senses, sees, or smells blood in order to stop from feeding. Vampires with this Quality can only go half as long without eating as others before suffering penalties.

### Changeling Tell (Supernatural)

-3 points

**Prerequisite:** Shapeshifting

Some supernatural beings cannot perfect their alternate forms. Their transitional forms have a flaw to them, a part that remains unnatural. Perhaps it is feet like a goat in a human form, a forked tongue or other bizarre trait. Most beings with this drawback try to hide their tell as best they can.

### Home Soil (Supernatural)

-3 points

**Prerequisite:** Vampire or other applicable Supernatural

Vampires with this Drawback can only rest in coffins, or similar encasements, that contain their home soil. Home soil is typically defined as dirt from the ground where they were buried. Vampires that cannot rest with home soil are treated as if they did not feed the night before (regardless if they did), and cannot regenerate any damage. Travelling vampires with this limitation must plan ahead.

### Legion (Supernatural)

-1 to -5 points

**Prerequisite:** Ghost

Some Ghosts are plagued by past reincarnations. Each personality is trying to vie for control over the Spirit. Although the newest persona is usually the one in control, the past lives can often break out for short periods of time, saying and doing things likely to get the character in trouble. Unlike some Phantasms who can integrate and even control past lives, Ghosts who suffer from the Legion "syndrome" are constantly struggling for control over their actions. Even when the primary person is in control, the previous lives can often communicate with it, cursing or whispering annoying or disturbing remarks when the character least expects it.

A Ghost character can have from 1 to 5 past lives. Each of them should be designed as a separate character and may have different gender, racial and national origins. Some basic similarities should exist, however. After all, the current, dominant personality is the "descendant" of the previous ones. These older lives are not content to remain in the background; they were awakened for some reason, and now they crave existence, at the expense of the "others."

In game terms, the GM assumes the roles of these diverse personalities. They attempt to "butt in" at the most inappropriate moments, either giving the primary persona gratuitous advice or actually trying to seize control away from the dominant personality. When an alternate persona takes over, the body of the Ghost is actually transformed into what the old personality looked like. To those able to see the Ghost, this can be an unsettling experience, especially if, say, the 20th-century cab driver they had been talking to suddenly becomes a Puritan goodwife or an Aztec high priest. To resist these sudden "coups," the two personalities make opposing Willpower tests (the primary personality gains a +2 bonus). If the alternate personality wins control, the GM takes over the character's actions and behaviors. The upheaval rarely lasts more than a few seconds (one turn for each net Hit in the alternate's Willpower Test), but during that time the past identity is free to cause any mischief that fits her personality.

### Limited Use (Supernatural)

-1 or -2 points

Whatever your character's particular power, he can't use it as much as he would like. There're conditions and if they aren't meet, your character can wave his hands, concentrate, flex his wrists, or mumble haiku all he wants, and no one will be impressed. That could prove very . . . unfortunate.

This Drawback is worth one point if the conditions aren't too crippling. For example if the ability only works during the night (or the day), or, like Lorne, only if the target is singing or if he does his Vulcan mind meld thing. Two points are awarded if the pre-requisites are very limiting. This applies if the power can only be used once a day, or for an hour each day. This value would also fit if the capacity was effective only against one demon species, vampires, lawyers, or blondes.

### Moonlight Regeneration (Supernatural)

-5 points

**Prerequisite:** Vampire or other applicable Supernatural

Vampires with this Drawback can only regenerate damage under the light of the moon. Regeneration is at the normal rate, but can only occur during the moonlit hours. During the day, during a new moon, or even indoors, the supernatural cannot Regenerate damage.

### Natural Barrier (Supernatural)

-1 or -3 points

**Prerequisite:** Faerie, Ghost, Vampire, other applicable Supernatural

Many supernaturals are restricted in their movements. Vampires cannot enter the dwelling of a person without being invited. Churches, graveyards, or other hallowed grounds are forbidden for many faeries. Some ghosts cannot move past a certain geographical area, or are blocked from entering others. Whatever the nature of the barrier, it grants 1 point if the creature cannot move past it on their own power, but can be carried across. If the creature cannot move past the barrier regardless of physical or magical force applied, it is more dire, worth 3 points.

A natural barrier might be a tree, such as ash, oak, rowan, and yew; an item made from these woods; or iron (particularly for faeries). Some supernaturals cannot cross a line of grains, such as rice or millet, without first having to stop and count them all. (The superstition of throwing salt over one's shoulder has some basis here.)

### Open Wounds (Supernatural)

-2 points

**Prerequisites:** Spirit of Vengeance Quality

The Spirit of Vengeance afflicted with Open Wounds finds that no matter how much damage they heal, they still retain the mark of the injuries they have suffered throughout their mission. Knife wounds and gunshots fester; serious wounds like a shotgun blast to the head heal, but scar horribly. Burn wounds leave a horrific, Freddy-Krueger-like scar behind. This Drawback has the same effect as negative attractiveness, but works slightly differently. For every 10 Boxes of Physical damage that the character must heal, he gains a -1 roll to any Task where his appearance is a factor, and once this penalty reaches -5, he causes all of those he meets to make at a Fear Test.

### Psychic Visions (Supernatural)

-3 points

The Doyle/Cordelia version of this ability is a particularly nasty from the Powers That Be. This three-point Drawback expresses itself through painful, paralyzing flashbacks (more like "flash-forwards") of death and danger. These visions happen a lot more often, and while they are active, the character is pretty much out of it (cannot take any actions for one to four Turns, depending on how long the vision lasts). Humans who get this "gift" don't live very long – the intensity of the visions eventually destroys their brains (often literally).

Only Demons and Half-Demons can endure the visions without permanent damage. A human character with this version of Psychic Visions is going to need some help eventually (in a Season or so).

### Restricted Diet (Supernatural)

-3 points

**Prerequisite:** Faerie, Vampire, other applicable Supernatural

A creature with the Restricted Diet Drawback can only derive nourishment from one or a very small number of comestibles. That which sustains others of his ilk is useless to him. Possibilities include a vampire that drinks only the blood of virgins, or of royalty, or even the spinal fluid of his victims. Faeries with this Drawback might only eat morning dew, feed on moondust, or consume a particular type of flower.

### Semblance of the Beast (Supernatural)

-5 points

**Prerequisite:** Vampire

Vampires with this drawback appear feral, even demonic in their appearance. Even if they cover their appearance in a glamour, they still project an air of unwholesomeness. Common traits include ears that are pointier than normal, exaggerated canine teeth, large bushy eyebrows, animal-like eyes, hair on the palms of the hands, exceedingly gaunt or corpse-like bodies, skin that has an unearthly color or hue to it, and so on. The details may be finalized with the Director, but these features amount to a -3 to Charisma.

### Supernatural Form (Supernatural)

-1 or -2 points

- **Definitely Not Human (-2 points):** Your character just can't pass himself off as human. His favorite time of the year is Halloween, 'cause then he can at least show his face.
- **Dual Shape (-0 or -1 point):** The being has a human and a supernatural form. He can switch at will and nearly instantly, although sometimes anger or surprise (or sneezing) brings forth his true shape involuntarily. This costs no points unless the human form is weaker (for example, any supernatural powers only apply to the demon form), in which case this is a 1-point Drawback. If Physical damage is increased in the demon form, reverting could bring the human into a world of pain.

### Truth Bound (Supernatural)

-3 points

The Supernatural in question cannot lie at all; they can tell no untruths, that is, they cannot speak falsehoods. This does not mean they cannot. . . exaggerate, omit, aggrandize, neglect or otherwise twist the words of their speech to suit their needs. In many ways, Truth Bound Supernaturals are the most adept liars on the planet.

### Uncontrollable Power (Supernatural)

-5 points

Your character's power is not fully under his control. During times of stress, it can go wild, striking things and people at random. Whenever the character is angry, scared, or otherwise stressed, a Willpower [2] roll is needed, with penalties from -1 to -6, depending on how stressful the situation is. If the roll fails, the power goes off at random (your Director can be as sadistic as he feels is appropriate; feel free to kibitz). If the stress is extreme, the power not only goes wild, it works at double its normal level. For example, if a Telekinetic confronts her abusive father, her power might go out of control at double its normal strength. Your Director will tell you if your character's power makes sense with this limitation.

### Vulnerability (Supernatural)

Variable value

Some supernatural beings have an Achilles heel, something that hurts them a lot more than normal. Vamps, for example, have lots of cool things going for them, but their slight sunlight problem balances things out a bit.

