

FACTIONS *at War*



Bare BONES EDITION

The Game of Modern Fantasy

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DISCLAIMER

This is a game, a work of fiction. It is intended for mature readers. If you are easily offended or lack an open mind, don't buy this book. Occult practices and beliefs, including religion, are presented here in a realistic, yet fictionalized manner fitting with the game world.

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INTRODUCTION

Here we go - the Bare Bones Edition of *Factions at War*, the free, online version. It's designed to give you a taste of what the full version is like. You won't get the regular swath of character creation tools, world background, reality-bending feats and the like - but you'll have enough to get the ball rolling.

Why do a Bare Bones Edition? Because the first taste is always free, that's why. We know you'll come back.

So What's This All About, Eh?

Factions at War is a game about the Gifted, once-normal humans who have attained the ability to shift reality, and their behind-the-scenes world of conflicting secret societies. You see, there are beings out there who Run The World through their mastery of the underlying cosmos. The problem is that these Factions disagree on who ought to run things. Some (gasp!) even think that humanity should be pretty much left alone, and not herded around like blind sheep.

Players rake on the role of a new Gifted in a world where various secret Factions want to use, help, eliminate, or recruit them. Each Faction has its own philosophy and political policy on what they think a Gifted's role is in the world. Some want to run the whole show and reap the rewards of being secret masters. Some fight for liberty for the masses, or in the very least, the right to be left alone. There are other worlds to explore, strange and dangerous beings to discover, and power to attain. It's up to the player to decide what they will do with their newfound ability, and what, if any, mark

The Gifted aren't like a lot of the supernatural folks in other games. They aren't belonging to cursed bloodlines who have ruled reality for all eternity. They aren't the result of a vampire bite, werewolf claw, magical spell, or otherworldly influence. You can't make someone become Gifted. You can't teach them the methods in a class. Becoming Gifted *just happens*.

So what does being Gifted mean? The Gifted are more "real" than their normal human counterparts. They are elevated in reality. This means they can gain access to the underlying mechanisms that make the cosmos actually work. The more powerful the Gifted, the more impressive their command over the functions of reality. These are a Gifted's Special Abilities.

The Gifted also can store within themselves a great deal of reality's raw possibility. We call these points of Focus. Whenever anyone in the *Factions* universe activates a supernatural power or casts a Ritual, they spend temporary points of Focus.

The third thing that really sets the Gifted apart from the rest of humanity is that they can cross the Mirror, which is a metaphysical boundary between the conscious world and the unconscious world. Maya, as this world is called, is the shadow place cast by humanity's beliefs.

Major Conflicts

The first major external conflict is between two Sects, the Order and the Alliance. The Order is a powerful society that essentially controls the US government, major corporations, and international organizations such as the IMF and the World Bank. It has turned America into an Orwellian nightmare. The Alliance is a resistance movement that seeks to disrupt the Order's dominance of American society, and to overthrow the US government.

The Free Societies is a collection of Factions (though not unified enough to truly be called a Sect) that is trying to stay out of the Order/Alliance fight. This isn't easy, as the civil war in America ratchets up higher with each passing month. The struggle of the Free Societies' to remain neutral and safe is the second major external conflict in the game.

The first major internal conflict is one of politics. Which side, if any, will the Gifted join? The Order won't take them, because the player characters don't come from the vaulted, protected classes of America. The Alliance is seen as having a long shot at best. Each Faction of the Free Societies seems to have its own agenda. Is any side worth joining?

The second major internal conflict is one of identity. The more a character acts like a universal archetype, and the more powerful they become, the less human they remain. The Elements of the world, walking archetypes themselves, are former Gifted who have completely left their lives behind and become something else. How powerful can a Gifted become and still remain recognizable to their friends, their family, themselves?

The Shroud

The Shroud is the reason most people don't believe in supernatural beings or magic. Whenever a mundane sees evidence of reality-bending (or what they might perceive as "impossible," as cultures may vary), a mystical veil clouds their perceptions and their mind.

Every time the Shroud comes down, it causes a ripple in the cosmos. Too many such ripples in too short a time, and a Nightmare Storm can develop. These can range from merely uncomfortable cosmic "weather" to downright deadly situations for supernatural beings. So not only is it considered bad form to use Special Abilities and Ritual Magic blatantly, but some groups (such as the Order) actively hunt careless Gifted.

BASIC MECHANICS

Characters have Attributes, Talents, and Skills. Each Skill falls under a Talent, which falls under an Attribute. Attributes range from 1-5, and Talents from 0-5. Therefore, each Skill check has a base of Attribute + Talent, from 1-10.

Skills are rated from 0 to 4 dots. Each dot means a rolled 1d10. No dots means a rolled 1d6. The player rolls the dice and adds the highest rolled die to the Attribute + Talent base. All other die results are ignored.

If any die comes up 10, add a second 1d10 roll. This explosion can only occur once per original die.

If the highest die total is a 1, roll a 1d10 and subtract it from the base.

Static Checks

When a character makes a roll based on a contest in the game world, he rolls against a set difficulty. If the roll is over the difficulty, the character succeeds. Sometimes, the amount that the character succeeds by will be important. If the roll is under the difficulty, the character fails. If the roll is less than half of the difficulty, or if the roll is less than zero, the character completely botches the job.

<u>Static Check Difficulties</u>	
Very Easy	5
Easy	8
Average	10
Moderate	12
Hard	15
Very Hard	18
Extremely Hard	20
Nigh Impossible	22
Unbelievable	25

Opposed Checks

If a character is directly competing with another, they make checks against each other. The highest roll wins, and again, the amount that the victor succeeds by might be important.

Modifiers

A check can be modified as the Ref sees fit. Some common modifiers follow.

<u>Being Scared</u>	
Nervous	-1
Distracted	-2
Heavily distracted	-4
Frightened	-7
Mortally terrified	-10
<u>Being Sick</u>	
Suffering minor illness	-3
Suffering major illness	-5
Suffering dangerous illness	-7
<u>Being High</u>	
Under light drug influence	-3
Under notable drug influence	-5
Under heavy drug influence	-8

<u>Equipment</u>	
Improvised tools	-3
Improvised parts	-5
Don't have proper parts	-7
Don't have proper tools	-5
Superior parts	+3
Superior tools	+2
Unusual breakdown	-2 to -7
<u>Impaired Senses</u>	
Dim lighting to almost blind	-2 to -10
Distracting (strobe) lighting	-4
Visually chaotic scene	-3
Loud environment	-4
Deafening environment	-8

<u>Lack of Sleep</u>	
Tired	-2
Very tired	-5
Dead on one's feet	-7
<u>Time</u>	
Slowly: 60% more time	+5
Carefully: 40% more time	+3
Deliberately: 20% more time	+1
Normally	+0
Rapidly: 20% less time	-2
Quickly: 40% less time	-5
Rushed: 60% less time	-10

<u>Weird Ideas</u>	
Unusual concepts	-2
Foreign culture	-4
Insane concepts	-8
Alien concepts	-10

Character creation

Character Creation in Review

Attributes: 35 levels. Scale is 1-5.

Talents: 45 levels. Scale is 0-5.

Skills: 75 dots. Scale is 0 to ●●●●.

Special Ability Skills: 45 DP worth.

Extras: 10 levels. Scale is 0-10.

Additional levels cost 1 DP per level value.

Beginning Development Points: 70 DP.

Characters are made via a build point system. Initial point allotment is as follows:

DP Spending Costs

Attributes: Current level x 6 DP.

Talents: Current level x 5, minimum 4 DP.

Skill Dots: Level ● 4 DP, Level ●● 6 DP,

Level ●●● 10 DP, Level ●●●● 12 DP.

Rituals: Ritual level in DP.

Special Ability Skill Dots: Level ● 5 DP,

Level ●● 8 DP, Level ●●● 14 DP,

Level ●●●● 16 DP.

Special Abilities: Required Focus level x 2 DP.

Focus: Current Focus x 3 DP.

DP stands for Development Points. These are spent at character creation as “freebies,” and are awarded as experience points during game play. DP are spent as follows:

ATTRIBUTES

There are 10 character Attributes. They are Awareness, Body, Control, Creativity, Beauty, Presence, Quickness, Reaction, Reasoning, and Will.

Attribute Values

- 1: Painfully Inadequate
- 2: Below Average
- 3: Average
- 4: Above Average
- 5: Impressive

Awareness: This Attribute represents the accuracy of observation and the sensitivity of the senses. Highly aware individuals notice what others overlook, an important edge in this world of intrigue and assassination.

Body: This is a measure of strength, size, and stamina; essentially, how well one takes physical punishment and how much of it they can push back with raw muscle power.

Control: Control is the level of manipulative and persuasive social prowess. Instead of using charm or friendliness to get what he wants, the person with high Control uses Machiavellian grace to maneuver himself through social situations. This provides high degrees of precision over the outcome, but failures can be devastating. No one likes being manipulated.

Creativity: This is an approximation of the power of your imagination. Creative people are innovative, and are great with finding unusual approaches to old problems. This is useful for making up solutions on the fly and coming up with the next Big Thing.

Beauty: This measures raw physical attractiveness. Beauty plays heavily into first impressions, and conveys that base animal magnetism which is hard to define. Those with high scores often find they are treated better (given bonuses) in social situations.

Presence: This Attribute is a measure of immediate social strength. Some people always seem to be the center of attention, and have a strong personal inertia. Those with high Presence are natural leaders and performers.

Quickness: The Quickness Attribute is how fast, and in most cases, athletic, a person is. Grace, speed, and full body movement are all covered by this.

Reaction: This is the tight, controlled eye-hand aptitude a person has. Possessed by professional drivers and soldiers, Reaction is how fast your hands – and your mind – can move.

Reasoning: The other half of raw mind-power, this Attribute measures logic, concrete thinking, and memory. The strongest Reasoning minds can compute complex mathematical equations in their heads and out-think super computers.

Will: This Attribute represents base personal drive and conviction. Essentially, Will is the thickness of a person’s “skin,” the force of their beliefs, and their grace under pressure.

TALENTS AND SKILLS

Talents are more specific subsets of Attributes, but more general than Skills. Talents can be either areas of familiarity or natural ability, where Skills are specific.

Talent Values

- 0: Untalented
- 1: Poor
- 2: Fair
- 3: Good
- 4: Excellent
- 5: Genius

Skill Values

- O: No dots: Unskilled
●: One dot: Novice
●●: Two dots: Trained
●●●: Three dots: Expert
●●●●: Four dots: Master

Talents and Skills are listed by the Attribute they fall under. Talents are underlined, and Skills are listed after the Talent.

Awareness Talents and Skills

Empathy Talent: Your talent for “reading” human beings.

Detect Lies: Knowing falsehoods when you see them.

Emotion: Perception of other people’s feelings and moods.

Threat: Identifying hazardous individuals and violent intent.

Sensory Talent: Your awareness of the physical world.

Concealment: Spotting hidden objects and concealed weapons.

Direction: Navigating and mental mapping.

Notice: Perception of mundane physical details. The strength of the five senses.

Supernatural Talent: Your awareness of the unexplained world.

Ability: Awareness of the Gifted's Special Abilities and Magics being cast.

Mystic: Perception of the supernatural environment - the mystical "weather" and topography, such as Vales. Also, sensing other Planes.

Body Talents and Skills

Endurance Talent: Your overall level of robustness and physical stamina.

Fatigue: Fighting lack of sleep and physical exhaustion.

Tolerance: Resistance to drugs and physical illness.

Toughness: Physical resilience against sources of injury.

Power Talent: Your talent in physical strength.

Lift: Moving and carrying heavy loads.

Strength Feats: Universal shows of muscle power.

Control Talents and Skills

Persuasion Talent: Your strengths of social manipulation.

Debate: Winning face-to-face arguments.

Deception: Lies and subterfuge.

Etiquette: Formal social graces.

Fast Talk: On-the-spot con jobs.

Interrogation: Getting information through threats and forceful manipulation.

Street Talent: Your urban familiarity, "coolness," and scene social grace.

Blend: Being hard to notice while in public.

Locate: Finding information, goods, and services in the underground.

Streetwise: Knowledge of street-level and underworld culture.

Creativity Talents and Skills

Appearance Talent: Your talents in improving or altering a person's looks.

Disguise: Making a subject look like someone else.

Grooming: Using the tools of the trade to increase a subject's Beauty.

Style: Clothing and fashion.

Art Talent: Your practiced talents with the arts as a whole.

Computer Graphics: Creating artistic digital images in a computer.

Crafts: Jewelry, tailored clothing, fashion accessories, multimedia art, and the like.

Draw: Pen and ink, pencil sketches, charcoal pictures.

Metalwork: Welding, sword making, standing metal sculptures.

Paint: Two dimensional canvas with oils and acrylics.

Photography: Moving and still pictures, on film or digital.

Sculpt: Marble work, pottery, wood carving, worked three dimensional surfaces.

Tattoo: Permanent ink body art.

Video Editing: Moving raw footage into final product.

Enigmas Talent: A person's talent with mind-benders and mysteries.

Puzzles: Physical puzzles.

Riddles: Head games and word play.

Music Talent: Your academic head for music.

Appreciation: A listener's practiced skill in understanding musical forms.

Composition: Creating new music.

Occult Talent: Your hold on the mystical and the unexplained, supernatural world.

Lore: Knowledge of supernatural beings and societies.

Religion: Familiarity with religious beliefs and mythology.

Ritual Magic (School): Understanding of higher and complex magics, rituals, and spells of a particular Ritual Magic School. Some Schools are Buddhism, Hermetic, Pure Chaos, and Wicca.

Writing Talent: Your grasp on forms of written communication.

Fiction: Writing stories and novels.

Journalism: Informative, though sometimes biased, reports.

Poetry: Rhyming and free form.

Rhetoric: Writing of argumentative or persuasive copy.

Technical: "Straight" writing, non-fiction, and technical writing.

Beauty Talents and Skills: There are no Beauty Talents or Skills. Instead, Beauty can grant bonuses to the use of the Presence Attribute.

Presence Talents and Skills

Charisma Talent: Your overall up-front social strengths and magnetism.

Charm: Making friends and admirers.

Intimidation: Using threats and invoking fear in others.

Seduction: Generating sexual interest.

Performance Talent: Your social talents in performing in the spotlight.

Acting: Playing believable roles, from stage and screen to undercover work.

Leadership: Skill in leadership positions.

Oration: Performance in public speaking.

Singing: The voice as a musical instrument.

Stage Presence: Dramatic flourishes during live performance.

Quickness Talents and Skills

Armed Talent: Your grasp on fighting with hand to hand weapons.

Chain: Morning stars, martial arts tools, and unconventional linked weapons.

Club: Blunt hand to hand weapons, or unwieldy edged ones such as axes.

Knife: Switchblades, edged close combat weapons, and fighting knives.

Shield: Tactical blocking tools, from medieval to riot shields.

Staff/Spear: Oversized striking, sweeping, and piercing weapons. Fixed bayonets are considered spears.

Sword: Rapiers, long swords, katanas, and the like.

Whip: Bullwhips and other lashing weapons.

Athletics Talent: Your overall measure of body fitness.

Acrobatics: Body balance, tumbles, rolls, and flips.

Archery: Ranged combat with bows and crossbows.

Climbing: Use of safe climbing and rappelling techniques and safety equipment.

Dance: From modern dance to ballet and traditional ballroom.

Dodge: Moving out of physical danger.

Move: Sprinting, jumps, and general ground speed.

Sneak: Stealthy movement and remaining hidden.

Sport: Contests of athletic prowess, from football to hockey.

Swimming: Movement and maneuverability while in the water.

Unarmed Talent: Your measure of weaponless hand to hand fighting.

Block: Deflecting blows.

Grapple: Ground fighting, restraining holds, joint locks, and chokes.

Strike: Hitting with fists, elbows, kicks, knees, etc.

Reaction Talents and Skills

Coordination Talent: Your talent in general eye-hand coordination.

Bartending: Mixing and concocting various drinks.

Pick Pocket: Lifting valuables without them noticing.

Sleight of Hand: Misdirection, stage magic, and the like.

Video Games: Eye-thumbpad coordination.

Drive Talent: Your overall talent in operating ground vehicles.

Auto: Civilian cars.

Heavy Equipment: Cranes, forklifts, street sweepers, tractors, combines, bulldozers, and the like.

High Performance: Dragsters, Formula One racers, funny-cars, exotic sports cars.

Motorcycle: Crotch rockets to road bikes.

Oversized: Large trucks, buses, and semis.

Gunplay Talent: Your experience with all types of firearms.

Heavy: Grenade launchers, support machine guns, anti-tank weapons.

Pistol: Side arms like revolvers and semi-automatics.

Rifle: Assault, battlefield, hunting, and sniping rifles.

Shotgun: Scattershot guns, like double barrel and pump 12 gauges.

Submachine: Machine pistols and small fully automatics.

Perform Instrument Talent: Your overall technical skill in playing various instruments.

Play: Listed by each instrument.

Pilot Talent: Your talent in controlling air vehicles.

Air Combat: Use of dogfighting skills in military jets, like the F-16, MIG, Mirage, and the like. Note that the Plane Skill allows for general flight of these craft, but Air Combat covers maneuvers needed for aerial warfare.

Commercial: Large cargo and passenger jets.

Helicopter: Civilian and military choppers, from Hueys to an Apaches.

Plane: Small commercial aircraft, from propped to private jets.

Reasoning Talents and Skills

Computer Talent: Your base computer knowledge and overall talent with using one.

Hacking: Breaking into data systems to steal information or wreak havoc.

Program: Putting software and computer code together.

Use: Basic operation tasks of personal computers and workstations.

Finance Talent: Your talent with higher money matters.

Appraisal: Knowing the financial value of something.

Investment: Putting cash into money-making avenues.

Stock Market: Playing the shareholder's game.

History Talent: Your overall catch on how the modern world came to be.

Ancient: The first civilizations and the early empires.

Archeology: Uncovering ancient history through the study of found artifacts.

Modern: Knowledge of the recent history of the last one hundred years.

Language Talent: Your grasp of languages in theory and practice.

Fluent: (Note – This is the skill in using any one foreign language. To speak multiple languages requires taking this Skill additional times.)

Linguistics: Your study into the actual structure and science of language.

Mathematics Talent: Your talent with numbers.

Accounting: Handling the money of private businesses and organizations.

Applied: The “normal” math used in daily life.

Theoretical: Conceptual mathematics of abstract research and academia, such as imaginary numbers and conceptual figures.

Medicine Talent: Your grasp of healing and overall health.

Cooking: Preparation of healthy and tasty foods, from outdoor barbequing to fine Sushi dining.

Diagnose: Skill in determining cause of ills and treatment.

First Aid: Immediate medical aid.

Herbalism: Use of holistic medicines.

Medtech: Combination of Biology and high technology related to Medicine, such as DNA sequencing, virology, and neural systems.

Pharmacy: Skill in creating various medical (including illegal) drugs.

Surgery: Skill in completing complex medical procedures.

Physical Science Talent: Your talent with the hard sciences born of the Age of Reason.

Agriculture: Growing and tending crops, from hobby gardens to corporate farms.

Astrophysics: Study with interplanetary bodies and phenomenon.

Biology: Academic study of life forms.

Chemistry: Understanding of chemical compounds and interaction.

Environmental: Study of the environment and ecological systems.

Geology: The makeup of the earth beneath the surface.

Physics: Science of mass, motion, and energy.

Research Talent: Your talent with discovering information.

Investigation: Digging up information through field work.

Library Use: Finding information in organized records and libraries.

Net: Use of Internet sources to uncover useful information.

Social Science Talent: Your talent with the “soft” sciences of social interaction.

Culture: Study of social beliefs and interactions of cultures from around the world.

Economics: Understanding monetary systems.

Law: Knowledge of legal systems and law practice.

Philosophy: Study of various schools of thought and perspective.

Psychology: Academic understanding of the human mind and individual motivation.

Sociology: Study of group interaction and reasons for social mechanics.

Teaching: Instructing students in a subject the teacher is well versed in.

Strategy Talent: Your head for strategic thought and incremental maneuvering.

Games: Chess, checkers, board games, and certain computer games.

Military: Strategic use of armed force.

Politics: Understanding of governmental affairs and policies.

Survival Talent: Your overall talent for staying alive when exposed to the natural elements.

Artic: Subzero landscapes and frozen tundra.

Camouflage: The art of physically blending into your environment. Successful use of this Skill can earn a bonus to Sneak checks.

Desert: Parched lands, from the Badlands to the Sahara.

Temperate: Mild woodlands or grasses with a full range of seasons.

Tropical: Hot marshlands, swamps, and rain forests.

Tech Talent: Your grasp of all things technical.

Carpentry: Building construction and large craftwork.

Communications Systems: Operating long range radios, satellite uplinks, and scanners.

Design: Engineering and planning work.

Electronics: Repair and modification of high tech, electrical items.

Explosives: Use of controlled explosions and shaped charges for purposeful damage.

Fire Control: Firing military grade vehicular cannons, missiles, and heavy artillery.

Forgery: Creating false identification badges and cards, counterfeiting hard currency, and falsifying signatures.

Lock Picking: Cracking safes, getting past locks on doors, handcuffs, and the like.

Mechanics: Maintenance and repair of moving mechanical objects.

Operate Machine: A general use skill for operators of heavy presses, industrial drills and saws, and other “control panel” devices.

Security Systems: Knowledge of installing and using (and beating) security cameras, motion sensors, heat detectors, laser trips, window and door sensors.

Will Talents and Skills

Resistance Talent: Your ability to deal with negative influences.

Coercion: Resisting arguments and manipulation.

Stress: Resisting outside pressure.

Strength Talent: A person’s ability to hold their concentration, regardless of the situation.

Concentration: Staying on the ball when things get crazy.

Courage: Dealing with fear.

EXTRAS

Extras are best explained as societal benefits a character might enjoy. These are rated on a 0-10 scale. The Extras are: Cache, Connections, Fame, Reputation, SIN, Status, and Wealth. It’s important to note that Extras are not “owned” by the character the same way Attributes, Talents, or other aspects are.

After character creation, the player has little control of the values of their Extras outside of the course of the story. Extras will change their value over time – and characters can acquire new levels of Extras with no expenditure of DP. Also, characters cannot spend DP to gain levels of Extras after character creation. Each character starts with 10 levels to spend in this area, and adding more costs 1 DP per level value (gaining level 5 costs 5 DP).

Extras

Cache	Rep
Connections	SIN
Fame	Status
Income	

Cache: Stockpiles of goods, such as valuable Data, Occult Texts, Tech, Drugs, or Weapons.

Having a cache can mean attempts by the character are much more likely; a techie's workshop gives them all the right tools while the sorcerer finds her library to have pertinent documents to the mystery at hand.

- 1: A handful of common, useful items.
- 2: You have a decent traveling kit.
- 3: You've got a closet stocked with the regular stuff, and a few uncommon items.
- 4: You have a small room of useful, uncommon, and (a few) expensive goods.
- 5: You have an expansive collection.
- 6: You could fill a small house or serviceable workshop.
- 7: You've got truckloads of regular stuff, plenty of uncommon and great quality goods.
- 8: You have a large storage space worth, dotted with rare, high price goods.
- 9: You could fill a few warehouses, and have dozens of exotic, "hot" items.
- 10: You have a mountain of goods to draw upon.

Connections: Underworld contacts, fixers, dealers, and brokers.

Minor Contacts are somewhat reliable, and can get a few interesting things.

Low Level Contacts are useful connections who can supply limited goods and services.

Mid Level Contacts are working fixers who can move useful amounts, and can get some uncommon needs filled.

Notable Contacts are higher ups in the underground who can acquire quality goods and services in large amounts, regularly fill uncommon needs, and move exotic items on occasion.

Major Contacts are the serious players, mafia big names, and important gang leaders. These are the lords and ladies of the underground.

- 1: 3 Minor Contacts.
- 2: 3 Low Level, 5 Minor Contacts.
- 3: 5 Low Level, 12 Minor Contacts.
- 4: 3 Mid Level, 12 Low Level, dozens of Minor Contacts.
- 5: 5 Mid Level, dozens of Low Level and Minor Contacts.

6: 3 Notable, 12 Mid Level, small army of Low Level and Minor Contacts.

7: 3 Major, 5 Notable, dozens of Mid Level, a full list of Low Level and Minor Contacts.

8: 5 Major, 12 Notable, small army of Mid Level, a book of Low Level and Minor Contacts.

9: 12 Major, Dozens of Notable, full list of Mid Level, several books of Low Level and Minor Contacts.

10: Dozens of Major, small army of Notable, a book of Mid Level, countless number of Low Level and Minor Contacts.

Fame: Popularity, and how well known a person is among the greater mundane public.

- 1: You are a minor name on the scene.
- 2: You're a neighborhood name.
- 3: You're known here and there.
- 4: You are known throughout your local scene and in some parts of town.
- 5: A lot of locals have heard of you.
- 6: You are a minor celebrity in the city.
- 7: You're a major celebrity in the city.
- 8: Most of the state has heard of you.
- 9: You're a name throughout the region.
- 10: You are a national celebrity.

Income: Regular financial income, representing a form or another of employment. Note that this does not cover valuable holdings or savings – those are listed under the Wealth Situational Advantage. Each level of Income has a corresponding Standard of Living.

Income is listed as gross yearly figures. Burnable Cash is how much disposable income the character has each month. Income Levels 1-3 represent 40 hour workweeks, Income Levels 5-6 represent highly technical, hazardous, or mid-to-upper management positions, and higher Income Levels represent positions of great responsibility. It will be difficult for an "adventuring" character to hold down a reasonable corporate job, although freelancers can and often do reach up to Income Level 6.

1: \$10,000 per year; \$100 Burnable Cash.

Lower Class Standard of Living.

2: \$20,000 per year; \$200 Burnable Cash.

Working Class Standard of Living.

3: \$30,000 per year; \$300 Burnable Cash.

Middle Class Standard of Living.

4: \$50,000 per year; \$500 Burnable Cash.

Upper Middle Class Standard of Living.

5: \$75,000 per year; \$750 Burnable Cash.

Upper Class Standard of Living.

6: \$125,000 per year; \$1,250 Burnable Cash.

Protected Upper Class Standard of Living.

7: \$225,000 per year; \$2,250 Burnable Cash.

Vaulted Upper Class Standard of Living.

8: \$450,000 per year; \$4,500 Burnable Cash.

Elite Upper Class Standard of Living.

9: \$1 Million per year; \$10,000 Burnable Cash.

Wealthy Class Standard of Living.

10: \$2 Million per year; \$20,000 Burnable Cash.

Very Wealthy Class Standard of Living.

Rep: The strength of a person's Professional or Street credentials. A character can have several different Reputations – one for each general career area (Computer Programmer, Bodyguard, etc.), and one for the Street.

1: A select few know who you are.

2: You are building your rep with a widening circle.

3: Your reputation is starting to get around.

4: You have a solid working reputation.

5: You are well known in the area.

6: The affected group of the entire city knows you.

7: Your reputation extends to the entire state.

8: The whole region's worth of the Rep group can name you.

9: Your rep saturates much of the nation.

10: Everyone in the know has heard of you.

SIN: The access and trust the Powers That Be grant the person. It will be difficult for a member of an Alliance Faction to penetrate to SIN 6 without the Secret Identity Situational Advantage. Getting to SIN 8 should require Secret Identity and Deep Cover Agent. SIN 9-10 would also require Terrible Secret, and any unusual activity would be an automatic Tagged Situational Disadvantage. Lastly, SIN of 3 or more requires the High SIN Situational Advantage.

1: An official US citizen. You can get into the walled cities, but that's about it.

2: A citizen with a blue collar background. Granted access to the working industrial areas and living neighborhoods.

3: Working middle class citizen. Access to malls and less important business areas.

4: A citizen with a white collar access. Can get into the downtown blocks and most walled suburbs.

5: A trusted citizen safely within a corporate or government structure. Full access to financial districts and elite markets, and all but the strictest gated communities.

6: Upper class citizen with a respected corporate or governmental function.

7: Citizen with governmental clearance.

8: Citizen with secret clearance and important position in government.

9: High secret clearance and noteworthy government or corporate industry role.

10: Top secret clearance with vital role to play in regional government.

Status: Rank and title within a Faction.

Refs may very well want to limit starting character Status until their players are well versed in Faction society and position responsibility.

1: You've just been initiated.

2: You are an accepted and dependable member.

3: You're a veteran of the Faction.

4: You have a low level office or are a respected member.

5: You're a mid level officer or a well respected member of the Faction.

6: You hold a high level office or are a commonly followed member in the city.

7: You're a member with notable pull with the Faction within the city.

8: You are a top level officer or member of city leadership of the Faction.

9: You are a project leader or vital head of your Faction within the state.

10: You are essential to leading your Faction throughout the region.

FOCUS AND SPECIAL ABILITY SKILLS

Each Gifted starts with a Focus of 4. This is both their maximum pool for temporary Focus, as well as the max Focus Level for any Special Ability.

The cost for increasing Focus is current level x 3.

Special Ability Skills are the character's means to bend reality directly. They are rolled when a character activates or otherwise uses a Special Ability. Each Special Ability Skill governs the use of a Special Ability type.

The costs for Special Ability Skills are: Level ● 5 DP, Level ●● 8 DP, Level ●●● 14 DP, Level ●●●● 20 DP.

BIO-M: Bio-Manipulation: Use of high-powered Special Abilities that affect living organisms.

BOD: Body: The manipulation and transformation of one's own body and its functions.

DMS: Dimensional: Affecting space and time.

DYN: Dynamics: Using Special Abilities that affect physical energy and matter.

ENG: Energy: The affecting of supernatural energies (such as Focus) and fate.

EXS: Extra Sensory: Awareness of the non-physical world.

MND: Mind: The manipulation and transformation of one's own mind.

PSY-D: Psychic Defense: The primary defense for Psychic Attacks.

PSY-I: Psychic Illusion: Psychic Attacks of illusions and confused senses.

PSY-M: Psychic Manipulation: Psychic Attacks that alter or control the minds of others.

PSY-T: Psychic Transformation: Use of high-level Special Abilities that permanently transform the minds of others.

SNS: Sensory: The alteration of one's own senses.

RITUALS

Rituals are not free. If the character is going to be a Ritual Magic practitioner, make sure they have adequate levels in Creativity, Occult, and Ritual Magic, in the School the player is interested in (see Ritual Magic section). Also, it will be important to have a decent Will, Strength, and Concentration level.

Rituals cost their level in DP. There is no limit as to how high a Ritual a character can buy, but the more powerful Rituals will have a temporary Focus cost that is more than the maximum a starting character can hold at one time.

ADVANTAGES AND DISADVANTAGES

These are things a character can have which don't fall into the previous sections. They help round out a character and make him more interesting, and can be a means to generate more DP to spend into the character.

Advantages cost DP to take, according to their listed Value. Disadvantages give the character more DP to spend, again by the listed Value.

Personality Advantages

Calm: Value 5/10: You are the eye of the storm; very little can upset your natural sense of stability. This helps as a +2/4 to Stress and Concentration checks.

Fearless: Value 5/10/15: Perhaps you truly don't care if you live or die, or have seen enough action to be hard to rattle. Regardless, you receive +3/6/9 for Courage checks.

Human Calculator: Value 10/15/20: You can do complicated mathematical equations in your head. This translates to a +2/4/6 in Math Talent Skills, and +1/2/3 in Computer, Music, and Perform Instrument Talent Skills.

Natural Artist: Value 5/10/15: For you, art is more than a way of life – it's the only way. You receive +2/4/6 for all Art Talent Skills.

Stonewall: Value 5/10/15/20: When you want to, you can "set" your mind against outside influences, such as Charm, Intimidation, Seduction, Fast Talk, and Interrogation. For these attempts to sway you (and certain supernatural Abilities), you are at +2/4/6/8 Coercion to resist.

Personality Disadvantages

Aversion: Value 3: There is something out there in the world that you just don't like. This isn't as strong as a Hatred or Phobia. A character can have an Aversion to just about anything; examples are country music, children, the great outdoors, police, the poor, or Chinese food. Characters can take up to 3 Aversions.

Cowardly: Value 5/10/15: Your knees go weak when life gets scary. You are – 5/10/15 on all Courage checks.

Fierce: Value 10: You hardly ever back down from conflict, be it an argument, challenge, or fist-fight. Note that this does not mean you will unnecessarily escalate the conflict to a brawl (this is Violent). You must make a Concentration check vs. 12-18 to not rise to meet a form of challenge, preferably head-on.

Impatient: Value 10: You... hate... waiting. You aren't one for long planning or endless discussion of options. This impulsiveness means a –2 to Stress and Concentration, –4 in all forms of Strategy, and you tend to make rash, not well thought out decisions.

Insane: Value 15/25/35: You suffer from one of the "big ones." You are Psychopathic, Sociopathic, Schizophrenic, suffer from Multiple Personality Disorder, or something equally as nasty. Value determines severity of the insanity, and all effects are by Ref's decision.

Insomniac: Value 5/10: You have trouble sleeping, and are tired (from lack of real rest) on a regular basis. Value 5 strikes on 1 on 1d10 each night; Value 10 hits on 1-4. When Insomniac strikes, it results in –3 PEN for tiredness the next day, and means no Focus was regained from sleeping.

Loyal: Value 3/5/10: You are dedicated to preserving, protecting, or helping certain loved ones, or perhaps an organization. You will not actively act against them, and are very likely to assist in times of need. You are also quite likely to trust those you are loyal to. However, this loyalty is not blind – you won't put up with abuse. This grants you +3/6/9 to Will checks to resist betraying the persons or group loyal to.

Post-Combat Tremors: Value 5: You suffer occasional tremors for a couple of hours after combat. This acts as a general –1 to Quickness, and a –5 to Reaction Skills. Note that if combat breaks out during these tremors, they will disappear until it's over again.

Rebellious: Value 5: You hate being told what to do, and often contradict threats or orders simply out of habit. You receive +2 Coercion to resist Intimidation or Leadership.

Short Fuse: Value 10: It doesn't take much to set you off. You are -5 Stress when dealing with anything that could make you angry. If you also have Violent, you're going to break a lot of things over the course of a week, be they people or inanimate objects.

Physical Advantages

Agile: Value 5/10/15: You are especially wired for physical movement. You are +1/2/3 to Quickness.

Cast Iron Stomach: Value 10: You can eat things that most people can't, and not suffer from illness or nausea. As a +10 to Tolerance checks related to food (but not poison).

Combat Reflexes: Value 5/10/15: You are especially wired for quick reactions, such as those needed in combat. You gain +3/6/9 for Initiative checks.

Fast: Value 5/10/15: Your body is built for running speed. You gain a +3/6/9 in Move checks.

Heightened Reflexes: Value 10/15: You have improved reflexes in all aspects. You gain +1/2 for all Reaction checks.

Natural Athlete: Value 5/10: Your body is simply built for the rigors of Athletics, and you gain a +2/4 in that Talent.

Natural Driver: Value 5/10: Being behind the wheel is easy for you. You gain a +2/4 in the Drive Talent.

Physical Disadvantages

Clumsy: Value 5/10/15: You have bad eye-hand coordination. This is a -2/4/8 PEN for the Coordination Talent.

Crash Baby: Value 5: When you get tired, you find it very difficult to stay awake. During these times, you are -10 to Fatigue checks to resist sleep.

Easily Stunned: Value 5/10/15: You don't react well to pain or injury. This translates into -2/4/6 Toughness for Stun/KO checks.

Easily Winded: Value 5/10/15: You don't have much aerobic staying-power. This is good for -4/8/12 on Fatigue checks dependant on physical exertion.

Sickly: Value 5/10: You get sick often, and take a long time to get over an illness. This translates into a -10/15 to Tolerance checks regarding illness.

Situational Advantages

Declared Dead: Value 3: You are officially dead. On paper, normal government or corporate functions will leave you alone.

Fake SIN: Value 5/10/15/20: You have a false SIN identity. The Value determines how much scrutiny the false identification can bear from mundane means. At 5, it will withstand a local check; at 10, a regional check; at 15, a national check; at 20, any check.

Situational Disadvantages

Bad Reputation: Value 5/10/15: Your name is worth nothing – in fact, it's worth less than nothing. You have trouble finding work and keeping allies, and neutral people are often outright hostile toward you. At Value 5, you have a local, negative reputation. Value 10 is a regional, terrible reputation. Value 15 means a national, hated reputation.

Criminal Record: Value 5/10/15: You have been behind bars, and this is a permanent mark on your SIN. Value 5 is a few months time, Value 10 is up to a few years time, and Value 15 is dozens of years of "hard" time.

Draftable: Value 15: You are a healthy man or woman between the ages of 18 and 25, or have valuable technical skills and are between the ages of 18 and 45. Every month, there is a 2% chance of your number coming up and you being sent into the military. Refs are encouraged to make this mandatory for those who qualify.

Grey Ops Target: Value 25: You have been targeted by the Order for harassment, smear campaigns, intimidation, and the like.

Homeless: Value 10: You don't have a permanent place to live, generally because you can't afford one.

Hunted: Value 10/15/20/25: You are on the run from someone or something. The Value of the Disadvantage determines how fast you have to run and how under-the-radar you have to be.

Value 10: You can't hold down a legal job, and move every few months.

Value 15: Your SIN is pegged, but you have a few bank accounts they don't know about. You move every week or so.

Value 20: You live by cash, and only have a few days in any given place.

Value 25: You barely have time to sleep, and you must pay for everything in cash. You can't afford to use any form of legal ID or electronic money transfer, because your name, image, and fingerprints are a dead give-away.

Tagged: Value 10: The Order has identified you as someone worth watching.

Under Surveillance: Value 20: The Order is actively keeping an eye on you. Your phones, mail, internet, and the like are all suspect.

Social Advantages

Animal Magnetism: Value 5/10/15: You have a raw, animalistic quality about yourself that some people find appealing. With this certain subject, you gain a +2/4/6 in Social checks when dealing face-to-face.

Harmless: Value 5/10: Most people find you unthreatening, whether or not you are actually harmless. People are -3/6 in using Threat on you, with missed results being downplayed.

Rugged Good Looks: Value 5: You have a rough-and-tumble appearance that certain people find irresistible. With those individuals, you gain a +4 on Seduction and a +2 on Charm checks.

Youthful Appearance: Value 5: You appear between 5 and 10 years younger than you really are.

Social Disadvantages

Dangerous: Value 10: You read higher on Threat checks than is generally true. People have a -6 PEN using Threat on you, with failures indicating you are more dangerous, not less.

Shy: Value 5/10: You are uncomfortable interacting with strangers, or in rather public social situations. When you have to do these things, you are at a -4/8 PEN.

Young: Value 5/10/15: You are considered too young to be treated as an adult. Not only does this affect you Socially, but you're simply not experienced enough in many fields that player characters find useful.

At Value 5, you are about 16 years old. Physically, you might be mature, but your Will, Control, and Presence are 1 less. Also, only 1 of your Talents can be above 3, and only 3 of your Skills can be above 2. You receive 10 DP less than normal starting characters, as a mark of your lack of experience. Older characters have trouble taking you seriously, and you suffer a -2 PEN on Social checks with them.

At Value 10, you are about 12 years old. Your Body is 1 less, and your Will, Control, and Presence are 2 less. Only 1 of your Talents can be above 2, and only 2 of your Skills can be above 2. You receive 20 DP less than normal, because of your inexperience. You suffer a -4 PEN on Social checks with more mature characters.

At Value 15, you are about 8 years old. Your Creativity, Reasoning, and Quickness are 1 less, your Body is 2 less, and your Will, Control, and Presence are 3 less. None of your Talents can be above 2, and only 3 of your Skills can be above 1. You get 30 DP less than normal, because of your lack of worldly experience. You suffer a -6 on Social checks with more mature characters.

FILL INS

Wounds and Total Health

Wound Thresholds and Total Health are determined by the character's Body Attribute. Fill in the Wound Thresholds in the correct box beneath the subsection Wound Levels on the page 1 character sheet. Then, beneath Total Health, simply write in the appropriate total.

	Body	1	2	3	4	5
<u>Wound Thresholds</u>						
Light W:	[2]	[4]	[6]	[8]	[10]	
Moderate W:	[4]	[8]	[12]	[16]	[20]	
Severe W:	[6]	[12]	[18]	[24]	[30]	
Critical W:	[8]	[16]	[24]	[32]	[40]	
Mortal W:	[10]	[20]	[30]	[40]	[50]	
<u>Total Health At</u>						
-3 PEN 75%:	[15]	[30]	[45]	[60]	[75]	
-5 PEN 50%:	[10]	[20]	[30]	[40]	[50]	
-7 PEN 25%:	[5]	[10]	[15]	[20]	[25]	
<u>Total Health:</u>	20	40	60	80	100	

Damage Absorb

This is simply the Body Attribute + Endurance Talent in the box, and the Toughness Skill in dots.

Passive Block

Add the Quickness Attribute, Unarmed Talent, and number of Block dots.

Passive Dodge

Add the Quickness Attribute, Athletics Talent, and number of Dodge dots.

Passive Move

Add the Quickness Attribute, Athletics Talent, and number of Move dots.

Base Hand to Hand Damage

Add the Body Attribute and the Power Talent together, and write in the appropriate dice.

<u>Body + Power</u>	<u>Base Hand to Hand Damage</u>
1	1d6/2
2	1d10/2
3	1d6
4	1d10
5	2d10
6	3d10
7	3d10+1
8	3d10+2
9	3d10+3
10	3d10+4
11	3d10+5
12	3d10+6
13	3d10+7
14	3d10+8
15	3d10+9
...and so on.	

Passive Sword

Add the Quickness Attribute, Armed Talent, and number of Sword dots.

Passive Shield

Add the Quickness Attribute, Armed Talent, and number of Shield dots.

Weap Lag Mod

Add the Body Attribute, Power Talent, and number of Strength Feats dots.

FOCUS

Focus is the metaphysical energy that keeps reality working, and makes up everything that exists. In its concentrated, usable form, temporary Focus points are what supernatural beings (like Gifted) use to fuel their reality-bending. Gifted spend and regain temporary Focus constantly. The limit to how much temporary Focus a Gifted can hold at one time is the Gifted's permanent Focus score.

Passive Regeneration: In Passive Regeneration, the individual regains 1 point of temporary Focus. This is the weakest intensity of Regeneration. Getting a good night's sleep falls in this category. So does merely observing, or talking or intensely thinking about, something that is important to them. Consider the soccer fanatic who used to play the sport, but had to quit due to an injury. He still goes to the games, but only to watch – he still feels some connection to what's happening on the field, but it's just not like the good old days.

Active Regeneration: This type makes the character a direct participant in the action. This rewards 2 points of temporary Focus. Most active, visceral activity falls into this category. Sports, games, intense conversation, creative projects, sex, dancing, partying, and the like can all bring a person into a state of Active Regeneration.

Dramatic Regeneration: Dramatic Regeneration occurs when a character is involved in a form of Active Regeneration, but the event is much more intense than the norm. This rewards anywhere from 3 to 5 points of temporary Focus, and should be reserved by the Ref for the truly extraordinary. This is for the mind-blowing sex, incredible drug experiences, quasi-religious revelations, World Championship levels of athletic competition, and dire life-and-death situations.

Vales and Dreamtimes

Whenever a character recovers temporary Focus and are in a Vale or Dreamtime, the amount recovered doubles.

SPECIAL ABILITIES

These are the “instant on” means of reality bending. Some are flashy, while others are subtle. Access to Special Abilities, without any serious supernatural drawbacks, is what marks the Gifted as special among the denizens of the game world.

SPECIAL ABILITIES EXPLAINED

Level: The required level of permanent Focus needed in order to learn the Special Ability.

Effect: The game mechanic result of the Special Ability.

Temp Focus Cost: The amount of Focus needed to attempt activation.

Use Dif: The base difficulty for the Special Ability Skill check.

Range Type: The distance category the Special Ability is designed to be used in. This is used in checking for difficulty modifiers based on range.

Duration: How long the Special Ability's Effect lasts. If listed in rounds, multiply by 3 to convert to seconds.

Default Resistance: The standard check made to resist the Effect. Even if the Effect is beneficial, the Default Resistance must be made.

SPECIAL ABILITY MECHANICS

Step #1: Spend temporary Focus to activate.

Step #2: Check for range modifiers. This is from character to target.

Step #3: Make the Special Ability Skill check against the Use Dif, incorporating range modifiers. This is considered a “combat action,” so the difficulty can be increased by taking less time than normal.

Step #4: If the target can, it makes a check to notice the use of a Special Ability on it. This is a standard Reaction + Supernatural: Ability check vs. 12.

Step #5: If the target succeeded in Step #4, they can choose to use a Counter Special Ability. If not, skip to the Default Resistance check in Step #7.

Step #6: Roll out the Counter from Step #5. Successes counter the Special Ability successes on a 1-for-1 basis.

Step #7: Roll out the listed Default Resistance, vs. 12. Successes are halved; they resist the Special Ability successes on a 2-for-1 basis.

Step #8: Final Results. Any Special Ability successes that got through are applied.

Range Modifiers for Range Types

Difficulty:	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Short:	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Medium:	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
Long:	4	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100
Far:	40	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960	1km
Extreme:	.25	.5	.75	1	1.25	1.5	1.75	2	2.25	2.5	2.75	3	3.25	3.5	3.75	4	4.25	4.5	4.75	5	5.25	5.5	5.75	6	6.25

Short, Medium, Long, and Far Ranges are listed in meters. Extreme Range is listed in miles.

Getting Closer: If within the shortest listed range, difficulty is –1. If nearly touching target (touching the coat they're wearing), difficulty –2. If directly touching the target's surface, difficulty is –3.

Special Abilities with Self listed as Range

These abilities (like designated Counters, among others) are only able to affect the user and, as such, don't have a "range." They also don't benefit from the "Getting Closer" modifiers from above.

The Difference Between Counters and Default Resistances

In essence, Counters are Special Abilities in-and-of themselves. They are the most effective countermeasure to a Special Ability attack. As such, they are very useful for knocking down a Special Ability of the proper type. They do have a major drawback, though – using a Counter requires conscious effort. In other words, using a Counter isn't automatic, and takes an action to do.

Counters, as Special Abilities, also require temporary Focus, and need to be "activated" in order to work. In many ways, using a Counter is like using a physical shield against a physical attack. The Counter needs to be out and equipped in order to do anything. Fortunately, Counters can be activated ahead of time, and then are considered "out and equipped." A Use check is still required, though, to see how effectively the character uses the Counter if it becomes necessary.

Default Resistance is reality's own resistance against the strength of the effect. If trying to harm someone's body, for example, the Default Resistance (or DR) would be based on Toughness of the body, as this is its resistance to change. The same would also be true if the Special Ability set out to change something else about the body, like its shape, density, or even color.

Still, Default Resistance is merely the mundane reaction to the very supernatural cause. Special Abilities operate on a "truer" plane of existence, so that mundane reality doesn't have as much say in how the two interact. Because of this, DR successes are always halved before they are compared to Special Ability successes.

In short, Counters:

- Must be learned as separate Special Abilities
- Must be activated by temporary Focus
- Are very effective against Special Abilities
- Require an action to use
- Can be used or not used at will

In short, Default Resistance:

- Is natural and does not need to be learned
- Requires no temporary Focus
- Is moderately useful against Special Abilities
- Requires nothing from the user
- Always occur, regardless of the target's wishes

LIMITED POWER

The Special Abilities listed in this version of the game are limited to levels 1-9. This is to give the aspiring player an idea of what is possible in the full versions of the game, yet keep the game down to a very "street level" style. This limitation will make some Special Abilities inaccessible, or nearly so, while still allowing a great deal of possibility in those Special Abilities that open up at the lower levels.

SKILL EDGES

Skill Edges are the most immediate and basic of all Special Abilities. They are, in short, a bonus that can be achieved for a mundane Skill. For many Gifted, Skill Edges are the bread and butter of supernatural existence.

Unlike normal Special Abilities, which have specialized, supernatural Skills to activate them, Skill Edges simply use the mundane Skill to make Use checks.

Effect: Grants appropriate bonus to the assigned Skill. Multiple Skill Edges can be activated at once, as long as they belong to the same Skill.

Temp Focus Cost: 1

Use Dif: 3, +1 for every additional Edge (but not the value of those Edges).

Range Type: All Skill Edges affect the user only.

Duration: All Skill Edges last for 1 Scene.

Default Resistance: The DR for Skill Edges is always the Skill being increased vs. 12.

Skill Edge Example: Stan has Skill Edges of +1 and +3 in Strike. He wants to activate them, and so spends his 1 temporary Focus. Then he rolls his normal Strike Skill, vs. 4 (3 + 1 for the second Skill Edge), and gets a 10, for 6 successes.

Finally, Stan rolls the Default Resistance, which is his Strike Skill again. He rolls (and doesn't add in his Skill Edge bonuses yet), and gets an 11. The Default Resistance doesn't affect anything.

Skill Edges have a Default Resistance so that it can get risky for a completely unskilled Gifted to pile up a bunch of Skill Edges, and still do well.

For an Optional Rule, the Ref can simply institute a minimum Skill necessary for various levels of Skill Edges, and not require any rolls at all to activate.

Skill Edge +1-2: Requires ●

Skill Edge +3: Requires ●●

Skill Edge +4: Requires ●●●

Skill Edge +5: Requires ●●●●

Also note that Skill Edges can be purchased in any order.

Special Abilities List

Skill Edges

Level 1

Skill Edge +1

Level 2

Skill Edge +2

Level 3

Skill Edge +3

Level 4

Skill Edge +4

Level 5

Skill Edge +5

BIO-M Special Abilities

Level 6

Counter Minor Illness

Level 8

Cause Minor Illness

Counter Major Illness

Level 9

Cure Minor Illness

Fertility Control – Others

Resist Sleep – Other

BOD Special Abilities

Level 1

Counter Minor Illness – Self

Level 3

Counter Major Illness – Self

Level 4

Cure Minor Illness – Self

Fertility Control – Self

Long Breath

Wakefulness

Level 5

Body Integrity – Minor

Hair Growth

Purge Toxin

Strong Hands

Level 6

Better Healing – Self

Counter Catastrophic Illness – Self

Cure Major Illness – Self

Enduring Body – Minor

Heal Physical Scar – Self

Heightened Body

Heightened Quickness

Heightened Reaction

Lover's Stamina

Reduced Pain

Survive Cold

Survive Heat

Level 7

Body Integrity

Elevated Body

Elevated Quickness

Elevated Reaction

Pheromone Control

Pigment Control

Level 8

Advanced Body

Advanced Quickness

Advanced Reaction

Mend Wound – Self

Skin Control

Toxin Resistance

Level 9

Animal Olfactory

Body Resilience

Breathe Underwater

Cat Eyes

Grow Claws

Grow Fur

Hawk Eyes

Subsonic Hearing

Subsonic Voice

Superior Body

Superior Quickness

Superior Reaction

Sustain Body

Thermal Sense

Ultrasonic Hearing

Ultrasonic Voice

Ultraviolet Vision

DMS Special Abilities

Level 2

Spatial Measure

Temporal Measure

Level 3

Direction Sense

Level 5

Free – Minor

Time/Space Sense

Level 6

Eyes Back

Part Crowds

Soft Fall – Minor

Level 7

Body Motion

Dodge

Free

Level 8

Increased Move – Self

Project Voice

Time/Space Sense – Major

Level 9

Evasion
Free – Major
Leap
Levitation – Minor
Soft Fall

DYN Special Abilities

Level 4

Minor Resistance to Cold
Minor Resistance to Electricity
Minor Resistance to Fire
Minor Resistance to Kinetics
Minor Resistance to Radiation

Level 6

Resistance to Cold
Resistance to Electricity
Resistance to Fire
Resistance to Kinetics
Resistance to Radiation

Level 7

Finger of Will
Firestarter
Jam Electronics

Level 8

Break Electronics
Flick Flame
Hand of Will
Zap

Level 9

Break Mechanics
Decrease Temperature
Increase Temperature
Noise
Repair Mechanics
Silence

ENG Special Abilities

Level 7

Death's Hand
Death's Blade
Death's Gun
Focus Sight
Shift the Odds

Level 8

Messenger's Grace
Power Cloak
Power Mirage

Level 9

Invisible to Inanimate
Weapon Charging

EXS Special Abilities

Level 4

Know Lies
Psychic Awareness
Sense Unnatural

Level 5

Danger Sense
Psychic Openness

Level 6

Ability Attunement
Health Sight
Heightened Awareness
Heightened Combat Reaction
Sense Anchors
Sense the Ties

Level 7

Diagnose Mechanics
Dream Enigma
Elevated Awareness
Elevated Combat Reaction
Heart Spy
Observance
Sense Hostility

Level 8

Advanced Awareness
Advanced Combat Reaction
Diagnose Illness
Find Strengths
Lover's Empathy
Pulse of the Land
See Invisible
Sense Weakness

MND Special Abilities

Level 2

Full Alertness

Level 4

Centering
Mental Defense – Minor

Level 5

Forge Anchors
Sleep Control
Total Recall

Level 6

Heightened Creativity
Heightened Reasoning
Heightened Will
Mental Defense

Level 7

Dedicated Will
Dream Immersion
Elevated Creativity
Elevated Reasoning
Elevated Will
Fearless

Level 8

Advanced Creativity
Advanced Reasoning
Advanced Will
Stonewall

Level 9

Absorbed Perspective
Heal Mental Scar – Self
Superior Creativity
Superior Reasoning
Superior Will

PSY-D Special Abilities

Level 5

Psychic Block – Minor

Level 7

Psychic Block

Level 9

Psychic Resistance

PSY-I Special Abilities

Level 5

Basic Audible Glamour
Basic Scent Glamour
Basic Tactile Glamour
Basic Taste Glamour
Basic Visual Glamour

Level 6

Heightened Beauty

Level 7

Basic Glamour
Elevated Beauty
Tiny Glamour

PSY-M Special Abilities

Level 5

Guide Humanity
Silver Tongue

Level 6

Heightened Control
Heightened Presence

Level 7

Animal Tongues
Elevated Control
Elevated Presence
Imbue Emotion
Shepherd Humanity

Level 8

Advanced Control
Advanced Presence
Animal Control
Confusion
Overlook
Shared Heart

Level 9

Assault the Walls
Personal Magnetism
Stun Charging
Superior Control
Superior Presence
Voice of Command

PSY-T Special Abilities

There are no PSY-T Special Abilities of this level; it is a “higher Focus level” only Special Ability.

SNS Special Abilities

Level 4

Improved Senses

Level 5

Ranged Hearing
Ranged Vision

Level 6

Enhanced Sense of Smell
Enhanced Sense of Taste
Enhanced Sense of Touch
Night Eyes

Level 7

Infrared Vision
Subsonic Hearing
Thermal Vision
Ultrasonic Hearing
Ultraviolet Vision

BIO-M SPECIAL ABILITIES

This is the Skill of Special Abilities that can manipulate, change, heal, and harm living things. Users of Bio Manipulation are both respected and feared; they can cure disease, but they can also engage in direct, deadly attacks. Those that gain a high degree of proficiency are quite valued by their respective Factions. However, it must be noted that BIO-M users are somewhat rare in the Free Societies.

Bio Manipulation is a high end Special Ability category that mimics many of the Body category effects, except that the BIO-M versions can be used on others as well as oneself. Because of this, BIO-M Special Abilities are about five levels higher than the used-on-self-only Body versions.

Countered by: BOD

Level 6

Counter Minor Illness

Effect: Reduces PEN from Minor Illness. Each success divided by 2 is 1 less PEN, up to $\frac{3}{4}$ of the total PEN at maximum effectiveness.

Temp Focus Cost: 1

Use Dif: 4

Range Type: Short

Duration: Scene

Default Resistance: Tolerance

Level 8

Cause Minor Illness

Effect: Cause a Minor Illness to develop over the next day. Severity of the illness is success divided by 2, in PEN, up to a maximum of -7 PEN. The types of possible Minor Illnesses are those that fall into the “bug” variety – causing headaches, mild fevers, colds, and nausea. Typically, Minor Illnesses only last for a day or two.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Instant
Default Resistance: Tolerance

Counter Major Illness

Effect: Reduces PEN from Major Illness. Each success divided by 2 is 1 less PEN, up to $\frac{3}{4}$ of the total PEN at maximum effectiveness.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Tolerance

Level 9

Cure Minor Illness

Effect: Cures a Minor Illness. Each success divided by 2 is 1 PEN worth of illness that is eliminated. This might not completely knock out the illness, though it will greatly help the target get over the illness faster.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Instant
Default Resistance: Tolerance

Fertility Control – Others

Effect: Increases or decreases the chances of conception. On males, each success is a change of 5%. On females, each success is a change of 15%.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Tolerance

Resist Sleep – Other

Effect: Aids in Fatigue checks in fighting the need to sleep. Each success divided by 2 is a +1 to these checks.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Fatigue

BOD SPECIAL ABILITIES

The Gifted are very good at manipulating the reality of their own bodies. They seem to have a particular claim on the workings of their own muscle, blood, and bone. Because of this, Body is one of the most common Special Ability Skills to be found, both in and out of the Free Societies.

Body Special Abilities have an incredibly wide variety of applications. They are used as defense against feared users of Bio Manipulation, for daily convenience, for making the body into a work of art, and as a means to a physical “edge” for soldiers and martial artists.

Countered by: None. Body Special Abilities can only be used on yourself, so there is no need to Counter.

Note: All BOD Special Abilities have a Range Type: Self; that is to say, they can only be used to affect one’s own body.

Level 1

Counter Minor Illness – Self

Effect: Reduces PEN from a Minor Illness. Each success divided by 2 is 1 less PEN, up to $\frac{3}{4}$ of the total PEN.

Temp Focus Cost: 1
Use Dif: 3
Duration: Scene
Default Resistance: Tolerance

Level 3

Counter Major Illness – Self

Effect: Reduces PEN from up to a Major Illness. Each success divided by 2 is 1 less PEN, up to $\frac{3}{4}$ of the total PEN.

Temp Focus Cost: 1
Use Dif: 3
Duration: Scene
Default Resistance: Tolerance

Level 4

Cure Minor Illness – Self

Effect: Cures a Minor Illness. Each success divided by 2 is 1 PEN worth of illness that is eliminated. This might not completely knock out the illness, though it will greatly help the target get over the illness faster.

Temp Focus Cost: 1
Use Dif: 3
Duration: Instant
Default Resistance: Tolerance

Fertility Control – Self

Effect: : Increases or decreases the chances of conception. On males, each success is a change of 5%. On females, each success is a change of 15%.

Temp Focus Cost: 1
Use Dif: 3
Duration: Scene
Default Resistance: Tolerance

Long Breath

Effect: Aids in Fatigue checks for exertion. Each success divided by 2 is a +1 to these checks.

Temp Focus Cost: 1
Use Dif: 3
Duration: 4 Hours
Default Resistance: Fatigue

Wakefulness

Effect: Aids in Fatigue checks in fighting the need to sleep. Each success divided by 2 is a +1 to these checks.

Temp Focus Cost: 1
Use Dif: 3
Duration: 4 Hours
Default Resistance: Fatigue

Level 5

Body Integrity – Minor

Effect: This is a BIO-M Counter.

Temp Focus Cost: 1
Use Dif: 5
Duration: Scene

Hair Growth

Effect: Each success equals 1 inch of hair growth on a given area of the body. Areas are head, face, torso, arms, or legs.

Temp Focus Cost: 1
Use Dif: 3
Duration: Instant
Default Resistance: Tolerance

Purge Toxin

Effect: Immediately removes toxins (and their effects) from the body. 1 success removes a Minor Toxin, 3 successes removes a Notable Toxin, 5 successes removes a Major Toxin, and 7 successes removes a Deadly Toxin. Note that this only removes toxins already in the body, and it will not keep more toxins from being introduced or make the target immune to their effects.

Temp Focus Cost: 1
Use Dif: 3
Duration: Instant
Default Resistance: Tolerance

Strong Hands

Effect: Makes the hands an effective weapon that does 1d6/2 damage. It also grants a +5 Toughness on the hands.

Temp Focus Cost: 1
Use Dif: 3
Duration: Scene
Default Resistance: Toughness

Level 6

Better Healing – Self

Effect: Doubles the natural healing rate.

Temp Focus Cost: 1
Use Dif: 4
Duration: 1 Day
Default Resistance: Toughness

Counter Catastrophic Illness – Self

Effect: Reduces PEN from up to a Catastrophic Illness. Each success divided by 2 is 1 less PEN, up to $\frac{3}{4}$ of the total PEN at maximum effectiveness.

Temp Focus Cost: 1
Use Dif: 4
Duration: Scene
Default Resistance: Tolerance

Cure Major Illness – Self

Effect: Cures up to Major Illnesses, where the 1st success reduces the PEN by 1, the 2nd reduces the duration value, the 3rd goes back to PEN, and so on until the Major Illness is either out of PEN or duration, when it is considered cured.

Temp Focus Cost: 1
Use Dif: 4
Duration: Instant
Default Resistance: Tolerance

Enduring Body – Minor

Effect: Drastically increases the body's resiliency to damage. Each success is +2 Toughness to damage, up to +14 (7 successes).

Temp Focus Cost: 1
Use Dif: 4
Duration: Scene
Default Resistance: Toughness

Heal Physical Scar – Self

Effect: Each success reduces the value of the proper Physical Disadvantage by 1.