- **Frequency Rare (-0 points):** Substance is rare in most environments.
- **Frequency Uncommon (-1 points):** Substance is rare for local environment.
- **Frequency Common (-2 points):** Substance is common to local environment.
- **Mild Effect (-0 pts):** -2 penalty while in contact/exposed.
- **Moderate Effect (-1 points):** -4 penalty while in contact/exposed; weapons/attacks are +2 damage.
- **Severe Effect (-2 points):** -4 penalty while in contact/exposed; 1 damage per minute of exposure/contact; weapons/attacks are +4 damage.
- **Deadly Effect (-3 points):** -6 penalty while in contact/exposed; 1 damage per 2 rounds of exposure/contact; weapons/attacks are +6 damage.

## Skills

### Purchasing and Improvement

Skill costs are the same as per the book (*Angel*) with an exception. The skills in the game are intentionally broad. However, if you so desire, you can take a special Wild Card skill that focuses on a narrow aspect of a broad skill. If you do so, the skill costs 1 point per 2 skill levels to level 4, and then 2 points per level beyond. So, for example, let's say you want a character who is not acrobatic (Acrobatics skill) but is an excellent jumper. You could take Wild Card (Jumping). Perhaps your character grew up hunting so if familiar with rifles, but not other guns (Gun Fu), so you could take Wild Card (Rifles).

### Acrobatics

**Climbing:**

**Jumping:** As long as the character isn't currently stressed, assume he can jump the distances on page 115 of *Angel* without a check. If stressed or otherwise in a hurry, use the rules presented in *SR4* page 116. However, whenever a check is required, you gain a modifier equal to (Strength – ½ Size Rank). In most games, you can ignore the maximum distances though.

### Sports

**Lifting:**

**Running:** When moving at a full run, you can use an action to make a Body + Sports test. Each Hit increases your base movement by +5 ft./1 square for the Turn.

### Wild Card

There are countless wild card skills, some of which are more common than others, but still not presented as part of the standard skill list. Some examples

Wild Card (Cook)  
Wild Card (Interrogation)  
Wild Card (Survival)  
Wild Card (Streetwise)  
Wild Card (Forgery)  
Wild Card (Perform)



# Rules

## Conditions

In a rare instance, this section is drawing upon d20, which does a better job than both SR and Unisystem of codifying conditions.

- **Blind:** Tasks that solely rely on sight fail (reading). In combat, you take a -6 penalty to attack and active defenses. Reaction is -4 for passive defense value. To even attempt to attack, you must roll Intuition + Notice to try and target an opponent (modify by range and other senses). Movement at more than half speed is considered running and risks falling.
- **Blown Away:** Depending on its size, a creature can be blown away by winds of high velocity. A creature on the ground that is blown away is knocked down and rolls 1d6\*10 feet, taking 1 Stun damage per 10 feet. A flying creature that is blown away is blown back 2d6\*10 feet and takes 2 Stun damage due to battering and buffering.
- **Checked:** Prevented from achieving forward motion by an applied force, such as wind. Checked creatures on the ground merely stop. Checked flying creatures move back a distance specified in the description of the effect.
- **Confused:** Roll on the table below to determine a confused character's action round by round. A confused character who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused character. Any confused character who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.
- **Dazed:** The character can take no actions (including movement and active defenses) but passive defense remains normal.
- **Dazzled:** The character's eye have been over-stimulated. He takes a -1 penalty to all actions that use vision.
- **Deafened:** A deafened character takes a -4 initiative penalty and automatically fails tasks that rely on hearing. Takes that require speaking (like some Spellcasting) have a Threshold of 2 (or +1).
- **Entangled:** The character is ensnared. Being entangled impedes movement, but does not entirely prevent it unless the bonds are anchored to an immobile object or tethered by an opposing force. An entangled creature moves at half speed, cannot run or charge, and takes a -2 penalty on attacks and active defenses and a -4 penalty to Agility and Reaction.
- **Exhausted:** An exhausted character moves at half speed and takes a -4 penalty to Strength, Agility, and Reaction. Mental tasks are at -4 as well. After 1 hour of complete rest, an exhausted character becomes fatigued. A fatigued character becomes exhausted by doing something else that would normally cause fatigue.
- **Fascinated:** A fascinated creature is entranced by a supernatural or spell effect. The creature stands or sits quietly, taking no actions other than to pay attention to the fascinating effect, for as long as the effect lasts. It takes a -4 penalty on skill tests made as reactions, such as perception checks. Any potential threat, such as a hostile creature approaching, allows the fascinated creature a new change to resist the fascinating effect. Any obvious threat, such as someone drawing a weapon, casting a spell, or aiming a ranged weapon at the fascinated creature, automatically breaks the effect. A fascinated creature's ally may shake it free of the spell as an action.
- **Fatigued:** A fatigued character can neither run nor charge and takes a -2 penalty to Strength, Agility, and Reaction. Mental tasks are at -1. Doing anything that would normally cause fatigue causes the fatigued character to become exhausted. After 8 hours of complete rest, fatigued characters are no longer fatigued.
- **Fear 1: Shaken:** A shaken character suffers a -2 penalty to all actions.
- **Fear 2: Frightened:** A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a -2 penalty on all attack rolls, active defenses, and skill tests. A frightened creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.
- **Fear 3: Panicked:** A panicked creature must drop anything it holds and flee at top speed from the source of its fear, as well as any other dangers it encounters, along a random path. It can't take any other actions. In addition, the creature takes a -2 penalty on all skill tests. If cornered, a panicked creature cowers. A panicked creature can use special abilities, including spells, to flee; indeed, the creature must use such means if they are the only way to escape.
- **Fear 4: Cowering:** The character is frozen with fear and can take no actions. Reaction is counted as 1 for passive defense.
- **Flat-Footed:** A flat-footed creature sees its Reaction reduced by 50% for passive defense.
- **Intangible:** Intangible creatures cannot interact with the material world. They are unaffected by mundane attacks, but are vulnerable to other intangible creatures, magic weapons, spell, and similar supernatural effects.
- **Invisible:** When attacking an invisible creature, a character suffers penalties as if blind.
- **Nauseated:** Nauseated characters are at half movement and suffer a -2 penalty to all actions (Wound penalties are doubled as well). Typically the first few rounds of nausea leave the character helpless as well.
- **Paralyzed:** A paralyzed character is physically Helpless but is able to take mental actions.
- **Petrified:** A petrified character has been turned to stone (the source of the effect determines if the character is conscious while petrified or not). If a petrified character cracks or breaks, but the broken pieces are joined with the body as he returns to flesh, he is unharmed. If the character's petrified body is incomplete when it returns to flesh, the body is likewise incomplete and there is some amount of permanent damage.
- **Prone:** An attacker who is prone takes a -2 penalty to melee attacks. If a prone character is attacked, ranged attackers are at -2 but melee attackers are at +2.
- **Sickened:** A sickened character takes a -2 penalty to all actions.
- **Stunned:** A stunned creature drops everything held, can't take actions, takes a -2 penalty to Reaction for passive defense.

### Confusion

#### 2d6: Result

2-3: act normally

4-5: do nothing but babble incoherently

6-7: attack nearest creature (for this purpose, a familiar counts as part of the subject's self)

8-9: flee away from caster at top possible speed

10-12: attack caster with melee or ranged weapons (or close with caster if attacking is not possible)

## Fear Tests

The Fear Test is a Willpower test. Make the test (with applicable modifiers) and compare the number of Hits to the following:

- **0 Hits:** The character is terrified and Cowering (3 Mental damage); make a new test each Turn at a cumulative +1 to reduce the effect (or spend a Drama Point to reduce to one Turn).
- **1 Hit:** The character is very scared and Panicked (2 Mental damage); make a new test each Turn at a cumulative +1 to reduce the effect (or spend a Drama Point to reduce to one Turn).
- **2 Hits:** The character is scared and Frightened (1 Mental damage); make a new test each Turn at a cumulative +1 to reduce the effect (or spend a Drama Point to reduce to one Turn).
- **3 Hits:** The character is Shaken; make a new test each Turn at a cumulative +1 to reduce the effect (or spend a Drama Point to reduce to one Turn).
- **4+ Hits:** The character is not (mechanically) affected.

## Damage Condition Monitors

Characters have a number of Physical Damage Boxes equal to 6 + Body + Hard to Kill levels. Mooks typically have one-half this number.

They have a number of Stun Damage Boxes equal to 6 + Body + Intestinal Fortitude levels. Mooks typically have one-half this number.

They have a number of Mental Damage Boxes equal to 6 + Willpower + Mind Fortress levels. Mooks typically have one-half this number.

They have a number of Social Damage Boxes equal to 6 + Charisma + Slick Willy levels. Mooks typically have one-half this number.