Temp Focus Cost: 1
Use Dif: 4
Duration: 1 Round
Default Resistance: Tolerance

Note for Raising and Lowering Attributes: Each Special Ability can only be applied to a particular target once (though different ones can be "stacked" for quite impressive results). If a being is injured while their Body Attribute is altered, the damage and injuries will be proportional to their normal Body when they turn back.

Heightened Body

Effect: Grants +1 Body Attribute. This will affect Health points and Hand to Hand damage.

Temp Focus Cost: 1
Use Dif: 4
Duration: Scene
Default Resistance: Toughness

Heightened Quickness

Effect: Grants +1 Quickness Attribute.

Temp Focus Cost: 1
Use Dif: 4
Duration: Scene
Default Resistance: Toughness

Heightened Reaction

Effect: Grants +1 Reaction Attribute.

Temp Focus Cost: 1
Use Dif: 4
Duration: Scene
Default Resistance: Toughness

Lover's Stamina

Effect: Grants +6 to Fatigue and +6 to Concentration, as they pertain to sex.

Temp Focus Cost: 1
Use Dif: 4
Duration: 4 Hours
Default Resistance: Fatigue

Reduced Pain

Effect: Makes it so that the user cannot feel as much pain. This does not make them numb; consider the effect as a "threshold cutout" for sensation above an acceptable level. Each success reduces PEN from injuries by 1, up to 7 PEN. Also, this reduction can only reduce a total of half of the PEN of the target, as the other half of the PEN is not related to pain, but from physical trauma.

Temp Focus Cost: 1
Use Dif: 4
Duration: Scene
Default Resistance: Toughness

Survive Cold

Effect: Each success makes it seem 10 degrees warmer for the character, up to a maximum of seeming like 70 degrees. Therefore, 6 successes could make temperatures of 5 degrees below zero seem no worse than 55 degrees above.

Temp Focus Cost: 1
Use Dif: 4
Duration: 1 Day
Default Resistance: Fatigue

Survive Heat

Effect: Each success makes it seem 10 degrees cooler, down to a maximum of seeming like 70 degrees. Therefore, 6 successes makes temperatures of 145 degrees seem no worse than 85 degrees.

Temp Focus Cost: 1
Use Dif: 4
Duration: 1 Day
Default Resistance: Fatigue

Level 7

Body Integrity

Effect: This is a +3 BIO-M Counter.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene

Elevated Body

Effect: Grants +2 Body Attribute. This will affect Health points and Hand to Hand damage.

Temp Focus Cost: 1
Use Dif: 5
Duration: Scene
Default Resistance: Toughness

Elevated Quickness

Effect: Grants +2 Quickness Attribute.

Temp Focus Cost: 1
Use Dif: 5
Duration: Scene
Default Resistance: Toughness

Elevated Reaction

Effect: Grants +2 Reaction Attribute.

Temp Focus Cost: 1
Use Dif: 5
Duration: Scene
Default Resistance: Toughness

Pheromone Control

Effect: Allows the character to increase and control their body's release of pheromones. Each success can be used as a +1 to Charm, Intimidate, or Seduction, depending on how the character wants their "pheromone cocktail" set. The bonus to any of these 3 Skills is limited to +7, and it only works on those within a meter or two.

Temp Focus Cost: 1
Use Dif: 5
Duration: 4 Hours
Default Resistance: Tolerance

Pigment Control

Effect: Changes the level of pigment in the user's skin, making them a darker or lighter shade. 1 success is a barely noticeable change, 3 successes can make a striking change, and 5 successes can make someone very light into someone very dark. This change will occur over 1 day, and takes weeks to slowly "wear off."

Temp Focus Cost: 1
Use Dif: 5
Duration: Instant
Default Resistance: Tolerance

Level 8

Advanced Body

Effect: Grants +3 Body Attribute. This will affect Health points and Hand to Hand damage.

Temp Focus Cost: 1
Use Dif: 6
Duration: Scene
Default Resistance: Toughness

Advanced Quickness

Effect: Grants +3 Quickness.

Temp Focus Cost: 1
Use Dif: 6
Duration: Scene
Default Resistance: Toughness

Advanced Reaction

Effect: Grants +3 Reaction.

Temp Focus Cost: 1
Use Dif: 6
Duration: Scene
Default Resistance: Toughness

Mend Wound – Self

Effect: Closes and heals wounds. Each success heals 3 Health.

Temp Focus Cost: 1
Use Dif: 6
Duration: Instant
Default Resistance: Toughness

Skin Control

Effect: Allows for changing in skin softness, smoothness, and looseness. Effectively, this can make one appear much older or younger, inasmuch as skin appearance allows. Each success is 5 years in apparent age, and +1 to Disguise or Grooming checks.

Temp Focus Cost: 1
Use Dif: 6
Duration: 1 Day
Default Resistance: Toughness

Toxin Resistance

Effect: Each success is a +6 to Tolerance vs. toxins, up to a maximum of +24.

Temp Focus Cost: 1
Use Dif: 6
Duration: Scene
Default Resistance: Tolerance

Level 9

Animal Olfactory

Effect: Improvement of the sense of smell. Each success is +5, up to a maximum of +35.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Body Resilience

Effect: This is a +6 BIO-M Counter.

Temp Focus Cost: 1
Use Dif: 9
Duration: Scene

Breathe Underwater

Effect: Allows the character to pull oxygen from water, as if they had gills. Poisoned water, or water that has been depleted of oxygen, are still dangerous. Also, this Special Ability does not protect against the pressure of deep water.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Cat Eyes

Effect: Gives the character excellent night vision. All PEN from visibility in darkness are halved.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Grow Claws

Effect: Alters the character's hands to end in clawed fingers. These do 1d10/2 damage, and are +1 to hit.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Grow Fur

Effect: Warm fur grows all over the character's body. This effectively raises the temperature for the character by 20 degrees, and acts as a light armor with value of 1d6/2.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Tolerance

Hawk Eyes

Effect: Gives the distance vision of a predatory bird. This is a natural eyesight prescription of 20/5. All PEN to distance on vision is 25% its normal value.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Subsonic Hearing

Effect: Allows for hearing of lower than normal frequencies, down to about 8 Hz.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Subsonic Voice

Effect: The user's voice is capable of subsonic range, down to about 10 Hz.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Superior Body

Effect: Grants +4 Body Attribute. This will affect Health points and Hand to Hand damage.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Superior Quickness

Effect: Grants +4 Quickness.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Superior Reaction

Effect: Grants +4 Reaction.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Sustain Body

Effect: Allows the ignoring of needs for food and water.

Temp Focus Cost: 1
Use Dif: 7
Duration: 4 Hours
Default Resistance: Fatigue

Thermal Sense

Effect: Grants the user a limited "sense" of heat. The range of this sense is 1m per success, up to 7m.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Ultrasonic Hearing

Effect: Allows for hearing of higher than normal frequencies, up to about 40,000 Hz.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Ultrasonic Voice

Effect: The user's voice is capable of ultrasonic range, up to about 30,000 Hz.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

Ultraviolet Vision

Effect: Grants ability to see into the ultraviolet spectrum.

Temp Focus Cost: 1
Use Dif: 7
Duration: Scene
Default Resistance: Toughness

DMS SPECIAL ABILITIES

Dimensional Special Abilities affect both time and space, and can alter the way varying aspects of reality interact with each. Rate of movement, positioning, and even the consistency of dimensions are the realms ruled by DMS. This category of Special Abilities is one of the few that can affect oneself, others, and is its own Counter. This makes DMS one of the most versatile Special Ability Skills.

Gifted of the Free Societies (especially Chaos-oriented Gifted) are the most frequent users of DMS Abilities. Not only does this category grant the Gifted the freedom of movement and the ability to overcome dimensional obstacles (like locked doors, for example), but its mastery practically guarantees that no prison, natural or otherwise, will ever hold them.

Countered by: DMS

Level 2

Spatial Measure

Effect: Grants +4 to Notice Skill checks related to space and distance.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Notice

Temporal Measure

Effect: Grants +4 to Concentration Skill checks related to the passage of time.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Concentration

Level 3

Direction Sense

Effect: Grants +3 to Direction Skill checks.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Direction

Level 5

Free – Minor

Effect: This is a DMS Counter.

Temp Focus Cost: 1
Use Dif: 5
Duration: Scene

Time/Space Sense

Effect: Grants +8 to Ability checks to notice time and space magic (within rolled range), such as DMS Special Abilities.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Ability

Level 6

Eyes Back

Effect: Allows the character to “see” what is happening all around him, as if the field of vision was 360 degrees.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: Scene
Default Resistance: Notice

Part Crowds

Effect: Allows the character to move through crowds more effectively, negating Move penalties due to the tightness of a crowd of people. Each success negates –1 PEN, up to all of the PEN the Ref applies. This Special Ability cannot make a character run faster through a crowd than the character can run normally.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: Scene
Default Resistance: Move

Soft Fall – Minor

Effect: Reduces damage from falling by 25%.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: 3 Rounds
Default Resistance: Acrobatics

Level 7

Body Motion

Effect: Grants +3 to the Athletics Talent.

Temp Focus Cost: 1

Use Dif: 5

Range Type: Self

Duration: Scene

Default Resistance: Highest Athletics Skill the character wishes the bonus to apply to.

Dodge

Effect: Increases Dodge Skill, with a +2 for each success.

Temp Focus Cost: 1

Use Dif: 5

Range Type: Self

Duration: Scene

Default Resistance: Dodge

Free

Effect: This is a +3 DMS Counter.

Temp Focus Cost: 1

Use Dif: 7

Duration: Scene

Level 8

Increased Move – Self

Effect: Increases Move Skill, with a +3 for each success.

Temp Focus Cost: 1

Use Dif: 6

Range Type: Self

Duration: Scene

Default Resistance: Move

Project Voice

Effect: Allows the character to truly “throw her voice,” and have the sound originate where she wishes it (within limitation of range). To “aim” the voice, use Notice vs. 10.

Temp Focus Cost: 1

Use Dif: 11

Range Type: Medium

Duration: Scene

Default Resistance: None

Time/Space Sense – Major

Effect: Grants +8 to Ability checks to notice time and space magic (within rolled range), such as DMS Special Abilities.

Temp Focus Cost:

Use Dif: 6

Range Type: Far

Duration: Scene

Default Resistance: Ability

Level 9

Evasion

Effect: Provides a momentary, yet dramatic, increase to Dodge. Each success is +3 Dodge.

Temp Focus Cost: 1

Use Dif: 7

Range Type: Self

Duration: 3 Rounds

Default Resistance: Dodge

Free – Major

Effect: This is a +6 DMS Counter.

Temp Focus Cost: 1

Use Dif: 9

Duration: Scene

Leap

Effect: Allows for a single, supernaturally long jump. Each success is +5 to Move for the jump attempt.

Temp Focus Cost: 1

Use Dif: 7

Range Type: Self

Duration: 1 Action

Default Resistance: Move

Levitation – Minor

Effect: Allows the character to levitate a small to medium sized object. The weight of the object figures into the Use Dif, and any additional successes go toward object speed. Weight Modifiers: 1 success is 1 pound, 3 successes is 5 pounds, 5 successes is 20 pounds, and 7 successes is 70 pounds. For speed, each additional success is 1 meter per second. For any checks on accuracy of movement, use Notice.

Example: To levitate a 5 pound object, the Use Dif is 13. If a 16 is scored, the object can be moved at up to 3 meters per second (about 7mph. Every m/s is about 2.2 mph).

If a levitated object is used as a ranged weapon, 1 pound does 1d10/2 base damage, 5 pounds do 3d10 base damage, 20 pounds do 4d10+10, and 70 pounds do 4d10+30. This is assuming 10 m/s. Divide or multiply the rolled damage based on the speed achieved (3 m/s is only worth 30% of the damage, 8 m/s is 80%, 15 m/s is 150% damage). Also, this is assuming a relatively hard, unforgiving object – a squishy levitated object would do less, and a sharp object would do more.

Temp Focus Cost: 1

Use Dif: 10

Range Type: Short

Duration: 3 Rounds

Default Resistance: None

Soft Fall

Effect: Reduces damage from falling by 50%.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Self
Duration: 3 Rounds
Default Resistance: Acrobatics

DYN SPECIAL ABILITIES

Dynamics Special Abilities hold sway over the reality of the physical – they alter matter and states of energy, and how these can interact with one another. Because DMS pertains to the natural, and not the supernatural, world, it lends itself well to the more scientifically-minded Gifted. Many of these consider DYN to be a perfect merger of philosophy, science, and universal truth.

DYN users are fairly rare outside of the Order. Terishor soldiers are commonly found to be well versed in Dynamics (as well as Body) Special Abilities, which is one reason they are so feared in combat – there are a lot of DYN Special Abilities that have a direct use in warfare.

Countered by: There are no direct Counters for DYN effects, though other uses of DYN can effectively balance out an offensive use of DYN. This is because DYN does not affect another being directly, but instead reflects changes in reality around them.

Level 4

Minor Resistance to Cold

Effect: Grants success as bonus to Toughness to resisting damage from low temperatures.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Toughness

Minor Resistance to Electricity

Effect: Grants success as bonus to Toughness to resisting electrical damage.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Toughness

Minor Resistance to Fire

Effect: Grants success as bonus to Toughness to resisting fire and heat damage.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Toughness

Minor Resistance to Kinetics

Effect: Grants success as bonus to Toughness to resisting damage from kinetic force.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Toughness

Minor Resistance to Radiation

Effect: Grants success as bonus to Toughness to resisting radiation damage.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Toughness

Level 6

Resistance to Cold

Effect: Grants + (success x 2) Toughness to resisting damage from low temperatures.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Toughness

Resistance to Electricity

Effect: Grants + (success x 2) Toughness to resisting electrical damage.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Toughness

Resistance to Fire

Effect: Grants + (success x 2) Toughness to resisting fire and heat damage.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Toughness

Resistance to Kinetics

Effect: Grants + (success x 2) Toughness to resisting damage from kinetic force.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Toughness

Resistance to Radiation

Effect: Grants + (success x 2) Toughness to resisting radiation damage.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Toughness

Level 7

Finger of Will

Effect: Allows the character to create an unseen kinetic force, with the strength of a push of a finger.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: 1 Round
Default Resistance: None

Firestarter

Effect: Allows the character to heat an easily combustible target to the point of ignition. This takes 3 Rounds.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: Takes 3 Rounds.
Default Resistance: None

Jam Electronics

Effect: This lets the character stop up the electrical impulses of a piece of electronics, making it cease to work for a short while (the remainder of the Scene). The “dumber” the gizmo is, the harder it is to affect, for up to a +7 Use difficulty.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: Scene
Default Resistance: None

Level 8

Break Electronics

Effect: Creates a surge in a piece of electronics, burning out circuits. Larger, or “hardened” equipment require 3-7 successes.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Short
Duration: 1 Action
Default Resistance: None

Flick Flame

Effect: This allows the character to create a tiny flame, about the size of one from a cigarette lighter.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Short
Duration: 1 Round
Default Resistance: None

Hand of Will

Effect: This creates a telekinetic “hand” which the character can use to manipulate objects in a basic way. The “hand” has a Lift Skill of 2 + 1d6, and moves slowly (1 meter per second per success). The control of the hand is not very accurate – make additional Use checks for control beyond picking objects up. Difficulty 12 for large levers, 14 for dials and switches, 16 for a keypad. Using Hand of Will to pick up a weapon and use it is possible, but the character would need to make Notice checks vs. 10 + each meter away to get the angle right – missing this check is an accuracy PEN.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Short
Duration: 1 Round
Default Resistance: None

Zap

Effect: This creates a small electrical discharge, for 1d10/2 STUN damage, that can be placed anywhere within range that the character wishes.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Short
Duration: 1 Action
Default Resistance: None

Level 9

Break Mechanics

Effect: Causes machinery to break down. Larger, simpler machines with few moving parts are more difficult to break than those which are fine precision instruments – these require an additional 3-7 successes.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: 1 Action
Default Resistance: None

Decrease Temperature

Effect: Allows the character to lower the temperature 10 degrees per success, in a 2m cube. Outside the target “cube” area, temperatures will average out as normal. Repeated use of this Special Ability in the same area will not benefit from cumulative successes – simply take the highest success rolled.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: Scene
Default Resistance: None

Increase Temperature

Effect: Allows the character to raise the temperature 10 degrees per success, in a 2m cube. Outside the target “cube” area, temperatures will average out as normal. Repeated use of this Special Ability in the same area will not benefit from cumulative successes – simply take the highest success rolled.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: Scene
Default Resistance: None

Noise

Effect: The character can make a hail of raw sound to appear. The noise is unintelligible (no music or voices), but can be tailored to fit the character’s whim – static, the ocean, a vaguely human wail. The loudness of the noise is successes times 10 in decibels (3 successes is 30 decibels, 5 is 50 decibels, etc). For reference, 30 decibels is a soft whisper, 60 is normal conversation, 100 is a motorcycle, 120 is a rock concert.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: 3 Actions
Default Resistance: None

Repair Mechanics

Effect: The character can temporarily “fix” a mechanical problem, so that a machine can function for a short while. Success covers the severity of the jury rig job. 3 successes will fix an involved problem, 5 successes an extensive one, and 7 successes will be a miraculous fix.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: Scene
Default Resistance: None

Silence

Effect: This Special Ability cancels sound as it reaches a certain distance. Those “inside” the sphere can hear one another perfectly, as well as what is happening “outside.” Success is split between the radius of the sphere in meters, and the sound reducing successes (multiply by 10 for amount of decibels reduced). Therefore, a 7 total success use of Silence could make a sphere of 3 meters that reduced sound by 40 decibels, making a normal conversation between people around a smallish table quieter than a soft whisper for those trying to overhear from “outside” the Silence sphere.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: Scene
Default Resistance: None

ENG SPECIAL ABILITIES

The two non-physical building blocks of reality are the forces of possibility and fate. Both fall under this Special Ability Skill, ENG. Both of these forces are mysterious in nature; no one is certain exactly how they work or why they exist. However, no Gifted can doubt the simple fact that these forces are present in reality, and that they operate along lines that are tentatively understood.

What has been learned about this area, however, is the effects of fate and destiny are visible to those who can see it – the universe is not a closed, predestined mechanism, but the binding threats of fated events do make their mark. Those who have a better grasp of Energy Special Abilities are the wildcards of the world.

Countered by: PSY-D

Level 7

Death’s Hand

Effect: Increases the character’s effectiveness in the Unarmed Talent. Grants a +1 for every 3 successes.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Death’s Blade

Effect: Makes one more proficient with hand to hand weapons. Grants a +1 to the Armed Talent for every 3 successes.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Death's Gun

Effect: Grants a +1 to the Gunplay Talent for every 3 successes, making the character deadlier with firearms.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Focus Sight

Effect: Makes the character more in-tune with Focus energies, allowing one to more accurately sense the power in those around him. Once activated, use the Ability Skill with modifiers by the listed range. The success of the Ability check determines the accuracy of the sense (the Ref might wish to make this Ability check for the player). At 1 success, the character can guess within 10 Focus; at 3 successes, within 5, at 5 successes, within 3 Focus, at 7 successes, full accuracy. This shows the character the current temporary Focus in a being, not their maximum possible.

Ref's Hint: Roll appropriate dice to create the median of the range of possibility, as follows.

1 success: Roll 2d10 and add them together, and subtract 10. If positive, add this to the actual Focus and say the total appears to be within 10 of this number. If negative, subtract this from the actual Focus and do the same.

Example: The target actually has 6 Focus. Rolling 2d10, the total is 14, $-10 = 4$. The Ref says the target has 10 Focus, give or take 10.

3 success: Roll 1d10, and subtract 5. If positive, add to the actual Focus; if negative, subtract. The perceived Focus is within 5 of the truth.

5 success: Roll 1d6, and subtract 3, and follow the same idea. The perception is within 3 of the truth.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: Scene
Default Resistance: None

Shift the Odds

Effect: The character can alter the odds of completely randomized events, making something more or less likely to happen than is normally the case. These events must be of the type which are directly random – rolling dice, flipping coins, shuffling and dealing cards, lotteries, and the like. Shift the Odds cannot affect events which the true odds are merely being guessed at, like contests of skill which involve betting, horse racing, etc.

The character decides the scale of the “event” they are trying to shift. He can break down a large event filled with a series of interactions and try to tackle each one individually, or lump them all together and go for broke.

At 1 success, the favorable odds are doubled, at 3 successes it is tripled, at 5 successes it is quadrupled, and at 7 or more successes the odds are quintupled.

Example #1: In order to guarantee the outcome of a coin toss (a 50% random chance), the character need only score 1 success. 2 coin tosses in a row is (a 25% random chance) taken all at once requires 5 successes to guarantee, or the character can use this Special Ability twice and only need 1 success each time.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: Scene
Default Resistance: None

Level 8

Messenger's Grace

Effect: Sometimes called the ‘Lucky Traveler’ ability, this allows the character to travel long distances in amazingly short amounts of time. Messenger's Grace helps the character find faster routes “by chance,” avoid traffic jams, get green lights, and maybe even slip by the Highway Patrol. Even if bad luck finds the character – the car breaks down, for example – Messenger's Grace will bring a hitchhiker-friendly trucker by before too long.

At 1 success, travel time is reduced about 10%. 3 successes earns 20%, 5 successes 30%, and 7+ successes 50%. This will not affect Move, though it works for a hiker as well as a limo driver. Temp Focus Cost: 1

Use Dif: 11
Range Type: Self
Duration: 4 hours
Default Resistance: None

Power Cloak

Effect: This makes the character's Focus level hard to read, subduing the amount of energy they hold for purposes of detection. This only shields the temporary Focus of the character – use of Special Abilities and magic are visible as normal. For every success on Power Cloak, increase the difficulty to read the character's temporary Focus by 1. This Special Ability is sometimes referred to as ‘Dimming,’ and can be used on others.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Short
Duration: Scene
Default Resistance: None

Power Mirage

Effect: This Special Ability is used to create the illusion of temporary Focus energy. The character decides what they want their Focus level to appear as, which determines initial difficulty modifiers. Any extra success is applied to the illusion's completeness – the number of successes needed to get past the mirage on Ability checks or Special Abilities like Focus Sight.

Modifiers: Mirage to be within 3 points of the truth, 1 success; within 5 points, 3 successes, within 10 points, 5 successes, within 20 points, 7 successes.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Short
Duration: Scene
Default Resistance: None

Level 9

Invisible to Inanimate

Effect: This makes the character undetectable by machines. Cameras won't record his image and thermal sensors won't pick up his heat, though door and window alarms work normally.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: Scene
Default Resistance: None

Weapon Charging

Effect: This Special Ability allows the character to imbue mundane weapons with energy, making them more capable of breaking through supernatural armor and mystical, physical protections. This will not make the weapon do more damage – it only helps them pierce through things like Heightened Body or Enduring Body. The character must decide both the amount of weaponry to be effected, as well as at what effectiveness, before attempting the check. Any extra successes are lost.

Amounts:

- 1 Success: Small: 1 bullet or arrow
- 2 Success: Medium: 1 P or J Conceal weapon
- 3 Success: Large: 1 T or N Conceal weapon
- 4 Success: X-Large: Human body

Conversions: Each level higher represents "3 times" as much weaponry: 27 Small = 9 Medium = 3 Large = 1 X-Large

Effectiveness: Grants +3 protection cancellation per success, for a maximum of +21 at 7 successes.

Example: To imbue 9 bullets with a +6 charge each requires 3 successes (1 Large = 3 Medium = 9 Small), and +6 charge requires 2 successes, for a +5 modifier. Total needed on the check to do this all at once, then, is 17.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: 4 hours
Default Resistance: None

EXS SPECIAL ABILITIES

These Special Abilities grant the Gifted with visions and glimpses into universal truths. They strip away the veneer of the physical and reveal the bare reality beneath. Much of what is attributed to "ESP" is really part and parcel of Extra Sensory Special Abilities – levels of awareness that is often hidden from the common and the mundane. EXS allows the Gifted to see and know what their physical senses can't tell them.

Seers, mystics, prophets, and holy men of every age have tapped into this category of reality-bending abilities. EXS is one of the more common of the Special Ability Skills. Every Faction has its EXS wise men and women. Without them, each would be as collectively blind to certain truths as is humanity as a whole – and they would lose a great deal of cohesion, certainty, and effectiveness.

Countered by: PSY-D

Level 4

Know Lies

Effect: This effect increases a target's Detect Lies Skill. Each success translates into a +1 bonus, up to +7.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Detect Lies

Psychic Awareness

Effect: Grants a +2 per success in using the Ability Skill to detect MND and PSY Abilities.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Ability

Sense Unnatural

Effect: Grants a +1 per success for all Ability Skill checks, up to +7.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Ability

Level 5

Danger Sense

Effect: This Special Ability grants a heightened awareness to sensing danger in the existing Scene. This not only translates into a +1 to the Threat Skill per success, but a higher success Use check will give the character a more accurate, general “danger” level of the Scene. At 1 success, only Major danger is noted, at 3 successes, Notable danger, at 5 successes, Minor danger, and at 7 successes, even Subtle danger. If danger is detected, the character won’t have an automatic idea of where the danger is lurking; they must use Notice and Threat checks and make their own guesses.

Example: At 5 successes, Minor, Notable, and Major dangers send the affected character a signal of warning. The Ref decides this is enough to pick up a twinge of worry for the two guys in the bar who are working themselves up to brawl one another (it could spill over into a larger fight which could affect the character), so the guy’s Minor warning “goes off.” It is now up to the character to check around and see what is going on, and in this case, Threat will be the Skill which gives the biggest clue.

This Special Ability will detect danger that comes from inanimate things, too – like the possibility of electrocution from an exposed wire, or a nearby car bomb that is about to go off. Also, it is important to note that just because Danger Sense goes off, it isn’t a sure thing that the situation will turn out to be dangerous.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Threat

Psychic Openness

Effect: This Special Ability grants a bonus to the Ability Skill, at the cost of leaving the affected character more open to psychic attack. Each success equals a +2 to Ability (up to +14), but is also a –1 PEN (up to a –7 PEN) to Coercion in resisting PSY. This is used by psychic “sensitives” on themselves, as well as bold characters as a form of attack, in order to weaken a target’s natural defenses.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 6

Ability Attunement

Effect: This grants a bonus to the Ability Skill, but only to detecting the use of Special Abilities the character he himself has. Each success translates into a +2 Ability Skill, up to +14.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Ability

Health Sight

Effect: This effect allows a character to mystically sense others’ Total Health levels and Wounds. It can also reveal health-related issues, such as illnesses one might have or the effects of drugs. Each attempt at checking a target’s health requires another Use check, with Short Range modifiers. At 1 success, Total Health (current and maximum) and Mortal Wounds are revealed, at 3 successes, Severe and worse Wounds, at 5 successes, all Wounds and any illness or drugs with a –5 PEN or higher, and at 7 successes all illness and drug effects.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self, using Short in detection
Duration: Scene
Default Resistance: None

Heightened Awareness

Effect: Grants a +1 to the Awareness Attribute.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Heightened Combat Reaction

Effect: Grants a +2 to Reaction in Initiative Checks.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Sense Anchors

Effect: This Ability allows the character to examine an object and read a person’s psychic attachment to it, essentially sensing how much contact a place or thing has had with a particular individual. 1 success will reveal a lifelong possession or home, 3 successes a favorite possession or workplace, 5 successes a frequent possession or hangout, and 7 successes an occasional possession or infrequent hangout. Both the object or place, and the person must be within range, with the Range Modifier taken for the farthest of the two from the Sense Anchors user.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Short
Duration: 1 Action
Default Resistance: None

Sense the Ties

Effect: This Special Ability allows the character to discover the types of relationships those around her have with one another. Each target added to the equation requires another Use check, and each additional target past 2 increases the Use difficulty by 3. More successes reveal more detail of the relationship.

1 success: Know each other or Stranger

3 successes: Acquaintance, Enemy, Friend, Lover, Offspring, Sibling, or Parent

5 successes: Intensity of feelings (a Dire or Minor Enemy, a Casual or Life-long Lover)

7 successes: Sense of power struggles between, or secret feelings for, one another

Example: Jack activates Sense the Ties (which works for the Scene) and uses it on Mary, scoring 5 successes. He hasn't added the second person yet, so right now he doesn't know anything about Mary's relationships. Jack adds the guy next to Mary, named Michael, and gets another 5 successes. Now Jack knows the 5 success details of relationship that Mary has for Michael (Casual Friend), and that Michael has for Mary (Serious Lover). For kicks, Jack adds Ralph into the relationship matrix, though this increases the difficulty by 3. Jack gets 3 successes this time. He now knows Mary thinks of Ralph (Minor Enemy – remember, all of Mary's feelings toward others are revealed at 5 successes), what Michael thinks of Ralph (Good Friend), what Ralph thinks of Mary (Acquaintance), and what Ralph thinks of Michael (Lover). And a love triangle is revealed.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 7

Diagnose Mechanics

Effect: The character “speaks” to mechanical machines, and can detect problems that might not normally be evident. This translates to a +3 for Mechanics checks, but only for finding the problems. Fixing them is a whole other story.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: Scene
Default Resistance: None

Dream Enigma

Effect: This Special Ability, activated as the target is falling asleep, draws up a dream for them that lets them concentrate on problems and mysteries from a new perspective. This can lead to eureka moments upon the target's awakening, where their unconscious “told” them something in the dream. The more successes scored, the easier the dream is to figure out in how it relates to an existing issue in the target's life. For “working on the problem,” make the most appropriate check (Design, for instance, to help an engineer figure out a technical snag) with the bonus they are afforded from the Dream Enigma's success. Upon waking, the target makes a Riddles check to understand their dream.

Success	Bonus	Enigmas Difficulty
1	+1	18
2	+2	15
3	+3	15
4	+4	12
5	+5	12
6	+7	10
7	+10	10

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Elevated Awareness

Effect: Grants a +2 to the Awareness Attribute.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Elevated Combat Reaction

Effect: Grants a +3 to Reaction in Initiative Checks.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Heart Spy

Effect: This Special Ability lets the character “read” a target to find out their romantic status – if they are single, looking, not looking, taken, et cetera. More successes reveals more information. 1 success is if they are single or not, 3 successes if they are looking or not, 5 successes as how effectively happy they are with their current situation, and 7 successes reveals what kind of situation or relationship they might be happier with.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Observance

Effect: This Special Ability increases a person's natural awareness of their surroundings. This translates into a +2 Notice per success, up to a maximum of +14.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Notice

Sense Hostility

Effect: This grants a target a greatly enhanced Threat sense. Each success increases Threat Skill checks by +2, up to a +14.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Threat

Level 8

Advanced Awareness

Effect: Grants a +3 to the Awareness Attribute.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Advanced Combat Reaction

Effect: Grants a +5 to Reaction in Initiative Checks.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Diagnose Illness

Effect: This gives a target a mystical and acute ability to diagnose illness (but not injury). The effect is powerful enough that frequently, one need only look upon a person and will know the illness, even if there are no outward signs of infection. Each success equals a +2 to Diagnose, and diagnostic equipment or testing is not required in investigating a subject.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Diagnose

Find Strengths

Effect: This gives the user insight into the relative strengths of a target. This is modified by Short Range to a subject. More successes translates into more detailed information.