**Consciousness Tests:** Body + Willpower + Intestinal Fortitude levels  
**Survival Tests:** Body + Willpower + Hard to Kill levels

## Size Rank

The average Human size rank is 4.  
For each Size Rank below 4, subtract one box from the Physical and Stun Condition Monitors.  
For each Size Rank above 4, add one box to both the Physical and Stun Condition Monitors.

Weight (lbs)	Height (inches)													
	0-48	49-59	60-71	72-83	84-108	109-132	133-180	181-228	229-324	325-420	421-516	517-612	613-708	
0-39	0	1	2	3	4	5	6	7	8	9	10	11	12	
40-110	1	2	3	4	5	6	7	8	9	10	11	12	13	
111-200	2	3	4	5	6	7	8	9	10	11	12	13	14	
201-400	3	4	5	6	7	8	9	10	11	12	13	14	15	
401-800	4	5	6	7	8	9	10	11	12	13	14	15	16	
801-1600	5	6	7	8	9	10	11	12	13	14	15	16	17	
1601-3200	6	7	8	9	10	11	12	13	14	15	16	17	18	
3201-6400	7	8	9	10	11	12	13	14	15	16	17	18	19	
6401-12800	8	9	10	11	12	13	14	15	16	17	18	19	20	
12801-25600	9	10	11	12	13	14	15	16	17	18	19	20	21	
25601-51200	10	11	12	13	14	15	16	17	18	19	20	21	22	

## Combat

For the most part, combat follows the rules found in SR4 with some exceptions noted below.

### Initiative Passes and Number of Attacks

You can perform a number of Simple Actions each Turn that is equal to your Agility score. These actions do not have any kind of multiple action penalty. If you need or want to take more actions in a Turn than your Agility, you must spend a Drama Point. This allows you to take double your number of actions.

~~For most purposes, the upper cap on number of attacks in a turn is 12. The actual practical cap (i.e., the most you can take typically) is a number equal to Agility +1. When taking multiple actions, you must declare you are doing so. Determine the total number of actions you are taking, and subtract 1. All actions in the turn have a penalty equal to this result. If this reduces an action to 0 dice, you cannot perform the action, but the penalty stands.~~

I will not be modifying initiative for wound penalties, since initiative is rolled only once at the beginning of the encounter.

#### Timed Items and Initiative

Timed items will activate when they would normally activate (i.e., if a grenade has a 4 second timer, it will activate 4 seconds later, NOT on your next initiative pass.

#### Action Types

Free actions as described in SR4 exist. Otherwise, treat actions as essentially Simple.

**Quick Draw:** This requires a Reaction + Wild Card (Quick Draw) test. If the quick draw is taking place as part of a duel or the like (as opposed to quick drawing in normal combat situations), each participant rolls Reaction + Wild Card (Quick Draw) (3). Each Hit is applied to the character's Initiative check for the first round only.

**Stand Up:** As described. However, a character may attempt to regain his feet as a free action with an Agility + (Acrobatics or Kung Fu) (3) test (a *kip up*).

~~**Full Defense:** As the only action in a turn besides moving, you can attempt a *Full Defense*. This is a Dodge action, except you roll Reaction + Reaction + Skill.~~ As the only action in a Turn besides moving, you can use a Full Defense. This is a Dodge action except you can go up to double your Reaction score as a modifier.

**Full Offense:** You also have the option in melee combat of going on a *Full Offense*. When you do this, you gain a +2 bonus to all melee attacks in the round, but you cannot use active defenses, and your Reaction is treated as -2 for Defense Threshold purposes.

#### Movement

~~Movement rate is equal to Agility + Body squares per round normal speed. Up to double this is running.~~

Movement is equal to ((Agility + Body) /2) (round up) squares per Turn as a free action. Movement beyond this is sprinting or running and uses one of your Actions for the Turn (as well as imposing a movement penalty to other actions).

## Resolving Combat

Roll Attribute + applicable Skill + modifiers. The Threshold for this is the target's Reaction score (i.e., his Passive Defense Threshold or his Active Defense Threshold if that is being used).

#### Active Defenses

If you don't trust in your base Reaction to defend yourself, you can take an action to engage an *active defense*. An active defense is a *dodge* or *parry*. See below for more information.

## Ranged Combat

**Recoil:** Reduce the total recoil penalty of a weapon in a Turn by your Reaction score.

**Range:** For convenience, use the Unisystem ranges.

#### Firearms

- Single Shot Mode:** You can fire one shot per action with these weapons, assuming an ammunition feed. If the weapon holds only one round and must be reloaded, reloading is a separate action (in other words, it takes 2 actions per shot for most such weapons). Some weapons may be even slower to reload.
- Semi-automatic Mode:** When using a semi-automatic weapon, you can fire two shots per action, with the second shot at an additional -1 recoil penalty. As noted, if each of those shots is at a different target, each shot suffers an additional -1 penalty.
- Burst-Fire Mode:** You can fire up to two bursts per action, ~~with the second burst at a -2 recoil penalty.~~ Each burst fired in a Turn after the first imposes a -2 Recoil penalty unless an action is spent not firing. As noted, if each of those bursts is at a different target, each burst suffers an additional -1 penalty. Narrow Bursts are +2 damage. Wide bursts are +2 attack.
- Full-Auto Mode:** You can fire one long burst per action. Each long burst fired in a Turn after the first imposes a -5 recoil penalty unless an action is spent not firing. Narrow Bursts are +5 damage. Wide Bursts are +5 attack. Full Narrow Bursts are +9 damage, while Full Wide Bursts are +9 attack.

## Shotguns

Contrary to the SR4 rules, shotguns are NOT area effect weapons. Use the following instead:

- **Narrow Spread:** +1 damage
- **Medium Spread:** +1 attack, +0 damage, +2 AP
- **Wide Spread:** +2 attack, -1 damage, +4 AP

## Grenades

When resolving grenade damage, before applying damage, aware targets are allowed a Reaction (5) test. Each hit reduces the damage by -1. Then apply damage as noted. This applies with pretty much any explosive.

## Two Weapons

If using two applicable weapons simultaneously, you divide your attack skill dice between the weapons (extra die goes to Primary weapon). Whatever penalties you have apply equally to each weapon.

~~If using two applicable weapons simultaneously, the second weapon doesn't take the normal multiple action penalty (it uses the same penalty as the primary weapon) but you do split the dice pool for the skill in two (extra die goes to primary). For example, you have Gun Fu 7, two Colt .45s, and are taking three action in the round (gunshot, gunshot, kick) incurring a -2 multiple action penalty. You can fire additional shots with the second Colt (same rules as with any semi-auto) but you have to split your 7 Gun-Fu dice between the weapons, giving you Primary (4d), and Secondary (3d), each of those then takes the -2 multiple action penalty, for a total of Primary (2d) and Secondary (1d) plus other modifiers.~~

## Knockdown

To knock a character down, the attack must deal damage exceeding his Size Rank and must be an applicable attack form. This doesn't apply when attacking to knock down.

## Damage

Damage is equal to (Weapon Damage (+Strength if applicable) + modifiers + net attack roll Hits) – ((Body + ~~Armor~~ Armor Roll) + modifiers).

### Stun Damage

If all of your Stun damage boxes are filled up, you must make a Consciousness Test [2] to stay awake.

### Physical Damage

If all of your Physical damage boxes are filled up, you are "taken out", which means your opponent has decisively won that conflict and can determine the basics of what happens to you (you die, you are dying, you are knocked unconscious, you are physically incapacitated, etc). Some special attacks do not allow the victor to determine the condition, but apply one automatically (such as a successful Decapitation attack).

If you die, then you die.

If dying, follow the normal rules for dying.

If knocked unconscious, you are unconscious until the GM determines otherwise.

If physically incapacitated, you are conscious but unable to take actions other than speech until the GM determines otherwise.

### Mental Damage and Combat

There is another kind of interpersonal conflict that goes beyond just a social scope. Most of the time, the effects of losing a social conflict are transient, in the sense that they don't really transform a person utterly. Someone can make you lose your temper, but he can't turn you into a sociopath. Someone can damage your reputation, but he can't make you hate yourself utterly.

In some cases, however, people do inflict that kind of deep-seated harm to one another, crossing the line from mere social consequence into deep and abiding psychological trauma. When this kind of damage is accessible in a conflict, it marks a transition from social into mental territory and puts perhaps the direst stakes of all on the line – the individual's mind, soul, or sense of self.

Being able to attack the mental stress track is no small feat. The kind of abuse necessary to inflict this kind of damage on another person usually takes a great deal of time and energy, the result of established relationships going horribly awry. Shortcuts exist – certain triggers in the character's history might allow access to deeper recesses of the mind. Perhaps the most terrifying example of this is the mind magic available to wizards or the mental powers of other supernatural creatures. Even as total strangers, these people can instantly strike at the heart of what makes people who they are, forcing them to be temporary thralls to the creature's will – or worse.