1 success: Any Attributes at 4 or higher.

3 successes: Any Talents at 3 or higher; any Skills at 3 or higher. Any Personality, Physical, Sensory, Social, or Supernatural Advantages at Value 15 or higher; Focus of 10 or higher.

5 successes: Any of the above type Advantages at Value 10 or higher; Focus of 7 or higher.

7 successes: Any of the above type Advantages at Value 5 or higher; Focus of 5 or higher.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Self
Duration: 1 Action
Default Resistance: Coercion

Lover's Empathy

Effect: This greatly enhances a target's Emotion Skill, but only when it is applied to those he is romantically involved with. Each success translates into a +3 Emotion.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Pulse of the Land

Effect: This mystical sense allows the character to pick up on psychic shifts related to current events. She can pick up emotionally-charged events up to 6 miles away, with modifiers based on the intensity of the psychic shift. No real details will be evident unless many extra successes are scored. It is advised that the Ref make the Use check for the player, in order to add to the dramatic weight of the event and to conceal the event's actual distance from the character.

1 success: Obvious Event: Murder or torture.

3 success: Major Event: Deadly accident, someone contemplating suicide, elation at finding a missing child unharmed, a riot.

5 success: Minor Event: Violence, a notable accident, a once-in-a-lifetime musical performance.

7 success: Subtle Event: Strong emotions, like an arguing couple, heavy drug use, or a large party.

Extra detail: 1 success is no detail, only that it occurred. 3 successes reveal some minor detail (the murder was drug related). 5 successes reveal some motive or back story (the suicidal depression was caused by a breakup and the loss of their job). 7 successes gives a few sentences of the 5 'W's' of journalism, the Who, What, Where, Why, and How (The car was driven by Clive Howard, a 35 year old man from Chicago. The victim was bicyclist Jane Duscany, a 22 year old college student. Mr. Howard drove away from the scene and is not yet a suspect. His blood alcohol level was above the legal limit.)

Refs note: This Special Ability has great potential for abuse, especially in mystery-themed campaigns. This is not supposed to give omnipotent knowledge with a single power. It is supposed to be more akin to a mystical headline ticker-tape, combined with the Bat Signal. It can give a character a little head's up about what's going on in the area, but it shouldn't hand them major plot secrets. For one thing, its use can't be directed to find out about anything in particular – the information just comes in as it is. Secondly, it only picks up events that would make the news anyway, if there were any witnesses. Lastly, the "psychic vibrations" that it operates on are those from normal human beings only – this will not pick up the murder of one Gifted by another unless the normals find out about it.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: 1 Action
Default Resistance: None

See Invisible

Effect: This Special Ability increases the chance of a target spotting things that are nearby and in Incarna, but would otherwise be considered 'invisible.' This will help spot those in Astral forms, are incorporeal, and any spirits who have strayed in from Maya. Each success is a +3 to Ability in spotting these.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Ability

Sense Weakness

Effect: Like Sense Strength, except it finds the chinks in a target's makeup. It also uses Short Range in relation to the target, and more accurate details about weakness are conveyed via higher successes scored.

1 success: Any Attributes at 2 or lower.

3 successes: Any Ego or Perception Talents at 1 or lower; any related Skills at 1 or lower. Any Personality, Physical, Sensory, Social, or Supernatural Disadvantages at Value 15 or higher; Focus of 3 or lower.

5 successes: Any of the above type Disadvantages at Value 10 or higher; Focus of 5 or lower.

7 successes: Any of the above type Disadvantages at Value 5 or higher; Focus of 7 or lower.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Self
Duration: 1 Action
Default Resistance: Coercion

Level 9

Cupid's Eye

Effect: This selective Special Ability lets the user know if a target has romantic feelings or sexual attraction for her. This can be revealed to the player as the difficulty of Seducing an individual, or simply given on a basic 1 through 10 scale on how much a target has the hots for her.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: 1 Action
Default Resistance: Coercion

Diagnose Electronics

Effect: This allows the character to mystically know what might be wrong with a piece of electronics, even if there are no outward signs of trouble. Each success translates to a +3 to Electronics Skill checks, but only in a diagnostic capacity.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: Scene
Default Resistance: None

Empathic Heart

Effect: This Special Ability allows the character to make "empathic readings" on targets, to discover their current emotional states. Use the Short Range for modifiers for distance to targets. More successes on Use checks reveal greater detail on the emotion(s) being felt.

1 success: Little Detail: happy, sad, angry, content

3 successes: Some Detail: Somewhat happy, saddish and lonely, a little angry.

5 successes: Good Detail: Proud, both guilty and relieved, sexually frustrated.

7 successes: Great Detail: Suffering from a mild apathy lately, but now somewhat expectant, though not trying to get his hopes up too high, as he is afraid of getting rejected once again.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Self
Duration: 1 Action
Default Resistance: Coercion

Find Nightmare

Effect: Quite simply, this effect reveals a target's worst fear or fears to the user. More successes gives the user more detail. 1 success gives a category for the worst fear (rejection, failure), or any Phobias at Value 15. 3 successes give a little more detail on the worst fear (rejection by professional peers), or any Phobias at Value 10 or higher. 5 successes give greater detail on the worst fear (rejection by professional peers of his life's work), or any Phobias at Value 5 or higher. 7 successes gives the most detail on the worst fear (rejection by professional peers of his life's work as uninspired and lazy, meaning he will never be remembered as a researcher of consequence), or any type of Phobia or Aversion the Ref finds appropriate.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: 1 Action
Default Resistance: Coercion

Find the Word

Effect: A supremely useful Special Ability for researchers and information fixers, Find the Word directs the user to a source for a specific piece of information. The character identifies what they are trying to find out, and the effect searches out the collective unconscious and points the way to the best, closest source. The character might be shown the way to a person, book in a library, or even a website (if the hosting computer is within Extreme Range). Each success acts as a +2 to the Research Talent.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Extreme
Duration: Scene
Default Resistance: None

Superior Awareness

Effect: Grants a +4 to the Awareness Attribute.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

Superior Combat Reaction

Effect: Grants a +6 to Reaction in Initiative Checks.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

MND SPECIAL ABILITIES

This Special Ability Skill rules over the category that controls one's own consciousness. This is a powerful tool in such a universe where how one thinks determines much of who they are, which in turn plays a major role in finding one's place in the cosmic all. Like Body, Mind Special Abilities can only be used on oneself. This is a very personalized and internal area.

Those who use MND can be stable, almost stoic, individuals. They have a firm grasp on the reins of their own consciousness, and therefore have a direct command on the workings of their own personality. They can become – or cease to be – whomever or whatever they like.

Countered by: None. This Special Ability category can only be used on oneself.

Level 2

Full Alertness

Effect: Brings the character to full mental attention, eliminating up to –3 PEN for mental exhaustion.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Concentration

Level 4

Centering

Effect: Helps the character focus on tasks by eliminating outward distraction from nervousness or fear. Each success eliminates –1 PEN for failed Stress or Courage checks.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Stress or Courage, whichever is higher

Mental Defense – Minor

Effect: This Special Ability raises a character's Coercion against PSY. This is not a Counter, but a strengthening of the Default Resistance for mental attacks. Each success is a +1 increase, up to a +7.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Coercion against PSY

Level 5

Forge Anchors

Effect: An anchor, in mystical parlance, is the amount of psychic attachment left by a person on a place or object. Sometimes anchors are necessary to achieve supernatural connection to an object – there are many instances in the occult of powers or rituals that require a “familiarity” with a place or thing for the effect to work. This Special Ability lets the character create these anchors in an immediate way.

In general, the levels of anchor-hood for Possessions or Hangouts are:

- 1: Unfamiliar
- 2: Occasional
- 3: Frequent
- 4: Favorite
- 5: Lifelong

In using Forge Anchors, a character can increase the anchor level between themselves and a place or object. Multiple uses don't “stack;” only the highest success is considered. At 1 success gain +1 level, at 3 successes gain +2 levels, at 5 successes gain +3 levels, and at 7 successes gain +4 levels. By this, a character who scores 7 successes will create an anchor between himself and a place or object that has the same strength as something he's carried all his life (a prized ring) or a place he's lived for a long time (home). Once an anchor has been created, it lasts as long as a normal anchor does.

Temp Focus Cost: 1
Use Dif: 8
Range Type: Short
Duration: 1 Action
Default Resistance: None

Sleep Control

Effect: With this effect, the character can decide when she wants to fall asleep and when she wants to wake up. This sleep is not abnormally deep – simply assume the character is asleep within a few seconds of activation. As for waking up, 1 success is within 30 minutes, 3 successes within 15 minutes, 5 successes within 5 minutes, and 7 or more successes within 30 seconds of the appointed wakeup time.

Temp Focus Cost: 1
Use Dif: 8
Range Type: Self
Duration: 8 Hours
Default Resistance: None

Total Recall

Effect: This grants the character incredibly powerful recall abilities. In Memory checks, the character has an effective +2 per success on Total Recall. Of course, any scene or information is limited by what the character has actually experienced – if the he wasn't paying attention at the time, it won't help to bring up that memory later.

Temp Focus Cost: 1
Use Dif: 8
Range Type: Self
Duration: Scene
Default Resistance: None

Level 6

Heightened Creativity

Effect: Grants a +1 to the Creativity Attribute.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Heightened Reasoning

Effect: Grants a +1 to the Reasoning Attribute.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Heightened Will

Effect: Grants a +1 to the Will Attribute.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Mental Defense

Effect: This raises a character's Coercion against PSY Special Abilities, increasing the Default Resistance against mental attacks. Each success is a +2 increase, up to a +14.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: Scene
Default Resistance: Coercion against PSY

Level 7

Dedicated Will

Effect: This Special Ability grants an increase to the Will Attribute in checks toward a particular action or goal. The character declares what they are dedicating their will toward, and this boost applies for those actions. Each 2 successes on Dedicated Will is an effective +1 Will, up to a +3.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Dream Immersion

Effect: This allows the character to return to a particular dream when they go to sleep. On a metaphysical level, dreams are places within the Maya, and can be interacted with and strengthened by a frequent dreamer. Dream Immersion makes it much easier to “find” a desired dream, as the Maya Dream Realms are a tricky place to navigate. Each success on Dream Immersion grants a +2 to Concentration checks in finding a particular dream, up to a +14. See the section on the Maya for more information.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: 4 Hours
Default Resistance: None

Elevated Creativity

Effect: Grants a +2 to the Creativity Attribute.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Elevated Reasoning

Effect: Grants a +2 to the Reasoning Attribute.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Elevated Will

Effect: Grants a +2 to the Will Attribute.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Fearless

Effect: This Special Ability greatly enhances a character’s mastery over fear. Each success grants a +2 to Courage checks, up to a +14.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Self
Duration: Scene
Default Resistance: Courage

Level 8

Advanced Creativity

Effect: Grants a +3 to the Creativity Attribute.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Advanced Reasoning

Effect: Grants a +3 to the Reasoning Attribute.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Advanced Will

Effect: Grants a +3 to the Will Attribute.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Stonewall

Effect: This Special Ability boosts the character’s Coercion against both magical and mundane manipulations. Each success on Stonewall grants a +2 to Coercion, up to +14. With this Special Ability activated, the character is very hard to influence unless he wants to be.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Self
Duration: Scene
Default Resistance: Coercion

Level 9

Absorbed Perspective

Effect: This effect allows the character to take on personality traits of someone else, to better understand their perspective. This can include Personality Advantages and Disadvantages, but does not transfer any specific knowledge from one person to another. This can be done against the target's will, or against an unaware target. Note that personality traits gained this way do not replace the character's own, but instead are gained in addition. Refs should feel free to mess with their players' heads if unusual (for the character) personalities are absorbed, such as those of vastly different cultures, those with extreme views, or merely those of the opposite sex. Success determines how complete the perspective is absorbed.

1 success: Barely absorbed. Only the strongest views are taken in, and Personality Advantages and Disadvantages taken in at 20% of their actual values (Value 15 becomes 3).

3 successes: Somewhat absorbed. A greater swath of the perspective is sampled, and Personality Advantages and Disadvantages are absorbed at 40% their actual values (Value 15 becomes 5).

5 successes: Mostly absorbed. The character is now more-or-less an amalgamation of the two perspectives, though their own is still dominant. Personality Advantages and Disadvantages are at 70% their actual values (Value 15 becomes 10, 10 becomes 5, 5 becomes 3).

7 successes: Completely absorbed. Personality Advantages and Disadvantages at full value. Would make a 100% heterosexual male, on absorbing a 100% heterosexual female, become 50/50 bisexual.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Heal Mental Scar – Self

Effect: This Special Ability allows the character to “heal” Personality Disadvantages that are the result of trauma or psychic attack. Although the ultimate judgment as to what qualifies is up to the Ref, suggested Disadvantages are: Amnesia, Defensive, Dependant, Depressive, Distant, Distrustful, Flashbacks, Insane, Nightmares, Paranoid, Phobia, Post-Combat Tremors, Psychologically Addicted, Skittish, Subservient, and Suicidal. Each success on the Use check reduces the value of one of these by 1.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: 1 Action
Default Resistance: None

Superior Creativity

Effect: Grants a +4 to the Creativity Attribute.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

Superior Reasoning

Effect: Grants a +4 to the Reasoning Attribute.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

Superior Will

Effect: Grants a +4 to the Will Attribute.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

PSY-D SPECIAL ABILITIES

All PSY-D Special Abilities are Counters, for use against ENG, EXS, PSY-I, PSY-M, and PSY-T effects. As this covers a majority of the Special Ability categories, PSY-D is the most often relied upon Counter. All Counters need to be activated in order to help repel an effect, and only one Counter can be used to block a particular mental attack (although several can be activated, if desired).

To use a Counter, the character must first be aware of the incoming Special Ability. The check is Reaction + Supernatural: Ability vs. 12 if the attack is on himself, or 14 or more (depending on range, Ref's call) if it is on someone else – though most Counters will only work for the user, and can't affect someone else. Then the character must have at least half their Counter action done before the attack action is finished, or else the Counter comes “too late” and the attack has gotten past Special Ability defenses. If successful, a Counter negates 1 of the enemy's successes for each of the Counter's success, in addition to any bonus that a particular Counter might grant. In using the “Other” versions of PSY-D to block a Special Ability used on someone else, take note that the Range Modifiers are used as from character to target-to-be-blocked, and not from character to attacking enemy.

Countered by: None. This category is a Counter. It can only be used on another if it specifies such; in these cases, it is Countered by this same category.

Level 5

Psychic Block – Minor

Effect: This is a PSY Counter.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Self
Duration: Scene

Level 7

Psychic Block

Effect: This is a +3 PSY Counter.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Self
Duration: Scene

Level 9

Psychic Resistance

Effect: This is a +6 PSY Counter.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene

PSY-I SPECIAL ABILITIES

In a reality where everything is arguably an illusion of one sort or another, the Special Ability that deals with universal illusions is powerful indeed. This is especially true since people faced with Psychic Illusions will treat them as completely real, even though they exist only in their own perceptions and minds. This doesn't mean that an illusion of a gun can kill – at least not directly. However, a person who thinks they've been shot tend to act in a rather panicked way, which makes them all the easier to harm, maim, or kill in a real, physical way.

PSY-I has long been the tool of choice for tricksters, anarchists, and rabble-rousers. Users of Psychic Illusion are said to be rare within the Order, though spin doctors and media magicians can be exceptions to this. They are more often found in the wilder Factions of the Free Societies – especially those who delight in twisting perceptions and pre-conceived notions of the world.

Affected targets must beat success of the PSY-I user with PSY-D usage, plus Default Resistance checks vs. 12 (at half value), to be able to distinguish the glamour from reality.

PSY-I Special Abilities are insidious in that half their Use success adds to the difficulty to spot them. By this, a 10 success Basic Audible Glamour requires a Reaction + Supernatural: Ability check of 17 (the difficulty is normally 12) for the target to notice they are being mentally attacked. If the target does not notice, they cannot use a PSY-D defense, and are only protected by their Default Resistance check.

Countered by: PSY-D

Level 5

Basic Audible Glamour

Effect: Creates the illusion of a sound in the mind of a target. This affects only one target at a time. The glamour is a “basic” sound, and is quiet (speaking voice or less) in nature. This is not good enough to mimic a human voice or music.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Basic Scent Glamour

Effect: Creates the illusion of a particular smell in the mind of a target. This affects only one target at a time. The glamour is generic in nature – it can smell like flowers in general, but not roses specifically. Scents cannot be mimicked well or strong enough to cause nausea in a normal person.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Basic Tactile Glamour

Effect: Creates the illusion of a physical sensation in the mind of a target. This affects only one target at a time. The glamour is basic and of moderate strength; thus, it could make a target feel heat, but not feel like they are being burned.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Basic Taste Glamour

Effect: Creates the illusion of a flavor in the mind of a target. This affects only one target at a time. The glamour is inexact and not particularly powerful. By this, it could make a fish taste salty, but not incredibly spicy or like perfectly prepared sushi.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Basic Visual Glamour

Effect: Creates the illusion of a visual image in the mind of a target. This affects only one target at a time. The glamour is somewhat weak; it isn't strong enough to be larger than a person 10 feet away, or exact enough to fool anyone beyond a casual observer.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 6

Heightened Beauty

Effect: Grants a +1 to the Beauty Attribute for the User. This bonus only exists in the minds of those within range, though it affects them all equally (no Range Modifiers). Any who overcome the effect do not see the User as more beautiful.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 7

Basic Glamour

Effect: This allows the character to create any kind of Basic type glammers in the mind of a target. The glamour can incorporate whatever aspects of Basic Glammers the character desires.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Elevated Beauty

Effect: Grants a +2 to the Beauty Attribute for the User. This bonus only exists in the minds of those within range, though it affects them all equally (no Range Modifiers). Any who overcome the effect do not see the User as more beautiful.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Tiny Glamour

Effect: This creates a much more accurate glamour in the mind of the target, though it is still not a "strong" one. Thus, a character could create a glamour for a bouncer to make the target see a different face on a driver's license. Tiny Glamour can incorporate any of the senses in an accurate (though not overpowering) way.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 8

Advanced Beauty

Effect: Grants a +3 to the Beauty Attribute for the User. This bonus only exists in the minds of those within range, though it affects them all equally (no Range Modifiers). Any who overcome the effect do not see the User as more beautiful.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Confused Senses

Effect: This effect partially overwhelms a target's senses, though not in any specific or controlled way. Each 2 successes creates a -1 PEN due to confusion and disorientation, up to a maximum of -5 PEN.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 9

Glamour Camouflage

Effect: This effect allows the character to better "blend in" with their surroundings, though this is in-and-of itself an illusion. Short Range refers to the max range from the User to the minds it is affecting. Each success adds +2 to Sneak checks, up to +14.

Example: Joel wants to sneak past a pair of security guards at the entrance to a warehouse. He activates Glamour Camouflage, and gets a 12, for a total of +10 to his Sneak. Max Short Range is 25m, though, so Joel only gets the bonus when he's within 25 meters of the guards - beyond that distance, the Special Ability effect can't reach the guards' minds.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Glamour Face

Effect: This allows the character to put a glamour effect over his own face, allowing him to alter that aspect of his appearance. Coupled with a proper Disguise check, this can be used to pass for someone else, provided similar body types or a situation where the face is most important. Note that like all glammers, this will not fool machines. Success determines how hard it is to break the illusion with PSY-D and Coercion Default Resistance. The illusion only reaches those minds that are within the Short Range max of 25m.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Glamour Raiment

Effect: This Special Ability allows the character to put an illusion of clothing over her body. This is especially handy in quickly assuming a uniform to infiltrate a group, or in placing the illusion of a mask over one's face to hide your true appearance.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Holdout

Effect: This creates an illusion over a small object (P conceal level or less) to make it undetectable in search situations. This won't fool a metal detector, but the object (most Gifted use Holdout to hide a weapon) will pass all manual searches. The Holdout object is only "invisible" to those who are within 25m, and must be carried by the User.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Superior Beauty

Effect: Grants a +4 Beauty for the User, though this only exists in the minds of those within 25m.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

PSY-M SPECIAL ABILITIES

Psychic Manipulation is arguably the second most common of the Special Ability Skills. Much falls under its purview – it is the category of choice for those who want to affect the thoughts, emotions, and psychic fabric of others. It also gives the Gifted access to psychic communication and direct mental attack. In the same way that BIO-M users are dreaded for their ability to affect another's body, PSY-M users are concerning for their ability to meddle with other people's minds.

It is widely believed that the true masters of PSY-M are in the Order. This helps to explain how that Sect so ruthlessly and directly controls much of humanity, though the truth of the matter is not so clear. Psychic Manipulation is known by many leaders of Factions, be they Order, Alliance, or Free. The power to affect another's mind is a tempting one, and it is known by the most unlikely of suspects.

Countered by: PSY-D

Level 5

Guide Humanity

Effect: Grants a +1 to the Persuasion Talent.

Temp Focus Cost: 1
Use Dif: 8
Range Type: Self
Duration: Scene
Default Resistance: None

Silver Tongue

Effect: This Special Ability enhances the character's ability to tell convincing lies. For each success, gain +1 to Deception Skill checks, up to a maximum of +7.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Deception

Level 6

Heightened Control

Effect: Grants a +1 to the Control Attribute.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Heightened Presence

Effect: Grants a +1 to the Presence Attribute.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Level 7

Animal Tongues

Effect: Allows the character to communicate, in a basic way, with animals. Only one animal “language” is understood at a time, and distance to the animal figures into range.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Short
Duration: Scene
Default Resistance: None

Elevated Control

Effect: Grants a +2 to the Control Attribute.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Elevated Presence

Effect: Grants a +2 to the Presence Attribute.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Imbue Emotion

Effect: This Special Ability allows the character to make a target feel his emotions more strongly. At 1 success, there is a minor increase; at 3 successes, a moderate increase; at 5 successes, a notable increase; at 7 successes, a major increase. How much increase is needed to truly affect a target’s actions is up to the Ref. For example, a relatively cool-headed target might require a major increase to make his annoyance into enough fuel for a screaming match, while a blood-thirsty psychopath only needs a moderate increase to make that same level of annoyance cause for violence.

Temp Focus Cost: 1
Use Dif: 5
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Shepherd Humanity

Effect: Increases a character’s Charm, Leadership, and Fast Talk Skills, making her more suited to socially influence human society. Each success grants +2 to these Skills (up to +14), but the bonus only applies to Skill checks on normals (the non-supernatural).

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Level 8

Advanced Control

Effect: Grants a +3 to the Control Attribute.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Advanced Presence

Effect: Grants a +3 to the Presence Attribute.

Temp Focus Cost: 1
Use Dif: 11
Range Type: Self
Duration: Scene
Default Resistance: None

Animal Control

Effect: This Special Ability allows the character to command an animal’s will. It is difficult, though not impossible, to get an animal to act in a way that contradicts its nature. At 1 success, the target will perform a natural action as the character specifies; at 3 successes, a somewhat unnatural action (a predatory animal not attacking a human); at 5 successes, an unnatural action (a tame, domesticated animal attacking its owner); at 7 successes, a completely unnatural action (predatory animal not defending itself from perceived attack). For each “command,” the character makes another Use check. Note that Animal Control will not work on human beings. Also, commands are considered telepathic in nature.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Confusion

Effect: This is a psychic attack that scatters a target’s thoughts. Every 2 success gives the target -1 PEN, up to -5 PEN.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Overlook

Effect: This psychic effect compels nearby minds to ignore the character. This doesn't mean the character isn't seen or won't be remembered later – they are merely not worth bothering at the time. Each success grants an effective +2 to Blend checks, but only against minds within 50m. The first time a potential observer comes within range, they check to resist the effects of Overlook. If the character does anything obvious to draw attention to himself, the effects of Overlook are cancelled.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Medium
Duration: Scene
Default Resistance: Coercion

Shared Heart

Effect: Allows the character to force his current emotional state onto a target. Each success level determines how much of the target's emotions remain his own, and how much are from the character. At 1 success, only 25% of the character's emotions are felt; at 3 successes, 50%; at 5 successes, 75%; at 7 successes, 100%.

Temp Focus Cost: 1
Use Dif: 6
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Level 9

Assault the Walls

Effect: This specialized psychic attack affects a target's psychic defenses. For each success, the target suffers a -1 PEN on PSY-D Use checks, up to a -7. As normals don't have psychic defenses besides their natural Default Resistance, Assault the Walls is only useful against supernatural targets.

Temp Focus Cost: 1
Use Dif: 7
Range Type: Short
Duration: Scene
Default Resistance: Coercion

Personal Magnetism

Effect: This Special Ability significantly improves the character's Charm Skill, and allows for high-end uses of Charm that are impossible in usual circumstances. For each success, gain +2 to Charm. After activation, the character can make Charm checks on a person (resisted by Coercion; this is not supernatural) to improve their opinion of the character.

At 1-2 successes over the person, the opinion is slightly raised; at 3-4 successes, moderately raised; at 5-6 successes, notably raised; at 7+ successes, greatly raised. The Ref must determine the full impact of these successes, though giving half of these successes as a bonus toward other social checks (such as Seduction, Leadership, and Fast Talk) is acceptable. In addition, it's quite unlikely that a person would try to harm the character if they think particularly well of them, though a dire enemy might only afford grudging respect even if their opinion of the character is "greatly raised."

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

Stun Charging

Effect: This allows the character to "charge" a weapon with negative psychic resonance. By this, a weapon can be made to inflict psychic as well as physical damage. Success is split between the size of the weapon being charged, and the amount of psychic damage being put into it.

Amounts:

- 1 Success: Small: 1 bullet or arrow
- 2 Success: Medium: 1 P or J Conceal weapon
- 3 Success: Large: 1 T or N Conceal weapon
- 4 Success: X-Large: Human body

Conversions: Each level higher represents "3 times" as much weaponry. 27 Small = 9 Medium = 3 Large = 1 X-Large

For damage, each success is worth 1 effective Will + Strength as base Astral Body Damage. Therefore, 5 successes here equals a weapon that does 2d10 in psychic damage, in addition to the physical damage which is figured normally. In figuring accuracy damage modifiers, assume the psychic part of the attack matches the physical one, up to x 1 (the maximum damage modifier for psychic attacks).

Example: Sven wants to charge a P-sized switchblade. For size, this counts as 2 successes. He wants 1d10 in psychic damage, so this will cost 4 successes. Sven will have to score an 18 on his Use check.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Short
Duration: 4 hours
Default Resistance: None

Superior Control

Effect: Grants a +4 to the Control Attribute.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

Superior Presence

Effect: Grants a +4 to the Presence Attribute.

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

Voice of Command

Effect: This Special Ability transforms the character into a much more effective leader, at least in how often his commands are followed. For each success, the character gains +2 to Leadership checks. In addition, when the character makes a Leadership check against someone (resisted by Coercion; this is not considered supernatural), they can make the person respond to their demands even if the target has no real reason to.

For 1-2 successes over a person, they will perform an action within their nature or line of duty; 3-4 successes, they will do something they find mildly distasteful; 5-6 successes, they will follow orders which involve moderate risk; and 7+ successes, they will perform an action that involves deadly risk.

Note that Voice of Command cannot make someone do something they are completely against, such as suicide (unless they are already suicidal or, for whatever reason, would already consider it an acceptable order to follow).

Temp Focus Cost: 1
Use Dif: 12
Range Type: Self
Duration: Scene
Default Resistance: None

SNS SPECIAL ABILITIES

Where EXS deals with non-physical perceptions, Sensory Special Abilities rule over the physical ones. This category is used to extend and alter the natural senses. Many of these changes share a border with the areas of altering the physical body, but there seems to be a divide between the reality of what parts of the body create the senses, and what the senses themselves can be made to do.

Most consider SNS to be a “secondary” Special Ability area, as there is a distinct lack of powerful abilities in it. Be that as it may, there are few powerful Gifted who cannot alter their own senses in some way. This is true of socialites as well as combat veterans. The more one can see and hear, the more one can predict, react, and succeed. This is also a Special Ability for hedonists and physical pleurists, and for those who live to experience different and varied modes of perception.

Countered by: None. These Special Abilities cannot be used directly against another.

Level 4

Improved Senses

Effect: Grant's a +1 to Notice per success, up to a +7.

Temp Focus Cost: 1
Use Dif: 3
Range Type: Self
Duration: Scene
Default Resistance: Notice

Level 5

Ranged Hearing

Effect: The character can focus his hearing on a particular source and eliminate 75% of difficulty due to range. By this, if a situation occurs with a hearing difficulty normally at 8, but is increased to 20 for range (+12 difficulty for range), the actual difficulty on the check is only an 11.

Temp Focus Cost: 1
Use Dif: 8
Range Type: Self
Duration: Scene
Default Resistance: None

Ranged Vision

Effect: The character can focus his vision like a bird of prey, eliminating 75% of any difficulty added to a check due to range. This is essentially on-call 20/5 vision. By this, if a vision difficulty is normally an 8, but has been increased to 25 due to range (+17 difficulty), this is reduced to +4, or a final difficulty of 12.

Temp Focus Cost: 1
Use Dif: 8
Range Type: Self
Duration: Scene
Default Resistance: None

Level 6

Enhanced Sense of Smell

Effect: This adds +2 per success for Notice checks involving scent, for a maximum of +12.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: Scene
Default Resistance: Notice

Enhanced Sense of Taste

Effect: This adds +2 per success for Notice checks involving taste, for a maximum of +12.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: Scene
Default Resistance: Notice

Enhanced Sense of Touch

Effect: This adds +2 per success for Notice checks involving touch, for a maximum of +12.

Temp Focus Cost: 1
Use Dif: 4
Range Type: Self
Duration: Scene
Default Resistance: Notice

Night Eyes

Effect: This halves any penalties due to low lighting. This has no effect in perfect darkness.

Temp Focus Cost: 1
Use Dif: 9
Range Type: Self
Duration: Scene
Default Resistance: None

Level 7

Infrared Vision

Effect: The character can see into the infrared spectrum of light. There needs to be an infrared light source of some kind for the character to utilize, as this is considered a “passive” sight.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Subsonic Hearing

Effect: This Special Ability allows the character to hear sound frequencies below the normal human range, which is generally from 20 – 20,000 Hz. The character can hear down to 5 Hz.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Thermal Vision

Effect: The character using this Special Ability can “see” heat. The range of this vision is 2m per success, up to 14m.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Ultrasonic Hearing

Effect: This lets the character hear sound frequencies above the normal human range, up to about 60,000 Hz (as good as a cat).