Between mortals, some sort of prior connection or justification must exist to inflict mental stress and consequences. An aspect that defines a relationship rife with abandonment, emotional degradation, violence, rape, or other potential triggers would qualify for this, as it's assumed that the relationship has been going on long enough to justify being vulnerable to this kind of severe effect. When this is the case, many actions that qualify as social attacks can affect the mental stress track.

Certain individuals might also have the training to accomplish this sort of thing, going into torture.

Between mortals who have established the ability to affect each other in that way, either due to the relationship between them or thanks to training in inflicting mental anguish, most mental attacks look like social attacks. The relationship or training adds context to the narration and the outcome, rather than to the act itself – when a person who has savagely beaten you since childhood stares you down with an Intimidation attempt, it's a whole different ball game than when some guy on the other end of the bar does it. This is reflected mainly in what consequences a person stands to take from the conflict.

A mental maneuver is basically the difference between manipulation and force. Think about the inherently deceptive things someone could attempt to get another person to believe in order to do serious damage to him. Again, these are more than likely going to look a great deal like social maneuvers, but mental conflict changes the effect in the scene somewhat. Where a person might use Influence in a social conflict to make you wonder if he's killed your friend, in a mental conflict he could make you temporarily *believe* it.

Blocks in mental conflict are also difficult to parse out – most people are wholly unable to prepare for those who can push their deepest buttons. Between mortals, without therapy or conditioning to draw on (which could also be represented by an aspect), a block probably wouldn't be possible. Against supernatural incursion, blocks are meaningless, save for those established by a threshold or other supernatural defense.

The stress and consequences suffered by mental conflicts are the deepest of the deep – forays into suicidal thoughts, emotional dependencies, deep compulsions, and other behaviors and thoughts typically classified as dysfunctional in some way or another. Mental damage is the kind of damage that changes or erodes a person's sense of self; suffering enough of these consequences over time tends to presage a trip to the mental ward, or at least to permanent counseling. Consequences from mental damage are often represented by the acquisition of assorted mental Drawbacks.

One important thing to keep in mind about mental conflicts is that often the combatants are not equally matched in terms of their ability to affect one another. Usually, people don't engage in mental conflict unless they're operating from a position of power; this is routine for supernaturals, where the best strong-willed mortal victims can hope for is to simply force the assailant from their minds. Even among mortals, mental combat usually springs from an unequal power dynamic.

In a mental conflict, the character in the inferior position will probably not be able to attack his opponent – he can still defend and maneuver, but unless he can come up with a really good rationale for being able to strike back, defensive options are all he has. The disadvantaged character will have to change the circumstances to put himself on more equal footing, or (more than likely) switch the conflict to the physical or social arena so that he can be effective. Someone who's being tortured, for example, usually doesn't have the means to turn the tables on his torturer unless he can get free.

Mental attacks vary greatly, but mental defenses are almost always Willpower based.

### Social Damage and Combat

Social conflicts occur when the opposing agendas of two or more characters are resolved without physical violence, calling upon a different set of skills and trappings to resolve them. The damage done by these conflicts can be highly variable, ranging from simply instilling a false sense of security in the loser to ruining his public reputation and hurting his relationships.

Social conflicts tend to vary more than physical conflicts do in terms of what constitutes the nature of an attack or maneuver, and they require that the participants be very clear about the nature of the conflict and what the conflict is intended to do. Intimidation has little place in a conflict about trashing an opponent's reputation, but a conflict about winning the favor of a particular patron might open up several avenues of attack depending on the resources of each participant.

Take the simple example of a facedown in a bar between two potential combatants. Each individual is interested in forcing the other to back away from the fight. It's pretty clear, then, that Influence (Intimidation) is the primary skill that's going to be used here for attacks, and either Willpower or Charisma is going to be used to defend.

One possible maneuver is for one of them to use Influence to get some of the other bar patrons on his side, allowing him to place an Outnumbered aspect on his opponent – this makes future Influence (Intimidation) attacks more effective, forcing the opponent to deal with the reality that, if he presses forward, it's going to be an uneven and dirty fight.

Something more abstract, like damaging someone's reputation with a certain person or group, might involve attacks of Contacts and Influence from all parties involved, with Charisma and Influence acting as a defensive skill to measure how well someone is still liked in the face of accusation. Maneuvers would contribute to whatever might help make the false reputation seem true – Contacts to spread rumors extra-wide, Resources to bribe people to lie, and so on.

As with parsing out the combat actions, figuring out what stress and consequences mean in a particular social conflict can take some wrangling and, as before, looking at the nature of the conflict is the best place to start. Remember that consequences are meant to represent the outcomes of a conflict that "stick" to the participants – as soon as the scene's over, anything recorded as stress is really just narrative color.

In terms of consequences, the easiest way to represent the effects of social conflict is through negative emotional fallout – aspects like *Stressed Out*, *Crappy Mood*, *Nervous*, *Edgy*, and *Guilt-Ridden* can all come into play later in dynamic and colorful ways. Another potential option is to let the consequences reflect changes in how other people perceive the character after the conflict shakes out. If a character's reputation is ruined, representing that with a Smeared Name aspect can lend mechanical weight to what might otherwise be just a narrated effect.

Sometimes, the most important effect of a social conflict comes from the new circumstances the event brings into the character's life – if a character has a significant other, failing for a seduction attempt could create *Relationship Doubts* or something similar. Play around with any and all of these types of consequences to give your social conflicts a far-reaching impact on play.

Both attack and defense in social contests are handled primarily by the Influence skill, but occasionally, other skills may be called into play. Additionally, qualities and drawbacks may provide modifiers to social conflict tests.

## Unisystem Damage Conversion Notes

Uni Mult	New Mult
*0.5	/4
*1	/3
*2	/2
*3	*1
*4	+1
*5	+2
*6	+3
*7	+4
*8	+5
*9	+6
*10	+7

## Consequences

Any time a character takes damage, he may opt to take a consequence to reduce the amount of damage received from the attack. The exact nature of the consequence depends upon the conflict – an injury might be appropriate for a physical struggle, but an emotional state might be apt for a social one. Whatever the consequence, it is noted on the character sheet.

Normally, the player taking the consequence gets to describe what it is, so long as it's compatible with the nature of the attack that inflicted the harm. The GM arbitrates the appropriateness of a consequence and there may be some back and forth conversation before settling on one. The GM is the final authority on whether a player's suggested consequence is reasonable for the circumstances and severity.

There are four levels of consequence severity, each of which cancels out a greater amount of damage from an attack. Consequences may not be taken after the fact to cancel damage already taken.

Consequences linger for varying lengths of time after appropriate justification is established to begin recovery.

- **Mild** consequences cancel out **2 Boxes**. They last for one scene after recovery starts. Think of things that are bad enough to make you say "Walk it off/ rub some dirt in it!" (Examples: Bruised Hand, Nasty Shiner, Winded, Flustered, Distracted.)
- **Moderate** consequences cancel out **4 Boxes**. They last until the end of the next session after recovery starts. Think of things that are bad enough to make you say, "Man, you really should go take care of that/get some rest." (Examples: Belly Slash, Bad First Degree Burn, Twisted Ankle, Exhausted, Drunk.)
- **Severe** consequences cancel out **6 Boxes**. They last for the next scenario (or two to three sessions, whichever is longer) after recovery starts. Think of things that are bad enough to make you say, "Man, you really need to go to the ER/get serious help." (Examples: Broken Leg, Bad Second-Degree Burn, Crippling Shame, Trauma-Induced Phobia.)

Each character may take one of each severity (though some stunts and very high skills may increase the number of consequences that can be taken at a certain severity); once the consequence slot is used, it cannot be used again until the current consequence is removed. Multiple consequences can be "stacked" at a time, combining their rating for the purposes of absorbing an attack. So instead of taking a severe consequence to cancel 6 damage, a player might take a mild (2 damage) and a moderate (4 damage) which would add up to cancel 6 damage.

When your character takes a consequence, remove the appropriate amount of damage from the attack. If that reduces the damage to zero or below, you absorb the hit completely. If there is any damage left over, you need to mark it on your Condition monitor. So, if your character gets hit for 5 Damage and you decide to take a moderate consequence, you're left with 1 box of damage.

Also keep in mind that, because a consequence is an aspect, it can be tagged, invoked, and compelled like any other aspect. Opponents with Drama Points will take advantage of this, because invoking a consequence to help win a fight is very easy to justify.