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

Ultraviolet Vision

Effect: Allows the user to see into the ultraviolet spectrum of light. There needs to be a UV light source to make use of this, however, as the Special Ability is considered a “passive” form of ultraviolet sight.

Temp Focus Cost: 1
Use Dif: 10
Range Type: Self
Duration: Scene
Default Resistance: None

RITUAL MAGIC

Magic in the world of Factions is the result of exhaustive study and dedicated will. There are many Schools a practitioner might follow. Each has its own strengths and weaknesses, and has its own believability in a given area.

Rituals are exacting. They require a (relatively) long time to perform, and are dangerous things if the magician fails. Ritual Magic isn’t meant to be “fair.” Don’t say you weren’t warned.

MAGIC MECHANICS

There are seven basic steps to take in order to resolve a Ritual attempt.

Step #1: Components

Look at the Components listed for the Ritual. If the character is missing any of these, the Casting difficulty increases by the number listed.

Step #2: Situation

Check over the Situations that affect the Ritual. Some of these may require individual Skill checks, so make these now. Any that aren’t met or are failed increase the Casting difficulty.

Step #3: Spend Focus

Each Ritual requires the spending of temporary Focus points. The number needed for the Ritual is listed behind Investment.

Step #4: Make Casting Check

Take the listed Difficulty of the Ritual – this is the second of the two numbers. Add any modifiers from Steps #1 and 2, and any others the Ref is applying. Roll the Skill appropriate to this School.

Step #5: Believability, and Regional, Local, Specific Paradigm Modifiers

The Ref assigns a basic Concentration check difficulty based on his interpretation of the Ritual’s Believability. This is affected by Regional, Local, and Specific Paradigm Modifiers for that particular School.

Step #6: Make Concentration Check

Character makes a Concentration check against the total difficulty of Step #5.

Step #7: Results

If both checks were successful, the Ritual succeeds as listed. If the Casting check fails but the Concentration check succeeds, the Ritual Goes Awry. If the Casting check succeeds but the Concentration check fails, the Ritual Effect Unweaves. If both checks fail, the Ritual Collapses.

Believability

The initial Believability is up to the Ref. However, it should take into account what visible effects the Ritual creates, and use this as the primary factor in deciding how believable the effect is to the outside, casual observer.

<u>Ritual Effect Believability</u>	<u>Dif.</u>
Easily Acceptable	8
Acceptable	10
Less Acceptable	12
Questionable	15
Unlikely	18
Unacceptable	20
Very Unacceptable	22
Unbelievable	25

Regional, Local, and Specific Paradigm

When determining the Concentration difficulty for a Ritual, the Ref has to break down the numbers by three layers of belief. Regional Paradigm has the most importance of the three, and represents the beliefs of an area up to a major country. In North America, the United States is the Regional Paradigm. The force of reality at this level can affect Concentration check difficulties by +3 to -3.

The Local Paradigm refers to the major city or area that has the most importance to residents. This would be the type of answer to the question, "so, where are you from?" Local Paradigm gives cities their own supernatural flavor, and is responsible in great part for how much of the rest of the Region thinks about the Local area. Local Paradigm affects Concentration checks by +2 to -2.

Specific Paradigm zooms in to the level of a neighborhood within the Local area. Each corner of a city has its own mystical fabric that it adds to the cosmic whole, and the makeup of this thread affects Concentration checks by +1 to -1.

Refs are free, of course, to set their own Paradigm modifiers to better suit the themes and motifs of their game. As an example, here are the Paradigm settings for Schools of magic for the United States Regional, San Francisco Local, and Haight Ashbury Specific Paradigms.

<u>Regional: United States: School Dif. Modifier</u>	
Buddhism:	+1
Hermetic:	+1
Pure Chaos:	+3
Wicca:	+2
<u>Local: San Francisco: School Dif. Modifier</u>	
Buddhism:	+1
Hermetic:	+2
Pure Chaos:	+1
Wicca:	+0
<u>Specific: Haight Ashbury: School Dif. Modifier</u>	
Buddhism:	-1
Hermetic:	+0
Pure Chaos:	-1
Wicca:	-1

THE PRICE OF FAILURE

When a Ritual goes wrong, it's due to a lack of skill, a lapse of belief, or both of these things. The Casting check is the magic practitioner's skill at following a belief structure's method. A failure here means the character messed up according to the rules of their School's "way of doing things." A failure in Concentration to overcome the paradigm's resistance is a failure of the practitioner's belief. Quite simply, they could not bring themselves to put enough behind the Ritual. Another possibility is that the magician didn't properly visualize their end goal while performing the Ritual.

When Rituals Go Awry

This is the result of a failed Casting check, but a successful Concentration check. The Ritual does something, just not what the practitioner intended. Why? The inherent resistance of reality was broken by the Concentration check, so something happened. Yet that effect is going to be incorrect somehow – think of it as a wrongly pushed button.

Refs are free to interpret an awry Ritual any way they like. A reversal of intended effect is a standard... a healing Ritual harms the target instead, or a vision of a faraway place ends up blinding the viewer. The degree of "punishment" should match the Ritual level, too; a Level 3 Ritual that goes awry isn't going to "hurt" as much as a Level 10.

When Ritual Effects Unweave

The Casting was a success, but the mage couldn't concentrate enough on the desired outcome. The Ritual fizzles out from lack of metaphysical fuel. Compared to the other two failure options, an Unweaving is minor. The practitioner will have to deal with self-doubt in the face of their failure, which should result in nervousness and uncertainty whenever they use magic for awhile (with corresponding PEN up to -3 on related checks).

Refs should also feel free to increase these penalties if the character makes another attempt at that particular Ritual right away – or even simply forbid it for a day or two. Most devious Refs will allow the player to think they can succeed, and instead add a large (-5 PEN or more) penalty to the Casting difficulty.

When Rituals Collapse

A collapse occurs when the School's rules were broken and the practitioner lacked focus. As a result, the magic twists inversely, and the character is subjected to a micro-black hole in the mystical sense. Effect collapse can drain the practitioner of some or all of their temporary Focus, remove a permanent Focus point, cause temporary (or permanent) Personality Disadvantages, reduce Creativity, Reasoning, or Will, or even worse. The most catastrophic collapses have killed many, and legendary events like the destruction of Pompeii and the metaphysical undoing of the Tower of Babel are all possible results from correspondingly high level Ritual Effect collapses.

RITUALS EXPLAINED

Each Ritual will have the following parts.

Level: This is the level for Development Points purposes. Beyond Ref preferences and restrictions of a particular story, there are no requirements needed to be met for a character to learn a Ritual. It's even possible for a character to know a Ritual and not have any dots in the School the Ritual comes from. Also, it's important to note that some Schools will have levels skipped. Level 0 Rituals do not cost DP to learn.

Range: The maximum distance from the user to the target. This must be observed for the entire casting time.

Duration: How long the Ritual Effect will last. Some will list Instant, meaning that the Effect takes place right away and then is over – this is true even of Rituals that change the target permanently, as the change itself takes place instantly. This is also true of Divination rituals, where the knowledge is gained instantly.

Casting Time: How long the Ritual takes to be performed. This can be modified for PEN or bonus.

Components: Material requirements for the Ritual, if any. When listed, each item will be followed by a description of its importance, and the increase in casting difficulty if the component is not available. For example, Tarot deck (Vital, +8).

Situation: Like Components, these are requirements based on circumstances.

Investment: How much temporary Focus must be spent by the Ritual caster in order for the Ritual to work.

Difficulty: The casting difficulty is listed as two numbers, as such: (XX): YY. The first number is the raw difficulty of the Ritual, given its Level. The second number is the actual difficulty the caster needs to beat, and has modifiers such as Style Flexibility and Effect Type by School built into it.

Effect Type: Which Effect category the Ritual falls into, sometimes followed by Modifying or Transformative. Modifying Effects are those which change the target for a specific period of time (the Duration), after which the target returns to normal. Transformative effects are those that alter the target permanently.

Effect Power: A description of Ritual's power, which it holds over the entire Duration.

Effect Area: How big of an area the Ritual's Effect can affect. Those that work upon thoughts, Focus energy, or parts of the body will be Small target.

Effect: The actual Effect of the Ritual, listed in basic game mechanics.

Effect Level: The mathematical value of the Ritual, from which its Level is determined. The value is a product of the Range, Duration, Effect Power, and Effect Area sub-values

The four listed Schools of Ritual Magic are Buddhism, Hermetic, and Wicca.

LIMITED POWER

Listed Rituals range up to Level 5. Like Special Abilities, the Rituals for this Bare Bones Edition are trimmed down and only include the more basic means of reality-bending.

Buddhism Rituals

Level 3 Buddhist Rituals

Simple Calming Meditation

Simple Concentration Meditation

Level 4 Buddhist Rituals

Basic Distance From Vital Illusion

Basic Observance of Breath Illusion

Basic Steadfastness of Will

Name Attachment Meditation

Name Distraction

Simple Focusing Meditation

Word of the Wandering Spirit

Level 5 Buddhist Rituals

Advanced Distance From Vital Illusion

Advanced Observance of Breath Illusion

Awareness of Spirits

Basic Calming Meditation

Basic Concentration Meditation

Basic Drawing of the Cosmic Breath

Basic Focusing Meditation

Basic Reading of Dragon Veins

Basic Reduction of Sensual Desire Meditation

Basic Worldly Observation

Blessing of Vital Essence Mantra

Compassionate Word Against Evil

Energetic Awareness

Imbuement of Fortunate Charm

Loving-Kindness of Self Meditation

Sitting Mindfulness Meditation

Tranquility Meditation

Universal Awareness

Hermetic Rituals

Level 0 Hermetic Rituals

Minor Meditation Technique

Minor Sense Awareness Technique

Level 2 Hermetic Rituals

Lesser Divination: General Reading

Level 3 Hermetic Rituals

Detect the Ties of Fates

Lesser Banishing Ritual of the Pentagram

Lesser Divination: Specific Reading

Lesser Divination of Insight

Minor Insight Tarot Ritual

Minor Relaxation Ritual

Minor Wakefulness Ritual

Level 4 Hermetic Rituals

Attainment of the Astral Sight
Consignment of Pure Energy: Lesser
Divine the Worth
Divining the Wellspring Current
Lesser Resonance Divination of Health
Minor Meal Blessing
Predict the Natural Aspect
Restful Sleep Protection
Sense the Astral Presence

Level 5 Hermetic Rituals

Beneath the Prying Eye
Calling to the Winds
Commune With the Higher Plane
Dedication of Purpose
Dream-Vision Calling
Greater Banishing Ritual of the Pentagram
Lesser Health and Vigor Charging Ritual
Lesser Releasing the Charge Ritual
Negative Emotion Banishment
Positive Emotion Calling

Wicca Rituals

Level 0 Wicca Rituals

Aura Visualization Technique
Tool Consecration
Visualization Technique of Concentration

Level 2 Wicca Rituals

Know Thy Heart and Place

Level 3 Wicca Rituals

Casting Circle and Invoking Quarters
Empowerment Call
Preparatory Meditation

Level 4 Wicca Rituals

Energy Drawing
Grounding
Sage Purification
Shift the Eyes
Spell to Bring a Child
Spell to Prevent a Child
Truth of the Womb

Level 5 Wicca Rituals

Altar-Space Dedication
Aphrodite's Lure
Astral Sight By Scourge
Basic Energy Working
Blooming Crown
Divine Seeing
Dream Protection Spell
Dreaming for Insight
Grieving Rite
Hunter's Grace
Invoking the Warrior God
Keeping for the Unborn
Relief of Moon-Pain
Sex Recharging
Tool Purification
Twisting the Liar's Tongue

BUDDHISM SCHOOL

Buddhism, although it functions in many parts of the world as a major religion, is not in this context a form of religious magic. There is no systematic separation between practitioner and divine – each Buddhist monk is expected to reach purity through their own efforts. Each Buddhist must perform the ritual ceremonies themselves. In respect to this, the Buddhism School makes use of the stability of the Meditative Style to make each progression possible to those who have the will and patience.

The aim of Buddhism is the perfection of the monk's consciousness. Most of the Rituals found in it are designed to identify personal failings, work through karmic traps, and eliminate attachment to the impure physical world in order to transform the monk into the divine. There is little attention paid to the "illusionary" material world. Instead, the Buddhism School focuses its attention on the attainment of various states of pre-enlightenment.

The Buddhism School takes its Ritual forms from several branches of Buddhism. The more "mystic" branches of this world belief structure are not thought of as compatible to the stricter, less esoteric branches by mundane followers. Collective belief sees no distinction between these, however, and those who employ Rituals from the Buddhism School do not, either.

Pre-enlightenment states become the very requirements of the more potent Ritual meditations. Players will want to take note of the "Ritual chains" that make up the Situational Requirements of the higher level Rituals. For example, the level 5 Tranquility Meditation puts the monk in a State of Tranquil Detachment, which is a Situational Requirement for performing the level 7 Advanced Human Observation Ritual. This is different than other Schools and Styles, where lower level Rituals are useful for performing higher level ones, but generally not required – a strong magician in these other areas likely can do without these "helper" Rituals. In the Buddhism School, this is quite unlikely to be the case, as the Situational Requirement levels frequently are at the Vital level, where a +10 difficulty is the result of failing to meet the requirements.

Level 3 Buddhist Rituals

Simple Calming Meditation

Level: 3
Range: Self (1)
Duration: 5 minutes (4)
Casting Time: 2 minutes
Components: None
Situation: Proper breathing technique, as Concentration vs. 8 (Helpful, +2).
Investment: 1
Difficulty: (10): 5
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: Grants the monk +1 for Stress checks in all situations.
Effect Level: 4

Simple Concentration Meditation

Level: 3
Range: Self (1)
Duration: 5 minutes (4)
Casting Time: 2 minutes
Components: None
Situation: Proper breathing technique, as Concentration vs. 8 (Helpful, +2).
Investment: 1
Difficulty: (10): 5
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: The monk gains +1 for Concentration checks in all situations.
Effect Level: 4

Level 4 Buddhist Rituals

Basic Distance From Vital Illusion

Level: 4
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 4 minutes
Components: Statue of Buddha (Useful, +1)
Situation: Trained breathing technique, as Concentration vs. 10 (Useful, +3).
Investment: 1
Difficulty: (11): 6
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Gives the monk a +3 to Coercion checks for resisting PSY mental attacks.
Effect Level: 10

Basic Observance of Breath Illusion

Level: 4
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 4 minutes
Components: None
Situation: Clear mind, as Stress vs. 10 (Useful, +3).
Investment: 1
Difficulty: (11): 6
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Grants the monk a +2 to Detect Lies Skill checks.
Effect Level: 10

Basic Observance of Breath Illusion

Level: 4
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 4 minutes
Components: None
Situation: Clear mind, as Stress vs. 10 (Useful, +3).
Investment: 1
Difficulty: (11): 6
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)

Effect Area: Small target (1)
Effect: Grants the monk a +2 to Detect Lies Skill checks.
Effect Level: 10

Name Attachment Meditation

Level: 4
Range: Self (1)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Bell (Helpful, +1)
Situation: Calm mind, as Stress vs. 10 (Useful, +3).
Investment: 1
Difficulty: (11): 8
Effect Type: Divination
Effect Power: Notable (8)
Effect Area: Small target (1)
Effect: Reveals to the monk their own Personality Disadvantages.
Effect Level: 8

Name Distraction

Level: 4
Range: 10m (3)
Duration: Instant (1)
Casting Time: 4 minutes
Components: None
Situation: Clear mind, as Stress vs. 10 (Integral, +5).
Investment: 1
Difficulty: (11): 8
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Reveals to the monk the single highest source of Stress in the target's life. Essentially, this gives the player a category, such as Work, Marriage, Parents, etc.
Effect Level: 12

Simple Focusing Meditation

Level: 4
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 4 minutes
Components: None
Situation: Calm mind, as Stress vs. 10 (Useful, +3).
Investment: 1
Difficulty: (11): 6
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Grants +3 Concentration for the monk to use in Buddhist Rituals only.
Effect Level: 10

Word of the Wandering Spirit

Level: 4
Range: Self (1)
Duration: 5 minutes (4)
Casting Time: 4 minutes
Components: None
Situation: Empty mind, as Stress vs. 15 (Vital, +10), Have a particular Astral being in mind to communicate with (Vital, +10).
Investment: 1
Difficulty: (11): 10
Effect Type: Invocation, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Allows communication with 1 Astral being.
Effect Level: 8

Level 5 Buddhist Rituals

Advanced Distance From Vital Illusion

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Statue of Buddha (Integral, +2)
Situation: Advanced breathing meditation, as Concentration vs. 12 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Gives the monk a +5 to Coercion checks when fighting PSY mental attacks.
Effect Level: 28

Advanced Observance of Breath Illusion

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Small bell (Useful, +1)
Situation: Peaceful mind, as Stress vs. 12 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants +3 to the monk for Detect Lies checks.
Effect Level: 24

Awareness of Spirits

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Incense (Helpful, +1)
Situation: Advanced breathing meditation, as Concentration vs. 12 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants a +5 for Ability Skill checks to detect Astral forms. See Astral Projection for more details.
Effect Level: 28

Basic Calming Meditation

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Incense (Superficial, +1)
Situation: Trained breathing technique, as Concentration vs. 10 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants the monk a +3 to all Stress checks.
Effect Level: 24

Basic Concentration Meditation

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Small bell (Helpful, +1)
Situation: Trained breathing technique, as Concentration vs. 10 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants the monk a +3 to all Concentration checks.
Effect Level: 24

Basic Drawing of the Cosmic Breath

Level: 5
Range: Self (1)
Duration: Instant (1)
Casting Time: 8 minutes
Components: None
Situation: Peaceful mind, as Stress vs. 12 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Focus Energy
Effect Power: Major (16)
Effect Area: Small target (1)
Effect: Grants the monk 5 points of “Cosmic Breath,” which can be spent as temporary Focus points, yet don’t count against the character’s total maximum Focus pool. However, there are three limitations. First, Cosmic Breath cannot be in any way stored or moved – it must remain within the character. Second, it remains only as long as the monk remains conscious. When the monk falls asleep, the Cosmic Breath returns to its source. Third, Cosmic Breath must be spent in accordance with Buddhist philosophy. If it is used in any selfish, rash, or otherwise unenlightened fashion, the character gains bad joss – cosmic bad luck.
This can manifest itself in any way the Ref sees fit, from huge PEN’s that occur at the most inopportune times to Personality Disadvantages up to and including insanity.
Effect Level: 16

Basic Focusing Meditation

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Statue of Buddha (Superficial, +1)
Situation: Trained breathing technique, as Concentration vs. 10 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants +5 to Concentration for use in Buddhist Ritual Magic only.
Effect Level: 24

Basic Reading of Dragon Veins

Level: 5
Range: 250m (5)
Duration: Instant (1)
Casting Time: 8 minutes
Components: None
Situation: Clear mind, as Stress vs. 10 (Useful, +3).
Investment: 2
Difficulty: (12): 9
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Reveals to the monk, via the study of resonant psychic energies and the local terrain, the location of all Vales within the range.
Effect Level: 20

Basic Reduction of Sensual Desire Meditation

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Prayer wheel (Useful, +1)
Situation: Advanced breathing meditation, as Concentration vs. 12 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants the character a +5 to Coercion checks to resist Seduction attempts.
Effect Level: 28

Basic Worldly Observation

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: None
Situation: Clear mind, as Stress vs. 10 (Helpful, +2), Trained breathing technique, as Concentration vs. 10 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Improves the monk’s Notice checks by +3.
Effect Level: 16

Blessing of Vital Essence Mantra

Level: 5
Range: 10m (3)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Prayer wheel (Useful, +1)
Situation: Trained breathing technique, as Concentration vs. 10 (Useful, +3).
Investment: 2
Difficulty: (12): 7
Effect Type: Focus Energy
Effect Power: Notable (8)
Effect Area: Small target (1)
Effect: Moves up to 4 points of temporary Focus from the monk to a willing recipient, or from a willing giver to the monk. If this is more Focus than the subject can hold, any extra points are lost.
Effect Level: 24

Compassionate Word Against Evil

Level: 5
Range: Touch (1.5)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Prayer wheel (Useful, +1)
Situation: Peaceful mind, as Stress vs. 12 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Transformative
Effect Power: Major (16)
Effect Area: Small target (1)
Effect: The monk imbues another (but cannot do to self) with a +8 increase to Coercion against “evil” supernatural effects. This boost will only work against the first supernatural attack on the target that is resisted by Coercion – the Effect fades immediately afterwards.
Effect Level: 24

Energetic Awareness

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Small bell (Useful, +1)
Situation: Peaceful mind, as Stress vs. 12 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Gives the monk a +3 to Ability Skill checks.
Effect Level: 24

Imbuement of Fortunate Charm

Level: 5
Range: Touch (2)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Prayer wheel (Integral, +2), Properly crafted Charm from Crafts Skill check vs. 10 (Vital, +4).
Situation: Peaceful mind, as Stress vs. 12 (Integral, +5), Superior breathing meditation, as Concentration vs. 15 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Focus Energy
Effect Power: Notable (8)
Effect Area: Small target (1)
Effect: Allows the monk to imbue small luck charms with cosmic energy. These become one-shot, expendable Talismans. When activated by any user holding them (with a Concentration check vs. 10), they grant that individual an extra 1d10 on a check, as if they had spent a temporary Focus point for this purpose. Fortunate Charms cannot be used at the same moment as a normal expenditure of Focus for this purpose – effects do not stack.
Effect Level: 16

Loving-Kindness of Self Meditation

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: None
Situation: Cannot have any Personality Disadvantage with an effective Value higher than 10 (Vital, +10),
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants the monk a State of Loving-Kindness of Self, and a +1 to Presence.
Effect Level: 24

Sitting Mindfulness Meditation

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: None
Situation: Advanced breathing meditation, as Concentration vs. 12 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants the monk a State of Sitting Mindfulness, and a +1 to Concentration checks.
Effect Level: 24

Tranquility Meditation

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: None
Situation: Calm mind, as Stress vs. 10 (Integral, +5).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants the monk a State of Tranquil Detachment, and a +1 to Stress checks.
Effect Level: 28

Universal Awareness

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: None
Situation: Advanced breathing meditation, as Concentration vs. 12 (Integral, +5), State of Sitting Mindfulness (Vital, +10).
Investment: 2
Difficulty: (12): 7
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Gives the monk a +3 to Mystic Skill checks.
Effect Level: 24

HERMETIC SCHOOL

Hermetic magic, also known by some as Western Esoteric magic, derives its name from the Greek god of messengers, Hermes. He was the god of travel and travelers, boundaries, literature, writing, magic, and more. Much of what people think of in terms of alchemy, magic ceremony, and metaphysical philosophy comes from the Hermetic School. In its context here, this School encompasses not only the vein of renewed Egyptian magic, but even the “true” teachings of Thelema in the Hermetic Order of the Golden Dawn, among others.

Practitioners of the Hermetic School of magic believe in the full spiritual and physical perfection of mankind through metaphysical knowledge of the one pure being, which is the whole of reality, mankind, and a superior persona that encompasses all of these things. Hermetic magic is practical and empirical. It seeks the root of the spiritual in the material world, and explains that spiritual perfection is a matter of defined principles and universal mechanisms – both of which are approachable through the scientific application of magic.

Those who follow the Hermetic School are found in the Bacchus faction, the Alliance, among the Independents, and even the Order. This is perfectly fitting; Hermetic magicians see themselves as those who employ a type of metaphysical understanding – the only politics that pertain are the intensely personal and the macro-metaphysical.

As a Ceremonial magic, the Hermetic School is reliant on objects-as-symbols. It is a “tool-oriented” method, with the artifacts of ritual becoming both the trappings of and the ends themselves of Hermetic magic. The rituals are weighed more heavily toward finished effects, though there are a few assisting rituals (such as the Lesser Banishing Ritual of the Pentagram) that are frequently performed before the “real ritual.”

Level 0 Rituals

Minor Meditation Technique

Technique: Character spends 1 Focus each day while performing a 15 minute meditation practice. The benefits are available after 2 weeks. This can be done twice, in order to buy up both the Talent and the Skill at cheaper costs.

Effect: Makes purchase of level 1 in Strength Talent or first dot of Concentration Skill cost 3 DP instead of 4 DP.

Minor Sense Awareness Technique

Technique: Character spends 15 minutes a day in a place where there is a constantly changing, yet relaxing, place to observe. This can be done on a park bench or while taking a walk. While doing so (and spending 1 Focus), the character concentrates on one sense at a time, and tries to personally relate to each thing sensed. The benefits are available after 2 weeks. This can be done three times, in order to buy up both the Talent and the two Skills at cheaper costs.

Effect: Makes purchase of level 1 in Supernatural Talent, and the first dot of Ability or Mystic Skills, cost 3 DP instead of 4 DP.

Level 2 Rituals

Lesser Divination: General Reading

Level: 2
Range: Touch (2)
Duration: Instant (1)
Casting Time: 1 minute
Components: Tarot deck (Vital, +8)
Situation: Requires card interpretation after the ritual, as Riddles vs. 12 (Vital, +4).
Investment: 1
Difficulty: (9): 5
Effect Type: Divination
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: This reveals to the magus the broad influences on a subject's life, and also gives generalized future possibilities.
Effect Level: 2

Level 3 Rituals

Detect the Ties of Fates

Level: 3
Range: Touch (2)
Duration: Instant (1)
Casting Time: 2 minutes
Components: Tarot deck (Vital, +8)
Situation: Requires card interpretation after the ritual, as Riddles vs. 10 (Vital, +4).
Investment: 1
Difficulty: (10): 6
Effect Type: Divination
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Allows for a Mystic check to detect the relative strength and direction of destiny's hand in a target, and grants +3 to this. A score of 15 reveals if the target has any destiny, 18 gives indication of positive (good things await) or negative (misfortune, a curse), 20 gives basic indications of strength, 22 gives more accurate measurements of strength and some idea of ultimate fate (a curse, very strong, an end by violence), 25 and higher giving a most detailed outline.
Effect Level: 4

Lesser Banishing Ritual of the Pentagram (LBRP)

Level: 3
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 2 minutes
Components: Dagger, sword, or wand (Useful, +1)
Situation: Know which way is north (Integral, +2).
Investment: 1
Difficulty: (10): 6
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: A traditional "opener" Ritual for magus of this school, this gives +2 Concentration for use in Hermetic Ritual Magic Skill checks.
Effect Level: 5

Lesser Divination: Specific Reading

Level: 3
Range: Touch (2)
Duration: Instant (1)
Casting Time: 2 Minutes
Components: Tarot deck (Vital, +8)
Situation: Requires card interpretation after the ritual, Riddles check vs. 12 (Vital, +4).
Investment: 1
Difficulty: (10): 6
Effect Type: Divination
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: In this reading, the magus checks for influences that would act upon a particular planned course of action. For example, it could be revealed what might types of things could await a move to a new city.
Effect Level: 4

Lesser Divination of Insight

Level: 3
Range: Touch (2)
Duration: Instant (1)
Casting Time: 2 minutes
Components: Tarot deck (Vital, +8)
Situation: Requires card interpretation after the ritual, as Riddles vs. 10 (Vital, +4).
Investment: 1
Difficulty: (10): 6
Effect Type: Divination
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Reveals hints about the true nature of the target, be it an object, the current location, or a person who is present.
Effect Level: 4

Minor Insight Tarot Ritual

Level: 3
Range: Self (1)
Duration: Instant (1)
Casting Time: 2 minutes
Components: Tarot deck (Vital, +8)
Situation: Requires card interpretation, Riddles check vs. 15 (Integral, +2).
Investment: 1
Difficulty: (10): 6
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Gives the magus clues which provide +5 to a single Skill check to better figure out a complex problem he is facing.
Effect Level: 4

Minor Relaxation Ritual

Level: 3
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 2 minutes
Components: None
Situation: Proper breathing technique, as Concentration vs. 8 (Helpful, +1).
Investment: 1
Difficulty: (10): 6
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: Grants the magus +1 for Stress checks. Is often done to first prepare a Magus for more powerful rituals.
Effect Level: 5

Minor Wakefulness Ritual

Level: 3
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 2 minutes
Components: None
Situation: Proper execution of mental exercise, as Concentration vs. 10 (Useful, +1).
Investment: 1
Difficulty: (10): 6
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: This Ritual is used both to wake up in the morning and to help stay up at night. Eliminates up to 2 PEN for grogginess.
Effect Level: 5

Level 4 Rituals

Attainment of the Astral Sight

Level: 4
Range: Self (1)
Duration: 5 minutes (4)
Casting Time: 4 minutes
Components: Smoke from burning incense (Useful, +2).
Situation: Mental exercise as Concentration vs. 10 (Integral, +2).
Investment: 1
Difficulty: (11): 7
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (senses) (1)
Effect: This makes the mind more open to the Astral Plane, and grants the practitioner +3 Mystic for seeing Astral forms.
Effect Level: 8

Consignment of Pure Energy: Lesser

Level: 4
Range: Touch (2)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Drawn sigil on the floor (Useful, +2), Drawn sigil on the power recipient (Helpful, +1), Drop of blood taken from the giver (Useful, +2), Which is placed upon the tongue of the recipient (Useful, +2).
Situation: None
Investment: 1
Difficulty: (11): 8
Effect Type: Focus Energy
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual is used to move Focus from one person to another. If the recipient cannot take all of the moved Focus, any extra points are lost. This moves up to 3 Focus.
Effect Level: 8

Divine the Worth

Level: 4
Range: Touch (2)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Mirror (Integral, +4, any vertical reflective surface can be substituted to suffer a +2), Candle (Useful, +2).
Situation: None
Investment: 1
Difficulty: (11): 7
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual is used to mystically examine an object or being. The insight gained translates into +5 for a single Lore check on the target in question.
Effect Level: 8

Divining the Wellspring Current

Level: 4
Range: 5 miles (7)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Cork with needle through it (Vital, +8), Container of water (Integral, +4). A second version of this Ritual merely uses a Divining rod (Vital, +8), but also requires the meditative exercise.
Situation: None in first version, or meditative exercise, as Concentration vs. 12, in second version.
Investment: 1
Difficulty: (11): 7
Effect Type: Divination
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: This points the needle to the nearest Vale, assuming there is one within 5 miles. It does not discriminate by Vale type or size.
Effect Level: 14

Lesser Resonance Divination of Health

Level: 4
Range: Touch (2)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Drawn sigil that means wellness (Useful, +2).
Situation: Target must be nude (Helpful, +1).
Investment: 1
Difficulty: (11): 7
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual is used to examine a living target's physical health with magic. It allows for a +5 on a Diagnose check on the subject.
Effect Level: 8