**Extreme Consequences (The Last Resort):** If your character is in extremely dire straits, and it's really, really important to stay in the fight, there is one last-ditch option you have available. This is called an extreme consequence, but it's set apart from the others because it operates as more of a plot device than a normal consequence and isn't affected by any of the normal rules for recovery. You can only have one extreme consequence at a time, and the slot will only ever clear when the GM deems appropriate.

When you use this option, you can cancel out **8 Boxes** from any attack. In exchange, you must add an aspect that reflects the outcome of the attack. That's right – taking this level of consequence *changes who your character is* on a fundamental level. Because of this, you should reserve it for the greatest of sacrifices or the most heinous of traumas – for those times when you absolutely must push to the bitter end and have no other choice.

There are a few other limitations to extreme consequences:

- **Your Concept Aspect cannot be changed** as a result of an extreme consequence, unless the attack in question is deliberately targeting that aspect. In other words, you can't change Wizard of the White Council unless the attack is specifically trying to permanently strip you of magical ability.
- **No amount of supernatural healing or other abilities can speed up the recovery** of an extreme consequence, and you cannot take another extreme consequence until this one is removed, regardless of your powers.
- **The new aspect is effectively treated as one of your permanent aspects.** Even when your extreme consequence slot resets, the consequence aspect remains on your sheet – it doesn't just go away or reset your old one. You might get to rename the aspect later, but you'd have to justify the renaming as something that reflects how the experience changed your character.

## Concessions

Sometimes, pursuing a goal in a conflict comes at too high a price. Heaven knows what might happen to your character if he gets taken out and has a bunch of consequences to deal with later. Losing can be a very daunting thing – possibly more than you want to deal with at the moment.

If loss seems to be inevitable, you can offer a **concession** instead of continuing the conflict. A concession is basically a special form of being taken out – you lose the conflict, but you get to decide your character's fate on your own terms instead of your opponent's. That way, your character doesn't have to take any consequences you're not willing to take and can avoid fates that might arise from being taken out by the opponent, such as getting captured, killed, humiliated, etc.

A concession has to pass muster with the group before it is accepted – the conditions of the loss still have to represent a clear and decisive disadvantage for your character. If the group (note that your opponent is part of the group for this!) feels like your character is getting off easy, you'll need to rework the concession until it's acceptable.

Here are some guidelines for determining what constitutes a "clear and decisive disadvantage." These may also be used to represent defeat conditions if the character is taken out:

- The character has at least one moderate or worse consequence as a result of the conflict.
- The outcome creates significant difficulty for the character in the future. The character might offer a concession to avoid getting maimed, but maybe that means an artifact he was protecting gets stolen, or something along those lines.
- The outcome creates a situation that restricts the character's behavior in some significant way, like owing a large debt to someone. This may require adding an additional, long-term, temporary aspect to the character, separate from his consequence track, so that the defeat can be enforced via compels.

Finally, a character cannot be saved from a roll that takes him out by offering a concession. You have to offer the concession *before* the roll that takes out your character. Otherwise, it's cheating the opponent out of victory.

## Cashing Out

Losing a conflict, either by concession or by being taken out, grants the player *one Drama Point per consequence taken in the conflict*. This is called **cashing out** of the conflict. You can think of this as a compel of each aspect taken in the conflict, because the assumption is that those consequences directly contributed to the character's defeat.

## Attribute Damage

When attributes are damaged, a character's ability is directly reduced, making attribute damage particularly nasty. Pain resistance and the like does not protect against attribute damage (typically). The following rules apply to attributes reduced to 0:

- **Strength:** At 0 Strength, you lose the ability to move.
- **Agility:** At 0 Agility, you lose the ability to move.
- **Body:** At 0 Body, you die in 1d6 rounds.
- **Reaction:** At 0 Reaction, you lose the ability to move.
- **Intuition:** At 0 Intuition, you lose the ability to make illogical deductions, use irrational thought, or basic human insight.
- **Logic:** At 0 Logic, you lose the ability to make decisions period.
- **Willpower:** At 0 Willpower, you lose the ability to make decisions beyond raw instinct.
- **Charisma:** At 0 Charisma, you lose the ability to project any personality, essentially becoming part of the scenery in relation to others. Your personality is effectively erased while your score remains so damage, leaving you very susceptible to the personalities around you.
- **Magic:** At 0 Magic, you lose the ability to channel Sorcery.
- **Essence:** At 0 Essence, you lose the ability to heal Physical and Stun damage, and to remove Physical and Stun Consequences. Magical healing can restore damage to your body (at one-half the normal amount), but even then, you're screwed. Additionally, you lose the ability to fight off diseases and toxins.

## Healing

SR4 p. 242 (original rules)

Stun and Physical damage heal as described in SR4 for normal healing abilities (exception: Physical damage can heal even if Stun isn't healed). When interacting with Regeneration, modify as follows:

Regen Rate	Effect
Hour	Stun check every minute, Physical check every hour
Minute	Stun check every round, Physical check every minute
Turn	Stun heals at Body per turn automatically, Physical check every turn

Note that if a character has Regeneration, do NOT apply the Conditions Healing modifiers to his tests. Rest is also not required if the Regeneration rate is per minute or per turn.

The Doctor skill covers both First Aid and Medicine, with the primary difference being the time frames involved.

## Mental Damage

The Mental damage track heals at a decent rate – it's the Consequences of Mental damage that tend to be long-lasting and destructive. Make a Willpower (extended, 1 hour) test. Each Hit restores one box of Mental damage.

## Social Damage

Like Mental damage, the worst effects of Social damage are the Consequences that arise from the damage. Make a Charisma (extended, 1 day) test. Each Hit restores one box of Social damage.

## Consequences

Recovering from consequences basically requires two things – *some in-game circumstance that justifies that the character can start the recovery process* and a certain amount of time in scenes or sessions before the consequence in question goes away. An appropriate in-game circumstance depends largely on the consequence that's been taken – most physical consequences require medical attention or rest, while mental consequences might require therapy, counseling, or extended time spent in the healing presence of a loved one. Social consequences can vary widely and are situational; a consequence like Frazzled might only need a night at the bar and a chance to unwind, while a consequence like Bad Reputation might require your character to spend time doing very public acts of charity to rebuild the good faith he's lost.

Once this circumstance is established, the recovery time can begin. Mild consequences last until the end of the next scene after recovery begins, moderate consequences last until the end of the next session after recovery begins, and severe consequences last until the end of the next scenario (or few sessions, as you prefer) after recovery begins.

## Special Maneuvers

**ActDef:** This maneuver can be attempted only when you are using an appropriate active defense. Using this maneuver ends the active defense.

**Grappled (xxx)/Unaware (-xx):** This means the opponent must be grappled and indicates what body part must be grappled (or, if listed, unaware of attack in which case there is a penalty).

**High:** You must have a high ground advantage over your opponent. Some maneuvers may require a specific amount of high ground advantage.

**Opposed:** The opponent rolls the same check to oppose your roll.

**Prone:** Opponent must be prone to perform this maneuver on them.

In many cases, even if an attack successfully hits but fails to damage, special effects may still apply (but only if the target Glitches the resistance Test), such as with groin shots and knockout strikes.

## Defensive Maneuvers

### Block

**Skills:** Strength + (Getting Medieval (melee) or Kung Fu)

**Damage:** n/a

**Modifier:** -0

**Conditions:** ActDef

**Effects:** Subtract your hits from the attack damage; Can only be used against melee attacks.

### Catch Weapon

**Skills:** Agility + (Getting Medieval (appropriate weapon) or Kung Fu) [attack Hits]

**Damage:** n/a

**Modifier:** -5

**Conditions:** ActDef

**Effects:** If you succeed at this, you have locked up the opponent's weapon. He can drop the weapon, or attempt to free it with an attack roll [net Hits] test; if you fail to catch the weapon and are unarmed, you take +2 damage (assuming he still hits); Catching a weapon ends your Active Defense for the Turn.

#### Counterstrike

**Skills:** Agility + (Getting Medieval or Kung Fu)

**Damage:** Normal

**Modifier:** -0

**Conditions:** ActDef

**Effects:** If an opponent misses you with a melee attack, you can make an immediate counterattack (either unarmed or with a small melee weapon in hand).

#### Dodge

**Skills:** Reaction + (Acrobatics or Kung Fu)

**Damage:** n/a

**Modifier:** ~~-4 v fast projectiles, -8 v ballistic projectiles~~

**Conditions:** ActDef

**Effects:** When dodging, determine the Defense Threshold bonus you desire (up to your Reaction + Agility or Acrobatics). You gain that number as a bonus to Defense Threshold, but take that number as a penalty to all actions; you cannot Block, Catch Weapon, Counterstrike, or Parry while using Dodge.