Minor Meal Blessing

Level: 4
Range: 10m (3)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Candle (Superficial, +1)
Situation: None
Investment: 1
Difficulty: (11): 11
Effect Type: Terra, Transformative
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Makes food less likely to cause illness. Gives those who eat it an effective +2 Tolerance to counter any negative, unhealthy effects the food might give them. These countered effects could be anything, from unsanitized water to partially rotted meat to poison.
Effect Level: 12

Predict the Natural Aspect

Level: 4
Range: Self (1)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Astrological tables, tarot cards or rune stones (Vital, +8).
Situation: Requires local observation beforehand (Useful, +1), Tarot card interpretation, as Riddles vs. 10 (Integral, +3).
Investment: 1
Difficulty: (11): 7
Effect Type: Divination
Effect Power: Notable (8)
Effect Area: Small target (1)
Effect: Predicts Major Events (tidal waves, massive storms, earthquakes, volcanoes) 50% of the time that will happen that day, Minor Events (storms, relative wind speeds, cloud cover) 30% of the time that day, and Small Details (temperature within 3 degrees) 20% of the time that day. For each day into the future, the accuracy drops 10%.
Effect Level: 8

Restful Sleep Protection

Level: 4
Range: Touch (2)
Duration: 12 hours (7)
Casting Time: 4 minutes
Components: Pleasant incense (Helpful, +1).
Situation: None
Investment: 1
Difficulty: (11): 13
Effect Type: Dream Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: Protects the sleeper from minor inconveniences which could disrupt an otherwise restful, refreshing sleep. Makes it less likely they will wake up (–2 to Notice while asleep) and makes it easier to get back to sleep if they do wake.
Effect Level: 14

Sense the Astral Presence

Level: 4
Range: Self (1)
Duration: 15 seconds (2)
Casting Time: 2 minutes
Components: Candle (Helpful, +1), Sharp incense (Useful, +2)
Situation: None
Investment: 1
Difficulty: (11): 7
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: This Ritual gives the magus a +3 to Mystic checks to notice Astral forms.
Effect Level: 4

Level 5 Rituals

Beneath the Prying Eye

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: 4 candles (Useful, +2, can be substituted with smoking incense for +1).
Situation: Sunup or sundown (Useful, +1)
Investment: 2
Difficulty: (12): 8
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This mystical defense Effect makes Divinations on the caster endure a –5 PEN effectiveness for the Concentration check.
Effect Level: 28

Calling to the Winds

Level: 5
Range: 25 miles (8)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Letter addressed to the target (Useful, +2), Fire (Integral, +4), Drawn sigil of communication (Useful, +2).
Situation: Performed at noon (Helpful, +1).
Investment: 2
Difficulty: (12): 11
Effect Type: Forte, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: This is done by the magus to help incite the target to want to contact him. The Effect makes it more likely that the target will come to be reminded of the caster. These reminders are subtle, and ride the winds of fate and probability to find their way to the target's attention. The reminders might be a song on a randomly chosen radio station, a name visible in the pages of a dropped newspaper, or the like.
Effect Level: 16

Commune With the Higher Plane

Level: 5
Range: Self (1)
Duration: 5 minutes (4)
Casting Time: 8 minutes
Components: Dagger, sword, or wand (Helpful, +1).
Situation: Calming meditation, as Stress vs. 12 (Useful, +1).
Investment: 2
Difficulty: (12): 10
Effect Type: Invocation, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Allows the magus, while on the Material Plane, to communicate with beings nearby on the Astral Plane.
Effect Level: 16

Dedication of Purpose

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Drawn word-sigil that represents the goal (Integral, +4), Pin or other sharp implement (Useful, +2).
Situation: None
Investment: 2
Difficulty: (12): 8
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This sets the magus onto a particular course of action or train of thought. They become +5 to Concentration and Stress checks, but only those that fight being turned away from the dedicated purpose. The magus will become fully distracted (-5 PEN) if they are not working on their appointed task. This second aspect ceases if the purpose is fulfilled before the duration is up.
Effect Level: 28

Dream-Vision Calling

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Candle (Useful, +2)
Situation: Requires dream interpretation, as Riddles vs. 12, to uncover the meaning of any "helpful" dream (Vital, +4).
Investment: 2
Difficulty: (12): 14
Effect Type: Dream Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (dream) (1)
Effect: The magus concentrates on a question he wants answered while settling down to sleep. The Ref can give a successful casting a direct answer (or hint), or reduce this to a mechanic of a +5 to a related check.
Effect Level: 24

Greater Banishing Ritual of the Pentagram

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Dagger, sword, or wand (Useful, +2), 8 candles (Useful, +2), Drawn pentagram sigil on the floor (Useful, +2).
Situation: Know which way is north (Integral, +2).
Investment: 2
Difficulty: (12): 8
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This preparatory Ritual gives the magus a +5 Concentration toward Hermetic Ritual Magic
Effect Level: 28

Lesser Health and Vigor Charging Ritual

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Sigil of health drawn on the ground (Integral, +4).
Situation: Performed in sunlight (Vital, +4).
Investment: 2
Difficulty: (12): 15
Effect Type: Body Control, Modifying
Effect Power: Basic 92)
Effect Area: Human target (2)
Effect: This Ritual gives the magus a sensation of refreshment, as +2 Fatigue and +1 Tolerance for the duration.
Effect Level: 28

Lesser Releasing the Charge Ritual

Level: 5
Range: Touch (2)
Duration: 5 minutes (4)
Casting Time: 8 minutes
Components: Dagger, sword, or wand (Useful, +2), Drawn sigil of power (Elevated, +2).
Situation: None
Investment: 2
Difficulty: (12): 9
Effect Type: Focus Energy
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Moves up to 5 points of "charged" Focus power from another person or object, into the caster. Once the Lesser Releasing the Charge Ritual is performed, the targeted energy will flow into the caster as soon as he or she "makes room for it." This Releasing ritual stops working after 5 minutes, and is therefore only performed immediately before the Focus is going to be needed.
Example: A Magus has a ceremonial knife charged with 5 points of Focus from an earlier "Charging" ritual. The Magus is planning a 10th Level Ritual, and will need 7 Focus total – and the Magus personally only has a potential Focus of 6 (and is full).
The Magus performs the Lesser Releasing the Charge Ritual, then begins the 10th Level working. As the Magus spends his own Focus, the Focus held in the knife goes into him, refilling the Magus' Focus to full until the knife is out.
Note that the Magus must keep the knife (in this case) held in his hand, as the ritual's range is touch. Also, note that any Focus which remains in the knife stays in the knife. This Focus power will remain there until the duration of the initial Charging Ritual is over. Lastly, note that any Focus "Charged" for use in Ritual Magic can only be used in Ritual Magic.
Effect Level: 16

Negative Emotion Banishment

Level: 5
Range: Touch (2)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Dagger, sword, or wand (Useful, +2), Sigil representing “bad” emotions (Integral, +4, or substitute object related to the “bad” emotions for +2).
Situation: None
Investment: 2
Difficulty: (12): 15
Effect Type: Emotion Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Helps the target to not feel painful, fearful, sorrowful, or other negative emotions. It also grants a +3 to Coercion in not succumbing to negative manipulation for the duration.
Effect Level: 24

Positive Emotion Calling

Level: 5
Range: Touch (2)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Dagger, sword, or wand (Useful, +2), Sigil representing “good” emotions (Integral, +4, or substitute object related to the “good” emotions for +2).
Situation: None
Investment: 2
Difficulty: (12): 15
Effect Type: Emotion Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Helps the target to feel joy, happiness, self-assuredness, or other positive emotions. It also grants a –3 to Coercion to fight positive emotion manipulation, for the duration.
Effect Level: 24

WICCA SCHOOL

The Wicca School is a fairly new development in terms of being a completed, modern belief structure. Although it has roots in pre-Christian pagan beliefs of Europeans, the current incarnation is in its majority a result of the Gardnerian Wicca movement and the collective consciousness’ reaction to it.

There are many similarities between it and modern Hermetic magic, as well, and this is no coincidence. Both of these belief structures were “modernized” at about the same time, and show the marks of those times.

However, Wicca’s “roots” are firmly in the common people’s mysticism of Europe. Many of the inherited or reformed Rituals of Wicca harkens back to the days of the “cunning folk” - wise men or women who performed near-shamanistic as well as medicinal duties. These early witches were the embodied balance between humanity and nature. This, as well as the search for physical and spiritual balance found in Wicca, helps explain the School’s adeptness at affecting the body as well as mind. Other roles that witches filled – as seers, advisors, and spirit world go-betweens, are also reflected in the Wicca Ritual heritage.

Wicca is more of a way of life than most other magic Schools, and that way of life is sometimes at odds with the demands of modern existence. Players considering taking the Wicca School should note the many restrictions that will be well outside of character control – such as those regarding moon phase, for example. The symbols and forms that Wicca pays homage to relate to earlier life in blended hunting and agrarian societies, where concepts like crop season and hunting patterns were integrated into humanity’s psyche.

Also of note is the use of masculine and feminine balance in the Wicca School, which is sometimes at odds with outsiders’ impressions. The Wicca School is one of natural balance, and as a School it is too old and wise to rule out one full half (the masculine, sun principle) of the symbolic and universal truth.

Level 0 Wicca Rituals

Aura Visualization Technique

Technique: Once a day, the character takes 15 minutes extending his or her non-physical senses, and spends 1 Focus. After 2 weeks of performing this technique, buy up costs for Emotion or Mystic Skill (but not both) become 3 DP. The character can use this Technique again to earn cheaper buy up costs for the other Skill, as well.

Tool Consecration

Technique: This is done with Athames (a type of dagger), Swords, Wands, and sometimes other tools of Wicca, in order to prepare these tools for use in Ritual Magic. The witch first cleanses the object of psychic residue by burying it in the earth for several days, and sometimes up to an entire moon cycle. After the tool is “clean,” the witch imbues it with at least 1 point of Focus each day for three days, and keeps the tool on or close to themselves during this time.

Once the tool is Consecrated, it is important to keep it out of others’ possession. Handling someone else’s Consecrated objects can add your own resonances into it and necessitate the tool be Consecrated once again. Many witches store their tools in natural containers (wraps of silk or wool, boxes of wood) to help keep them safe from “stray” resonances.

Visualization Technique of Concentration

Technique: Character spends 1 Focus each day while performing a 15 minute visualization exercise. The benefits are available after 2 weeks.

Effect: Makes purchase of first dot of Concentration Skill cost 3 DP instead of 4 DP.

Level 2 Wicca Rituals

Know Thy Heart and Place

Level: 2
Range: Touch (2)
Duration: Instant (1)
Casting Time: 1 minute
Components: Tarot deck (Integral, +3)
Situation: Requires card interpretation after the ritual, as Riddles vs. 12 (Integral, +2).
Investment: 1
Difficulty: (9): 9
Effect Type: Divination
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: Reveals the target's current situation, including stresses, fears, and hidden hopes.
Effect Level: 2

Level 3 Wicca Rituals

Casting Circle and Invoking Quarters

Level: 3
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 2 minutes
Components: Consecrated Athame, Sword, or Wand (Integral, +3, non-Consecrated versions of items are only +2).
Situation: None
Investment: 1
Difficulty: (10): 6
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: Grants +2 to Concentration for purposes of Wicca Ritual Magic.
Effect Level: 5

Empowerment Call

Level: 3
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 2 minutes
Components: None
Situation: None
Investment: 1
Difficulty: (10): 6
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: The witch asks the four elements (earth, air, water, fire) to aid him in his work. This is sometimes done immediately following a Casting Circle and Invoking Quarters Ritual, to lend extra aid to the witch for an upcoming daunting Ritual. Grants +2 to Concentration for purposes of Ritual Magic.
Effect Level: 5

Preparatory Meditation

Level: 3
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 2 minutes
Components: None
Situation: None
Investment: 1
Difficulty: (10): 6
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: The witch gains +1 to all Stress checks.
Effect Level: 5
Level 4 Wicca Rituals

Energy Drawing

Level: 4
Range: Touch (2)
Duration: Instant (1)
Casting Time: 4 minutes
Components: None
Situation: None
Investment: 1
Difficulty: (11): 9
Effect Type: Focus Energy
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual draws up to 5 temporary Focus from an object or willing donor, and places them in the witch. If this is more Focus than the witch can hold, extra points are lost.
Effect Level: 8

Grounding

Level: 4
Range: Self (1)
Duration: Instant (1)
Casting Time: 4 minutes
Components: None
Situation: On natural earth (Useful, +1)
Investment: 1
Difficulty: (11): 9
Effect Type: Focus Energy, Transformative
Effect Power: Notable (8)
Effect Area: Small target (1)
Effect: Absorbs 1 or 2 PEN from a failed Ritual that suffered Unweaving, and possibly aids against the effects of full Ritual Collapse.
Effect Level: 8

Sage Purification

Level: 4
Range: 10m (3)
Duration: Instant (1)
Casting Time: 4 minutes
Components: Sage (Integral, +3, or substitute other incense as +1)
Situation: None
Investment: 1
Difficulty: (11): 9
Effect Type: Focus Energy, Transformative
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Counters up to 2 PEN from mystic instability, "impurity," or stray magic resonance in the area.
Effect Level: 12

Shift the Eyes

Level: 4
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 4 minutes
Components: 1 white candle (Useful, +1)
Situation: During night (Helpful, +1)
Investment: 1
Difficulty: (11): 8
Effect Type: Body Control
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: This Ritual changes the witch's eye color. More outlandish colors require a stronger Concentration check.
Effect Level: 14

Spell to Bring a Child

Level: 4
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 4 minutes
Components: 3 seeds (Useful, +2)
Situation: Seeds planted in healthy growing earth (Useful, +1).
Investment: 1
Difficulty: (11): 8
Effect Type: Body Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Makes it 4 times as likely that the witch will become pregnant. If used by a male witch, any female partner is twice as likely to become pregnant.
Example: If the Ref accepts an overall 3% chance of pregnancy, this becomes 12% for a female witch using this ritual, or 6% for a male witch's partner.
Effect Level: 12

Spell to Prevent a Child

Level: 4
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 4 minutes
Components: 3 seeds (Useful, +2)
Situation: Seeds cut in half (Useful, +1)
Investment: 1
Difficulty: (11): 8
Effect Type: Body Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Makes it three times as likely that the witch will not become pregnant. If used by a male witch, his female partner is half as likely to become pregnant. This only affects reproduction, and has no impact on STD prevention.
Example: If the Ref accepts an overall 3% chance of pregnancy, this becomes 1% for a female witch using this ritual, or 1.5% for a male witch's partner.
Effect Level: 12

Truth of the Womb

Level: 4
Range: Touch (2)
Duration: Instant (1)
Casting Time: 4 minutes
Components: None
Situation: None
Investment: 1
Difficulty: (11): 11
Effect Type: Divination
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This grants the witch a +5 to Diagnose to determine if someone is pregnant (base difficulty 10, -1 per month along); this also reveals what sex the baby will be if pregnancy has occurred (base difficulty 22 to be certain, though there is always a 50% chance of guessing right).
Effect Level: 8

Level 5 Wicca Rituals

Altar-Space Dedication

Level: 5
Range: 10m (3)
Duration: 3 months (10)
Casting Time: 8 minutes
Components: Sage incense (Helpful, +1), Large flat stone or otherwise "natural" outdoor altar space (Integral, +3).
Situation: During waxing moon (Integral, +2)
Investment: 2
Difficulty: (12): 8
Effect Type: Mental Control, Modifying
Effect Power: Minor (1)
Effect Area: Small target (1)
Effect: Grants +2 to Concentration checks for spell casting to any who perform Wicca rituals within the Altar-Space.
Effect Level: 30

Aphrodite's Lure

Level: 5
Range: Self (1)
Duration: 3 months (10)
Casting Time: 8 minutes
Components: Perfumed oils (Vital, +6)
Situation: During full moon (Integral, +2)
Investment: 2
Difficulty: (12): 12
Effect Type: Emotion Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: The witch creates a perfumed "love oil" that gives them a +3 Seduction toward a single intended individual. This individual must be in mind when the oil is created. The love oil loses potency after 3 months.
Effect Level: 20

Astral Sight By Scourge

Level: 5
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 8 minutes
Components: Scourge (Integral, +3)
Situation: Whipping with the scourge, 10 lashes or more (Vital, +6), Followed by vigorous dancing (Vital, +6), repeated until full exhaustion. Willfully undergoing each round of the scourge requires Concentration check vs. 12. For each round of dancing, check Fatigue vs. 12 for the first round, 15 for the second round, etc., until the participant has failed a cumulative total of 10 successes.
Investment: 2
Difficulty: (12): 8
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: Grants +5 Mystic for sensing Astral forms on the Incarnan (physical) Plane.
Effect Level: 20

Basic Energy Working

Level: 5
Range: Touch (2)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Consecrated Athame, Sword, or Wand (Integral, +3).
Situation: None
Investment: 2
Difficulty: (11): 9
Effect Type: Focus Energy
Effect Power: Notable (8)
Effect Area: Small target (1)
Effect: This Ritual allows the witch to move up to 5 temporary Focus to or from any willing person or object within range. If an object, the maximum Focus it can hold via this Ritual is 5 points.
Effect Level: 16

Blooming Crown

Level: 5
Range: Self (1)
Duration: 3 days (8)
Casting Time: 8 minutes
Components: None
Situation: Hair still wet from being washed and cleaned (Useful, +1).
Investment: 2
Difficulty: (12): 9
Effect Type: Body Control
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Makes selected hair grow twice as fast as normal, and be quite healthy. This Ritual is often repeated every 3 days to accomplish double hair growth over an extended period of time.
Effect Level: 16

Divine Seeing

Level: 5
Range: Self (1)
Duration: 30 minutes (5)
Casting Time: 8 minutes
Components: Lock of human hair (Useful, +2), Open flame (Integral, +3).
Situation: None
Investment: 2
Difficulty: (12): 8
Effect Type: Mental Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual grants +5 to Mystic checks to see spirits and other Astral forms.
Effect Level: 20

Dream Protection Spell

Level: 5
Range: Self (1)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Petals of sweet smelling flowers (Useful, +2).
Situation: None
Investment: 2
Difficulty: (12): 12
Effect Type: Dream Control
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This gives the witch +5 Coercion for defending against dream invasions from spirits, Astral beings, and supernatural effects.
Effect Level: 28

Dreaming for Insight

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Mugwort (Useful, +2)
Situation: Requires dream interpretation, as Riddles vs. 12, to uncover the meaning (Integral, +2).
Investment: 2
Difficulty: (12): 12
Effect Type: Dream Control, Modifying
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual is performed just before sleep. It calls a dream to the witch that can supply hints, insights into problems, or even prophesies. This power level is not enough to give profound insights, but the Ref should make them useful (but not too useful).
Effect Level: 24

Grieving Rite

Level: 5
Range: Self (1)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Object representing grief (Vital, +6), Saltwater (Useful, +2).
Situation: None
Investment: 2
Difficulty: (12): 12
Effect Type: Emotion Control
Effect Power: Major (16)
Effect Area: Small target (1)
Effect: This cathartic Ritual is performed when the witch experiences loss. It allows character to buy off an effective Value 3 of Depression, or work through a grief so it does not become a Disadvantage. At Ref's discretion, this might be allowed to temporarily reduce the effects of a more powerful depression, as well.
Effect Level: 16

Hunter's Grace

Level: 5
Range: Self (1)
Duration: 3 days (8)
Casting Time: 8 minutes
Components: Blood from the fallen animal (Useful, +2)
Situation: Upon the hunter first reaching the fallen animal (Vital, +4).
Investment: 2
Difficulty: (12): 12
Effect Type: Forte, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: The witch enacts this Ritual upon reaching the kill from a hunt, and with it, gives thanks and appreciation to the animal's spirit. The next time the hunter seeks prey (within 3 days), the difficulty of tracking and finding it will be 2 lower.
Effect Level: 16

Invoking the Warrior God

Level: 5
Range: Self (1)
Duration: 3 hours (6)
Casting Time: 8 minutes
Components: Drum (Useful, +2)
Situation: None
Investment: 2
Difficulty: (12): 12
Effect Type: Emotion Control
Effect Power: Moderate (4)
Effect Area: Small target (1)
Effect: This Ritual asks for strength from the masculine aspect, and grants +3 to Courage checks.
Effect Level: 24

Keeping for the Unborn

Level: 5
Range: Touch (1)
Duration: 2 weeks (9)
Casting Time: 8 minutes
Components: 2 apples (Integral, +3), Honey (Useful, +2).
Situation: Target (mother) is freshly bathed (Useful, +1).
Investment: 2
Difficulty: (12): 9
Effect Type: Body Control, Modifying
Effect Power: Basic+ (3)
Effect Area: Small target (1)
Effect: This provides +4 to Tolerance checks for the mother, in checks involving the unborn's healthiness. Note that this does not keep the child from having genetic defects or protect from violent trauma, but will fight against chance for miscarriage, effects of drugs or chemicals the woman is exposed to, or similar things that can affect the health of the unborn while in the womb.
Effect Level: 27

Relief of Moon-Pain

Level: 5
Range: Touch (2)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Willow bark (Vital, +6)
Situation: Target freshly out of warm bath (Helpful, +1).
Investment: 2
Difficulty: (12): 9
Effect Type: Body Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Reduces PEN from pain and discomfort while menstruating by 3.
Effect Level: 28

Sex Recharging

Level: 5
Range: Touch (2)
Duration: 30 minutes (5)
Casting Time: 8 minutes
Components: None
Situation: Participants must properly meditate and relax (as Concentration vs. 12) to receive benefit (Vital, +4).
Investment: 2
Difficulty: (12): 12
Effect Type: Emotion Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: Makes sexual activity for involved participants rank as Dramatic Focus Generation.
Effect Level: 20

Tool Purification

Level: 5
Range: Touch (2)
Duration: Instant (1)
Casting Time: 8 minutes
Components: Incense (Helpful, +1), White candle (Useful, +2), Bowl of water (Useful, +2), Bowl of salt (Useful, +2).
Situation: During full moon (Useful, +1).
Investment: 2

Difficulty: (12): 10

Effect Type: Focus Energy, Transformative

Effect Power: Notable (8)

Effect Area: Small target (1)

Effect: Sometimes ritual tools are exposed to so much psychic unbalance that they cannot be cleansed by Consecration alone. This Ritual eliminates all but the most powerful and dangerous of excess energies, clearing the way for normal tool Consecration.

Effect Level: 16

Twisting the Liar's Tongue

Level: 5
Range: Touch (2)
Duration: 12 hours (7)
Casting Time: 8 minutes
Components: Animal tongue (Vital, +6), Black candle (Useful, +2).
Situation: None
Investment: 2
Difficulty: (12): 8
Effect Type: Mental Control, Modifying
Effect Power: Basic (2)
Effect Area: Small target (1)
Effect: This is a spell to make someone tell the truth, or at the very least hurt one's ability to lie. The target suffers -3 PEN to Deception checks.
Effect Level: 28

COMBAT

Entering combat is a dangerous act. In the story context, violence should be seen through the lens of horror, and not as a path to becoming glorious. Combative characters will be knocked around, broken, maimed, and killed. Take note – the combat system in this game is a horrific, deadly one. Those who use violence eagerly and often will wind up in an early grave. It's much more preferable to use the threat of violence as opposed to actual violence. It makes for a much more rewarding, realistic, and long-lived game.

TRUE PHASE COMBAT

When a fight breaks out, the most important thing to keep in mind is when each action is occurring. To do this, each character who enters the time-flow of combat declares their action and makes an Initiative check. This check gives you the amount of time it takes the character to start their action, and each action will have a set amount of time that it takes.

Each second of combat is broken up into 10 phases – each one lasting 1/10 of a second. Actions are described as taking a certain number of baseline phases, which characters can attempt to shorten by accepting a higher level of difficulty. It is highly important for each player (or, if they feel like extra bookkeeping, the Ref) to keep track of which phases they are busy and when they can make their next Initiative check and declaration.

The Ref has to note the Phase count of combat closely. It is useful to count off the Phases as they go, so players can alert the Ref when they are acting or making new Initiative checks. It is not uncommon for a combat to reach thirty or forty Phases at a time, so keep some scratch paper handy.

Each Initiative check will be different, as it will be the character's Reaction + most appropriate Talent and Skill. Their Initiative score will give them their Phase Lag total, which is how long it takes the character to respond to the player's declaration.

True Phase Initiative : Reaction + (Talent): (Skill)

Initiative Check :	-10	-7	-5	-3	0	3	5	8	10	12	15	18	20	22	25	28	30
Phase Lag :	+30	+25	+20	+15	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	+0

Example: Wendy sees a bar fight in progress and decides to step in. She declares movement as her action and rolls Initiative. She uses Reaction + Athletics as her base and rolls Move, and gets an 11. This gives her a +8 Phase Lag, which means that from the phase she made her declaration, it takes 8 phases for her to start acting. As movement is locked in to 1 second (10 phase) actions, it takes her 18 total phases to make her full movement action. Now Wendy can make a new declaration and another Initiative check.

No fight is continuous. There are frequent lulls in even the most intense firefight – during these times, no one has any combat declarations being made, and the Ref is free to pull the game back out of Phased Combat.

Preloaded Actions

It's possible for a character to declare an action that is conditional, and simply wait for the condition to be filled. These kind of "if-then" declarations mean the only thing the character is doing is standing at the ready to perform their action. Such a declaration would be, "if he attacks, I'm ready to dodge," or "if he moves, I pull the trigger." Once the Phase Lag is passed for a Preloaded Action, the character will begin their action as soon as they see the condition filled.

Without a Preloaded Action, it is almost impossible to make an active defense action take place in time, because by the time an enemy has gotten passed their own Phase Lag and started to strike, the defender only has 10 phases or less to get through their own Phase Lag, and half their defensive action.

Action Chain Declarations

A character can declare a string of actions, which they will perform without in-between Phase Lags. They can only chain together as many actions as they have Will, and there is of course the Phase Lag before the first action takes place.

Example: Harry declares he punches Mushi in the face, draws a knife, and gets ready to dodge (Pre-Loaded). Harry rolls a 10 Initiative for Phase Lag 8. On phase 9, he performs a normal 10 phase punch, which takes him up to phase 18. At phase 19 he draws the knife, another normal 10 phase action. At phase 29, he enters into waiting mode on his dodge.

If at any time a character performing an Action Chain is fully interrupted or changes their declaration, they must make another Initiative check.

Common declarations would be:

Attack-Attack, which is two attacks, one right after the other. Make Initiative check for Phase Lag, first Attack length, immediately followed by the second Attack.

Block-Attack, as either an immediate action or a Preloaded Action. Immediately after the Block, the character Attacks.

Dodge-Attack. Like Block-Attack, but with Dodge instead.

Note: All Out Defense cannot be used as part of an Action Chain.

NON-PHASED COMBAT

If the idea of Phased combat seems too complicated for the group, an optional Non-Phased Combat is an option. As the combat system is written with the Phased version of combat in mind, some changes are necessary. First and foremost, each round of combat is 3 seconds long.

There is no Initiative lag in this version. All actions will take place in order of highest Initiative check to lowest, and each character gets 1 action per round. Defensive actions can be "bumped up" by 5 levels of Initiative, so that an Initiative 8 dodge can be used to counter an Initiative 13 attack. However, if the attack is at Initiative 14, the dodge can't be used as an action because the character isn't acting fast enough (use passive dodge rating instead).

Weapon lag and Recoil rules are not used in Non-Phased combat. Time Modifiers for actions are similarly not used. If the Ref still wants to be able to use "flurry" styles of attacks, to show rapid-fire gunshots, weapon attacks, or martial arts, the following conversion can be made.

For Unarmed Attacks: Take the character's Quickness + Unarmed + number of Strike dots. If this is 6 or less, they can only Strike once per round. If this is 7 to 11, they can Strike twice per round. If it is 12 or more, they can Strike three times a round. All Strikes take place at the same Initiative, and can be blocked or dodged with a single action. Grapple can only be used once per round.

For Hand to Hand Weapons: Take Weapon Lag from the weapon and subtract the character's Weapon Lag Mod. If any Weapon Lag remains, the character can't use the weapon more than once per round. If Weapon Lag is 0 to -8, the weapon can be used twice per round. If it is -9 or more, it can be used three times per round. All uses, if attacks, are rolled at the same Initiative, and can be dodged or blocked with one action.

For Gunplay Weapons: Take the Recoil + Lag from the gun, and subtract the character's Weapon Lag Mod. If the Recoil lists an "N" behind the number, or if any Recoil + Lag remains, the character can't use the weapon more than once per round. If the total is 0 to -8, the gun can be fired twice per round. If it is -9 or more, it can be fired three times per round. All shots are rolled at the same Initiative, and are dodged with one defensive action. Using a gun on short burst means the Recoil figure is doubled. A gun can only be used on fully automatic once per round.

HAND TO HAND RULES

These are for uses of the Unarmed Talent and its Skills. Also important is the Athletics Talent and the Dodge Skill. It doesn't matter if the character is a boxer, kung fu master, or back-alley brawler – they all use the same set of rules.

The most basic form of attack uses the Strike Skill. This is rolled for punches, kicks, elbows, knees; basically, any form of normal attack. Grapple is used in more grip, lock, and throw styled fighting, and is explained in Special Maneuvers. If a character is just performing a normal Strike, they merely make a Strike Skill check. This number is compared to the target's defense.

Defense: Passive and Active

These two types of defense describe actions at two levels of intensity. Passive defense is when the character is assumed to be defending himself, but reserves his “active” intent on attack. Using Passive defense does not require an action. However, it is not as effective as an Active defense.

When using Passive defense, add the character’s Quickness + Athletics + number of Dodge dots, or their Quickness + Unarmed + number of Block dots. The player declares which is being used, though some situations may make dodging impossible. If this total is equal to or higher than the attacker’s check to hit, the attacker has missed. If it is lower, the attacker has hit – take note of how much the attacker succeeded by, as it will affect the damage done.

Using Active defense requires the character to use an action, and they get to make a full check with their chosen defensive Skill. In Phased combat, the Active defense action must be at least halfway through its acting Phases in order to count. If this is not the case, the defensive action is too slow to stop the attack from hitting, and Passive defense numbers are used instead of Active ones. Again, if the Active defense check is equal or better to the attack total, the attacker has missed. If the attacker is higher, note how much the attacker succeeded by for damage purposes.

If a character is somehow ruled to be completely unable to defend from an attack (they are blindsided, taken unawares, or unconscious), their defense is considered zero.

DAMAGE

To figure the amount of damage done, follow these steps:

Step #1: Roll the attacker’s Base Hand to Hand Damage.

Step #2: If the defender is wearing appropriate armor, roll the armor protection and subtract this from the damage.