#### Parry

**Skills:** Reaction + (Getting Medieval (melee) or Kung Fu)

**Damage:** n/a

**Modifier:** ~~-2 v slow projectiles, -6 v fast projectiles, -10 v ballistic projectiles~~

**Conditions:** ActDef

**Effects:** Can only be used with melee weapons or unarmed; When parrying, determine the Defense Threshold bonus you desire (up to your Reaction + applicable attack skill rating). You gain that number as a bonus to Defense Threshold, but take that number as a penalty to all actions.

#### Roll with Blow

**Skills:** Agility + Acrobatics

**Damage:** n/a

**Modifier:** -2 falling, -6 concussive explosions

**Conditions:** ActDef

**Effects:** Can only be used against melee attacks, falling, and concussive explosions; subtract Hits from the damage.

#### Wall Flip

**Skills:** Agility + (Acrobatics or Kung Fu) [2]

**Damage:** n/a

**Modifier:** -3

**Conditions:** n/a

**Effects:** This is the classic run up the wall and flip so as to land behind your opponent maneuver; Make the skill test. If successful, add +3 to the Hits, and use that as your Defense Threshold for the turn against that opponent. Additionally, you end up positioned *behind* the opponent; If you fail this test, you take (your) Strength/4 Stun damage and end up prone.

### Offensive Melee Maneuvers

#### Punch

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) Stun

**Modifier:** -0

**Conditions:** n/a

**Effects:** This is a basic Stun damage-dealing punch or fist strike.

#### Kick

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) +1 Stun

**Modifier:** -1

**Conditions:** n/a

**Effects:** This is a standard straight kick.

#### 450° Splash

**Skills:** Agility + Acrobatics

**Damage:** (Strength/2) +1 Stun

**Modifier:** -3

**Conditions:** High, Prone

**Effects:** This is a wrestling maneuver (look it up); if successful, both you and the target must roll Willpower tests (you [2]; him [3]) or be stunned 1d6 Turns; if you fail, you take the base damage you would deal with this (double on a critical Glitch).

#### Ankle Lock

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) Stun

**Modifier:** -1 (-2 if the opponent is not prone)

**Conditions:** Grappled (leg)

**Effects:** This is a Target Limb maneuver; allows you to impose Consequences like Twisted, Sprained, or Broken Ankle.

#### Arm Bar/Shoulder Lock

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) Stun

**Modifier:** -1 (-4 if the opponent is not prone)

**Conditions:** Grappled (arm)

**Effects:** This is a Target Limb maneuver; allows you to impose Consequences like Twisted, Sprained, or Broken Elbow (arm bar) or Shoulder (shoulder lock).

#### Atomic Drop (Inverted)

**Skills:** Strength + Kung Fu [Defense Threshold and Size]

**Damage:** (Strength/2) +2 Stun

**Modifier:** -2

**Conditions:** Grappled (torso)

**Effects:** ~~Victim must roll Will [net Hits] or be knocked down and incapacitated, new roll every turn at cumulative -1 to recover (Females roll Will\*2).~~

If successful, the victim is stunned for a number of Turns equal to the damage suffered minus the Hits scored on a Body test (Females roll Body \*2).

#### Axe Handle

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) +2 Stun

**Modifier:** -2

**Conditions:** High

**Effects:** Hands clasped together to form a striking surface from a high-ground advantage.

#### Bear Hug

**Skills:** Strength + Kung Fu

**Damage:** (Strength) Stun

**Modifier:** -2

**Conditions:** Grappled (Torso, Torso and Arms)

**Effects:** As long as this is maintained from round to round, it deals (Strength) Stun damage; Reduce the damage by -1 if the victim's arms are also grappled; multiple options to break free.

#### Break Neck

**Skills:** Agility + Kung Fu

**Damage:** n/a

**Modifier:** -0/-4 (grappled/unaware)

**Conditions:** Special

**Effects:** This is an attempt to simply snap the target's neck; Roll the attack (with modifiers) as normal. Determine what the damage would be. The target then rolls (Str + Bod) [Strength + net Hits]. If the target does not succeed, compare the effective damage – if this is enough to drop his PDCM to 0 or less, he gains the Dead Consequence. If not enough to reduce the PDCM to 0, he gains the Extreme Consequence (broken neck). Note that a broken neck may not impair some beings.

#### Choke (air)

**Skills:** Agility + Kung Fu

**Damage:** (Strength/4) Stun

**Modifier:** -0/-4 (grappled/unaware)

**Conditions:** Special

**Effects:** If successful, the victim rolls (Str + Bod) [Strength + net Hits]. If he fails the roll, he is suffocating (as per the rules) and continues to do so for as long as the hold is maintained.

#### Choke (blood)

**Skills:** Agility + Kung Fu

**Damage:** Special

**Modifier:** -0/-4 (grappled/unaware)

**Conditions:** Special

**Effects:** If successful, the victim rolls (Body). Subtract your net Hits from the Hits he scores on the Body test. If left with a positive number, he will remain conscious for that many turns (assuming the choke is maintained). If left with 0 or less, he will be unconscious by the end of the current Turn. This attack requires little in Strength to perform, but Strength may very well become a factor if the victim tries to free himself.

If the victim has natural Impact armor, treat his armor rating as automatic success towards the Body test.

You can blood choke a vampire into unconsciousness (don't ask).

#### Decapitation

**Skills:** Agility + (Getting Medieval (melee)) or Kung Fu (rarely applicable)

**Damage:** Special

**Modifier:** -5

**Conditions:** n/a

**Effects:**

- **Opt 1:** The attack deals normal damage; then add +8 to the actual damage suffered and compare the total to the target's PDCM. If the total is enough to reduce the target to 0 or less, he gains the Dead (decapitated) Consequence.
- **Opt 2:** Determine the suffered damage normally but do not apply it. The target must make a Survival Test with a penalty equal to the effective damage suffered. If this fails, the target gains the Dead (Decapitated) Consequence. If the Survival Test succeeds, however, the target suffers no damage. This is an all or nothing strike.

#### Disarm

**Skills:** Agility + (Getting Medieval (melee)) or Kung Fu

**Damage:** n/a

**Modifier:** -2

**Conditions:** n/a

**Effects:** Make an attack test while the victim rolls an appropriate attack test as well (+2 bonus for every 2 hands on the weapon). If successful, the defender loses his weapon. If your Hits are equal to double or more his Hits, you can choose to take his weapon away instead of simply disarming him.

#### Face Rake

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) -1 Stun

**Modifier:** -1

**Conditions:** n/a

**Effects:** Hits DO NOT increase damage; if successful, the target is blinded for a number of Turns equal to your net Hits.

#### Feint

**Skills:** Intuition + (Getting Medieval (melee)) or Kung Fu {Opposed}

**Damage:** n/a

**Modifier:** -0

**Conditions:** n/a

**Effects:** If you win the opposed test, apply your net Hits as a bonus to your next attack against that opponent, if the attack occurs within one Turn.

#### Full Nelson

**Skills:** Agility + Kung Fu

**Damage:** (Strength/4) Stun

**Modifier:** -1

**Conditions:** Special

**Effects:** This is simply a grapple attack that targets the arms. See *Grapple* for more information.

#### Grapple

**Skills:** Agility + Kung Fu

**Damage:** Special

**Modifier:** Special

**Conditions:** n/a

**Effects:** To grapple a character, resolve melee combat normally. If the attacker successfully hits, the opponent can resist with (Strength or Agility) + Kung Fu [(Strength or Kung Fu) + net Hits]. If the defender fails to resist, he is grappled. You must declare what part of the target you are trying to grapple. The modifier is applied to the target's resistance test.

- **Arm** (-1): Defender cannot use that arm and is -1 to all actions.
- **Leg** (-1): Defender is -1 to all actions.
- **Torso** (-2): Defender is -1 to all actions.
- **Torso and Arms** (+1): Defender is -2 to all actions.
- **Head** (+2): Defender is -2 to all actions.

To break out of the lock, the defender must take an Action and succeed in a (Strength or Agility) + Kung Fu [net Hits] Test. The defender gains the initial location modifier as an inverse (i.e., if in a head grapple, he is -2 to escape). Otherwise the defender remains grappled. Consider the grappled character to be prone for any attacks made against him.

The grappling character does not need to make any tests to maintain the grapple, but he must spend an Action each round (if additional actions are taken, normal multiple action penalties apply, plus, if the action involves someone other than the grappled target, actions are at additional -1 penalty). The grappler may also choose to do one of the following on each Action he spends to maintain the grapple:

- Make an additional Grapple test to get a better grip. The defender opposes as normal. The attacker gets the Superior Position bonus. If the attacker scores more hits, the net hits are added to his previous grappling net hits, making it harder for the defender to break free. If the defender scores more hits, however, reduce the attacker's net hits as his grip slips.
- Inflict (Strength/2) Stun damage (soak applies normally).
- Knock the defender down (see Knockdown below). The attacker gets the Superior Position bonus.