Step #3: If any damage remains, multiply this by the damage multiplier for Accuracy. This is the Final Damage.

Damage Absorb

This is the character’s last chance to remain uninjured. He rolls Toughness and subtracts this from the Final Damage. If any of the Final Damage remains, the character has been harmed. Go to the Wound Levels and Total Health section.

ACCURACY CHART

Hit By	Damage Multiplier	
0-2:	x ½	Nick
3-5:	x 1	Minor Hit
6-8:	x 2	Solid Hit
9-11:	x 3	Direct Hit
12-14:	x 4	Major Hit
15-17:	x 5	Critical Hit
18-20:	x 6	Critical Hit +
21+:	x 7	Critical Hit ++

SPECIAL MANEUVERS

Besides using a basic Strike, there are many other types of attack moves. Any combatant can attempt any of these types of attacks, though more highly trained characters will be much more likely to succeed. These maneuvers are:

All Out Attack

This attack leaves the character quite open to harm, but affords greater flexibility and chance of success in the attack. It grants a +5 to Hit on Attacks, but Passive Defense suffers a –7 PEN.

All Out Defense

This defense works against any attack on the character that they are aware of, making it especially useful when dealing with multiple attackers. It allows the character to make Active defense checks for these, starting at halfway through the action until it is complete.

Called Shot

This is done to hit a specific spot on the defender, be it their weapon hand, a weak spot in their armor, or for a vulnerable spot on the body. This Attack is –3 to hit, and requires the Ref to interpret the results.

Deadly Blow

This is a high-damage attack. It suffers –5 to hit, but if successful rewards an additional 2 levels of Accuracy (a Minor Hit would become a Direct Hit). A Deadly Blow that misses by up to 2 still actually hits the defender, but is considered a Nick.

Heavy Attack

An attack-mode where the emphasis goes into positioning for attack, while defense suffers. Grants a +2 to Hit on Attacks, but Passive Defense scores suffer a –5 PEN.

Killing Shot

This devastating attack will likely kill the defender. It is –7 to hit, but awards an additional 3 levels of Accuracy (a Minor Hit becomes a Major Hit). A Killing Shot that misses by up to 2 still hits the defender, but it is only a Nick worth a ½ Accuracy Damage Multiplier.

Leg Sweep

This is a form of trip attack, designed to put the defender on the ground. The attack is –3 to hit. If successful, the defender is considered On the Ground and takes damage for the Nick level of Accuracy.

Panic Defense

This is a reflexive sort of “oh crap!” immediate defense, though it trades speed for accuracy. The character gains +10 to their Initiative check for their defense, but suffer a –5 PEN on their defensive action.

Vital Blow

This is a strong damage attack. It is –3 to hit, but if successful, adds 1 level of Accuracy (a Minor Hit becomes a Solid Hit).

GRAPPLE MANEUVERS

Grapples, throws, pins, and holds follow different rules than normal attacks. The following types of maneuvers are common in grappling:

Break Grapple

This is a defensive maneuver done to break a Lock or Hold. The character calls for a contested Strength Feat against the grappler. This will suffer from the PEN of the Lock or Hold.

Escape Grapple

In this defensive maneuver, the character uses their Grapple Skill vs. 10 and tries to gain more successes than a Lock or Hold, in order to break those maneuvers.

Get to Feet

Not a rolled action per se, but the character simply declares they are getting up from On the Ground. This takes 20 Phases (2 seconds). After 10 Phases, the penalty for On the Ground is halved.

Grip

The grappler works to get a decent hold on the defender. If the Grip is successful, following Hold, Lock, Takedown, or Throw maneuvers can be done without the normal -3 penalty. Because of this, Grip is usually the opening move in a series of Grapple maneuvers.

Hold

This move, if successful, immobilizes the defender. Holds are attempted at a -3 to hit. When a Hold is successful, the amount it succeeded by is the Hold Success, and this total is the PEN the defender must suffer as long as the Hold is in effect. This is also what the defender needs to score with Break Grapple or Escape Grapple.

Kippup

This is a 1 second action to get up from On the Ground. The character rolls Acrobatics vs. 12.

On the Ground

A character who is On the Ground is -5 to attack and defense, and suffers a -3 PEN to H2H Damage checks. Movement is reduced to effectively zero.

Limb Break

Sometimes called a joint break, this maneuver can disable a defender's arm or leg. The maneuver is -5 to hit (only a -2 to hit with a Grip). If successful, roll Base Hand to Hand damage. If a Moderate Wound or worse results, the limb is rendered useless. A character who suffers a broken limb has an additional -5 PEN whenever they try to use that limb.

Lock

This puts the defender in a painful joint lock. The attempt is -3 to hit. A Lock will do no real damage, but any level of success (called Lock Success) becomes the amount of PEN the grappler can apply to the defender in the form of pain. This is usually done to immobilize a defender and force them to comply with the grappler's wishes (or the pain is applied). A Lock does not have to be painful unless the grappler wishes it, and they can apply as much pain PEN as they have Lock Successes.

If they are enduring pain, the only way the defender can act is by making a Toughness check vs. 10 + the pain PEN at the moment.

Takedown

This is a form of wrestling move where the attacker forces the defender to the ground, but is allowed to maintain a Hold or Lock. The attempt is -3 to hit, and can only apply up to the Solid Hit Accuracy Damage Multiplier.

After a successful Takedown, both the grappler and the defender are considered to be On the Ground.

Throw

The grappler throws the defender to the ground. A throw is -3 to hit, and can only apply up to the Minor Hit Accuracy Damage Multiplier. A successful Throw puts the defender On the Ground.

Multiple Attackers

If more than one character attacks a defender within 10 phases (1 second), each additional attacker gains a cumulative +3 to attack checks. Doing this can overwhelm a defender with an otherwise untouchably-high Passive defense score, and can force a strong defender into Active or All Out Defense. The maximum number of attackers there can be in Hand to Hand at one time is four.

Example: At Phase 5, Character A attacks the enemy. At Phase 7, Character B attacks the same enemy, and gains +3 to attack. At Phase 11, Character C attacks the same poor enemy, and gains +6 to attack. At Phase 14, Character D attacks the same frickin' guy, and get +9 to attack.

ARMED COMBAT RULES

Armed combat is for hand-to-hand fighting that involves melee weapons. The rules for this play out quite similarly to Unarmed combat, with the following changes. First, weapons will have a To Hit modifier, for all uses of that weapon. Second, weapons can be used offensively or defensively – the Sword Skill can be used to attack or parry. Third, when a weapon hit is scored, each weapon has damage dice to be rolled and added to the character's Base Hand to Hand Damage, and this new total then goes to Accuracy multipliers.

Lastly, some of the Special Maneuvers can be performed with in Armed combat. Called Shot, Deadly Blow, Killing Shot, and Vital Blow can be done with many weapons, as can Leg Sweep.

Two Handed and Off-Handed

A character can attempt two-handed moves, such as attacking with knives in both hands at once. Alternately, one might carry two weapons and decide to use their weak hand. Using the "off hand" in these situations causes a -4 to the check. Using both hands at once makes each attempt -3 on check (with off-hand at a total -7).

GUNPLAY RULES

The rules for firearms or ranged combat (termed here as Gunplay) follow the same basic premises as hand-to-hand fighting. However, the distance from the shooter to the target, and the target's cover, play greatly into any outcome. Also, the only proper defense against a ranged attack is Dodge.

Most of the time, a defender won't know they are being shot at until they are already shot. In order to use any type of Active or Passive Dodge defense, the defender is required to make a Notice check to see the attacker draw a bead on them. If the shots are coming from a good distance away, that defender is likely a sitting duck. Because of this, having decent cover in a firefight is essential to staying alive.

Lastly, it is important to note that unlike hand to hand forms of combat (which have no base difficulty beyond the defender's Active or Passive defense), there is a minimum to-hit with a gun. This base difficulty is 8. In other words, a gunman has to score above the defender's Active or Passive Dodge, or 8, whichever is higher. This base difficulty is modified by the target's Range, Cover, and Body Position.

Range	To Hit Mod	Cover	To Hit Mod
Point Blank	+5	None	0
Close	+3	Minor	-3
Average	0	Major	-5
Far	-3	Total	-7
Extreme	-5		

Explanations for Range

Point Blank: Touching to a few feet away, and considered normal Hand to Hand combat range.

Close: Within a handful of yards, usually only one action of movement away from Hand to Hand range.

Average: The gun's "normal" sighted range.

Far: Beyond the weapon's optimum range.

Extreme: At the very edge of the gun's range.

Explanations for Cover

None: There is nothing between the shooter and the target.

Minor: Cover protects up to a third of the body, such as partial cover from a brick corner of a building.

Major: Cover protects up to two-thirds of the body.

Total: Cover leaves only a small portion of the target exposed, such as a gun port on a guard tower.

Body Position

Even if the target is not Dodging, their body position can still make a gunshot harder to pull off.

Target is Crouched	-3
Target is Prone	-5
Target Moving (walk)	-3
Moving (run)	-5

Difficulty modifiers for Range, Cover, and Body Position are all cumulative. So a target who is not defending (base difficulty 8) who is Close (+3 to hit), has Major Cover (-5 to hit), and is Prone (-5 to hit) can only be shot with a to-hit roll of 15 or higher.

Aiming Modifiers

Taking a few seconds to aim can greatly increase a shooter's chance for success. For each second spent aiming, the shooter gets more of a to-hit bonus. Note that only higher skilled gunmen can gain the highest levels of bonus. Also note that time spent aiming cannot be sped up within Phased Combat rules.

Aiming For	To Hit Mod	Requires
1 second+2		no requirement
2 seconds	+4	no requirement
3 seconds	+6	● Skill
4 seconds	+8	●● Skill
5 seconds	+10	●●● Skill
6 seconds	+12	●●●● Skill

Gunplay Damage

Unlike hand-to-hand combat, damage from range weapons is entirely dependant on the weapon's listed damage and the attack's Accuracy Modifier. First, roll all of the listed damage dice and add them together. If the target is hit in a spot with armor, roll the protection dice and subtract it from the damage. If any damage remains, apply the Accuracy Modifier. This becomes the Final Damage.

Area Effect and Burst Damage

Some weapons cause damage to everything in a given space. Explosives and shotgun blasts are two such weapons. Even an attack which normally would miss could see some damage caused. Shrapnel, spread buckshot, and random concussion waves are to blame for this effect.

For Spread Effect weapons (like shotgun shot), a miss by up to 5 in an attack check still hits, and does Nick Accuracy Damage.

For Area Damage weapons, such as explosives, everything within the Area radius (listed in meters) is automatically hit, and takes Minor Hit (x 1 Accuracy Modifier) Damage.

Rapid Fire, Burst Fire, and Full Auto Weapons

Some firearms, such as battle rifles, trade accuracy for brute firepower. These weapons can be effectively fired many times per 1 second action. Rapid Fire weapons are those that have a low Lag rating. Lag is the number of Phases it takes for the gun to ready another bullet for firing. Burst Fire weapons are those that have a one * behind the Lag rating – this means they are capable of firing a 3 round burst. Full Auto Weapons are military firearms that can shoot ten or more bullets a second. These are designated by two **'s behind the Lag rating.

Rapid Fire Weapons

Each shot is rolled separately on the Phase the gun is fired. The Lag is the number of Phases the character must wait until the gun can be fired again.

Burst Fire and Full Auto Weapons

These types of attacks use a different Accuracy chart than normal. This chart incorporates the number of bullets which hit the target (listed as #HITS) as well as the Damage Multiplier for the attack's Accuracy. For Burst Fire, the maximum #HITS would of course be 3, as that is as many bullets as were fired. For the sake of simplicity, all bullets from a single attack are assumed to have hit the same body area.

AUTOFIRE ACCURACY CHART

Hit By	#HITS	Damage Multiplier
1:	1	x ½ Nick
2-3:	2	x ½ Nick
4-5:	3	x 1 Minor Hit
6-9:	4	x 2 Solid Hit
10-13:	5	x 3 Direct Hit
14-17:	6	x 4 Major Hit
18-21:	7	x 5 Critical Hit
22-25:	8	x 6 Critical Hit +
26-29:	9	x 7 Critical Hit ++
30+:	10	x 7 Critical Hit ++

Step 1: If the target is hit, roll the damage dice for the gun.

Step 2: If the target is wearing armor in the area hit, roll this and subtract it from the total damage score.

Step 3: Any damage that gets through armor is calculated with the Autofire Accuracy Damage Multiplier, for each bullet's Final Damage.

Special Full Auto Attacks

Targeted Spray

Going Full Auto can mean that the gunman can shoot at up to three targets at once, in a single action. Roll to hit against each target normally, with the following 5 changes.

- (1): The first target is +3 difficulty to hit.
- (2): Add +2 difficulty for every meter between the first and second target.
- (3): The second target is +6 difficulty to hit.
- (4): Add +2 difficulty for every meter between the second and third target.
- (5): The third target is +9 difficulty to hit.

Area Spray

In this attack, the gunman doesn't shoot at individual targets so much as fires a lot of bullets at a given area, and hopes for random hits.

In this case, defender's Dodge or body position makes no difference. Use the following difficulty chart, and only take into account Range and average Cover.

Difficulty	Area Size	
3	1m x 1m	Small
5	2m x 1m	Man Sized
8	2m x 2m	Medium
10	3m x 2m	Bay Door
12	4m x 2m	Room, Alleyway
15	6m x 2m	Side Street
18	8m x 2m	Small House Front
20	10m x 2m	Large House Front

Note how much the gunman beat the difficulty by – this becomes the random chance for each person in the area of being hit. For each point of success, roll 1d10. Any 10's that come up indicate a random hit for that person.

Go to the Autofire Accuracy chart, and roll a d10 for each hit to get the Damage Multiplier. Note that how much the bullet "hit by" is random, but explode 10's up as normal for this roll. Then apply damage as you normally would for this gun.

Example: Razor is in an alleyway with three Red Hand gang members, working a deal for information. Just then, a shooter from the rival Broken Nails gang turns the corner and cuts loose with an Uzi.

The Range is considered Average, and there is no Cover to speak of. Difficulty is 12, and the shooter gets a 15. Razor (and each Red Hand member) has to roll 3d10, to check to see if and how many times they've been hit.

Razor rolls one 10. He's been hit. He rolls another 1d10 to check how bad on the Autofire Accuracy chart, and rolls a 5. Minor Hit, for a x 1 multiplier to the Uzi's damage.

BASIC ARMOR RULES

The best way to stay alive is to not get into combat. If this isn't possible, wearing armor is the best alternative. Modern armour has two values: Protection and Encumbrance. Protection is the dice the armor absorbs from damage, before Accuracy Damage Modifiers are applied and it becomes Final Damage.

The downside of armor is its weight and restriction on body movement. Encumbrance is a penalty for both Quickness (QE) and Reaction (RE) skill checks (but not Initiative).

Armour	Protection	QE	RE
Ballistic T-shirt	1d10 + 1d6	-1	0
Light vest	2d10	-2	0
Leather jacket	1d6+3	-2	0
Hard plated vest	3d10	-3	-1
Tactical battle dress	3d10 + 1d10	-5	-2
Full battle dress	3d10 + 2d10	-7	-3

Some bullets are designed specifically to defeat armour. Called AP rounds (armour piercing), these halve rolled armour Protection scores, but have lower damage dice than normal.

Note that most modern armour is not designed to counter some archaic weapons. Most blades and edged hand-to-hand weapons are considered naturally AP.

DAMAGE ABSORPTION AND STUN / KO

Whenever a character is hit, they're going to have to worry about how much damage they're taking. After the attacker is done figuring out how much damage is done (Final Damage), the defender rolls to see how much of this damage they Absorbed. They make a Toughness check, and subtract this from any damage done. If any damage remains after the Toughness check, the character has taken damage.

First off, subtract this damage from the character's Total Health. Next, check to see if the damage done has exceeded any of the character's Wound Thresholds.

Wound Thresholds

Every character has wound thresholds. These are determined by the Body Attribute, and a part of Fill-Ins during character creation. Whenever a character takes damage, that damage is compared to the Wound Thresholds. If the damage is higher than a threshold, the character has taken the highest level of wound for the thresholds breached.

For example, if a character had Body 3, their thresholds would be:

Light W: [6] Stun 8 KO 5
Moderate W: [12] Stun 12 KO 10
Severe W: [18] Stun 18 KO 15
Critical W: [24] Stun 22 KO 20
Mortal W: [30] Stun 25 KO 22

If the character took 14 points of damage, they would have 1 Moderate Wound.

Each loss of Total Health can give the character PEN for injury, and each Wound taken has its own PENs. These are all cumulative. The dots below each Wound Level are to keep track of how many of each wound type a character has.

As soon as a character takes a wound, they have to make a Stun / KO check. This is a single Toughness check against both the Stun and KO difficulties. If the character misses the Stun level of the check, they are unable to act for 1 second. If they miss the KO level of the check, they are knocked unconscious.

Wounds and Total Health

Light Wound: The character has a troubling, but not particularly life-threatening injury. They're harmed, but still in the action.

-2 PEN.

Moderate Wound: The character has taken a painful, larger wound. They aren't going to die, but are hampered enough by it that they're noticeably worse off than they were before.

-4 PEN.

Severe Wound: The character is barely on his feet, if at all. They're obviously screwed up, but won't die in the immediate future.

-6 PEN.

Losing 1 Health / 30 minutes

Critical Wound: The character is hurt deep, hard, and nasty. They will likely die without medical attention, but probably have a while. A Critical Wound causes 1 lost Health a minute, from external bleeding, shock, or degeneration, until the character is stabilized.

-10 PEN.

Losing 1 Health / minute

Mortal Wound: For combat purposes, the character is as good as dead. A Mortal Wound causes 1 lost Health every three rounds (10 seconds), unless stabilized.

-15 PEN.

Losing 1 Health / 10 seconds

Total Health 75%: The character is banged up pretty bad. They've been in a mess, and it shows.

-2 PEN.

Total Health 50%: The character is broken and bloody. They're having trouble staying on their feet.

-4 PEN.

Total Health 25%: The character is lucky if he is still conscious. He's probably hurt so bad that laying down is a really good idea, anyway.

-6 PEN.

STABILIZATION AND RECOVERY RULES

When a character is wounded, they are first in need of Stabilization. This isn't as vital for Moderate or lesser wounds, but it's still important. Once a Severe or worse wound is Stabilized, that character is no longer losing Health at an immediately frightening rate.

Each Wound needs to be Stabilized separately. A good medic will roll Diagnose first to identify Wound levels and start on the worst one first. Each Stabilization attempt will take a long time in combat – ten seconds at the very least, and upwards of a minute or more. Both First Aid and Surgery can be used in Stabilization, but Surgery has much higher requirements (in the way of an operating room, proper equipment, etc.) to be effective. The difficulty of a Stabilization check is dependent on the severity of the Wound.

	<u>First Aid</u>	<u>Surgery</u>
Light Wound	10	8
Moderate Wound	12	10
Severe Wound	15	12
Critical Wound	18	15
Mortal Wound	20	18

Recovery

The character has survived the fight – so far. Getting back into tip top shape is going to take some recovery time, and the serious cases sometimes still end up dying on the operating table.

There are three ways to account for healing time, depending on how much simplicity vs. detailed realism the Ref wants to introduce to the game. There are Simple, Detailed, and Complex Recovery rules to accommodate this. Complex Recovery rules are listed under Advanced Combat.

HAND TO HAND WEAPONS

The following weapons lists give game statistics for a variety of deadly implements.

To Hit: The modifier the weapon has for base accuracy.

Damage Dice: The damage of the weapon.

Conceal: Appropriate size for concealment. P is a pocket, J is in a jacket, T is in a trench coat, and N means not normally possible.

Combat Skill: The Skill associated with using the weapon.

Weapon Lag: The weapon's "speed modifier," for Phased Combat lag per Action.

	<u>To Hit</u>	<u>Damage Dice</u>	<u>Conceal</u>	<u>Combat Skill</u>	<u>Weapon Lag</u>
Nunchaku	-3	1d10	J	Chain	+3
Axe	+0	4d10+1	T	Club	+5
Baseball Bat	+2	2d10	N	Club	+1
Fighting Knife	+2	1d6	J	Knife	+0
Survival Knife	+3	2d10	J	Knife	+0
Switchblade	+0	1d10/2	P	Knife	+0
Large Shield	+6	1d6/2	N	Shield	+4
Quarterstaff	+3	1d10/2	N	Staff/Spear	+3
Brass Knuckles	+0	1d10/2	P	Strike	+0
Broadsword	+3	4d10+2	N	Sword	+4
Katana	+5	4d10+3	N	Sword	+0
Rapier	+3	1d6	N	Sword	-2
Whip	-3	1d10/2	J	Whip	+7

Simple Recovery Rules

Assuming adequate medical care, each Wound the character has will downgrade a Wound Level every 2 days. Every time a Wound downgrades, the character recovers Body in Total Health. When all the Wounds are gone, the character regains Body + Endurance in Total Health each day.

Detailed Recovery Rules

These take into account different levels of medical care. Each level of care is afforded a Medical Grade.

<u>Medical Level</u>	<u>Medical Grade</u>
Elite Care	A
Large Hospital Care	B
Quality Clinic Care	C
Advanced Care	D
Basic Care	E

In Detailed Recovery, each Wound Level takes a certain number of days to downgrade, depending on the Medical Grade.

<u>Medical Grade:</u>	<u>A</u>	<u>B</u>	<u>C</u>	<u>D</u>	<u>E</u>
Light Wound:	1	1	2	3	3
Moderate Wound:	1	1	2	2	3
Severe Wound:	1	2	3	3	4
Critical Wound:	1	2	3	4	5
Mortal Wound:	2	3	4	5	6

Again, every time a Wound downgrades, the character recovers Body in Total Health. When all the Wounds are gone, the character regains Body + Endurance in Total Health each day.

GUNPLAY WEAPONS

Clip: The number of shots the weapon holds.

Recoil: How much the weapon jumps when firing, for use with Recoil Rules. If the rating shows a N behind the number (6N), this means that the recoil is merely rated for purposes of completeness – the weapon cannot operate faster than the normal rate because it is a one-shot weapon, bolt or pump action weapon, or some other type that cannot fire in several rounds in rapid succession.

Lag: How long the weapon takes to ready itself, or to be made ready, to fire again. Listed in Phases.

Special Notes

AP: Armour Piercing. Rolled Armour Protection is halved against this weapon.

AP+: For weapons that are both AP and (H), indicates that rolled Armour Protection is at 1/3.

Area: In meters, indicates an explosive radius. All targets within radius take normal (x1) damage.

(H): Indicates a “Heavy” explosive charge, a bomb, which is naturally AP to the immediate target.

HEAT: High Explosive Anti Tank rocket. Are AP. When combined with (H), the bomb becomes AP+.

Spread: Means the weapon fires multiple pellets or shrapnel. A miss by up to 5 is still considered a “Nick” worth ½ damage. A normally rolled hit by Spread weapons is treated as a 5 round burst in Autofire, with multiple pellet hits possible (depending on accuracy).

Pistol Gunplay Weapons

	<u>To Hit</u>	<u>Damage Dice</u>	<u>Range A/F/E</u>	<u>Clip</u>	<u>Con</u>	<u>Recoil</u>	<u>Lag</u>
Beretta 92 FS	+4	3d10 + 1d10+1	10/25/40	15	J	8	2
Fires 9mm. Very respected automatic.							
Colt .357	+3	4d10 + 1d10+1	10/30/45	6	J	9	4
Fires .357. Magnum rounds do 4d10 + 2d10 with Recoil 10. A solid revolver.							
Colt Detective Special	+2	3d10 + 1d10+1	10/20/35	6	P	8	4
Fires .38. Common police holdout revolver.							
Colt M1911	+2	4d10 + 2d10	10/20/30	7	J	9	4
Fires .45 ACP. Long-held officer’s automatic of the US military.							
Glock M17	+3	3d10 + 1d10+1	10/20/35	17	J	8	3
Fires 9mm. Standard police automatic.							

Rifle Gunplay Weapons

	<u>To Hit</u>	<u>Damage Dice</u>	<u>Range A/F/E</u>	<u>Clip</u>	<u>Con</u>	<u>Recoil</u>	<u>Lag</u>
.22 Semi	+6	1d10 + 1d6+1	25/50/100	14	N	3	3/6/15
Fires .22 LR. A generic .22 varmint gun. Semi Automatic, Pump, or Bolt Action. Some 22’s may also fire .22 short rounds for 1d6 + 1d6 damage, up to Clip 21.							
AK-47	+4	5d10+1 + 2d10+1	100/200/400	30	N	9	4**
Fires 7.62mm. The standard Russian assault rifle. Collapsed stock reduces Conceal to T but Recoil is 10.							
M-16	+5	5d10 + 2d10	100/250/500	20/30	N	8	4**
Fires 5.56mm. The standard US assault rifle. Some mount M203 40mm grenade launcher.							
Remington 700	+7	5d10+2 + 3d10	100/300/700	4	N	9N	15
Fires .308 Winchester. Police sniper rifle. Bolt Action.							

	<u>To Hit</u>	<u>Damage Dice</u>	<u>Range A/F/E</u>	<u>Clip</u>	<u>Con</u>	<u>Recoil</u>	<u>Lag</u>
Winchester M70	+7	5d10+1 + 2d10+1	100/250/500	5	N	8N	15
Fires .30-06. Common deer hunting rifle.							

Shotgun Gunplay Weapons

Listed as Shot, then Slug.

	<u>To Hit</u>	<u>Damage Dice</u>	<u>Range A/F/E</u>	<u>Clip</u>	<u>Con</u>	<u>Recoil</u>	<u>Lag</u>
Ithaca Stakeout	+3	3d10 + 1d10 Spread	10/15/25	8	T	11	7
	+0	5d10+2 + 3d10	20/30/40				

12 gauge. Short barrel, pistol grip, pump action. A common hold-out shotgun.

Remington 870	+3	3d10 + 1d10 Spread	10/20/30	8	N	10	7
	+0	5d10+2 + 3d10	20/40/60				

12 gauge. Police or tactical shotgun, pump action. Similar shotguns used for hunting, with Clip 5.

Submachine Gunplay Weapons

	<u>To Hit</u>	<u>Damage Dice</u>	<u>Range A/F/E</u>	<u>Clip</u>	<u>Con</u>	<u>Recoil</u>	<u>Lag</u>
Bushmaster M-17	+3	5d10 + 2d10	50/100/250	20/30	T	9	4**

Fires 5.56mm. Technically, not a submachine gun, as it fires rifle rounds. Can fit M-16 clips.

H+K MP5	+4	4d10 + 1d10+1	50/100/200	30	T/N	6	3**
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Fires 10mm. Used by SWAT, Special Forces, Navy Seals.

Ingram MAC 10	+1	4d10 + 2d10	20/35/70	30	J	7	4**
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Fires .45ACP. Used by SWAT and Counter-Terrorism. Easily incorporates silencer.

Micro Uzi	+2	3d10 + 1d10+1	15/25/35	20/30	J/T	9	3**
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Fires 9mm. Very compact, but little range. The 30 round clip extends Conceal to T.

Uzi	+4	3d10 + 1d10+1	50/100/200	30	T	8	3**
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Fires 9mm. The standard Uzi.

WELCOME TO america

CRACKED FOUNDATIONS

The United States is a hollow shell of what it once was. Its economy is stunted, its leadership is corrupt, and its citizens lack many of what were once Constitutionally protected civil rights. Most of this damage was done purposefully by the Order, and this was accomplished through the manipulation of both corporate and governmental structures. The process has taken generations. The final vision of the Order's Administration is nearly manifest.

The merger of big business and big government is the latest, most powerful act by the Order to take direct control of America. Doing so removed many legal obstacles that had slowed the Order's progress up until this time. As the Order has long had major influence over international companies, the absorbing of government agencies into functions beyond the citizen's vote meant that the Order could subvert the political process itself. No longer did they have to contend with Halveyan Society maneuvers among political action committees or the courts. Huge chunks of government work was outsourced into the hands of organizations the Order controlled directly.

Private contracts for things such as the building of military bases and weapons, the management of critical infrastructure such as the electric grid and water works, and even the awarding of legal policing authority to corporate security teams meant that the average citizen had little democratic recourse. After all, it's not like the citizenry has a chance to vote the company out of office.

At first, these mergers of public interest and private power were done in near-secret. Contract decisions were made behind closed doors by carefully selected politicians, and laws were enacted with little publicized legal riders. Slowly, the Order built its web. By the time the public outcry was heard there was little the activist public could do. The laws themselves had been changed – what the government officials and corporations were doing was technically legal.

Now, everything from public surveillance to torture prisons and “re-education camps” are run by private companies who have been given the legal authority to do so. Any foreign corporation will find it nearly impossible to break into the American market, as they would be in competition with any of the Order’s companies. The “free market” is, in actuality, nothing of the sort.

While the government blackens with corruption, the economy is being drained. These corporations, backed with tax exemptions and no-bid contracts, are steadily draining America of its collective wealth. States are forced to give the corporations a financial break, or the corporation will close down remaining factories and expand unemployment. The tax revenues that are left uncollected have to be made up elsewhere – and the common public picks up the bill. The corporate entities in turn pay their executives enormous sums of money, which again is kept inaccessible. The average citizen is essentially paying the mega-corps to move the skilled jobs overseas.

THE WEIGHT OF SIN

The SIN card was introduced last year to America. It is a mandatory form of identification, slightly larger than a driver’s license. It contains a chip and magnetic strip, along with photo, which gives the citizen’s Single Identification Number. This number can be used to not only verify huge chunks of data on the person, but it also works to catalog and track the citizen’s whereabouts through checkpoints.

Information stored in the government databases include: financial history and bank records, criminal history, biometrics, fingerprint records, medical history, purchasing patterns, voting record, and domestic intelligence information. The chip contained in the card can be read at a distance without the owner’s knowledge, and most major cities have scanners spaced throughout so that individuals can be physically tracked. Of course, Americans are required to carry their SIN card on them at all times.

The introduction of the SIN card cemented a policy, sponsored by the Order, of an institutionalized plutocracy – or rule by the rich. The new adaptation to this form of societal structure is that the Order can control who is allowed to become rich. In other words, this is another tool used by the Gifted Powers That Be to puppet a society and hide their touching of the strings.

A person without a SIN number is practically a non-entity, at least from the governments point of view. This means that the very limited legal protections afforded to “real” citizens do not apply to the SINless. They can be detained without charges. Their assets can be confiscated. And they are very easy to “disappear.”

WALLED CITIES

In addition to checkpoints, some US cities are building permanent, manned walls to control their population. Areas are literally squared off into grids, where 15 to 25 foot walls, lined with razor wire, force the people to go through the armed checkpoints. Guard towers keep lawbreakers from trying to get over the walls themselves. This is all done under the guise of protecting the citizenry from domestic terrorist attacks (see Revolution, below) and violent crime.