### Groin Shot

**Skills:** Agility + (Getting Medieval (melee) or Kung Fu)

**Damage:** Normal

**Modifier:** -3

**Conditions:** n/a

**Effects:** ~~Victim must roll Will [net Hits] or be knocked down and incapacitated, new roll every turn at cumulative +1 to recover (Females roll Will\*2).~~

If successful, the victim is stunned for a number of Turns equal to the damage suffered minus the Hits scored on a Body test (Females roll Body \*2).

### Head Butt

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) Stun

**Modifier:** +1 (even when obvious people always seem surprised that the attack was used)

**Conditions:** n/a

**Effects:** If you fail, you suffer your base damage (double on a critical Glitch); if you succeed on a head butt against a target who is grappling you, he must make a Will [damage] test or release you.

### Jump Kick

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) +1 Stun

**Modifier:** -3

**Conditions:** n/a

**Effects:** First roll Agility + Acrobatics (a Jump Kick Pre-Roll). You apply the Hits from this test as a bonus to the Jump Kick attack test.

### Jump Kick (Double)

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) +1 Stun

**Modifier:** -4

**Conditions:** n/a

**Effects:** First roll Agility + Acrobatics (a Jump Kick Pre-Roll). You apply the Hits from this test as a bonus to the Jump Kick attack test; You can use this against two targets who are adjacent to you (use the results against both).

### Knockout Strike

**Skills:** Agility + (Getting Medieval (melee) or Kung Fu)

**Damage:** Base

**Modifier:** -2

**Conditions:** n/a

**Effects:** Hits DO NOT increase damage; The target must make a Consciousness Test [net Hits] or be knocked out; He recovers when dramatically appropriate; The Knockout Maneuver can be combined with many other maneuvers.

### Solar Plexus

**Skills:** Agility + (Getting Medieval (blunt melee) or Kung Fu)

**Damage:** Normal

**Modifier:** -4

**Conditions:** n/a

**Effects:** This is an attempt to strike a target in the solar plexus (assuming it has one); If this actually deals damage, the target is unable to catch his breath and is stunned for a number of Turns equal to the damage suffered minus the Hits on a Body test.

### Spin Kick

**Skills:** Agility + Kung Fu

**Damage:** (Strength/2) +2 Stun

**Modifier:** -2

**Conditions:** n/a

**Effects:** This represents a variety of spinning or turning kicks.

### Splash

**Skills:** Strength + Acrobatics

**Damage:** (Strength/2) +1 Stun

**Modifier:** -3

**Conditions:** High, Prone

**Effects:** This is a wrestling maneuver (look it up); if successful, both you and the target must roll Willpower tests (you [2]; him [3]) or be stunned 1d6 Turns; if you fail, you take the base damage you would deal with this (double on a critical Glitch).

### Sucker Punch

**Skills:** Agility + (Getting Medieval (melee) or Kung Fu)



**Damage:** Normal

**Modifier:** -0

**Conditions:** Special

**Effects:** The target must not realize he is in combat; Make your attack test, while the victim rolls Intuition + Notice [2]. If the victim scores more net Hits than you, your attack is negated (he saw it coming and barely dodged). However, if he fails to beat your result, you treat his *Reaction as 0* for that strike (increasing your net Hits for damage calculations). Sucker punch can be combined with many other maneuvers (and can benefit from Feint as well).

#### Throat Strike

**Skills:** Agility + (Getting Medieval (melee) or Kung Fu)

**Damage:** (Strength/3) + weapon mod/2

**Modifier:** -4

**Conditions:** n/a

**Effects:** If successful, the victim rolls Body and subtracts his Hits from your net Hits. If you have net Hits remaining, the victim can't breathe and is stunned for that many Turns. If the victim's roll negates your net Hits, he simply suffers damage; this strike is particularly effective when combined with a Sucker Punch maneuver.

#### Wall Smash

**Skills:** Strength + Kung Fu {Opposed}

**Damage:** (Strength) Stun

**Modifier:** -0

**Conditions:** Grappled (torso)

**Effects:** This is an attempt to slam a grappled target into a wall or similar structure; use net Hits from the opposed test instead of Reaction.

#### Whirling Sword

**Skills:** Agility + Getting Medieval (melee)

**Damage:** Normal

**Modifier:** -4

**Conditions:** n/a

**Effects:** Use the result as both Parry and attack roll against everyone within range for the round; Only action you can take in the round; cumulative -1 penalty per additional round.

### Knockdown Attacks

**General:** When making an attack designed to knock an opponent down or render him prone, make the attack roll as normal (using the applicable Attributes + Skills). If successful, the victim must roll one of (Strength, Agility, Acrobatics, or Kung Fu) + (one-half Size Rank) with the Threshold determined by the attack [typically something + net Hits]. Many knockdown attacks, if countered, give the opponent superior positioning.

#### Back Breaker

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) Physical

**Modifier:** -3

**Conditions:** Grappled (torso)

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test.

#### Back Drop (Belly to Back Suplex)

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +1 Stun

**Modifier:** -3

**Conditions:** Grappled (torso)

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test; Leaves both of you prone.

#### Body Slam

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +3 Stun

**Modifier:** -3

**Conditions:** Grappled (torso)

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test.

#### Bulldog

**Skills:** Agility + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +1 Stun

**Modifier:** -2/-4 (Grappled (head)/unaware)

**Conditions:** Special

**Effects:** You take ¼ damage (round down); Leaves both of you prone.

#### Chokeslam

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) Stun

**Modifier:** -0/-4 (Grappled (head)/unaware)

**Conditions:** Grappled (head)

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test; Note that this isn't a particularly more useful attack, big creatures just like to use it to look cool mainly.

#### DDT

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +2 Stun

**Modifier:** -0/-4 (Grappled (head)/unaware)

**Conditions:** Grappled (head)

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test; Leaves both of you prone.

#### Death Valley Driver

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +3 Physical

**Modifier:** -4

**Conditions:** Grappled (torso)

**Effects:** The opponent gets a free chance to resist this by making an Agility [Str + net Hits] test; Leaves both of you prone.

#### Drop Kick

**Skills:** Agility + Kung Fu [Defense Threshold and Size; deals damage even without knockdown, and may knockdown even without damage]

**Damage:** (Strength/2) +3 Stun

**Modifier:** --4

**Conditions:** n/a

**Effects:** If performed at the end of a movement or run, apply a bonus equal to your movement rate to the attack test; The opponent gets a free chance to resist the knockdown by making a Strength [Str + net Hits] test; Leaves you prone regardless of success.

#### Facebuster

**Skills:** Agility + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +1 Stun

**Modifier:** -0/-4 (Grappled (head)/Unaware)

**Conditions:** Special

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test; If the opponent Glitches the resistance test, he is stunned for one Turn; Leaves both of you prone.

#### Headscissors Takedown

**Skills:** Agility + Acrobatics [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +1 Stun

**Modifier:** -2

**Conditions:** n/a

**Effects:** The opponent gets a free chance to resist this by making a Strength [Acrobatics + Size + net Hits] test; Leaves both of you prone.

#### Hurricanrana

**Skills:** Agility + Acrobatics [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +2 Stun

**Modifier:** -3

**Conditions:** n/a

**Effects:** The opponent gets a free chance to resist this by making a Strength [Acrobatics + Size + net Hits] test; Leaves both of you prone.

#### Neckbreaker

**Skills:** Agility + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) +3 Stun

**Modifier:** -0/-4 (Grappled (head)/Unaware)

**Conditions:** Special

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test; If the opponent Glitches the resistance test, he is stunned for one Turn; Leaves both of you prone.

#### Piledriver/Tombstone

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) Physical

**Modifier:** -4

**Conditions:** Grappled (torso)

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test; Opponent is stunned for a number of Turns equal to damage suffered minus the Hits on a Willpower test.

#### Plancha

**Skills:** Agility + Acrobatics [Defense Threshold and Size; deals damage even without knockdown, and may knockdown even without damage]

**Damage:** (Strength/2) +1 Stun

**Modifier:** -3

**Conditions:** High (target height)

**Effects:** The opponent gets a free chance to resist the knockdown by making a Strength [Str + net Hits] test; Requires at least 5 ft between you and opponent; If the opponent is using an active defense, can attempt Strength [Size] to catch and negate attack, this ends his active defense; If successful, both roll Will or stunned 1 round; If you miss the target, you suffer the base damage (double on critical Glitch).

#### Slam-Tackle/Overrun

**Skills:** Strength + Sports [Defense Threshold and Size; deals damage even without knockdown, and may knockdown even without damage]

**Damage:** (Strength/2) Stun

**Modifier:** -0

**Conditions:** n/a

**Effects:** The opponent gets a free chance to resist the knockdown by making a Strength [Str + net Hits] test; If the victim is knocked down, you can attempt to grapple his legs or torso as a free action.

#### Sweep Kick

**Skills:** Agility + Kung Fu {Opposed}

**Damage:** (Strength/4) Stun

**Modifier:** -1

**Conditions:** n/a

**Effects:** If you beat the target on the opposed test, he is knocked down.

#### Takedown

**Skills:** Strength + Kung Fu [Defense Threshold and Size; Hits must beat both]

**Damage:** (Strength/2) Stun

**Modifier:** -0

**Conditions:** n/a

**Effects:** The opponent gets a free chance to resist this by making a Strength [Str + net Hits] test.

#### Toss

**Skills:** Strength + Kung Fu {Opposed}

**Damage:** (Strength/2) Stun

**Modifier:** -0/-4 (Grappled (torso)/Unaware)

**Conditions:** Special

**Effects:** If you win, the opponent takes damage, is thrown one square per net Hit, and is prone.

### Other Maneuvers

#### Brain Shot (Chrome to the Dome)

**Skills:** Attack

**Damage:** Normal

**Modifier:** -5

**Conditions:** n/a

**Effects:**

- **Opt 1:** The attack deals normal damage; then add (blunt +4, slash +5, ballistic +7) to the actual damage suffered and compare the total to the target's PCDM. If the total is enough to reduce the target to 0 or less, he gains the Dead (decapitated) Consequence.
- **Opt 2:** Determine the suffered damage normally but do not apply it. The target must make a Survival Test with a penalty equal to the effective damage suffered (additional -1 is slash, -3 is ballistic). If this fails, the target gains the Dead (Decapitated) Consequence. If the Survival Test succeeds, however, the target suffers no damage. This is an all or nothing strike.

**Target Limb**

**Skills:** Attack

**Damage:** Normal

**Modifier:** -4

**Conditions:** n/a

**Effects:** Determine the total damage the target would suffer. If this exceeds his (Body \*2), he gains the Broken Limb Consequence. If it exceeds his (Body \*3) and the attack type is applicable, he gains the Severed Limb Consequence; in either case, once determined, the actual damage suffered is limited to his Body score.

**Through the Heart**

**Skills:** Attack

**Damage:** Special

**Modifier:** -5

**Conditions:** n/a

**Effects:**

- **Opt 1:** The attack deals normal damage; then add +8 (+10 if a wooden stake v a vampire) to the actual damage suffered and compare the total to the target's PCDM. If the total is enough to reduce the target to 0 or less, he gains the Dead (decapitated) Consequence.
- **Opt 2:** Determine the suffered damage normally but do not apply it. The target must make a Survival Test with a penalty equal to the effective damage suffered (additional -2 if a wooden stake v a vampire). If this fails, the target gains the Dead (Decapitated) Consequence. If the Survival Test succeeds, however, the target suffers no damage. This is an all or nothing strike.

**Skills:**

**Damage:**

**Modifier:**

**Conditions:**

**Effects:**

**Vehicle Combat**

Equipment

Melee Weapons

Attack	Damage	AP
Axe, Small	(Str/2)+3 P	-0
Axe, One-Hander	(Str/2)+4 P	-1
Axe, Good God	(Str/2)+5 P	-2
Blunt, Small	(Str/2) P	-0
Blunt, Medium	(Str/2)+1 P	-0
Blunt, Large	(Str/2)+2 P	-0
Knife, Small	(Str/2) P	-1
Knife, Medium	(Str/2)+1 P	-1
Knife, This is a Knife	(Str/2)+2 P	-1
Quarterstaff	(Str/2)+2 P	-0
Spear, Short	(Str/2)+2 P	-2
Spear, Long	(Str/2)+2 P	-2
Stake	(Str/2) P	-0
Stun Gun	6 S	½ Impact
Sword, One-Hander	(Str/2)+3 P	-1
Sword, Compensate Much?	(Str/2)+4 P	-2

Melee weapons wielded in two hands increase the bonus by +1.

Ranged Weapons

Attack	Damage	AP	Range	Notes
Bow	(Min+2) P	-0	3/12/30	Max Str of 5 unless custom
Crossbow	5 P	-0	3/12/30	One turn reload
Crossbow, Pistol	2 P	-0	3/12/30	One action reload
Pistol, Small	3 P	-0	3/12/30	
Pistol, Medium	4 P	-0	3/12/30	
Pistol, Large	5 P	-0	3/12/30	
Pistol, Big Ass	6 P	-0	3/12/30	
Revolver, Small	3 P	-0	3/12/30	
Revolver, Medium	4 P	-0	3/12/30	
Revolver, Large	5 P	-0	3/12/30	
Revolver, Big Ass	6 P	-0	3/12/30	
Rifle, Small	5 P	-0	12/60/180	
Rifle, Medium	6 P	-1	12/60/180	
Rifle, Large	8 P	-1	12/60/180	
Rifle, Big Ass	10 P	-2	12/60/180	
Shotgun, Small	7 P	-2	3/12/30	Sawed-off -2 attack
Shotgun, Medium	8 P	-1	3/12/30	Sawed-off -2 attack
Shotgun, Large	9 P	-1	3/12/30	Sawed-off -2 attack
Shotgun, Big Ass	10 P	-1	3/12/30	Sawed-off -2 attack
Stun Gun/Taser	6 S	½ Impact	1/2/3	
Shuriken	(Str/2) P	-0	1 sq. + (Str *1 sq) / *2 / *3	
SMG, Small	3 P	-0	3/12/30	
SMG, Medium	4 P	-0	3/12/30	
SMG, Large	5 P	-0	3/12/30	
Taser Rifle (Initiative)	8 S	½ Impact	3/12/30	As normal, except Threshold is 3+ net Hits on test
Throwing Knife	(Str/2)+1 P	-0	1 sq. + (Str *1 sq) / *2 / *3	

Caliber to Weapon

Explosives

Explosives are typically, planted, thrown, or launched. How they get there isn't all that important. When an explosive detonates, it deals damage to a base area. Reduce the Damage as noted below. ~~To twice that, it deals half damage, then one-quarter damage to three that.~~ Typical modern grenades deal damage as follows:

- **High explosive:** 10 Physical; -2 per square; AP -2
- **Fragmentation:** 12 Physical (f); -1 per square; AP +2
- **Molotov cocktail:** 8 Physical; -2 per square; AP -4; if sticky, extinguishing the fire takes twice as long as normal.

When throwing or launching a grenade, roll to attack the target square with a Threshold of 4. Hitting the Threshold lands the device in the target. For each Hit below 4, the device moves out one square (random direction). If no Hits are generated, randomly generate the direction from the thrower, with a distance of 3d6 squares.

Armor

Armor	Ballistic	Impact	Cost
Leather/Tweed Jacket	0	0	
Leather armor	1	2	
Chain armor	1	3	

Plate armor	2	6	
Bulletproof vest	4	2	
Mil-Spec/Interceptor armor	5 (7)	3 (5)	

## Shields

**ActDef:** If you are actively defending with a shield (performing a block/parry action), apply this as a bonus to the test.

**Ball:** If the shield doesn't deflect an attack, apply this as a bonus to the armor soak roll against ballistic attacks.

**Imp:** If the shield doesn't deflect an attack, apply this as a bonus to the armor soak roll against impact attacks.

**Barrier:** This functions like the normal Barrier rating of objects.

**Dmg Cap:** This is the number of Physical damage boxes the shield has.

**Bash Dmg:** This is the base damage you deal with the shield when using it to bash an opponent.

**Attack Penalty:** You suffer this penalty to attack rolls made while wielding the shield. This does NOT apply to attack rolls made to shield bash.

Shield	ActDef	Ball	Imp	Barrier	Dmg Cap	Bash Dmg	Attack Penalty	Weight
Chair	+1	+1	+2	6	2	(Str/2) P	-2	1-3
Target	+0	+1	+1	20	3	(Str/2) P	-0	1
Small	+1	+1	+2	15	4	(Str/2)+1 P	-0	4
Medium	+2	+2	+3	15	5	(Str/2)+1 P	-1	10
Large	+3	+2	+3	15	7	(Str/2)+2 P	-2	20
Tower	+5	+3	+4	20	10	(Str/2)+2 P	-4	25
Table	+5	+4	+5	20	5	(Str/2)+2 P	-5	5-15