Each grid of the Walled City is afforded a SIN rating. Those people trying to enter without beating the SIN requirement for the zone are not allowed in. This keeps the “riff-raff” out of the business centers and sparkling downtown areas, which have enjoyed beautification projects and improvements. The highest SIN zones are those where the wealthy and powerful work, play, shop, or go to school.

Those manning the walls usually work for one security corporation or another, granted contract by the Department of Homeland Security. Those who use public employees usually resort to the State National Guards to man the machinegun towers. At current, Walled Cities include parts of Washington DC, New York City, Houston, Detroit, and Los Angeles. Those under construction include Chicago, Atlanta, and Minneapolis/St. Paul.

AN EMPIRE AT WAR

To project its power dramatically outward, the Order has maneuvered the United States into wars in Asia, the Middle East, and into a shadowy “police action” in South America. On a mundane level, this was done to both give the government an excuse to crack down on unhappy citizens, and to protect America’s economy and oil supply. On a metaphysical level, imperial wars project the victor’s culture onto the conquered. As the Order dominates American culture, it will by extension have greater paradigm-shifting influence on the rest of the world.

A mandatory draft has been instituted in America. Pretexts of military self-defense have helped excuse the “ugly necessity” of conscription. Where this hasn’t worked, direct attacks by phony, Order-controlled terrorist groups have been used. This has helped shape the American paradigm into one that the Order can control easier.

Abroad, the results have been devastating. For the first time since World War Two, tactical nuclear weapons have been used against an enemy city. Bombing campaigns have cratered much of Iran and Syria, and the use of depleted uranium rounds have left much of the Afghanistan and Iraq countryside too radioactive for human habitation. Hundreds of thousands of people have been killed. In the Occupied Territories, local insurgencies kill as many as 10 American soldiers each day. And in the “active” war arenas, the body counts are much worse.

Against this desperate backdrop, the Order uses the US government to keep the citizens in line. As the US is in a time of hard war, rationing, “terrorist” roundups, and checkpoints are more accepted by America than was ever thought possible. A people that live in constant fear is easy to keep in check.

MEDIA CONTROL

The Order, again using mundane agencies, controls what a vast majority of Americans see, read, and hear. All of the national television and radio corporations are under the Order's thumb. The mundanes do not get to find out information on what the Order wants to keep secret, and American culture is programmed as carefully as the environment of a mental institution.

There are local newspapers and small radio stations that remain out of the Order's control. These are either deemed too small in following to matter, or are simply next on the list to be bought out, leveraged, or shut down for "subversive programming." The Freedom of Speech, long held as an American cultural cornerstone, has been eroded by societal engineering and government declarations to be legally worthless.

Because of the Order's efficiency, most people don't know what is really happening in the world, much less in the next state. The course of America's wars, acts of local revolt against the government, and cracks in authority are kept out of Americans' minds. Consumerism and vapidness have been pushed to become a cultural achievement. Those who can afford to, move out to the "safe" suburbs where the surroundings most match what is seen on television.

To do otherwise makes the more well-to-do citizens feel like something is wrong in the world. As the cities continue to disintegrate into poverty and violence, the upper class are fed a version of the world that doesn't match what they see with their own eyes. Instead of speaking up or digging deeper into the conundrum, it's often simply easier for them to go where their lives will make sense again. Again, conformity, and the Order, benefit.

Those who live at the bottom are made to believe they are failures. The systems of industry, economics, and law that have been designed by the Order to keep the majority powerless are never revealed. Instead, the poor are kept divided and in the dark by purposeful media campaigns. They are encouraged to join the military, buy savings bonds, work longer hours, and above all else hate those who are making the situation "harder on everyone else." These troublemakers, of course, are the enemies of the Order's desired paradigm.

REVOLUTION

Although most Americans have sat quietly by as the Order has implemented its goals, there are exceptions. A minority have risen up in anger against the US government. And while half of these resistance movements amount to arms of various Factions, the remainder are simply mundane citizens who are reacting to what they see as inexcusable White House policy.

Much of "the Movement" is low intensity. Activists risk imprisonment (or worse) by staging protests wherever they can make themselves heard. Artists, writers, and actors use their fame and craft to try to sway public opinion. Online "truth" journalists do what they can to uncover and expose the government's most outrageous acts. All of these things help develop a culture of resistance.

The high intensity segments of the Movement are much more militaristic. These have been deemed enemies of the state, as domestic terrorist agents. Directed crimes against government resources, especially federal ones, are a common tactic. The IAS, Homeland Security, and FBI offices and workers are especially targeted. Sabotage and assassination are the preferred methods.

While the budding revolution appears fiercely coordinated to the common citizen, in actuality the bulk of the Movement is fractured. Most are acting independently, with little support network existing between them. The Alliance is the largest Gifted revolutionary group. They go after the Order's roots in the government and corporate power structures, and are rushing to reach out to like-minded Gifted and the mundane cells of resistance.

THE ALLIANCE AND THE REVOLUTION

The main strength of the Alliance is that it is essentially hidden from the Order. It blends in with the lower strata of American society, where criminals, vagrants, and poor have long been the "invisible" problem in the United States. The Alliance knows that direct military action against the Order or the US government is bound to fail. Instead, an indirect campaign is being waged.

The Alliance has turned its military drawbacks into its strengths. The Alliance has relatively few members, so it doesn't stand out in Gifted or human society. It has more musicians than machine-gunners, so it works to evoke emotion and change minds, instead of filling an endless line of US Marines full of holes. And, as the members of the Alliance are by-and-large lacking in wealth, political connections, and upper crust lifestyles, the Alliance is much closer to the average American than the Order's strategists and decision makers. The Alliance's goals are easy for normal Americans to like – regular Joes have a lot more in common with Alliance street fighters than they will ever have with the Order's guarded elite.

Even though most of the mundane revolutionaries will never know of the Alliance's or the Order's true nature as reality-bending Gifted, they are a vital part of the resistance movement. The mundanes are the resource base every guerilla army needs. They provide information, cover, equipment, and more. And those normals who do decide to take up arms fill a much-felt lack in the Alliance's manpower.

With all of this said, the Alliance is not "in charge" of the Revolution. They are the largest force within it, true, but the Revolution is far too immature and spread out to even have a leadership corp. Even if this were somehow the case, the Alliance is as-of-yet too unfocused to pull it off. It's made up of too many different Subfactions from too many different places. Cohesion between all the parts has yet to be found.

THE MAJOR PLAYERS

THE FREE SOCIETIES

The Free Societies make up the “open” community of Gifted in North America. It isn’t a cohesive Sect; it’s an understanding between very different Factions. There is no leadership of the Free Societies, by election or by right. This lack of centralization means the Free Societies as a whole do what they will, with little to no group direction or agenda. Individual Factions often coordinate between one another, though. Diversity is the Free Societies’ strength.

Bacchus

The Faction Bacchus is a long-lived, rich tradition that traces its roots to secret ecstatic cults of ancient Greece. Its members have long known the mysteries of self-discovery through intense experience and ritualized connection with the cosmos. Modern times have seen Bacchus Subfactions branch out and diversify further and further from their distant, shared origins.

Aesthetics: Physical perfectionists who concentrate on the development of their own bodies. They strive for beauty in however they imagine it, from classic sensuality to more rarefied or exotic physical art. The Aesthetics also work to expand their own physical abilities, and are among the world’s peak athletes and body performers.

Alchemists: This Subfaction catalogs and brews reality’s most potent consciousness-expanding substances. A good deal of these are mystical in nature, and Alchemist “potions” are sought after. The Alchemists believe that enlightenment can be found in the neural chemical, and in the altering of one’s perceptions through psychoactive substances.

Artisan Guild: This is an organization of Gifted artists, be they painters or musicians or anything in between. Most maintain that the “old forms” should be the only methods celebrated. Younger Guild members, however, rebel against this and are enthusiastic about cutting edge graphic technology, experimental electronic music, “low brow” slam poetry, or body-mutilation performance.

Cult of Dionysus: These are followers of the “old world religion” of Dionysus worship. Bacchanals are held at regular intervals by the cult to honor their deity, a being which stands for delivery from the world by intoxication, wine, fertility, peace, and vitality. Modern performances of poetry and theater are considered sacred to the Cult, as is dancing in all forms.

Enders: Enders are a Subfaction of performers and artists who celebrate, or try to hasten through art, the end of existence. They revel in expression about decay, annihilation, and cultural upheaval. Their works have a powerful and twisted beauty to them that invokes feelings most audiences repress in themselves.

Midnight Choir: This group enjoys a bad reputation as one that purposefully explores and pushes the boundaries of the “dark passions.” There are few lines the Midnight Choir won’t cross, save one – all of their journeys require full consent. Acts of sexual depravity, mental torture, experiments with drug dependence, and worse are all rumored in outer circles. But for members of the Choir, this Subfaction gives them the freedom

to explore existence in a more controlled way, and without adherence to the common morality that many find stifling.

Monitors: This Subfaction believes in having safe, neutral zones for others to gather and associate in. They run what are known as Sanctuaries. These often take on the guise of clubs, cafes, bars, or art galleries on the surface; Citadels, often atop smaller Vales, hide beneath. Sanctuaries are open to any Gifted who can act in a civilized manner.

Nightshade: The Subfaction Nightshade is composed of Bacchus’ most talented sexual manipulators and information gatherers. Through them, Bacchus is supplied with the most informative “pillow talk” available. Nightshade members are often attached to high priced escort services.

Satorines: These journeymen seek to experience the most extreme and vital moments reality has to offer. Where “extreme sports” fanatics satisfy themselves with base jumping and dangerous stunts, the Satorines have the entire cosmos at their disposal. Members often seek out challenges other Gifted find suicidal in the very least, and exchange stories and tips on exploring both sides of the Mirror, surviving the most inhospitable climates, and feeling the rush of warzones, disaster areas, and mystical upheavals.

Shepherds: Where most members of Bacchus are focused on their own pursuits, the Shepherds are the guardians and caretakers of their (sometimes) wayward brothers and sisters. They provide protection, medical experts, and psychological help if called in to help a Bacchanite who has gotten themselves into more trouble than they had planned on. Shepherds often work closely with Monitors to make sure Sanctuaries have ample security and staffing.

Weavers: The Weavers are a Subfaction of social engineers and cultural manipulators. They are the patrons of the arts scenes, the operators of vital night spots, and backers of social events like festivals and rock tours. The Weavers pride themselves on making their mark on both normal and Gifted cultures alike. They are directly responsible for many successful Dreamtimes and Vales, and are among the living experts on their creation and maintenance.

Collectives

The Collectives Faction is an amalgamation of different urban tribes and local, specialized scenes. Originally, the Collectives members were merely larger Circles that paid attention to their local area. Each had its own focus and direction and did little in the way of reaching out to others who might have similar interests but were based in far away cities. The world has gotten smaller, though, and these selective pieces of the Gifted community have found one another and bonded together in the name of mutual interest and group security. Most still operate in one particular geographical area, but this is becoming less the norm with the formation of Subfaction chapters in areas once dominated by one group – for example, the purposeful opening of an Angels house in San Francisco, which has traditionally belonged to the Diggers. This way, the Diggers enjoy more personal security from the more militant-minded Angels, and the Angels gain in local Street support from the well-established Diggers.

Angels: This Subfaction operates like a poor-man's police force that specializes in stopping criminals the mundanes can't seem to catch. They want to protect the common person as well as the Gifted; the Angels just aren't that well funded. They perform some "patrolling" duties as well as targeted detective work.

Blackguard: The Blackguard are the grunt soldier arm of the Collectives. Many are poor, Gifted veterans of mundane wars who want to keep the streets clear of open violence. Many Blackguard think of themselves as a "citizen's militia" for the Collectives, and maintain an armed presence at major Collectives nodes.

Diggers: This group of Gifted operates food kitchens, low income housing, free workshops, and clothing distribution for the poor and disadvantaged. Although most of the recipients of the Diggers' help are normals, many a Gifted who find himself suddenly down on his luck is taken under the Diggers' wing, too.

Farmers: The Farmers are a network of agriculturists and food-growing communes. Generally found in the Wastelands or in small alcoves in barely populated rural areas, the Farmers espouse a more basic, back-to-nature existence. In many cases, a Circle of Farmers will be the only Gifted in an area for dozens, if not hundreds, of miles around.

Liberty: This Subfaction lives at the core of the street racing culture in America. Although there is an East Coast vs. West Coast rivalry within this group, all members of Liberty share a love of speed and adrenaline, and a sneering disdain for mundane traffic laws. There is some cross-over between Liberty and Prometheus Subfaction of the Alliance, which is a natural outgrowth of Liberty's anarchist hatred of authority. Liberty has ties to the Freedom Brigade.

The Lost: The Lost belong to the nightlife subculture of major urban areas. Most portray gothic or noir styles, and enjoy a mutual appreciation of the "vampire lifestyle" in staying out in underground clubs and events until dawn. Art, music, and literature are the Lost's interests, especially those which belong to alternative genres of "dark" or occult themes.

Daedalists

The Daedalists are a Faction of futurists, technocrats, and cyberpunk enthusiasts who want to explore and apply the wonders of high technology. The Daedalists are the least geographic-centric of the Free Societies' Factions. Their mastery of the internet and space-age communications means a virtual presence from anywhere in the world. Small hubs of Daedalists do form up in close proximity, usually to share living quarters and hands-on expertise.

Cybers: This Subfaction is enthralled with the prospect of merging the human body with machines. They experiment with implants, gadgets, and virtual interfaces, all in the hopes of building a method to improve on what nature has afforded them.

Horsemen: The Horsemen are experts in information systems and virtual security – especially in the breaking in and crashing them parts. They are also among the most talented cryptographers in the cosmos. The Horsemen spend much of their time inventing new ways to abuse computer systems, and in bragging about how they took down government (or even

Order run) info nodes and websites.

Messengers: This collection of Gifted are premier experts in setting up and maintaining high performance communications networks. The Messengers are the people behind many major networking breakthroughs and data storage and transfer technologies.

Orbitals: This Subfaction has one goal – pushing humanity into the stars. Believing that reality isn't necessarily earth-based, the Orbitals live at the forefront of space and rocket technology. Some operate private methods in reaching the earth's upper atmosphere, and even claim to have visited the moon or other planets.

Thesians: These technocratic humanitarians seek to apply the most powerful technologies available to the world's worst problems. They get water desalination systems to poor coastal islands, provide distribution infrastructures to aid-receiving starting countries, and operate medical labs in areas wrecked by disease.

UGNet: The members of UGNet (pronounced "You-Gee-Net") own and operate a large, free, all-access information network. The Under-Ground Net provides on-the-spot news of both mundane and mystical interest, free on-line education programs, and digital libraries. UGNet is both the secret internet of the Free Societies, and the Gifted Collectives Subfaction that keeps it running. They often cooperate with the Messengers for new hardware for their network, and with the Horsemen to run data security (or else they'd just break it).

Gaia Progeny

The Gaia Progeny is a Faction made up of like-minded followers of the "old ways" of spiritualism. Their common beliefs revolve around the concept that the earth itself is alive as a single being, and is, on one level, conscious. As an extension of this, all of Nature's systems are considered sacred, and the destruction of Nature to be tantamount of sacrilege. The various Subfactions of the Gaia Progeny worship, protect, and seek to communicate with Nature, as it is a physical extension of the subconscious of reality.

Blood of the Mother: This Subfaction is a collection of "back to roots" survivalists who shun the modern world. They exist on the very fringes of society and live in simple agrarian and hunter-gatherer tribes in the furthest reaches of the wilderness. This full immersion in Nature is seen by the Gaia Progeny as akin to monastic dedication.

The Red Path: These environmental warriors directly attack the encroachment of Nature. Expediency allows those who follow the Red Path to use modern tools to accomplish their goals, although this is subtly discouraged. Not only do cells of the Red Path attack construction sites, but they go as far as to directly terrorize business execs interested in expanding urban sprawl.

Saronnidae: The Saronnidae are adherents to the ancient Druidic paths. These followers of European pagan ways make up the majority of the city-dwelling priests and priestesses of the Gaia Progeny. Their strength lies in their intimate knowledge of the pre-Wicca Ritual Magic forms, and the Saronnidae are the effective masters of this School within the Free Societies.

Spirit Nations: This Subfaction of Native American shamans infuses the Gaia Progeny with the wealth of mystical experience passed through thousands of years of oral history. The Spirit Nations are the remains of the greatest tradition of Mayan spirit-walkers of North America. They still perform their “between worlds” duties, for both their Native tribes and their “tribes by heart” in the Gaia Progeny.

Vis: The Vis are a recent adaptation of the Blood of the Mother that seeks to incorporate themselves in modern life. They buoy themselves with an animalistic mindset and an adherence to instinct within the concrete jungle. The Vis believe that Nature can still be respectfully worshiped even within urban surroundings, as even the most artificial construction of mankind is still a product of humanity, which themselves are a product of Nature.

Halveyan Society

The Halveyans are the singularly most powerful Faction of the Free Societies. At one time, the Halveyan Society directly challenged the Order’s monopoly on modern civilization, but they shied away from destructive conflict with the Order when that Sect ascended, and than transcended, the Halveyan influence in North America and Europe. This left the Halveyans intact to continue what they see as their great work – the quiet defense and positive influence of humanity. As a whole, the Halveyans are wealthier, better connected politically, and more technologically advanced than the rest of the Free Societies’ Factions.

The Agency: This Subfaction is responsible for the Halveyan Society’s relative security. They are the defensive military arm of the Faction, as well as a very efficient intelligence gathering agency. The Agency is rarely called in for use of its warfare. However, the Agency is quite capable to destroy the armies of a medium-sized country on its own. The Halveyan Society prefers subtlety, and so the Agency is most often employed as intelligence on Gifted geopolitics and as military backup.

Division 8: This Subfaction, Division 8, is the Halveyan Society’s policing and judicial agency. Its focus is on crimes against humanity, particularly those perpetrated by the supernatural. Division 8’s legal system is based on the principles revealed in the United Nation’s International Bill of Human Rights. The Subfaction rarely intervenes in mundane crimes unless they are performed in a grand scale.

Engineers: The Engineers are the Halveyan Society’s most skilled sociologists, cultural experts, and humanitarian academics. This group of thinkers are the brain trust of the Halveyan Society and do much to shape the Faction’s forward-thinking. For the Engineers, the primary goal is finding macro solutions that enhance the quality of existence for the bulk of humanity.

Merchants: The Merchants Subfaction is made up of economics experts and financiers who use their power in wealth and industry to direct the progress of mankind. They seek a balance between productivity, technology, the environment, and human satisfaction. The Merchants have lost their hold on the international banking system. They now rely on their influence in private business to achieve their goals.

Voices of Reason: This Subfaction is the Halveyan Society’s window into politics in the West. The Voices are highly skilled philosophers and political masterminds – they claim a heritage back to the pupils of Socrates and Plato. Still active in American and European politics, the Voices of Reason are the “loyal opposition” to the Order’s political puppets and mouth-pieces.

Harbingers

The Harbingers are a Faction for the most radical, edgy, and extreme of the Free Societies’ Gifted. They are a Faction dedicated to individual and global transformation. It doesn’t seem to matter to the Harbingers what the change is to – their outlook is one that embraces chaos and abhors the static, leaden reality they find around every corner. Any change is good change. While some regard the Harbingers as simple madmen, others aren’t so sure. These quiet supporters hint at the Faction’s ancient, nearly forgotten name, the Harbingers of Truth, and the forebears of the Faction graciously accepting this title from a now-obscured Element.

Hi5Ge: Pronounced “high forge,” this Subfaction of surrealists, futurists, and post-modernists uses performance and art to encourage humanity as a whole to question their perception of reality. Hi5Ge engages in guerilla art installations, shocking displays of beauty, and hypnotic “cut-up” techniques to point out that the mundane view of a predictable world is horribly flawed – and undesirable.

Night Watchmen: Where most Harbingers dedicate themselves to a pro-active assault on order and conformity, the Night Watchmen are content to research data that they say is an arcane representation of reality itself. The Night Watchmen are information gatherers of enormous scale. Through ritualized methods, they sift through records of all kinds to reveal hidden contradictions and buried truths. These are then fed to the rest of the Faction to give them more precision in their paradigm-shifting attacks.

Red Zone: Members of this Subfaction believe in the divine principles of psychoactive drugs and mind-altering experiences. In order to spread this ministry of the “melting of preconceptions,” the Red Zone are the premier distribution network of mundane and mystical personality-shifting drugs. Where the Alchemists of Bacchus concentrate on the achievement of their own inner journeys, the Red Zone aggressively pursues a time when everyone in the world has shaken off the chains of the old ways of doing things, and embraced a lifestyle of purposeful neural chemical liberation.

Spikes: The Spikes take their role as the revealers of truth very seriously. In the information age, this means they are very adept data thieves and hackers of the noblest ranks, and aim to spread information openly and freely throughout the world. Saying “information wants to be free” isn’t enough for the Spikes – they take it as their duty to the great Chaos of reality to be the acting agents of this freeing.

Zeroes: This Subfaction believes the freedom sought by humans is improperly hampered by the concepts of fixed identity within the context of an information age. They seek to give people control over the development of their identities once again by destroying the function of personal identification and bureaucratic data storage. The Zeroes are also in favor of privacy rights, and work to harass the surveillance perpetrated by “Big Brother” and domestic spy agencies.

Paldin

The Paldin are a Faction descended from a monastic order of philosophers founded in ancient Greece. Having learned from tracts of Buddhist scholars, the Paldin returned to their homeland and became a force for stability, insight, and understanding. This Faction is known for their control, purity, and martial skill. The Paldin rarely involve themselves in conflicts except to mediate between the warring parties. It is rare to find any living being who has attacked a Paldin – many consider them off-limits and fear the possibility of swift, unerring retribution.

The Hesitant Sword: When the Paldin deem it necessary to martially intervene in cosmic affairs, the Hesitant Sword is the acting force. This Subfaction is the warrior-monk military. Many compare them to the samurai, though they are beholden to their philosophy and Faction, and to no liege lord. Members of this Subfaction are well schooled in all areas of the Arts of War, from historical, aesthetic, and modern forms.

Human Voices: This Subfaction is Paldin's diplomatic arm. They serve as intermediaries and advisors to the Paldin, and to a variety of outside Factions, as well. Paldin Voices are widely respected for their ability to settle disputes before they happen. They function as arbiters in the complex political world of the Gifted.

Lightbearers: The Lightbearers are the practical data-gathering Paldin, and the core of teachers in the areas of worldly schooling. Many Paldin lead closed off lives and don't have much exposure to traditional methods of education. The Lightbearers help these Paldin, and also serve as researchers in an academic sense.

Seekers of Silence: These Paldin are representative of the classic image of isolated monks in the wilderness searching for personal enlightenment. They are frequently Buddhist in nature or practice. The Seekers spend much of the time in quiet Citadels in days of inner contemplation.

THE ALLIANCE

This Sect is a recently formed resistance against the agenda of the Order, consisting of one complete Faction and several Subfactions of the Free Societies. Although the Alliance is much more organized than the Free Societies, it suffers from a lack of cohesion common in freshly formed alliances. The central hub of the Alliance is House Aruithinea.

Members of House Aruithinea were the first to directly challenge the Order's latest actions. The Battle of the Twins wasn't a decisive victory, or even a large one. But it was the catalyzing moment of revolt that sparked hope in the Free Societies. Many Factions of the Free Societies are opposed to the Order's actions. However, the Order has been very successful in keeping other Factions divided against one another and too afraid of the Order to be effective.

House Aruithinea's charge against the Order showed courage and surprising power. Subfactions of the Free Societies have started to rally around these recast Romantic figures and join in the cause they've waited decades for. Together, the Alliance makes a motley crew of revolutionaries. They are just learning to work together in a meaningful way and take the fight back to the Order in military, mystical, and paradigm-shifting attacks.

As their shadow war unfolds, the Alliance struggles for an identity apart from a reaction against the Order. At the moment it doesn't have to – but if the Alliance survives long enough, it will require an alternative paradigm to get behind so it can oust the Order from dominance. This full realized identity has yet to emerge, although glimpses of possibilities are visible in the Alliance's ranks.

Bacchus

Steel Rose: This Subfaction within Bacchus is made up of those who are sympathetic to the Alliance cause. They function as an underground network for the Sect, and help transport and hide Alliance agents within the Free Societies. Many in the Steel Rose are actually Monitors who use their Sanctuaries as secret boarding houses. This is frowned upon by other Monitors, as it undermines their ability to remain neutral.

Collectives

Prometheus: The Prometheus Subfaction was one of the first to rally to the Alliance cause. As a group that holds personal liberty to the highest ideal, Prometheus was eager to join a revolt against the tyrannical Order, if only as a matter of principle. They work well as coordinators of dissenters from various backgrounds – Prometheus has ties to the YMF as well as the Freedom Brigade.

Wolvers: This Subfaction is in truth a crossover of other Collectives Subfactions. Although the Angels, Blackguard, and Liberty groups did not join the Alliance cause wholesale, many of their members wanted to take the fight to the Order. These individuals formed a fourth group and dubbed themselves the Wolverers. They make up a solid portion of the Alliance's urban street fighting corp. The Wolverers have strong ties to the mundane revolutionary group, Black Flag.

Daedalists

White Horse: After the Battle of the Twins, a tight cadre of Daedalists within the Horsemen decided to aid the Alliance. As the Horsemen already spent most of their time harassing the Order's databases, this was a relatively painless transition. The White Horse are those who coordinate actions with the Alliance resistance, and who run hacking and data mining for intelligence gathering purposes. This Subfaction is primarily responsible for the appearance of Crash Squadron.

Harbingers

Burners: This Subfaction is home to a radical collection of political Anarchists who see the Order as the underlying enemy of authoritative government. The Burners seek nothing less than the total uprooting of the Order's control on the US government, and that mundane body replaced by a much less invasive and oppressive form of government.

Chaos Kids: The Chaos Kids have a metaphysical and philosophical basis for wanting the Order's hegemony ended. This Subfaction seeks a more fluid, chaotic reality, and is willing to directly disrupt the stasis of the Order in order to achieve this. They infrequently involve themselves in direct military conflict with the Order in their actions, however. Instead, the Chaos Kids work culturally and mystically to sew seeds of disorder and uncertainty where the Order least expects to find it.

Maydays: This Subfaction is a branch of Fourth Generational Warfare fighters – elite, geopolitical guerillas – who terrorize the Order’s back lines in the mundane world. Maydays use a combination of common terrorism, media projection, and cultural shifts to drive support for the rebellion up. By turning public opinion, the Maydays gives the mundane parts of the Alliance insurrection legitimacy, and builds cultural resources for the revolution to make use of.

House Aruithinea

For many generations, House Aruithinea had resigned itself to be a shadow of its former prominence. This House was once the vanguard in mystical Celtic society, and lays claim to descending from a certain chieftain king in Britain. Since those days, time has seen the House decline in the face of waning paganism, and cultural domination at the hands of ancient Rome, the medieval Church, and then the Gifted behind the British Empire. House descendants did what they could to maintain their old ways and keep themselves active in the cultural spheres. While some older Houses stayed behind in Europe, this House followed their Irish, Scottish, and English peoples to the Americas.

With their Gifted numbers dwindled in America, the remainder in the Midwest and East had quietly given up on any resurgence in strength and influence. Their old stories and songs of glory days had faded. Until, as many of their bards secretly had hoped, the fates delivered them a catalyzing moment and a bold, heretofore unknown leader.

The Phoenix Lord, as many call him, appeared in the Twin Cities within a small, yet well-placed circle of Aruithineans. They struck a surprising blow against the Order when it appeared unstoppable and have emboldened many to join their cause – knocking the Order from its self-proclaimed throne.

Ash Knights: Sometimes called the Ashers, these are the “house guard” of the Faction. They are well skilled in the arts of small scale warfare and personal arms, be they modern infantry weapons or magical blades. The Ash Knights rarely charge the field of battle. They are most often used as personal bodyguards of the House’s dignitaries, Lords, and Ladies.

Children of Dana: Although the Aruithinean House is well known for their bardic artists, the Children of Dana are the most skilled of the Faction’s singers, dancers, craft artisans, poets, and lovers. They are the beautiful ones and the fierce dreamers. The Children of Dana are a Subfaction of experts in vibrant emotion. Through them, the House enjoys a strong cultural backing among the mudanes.

Fourth Irregular Army: This Subfaction is the bulk of the guerilla fighting arm of the House. As a whole, they are the underdogs in any given situation. This is unsurprising, since this tiny, poorly equipped group constantly is called on to lead the charge against the very powerful soldiers of the Order. “The Fourth” takes a grim, ironic satisfaction in this role. They would rather die as warrior-poets than, as they say, live as well-mannered slaves. For the most part, members of the Fourth Irregular Army serve as Gifted “officers” in the mundane resistance group, the Irregulars, which are merely a mundane extension of the same military force.

The Shining Order: The Shining Order is a small group of Ritual Magic practitioners within House Aruithinea. The House has historically always enjoyed advisement and aid from mystics, and modern times are no different. For the most part, those in the Shining Order practice what is recognizable as a Hermetic School of magic, although there are aspects borrowed from Wicca, Buddhism, and Pure Chaos as well. Those in this Subfaction utilize their arts to scry possible futures and enemy movements, and to help the House steer clear of metaphysical pitfalls.

Paldin

The Path of the Observant Hand: A small contingent of Paldin have gained leave from their home Faction to assist the Alliance cause. Most come from either the Hesitant Sword or Human Voices Subfactions. Within the Alliance, these Paldin are given practically free reign to advise, observe, and fight the Order, all as they so choose. This would cause a good deal of strife within the Alliance (as with any military organization), if it were not for the Paldin’s extreme usefulness to the Sect as a whole.

INDEPENDENT FACTIONS

These separate Factions are the loners of Gifted Society. They keep to themselves for the most part, and try to stay out of the spotlight. They are the splinters of Gifted who have beliefs or agendas the furthest from the “mainstream” Gifted. As such, they are at best tolerated or ignored. A few are on good terms with the Alliance, Order, or the Free Societies, but have, for their own reasons, not furthered their own involvement in these groups. Many Independent Factions are as small as the Subfactions of other Gifted Factions.

Ascensionists: This altruistic group of Gifted seeks ways to eliminate the suffering of all sentient life. They are philosophers, metaphysicists, and moralists with a Western take on Buddhist belief. As the Ascensionists understand it, all sentient life affects the flow and character of reality. By removing the negative experiences from sentient creatures, the Ascensionists hope to alter reality in such a way as to make everyday life a relative paradise.

Crown and Glory: This fraternal organization is composed of wealthy occultists who wish to expand their power and riches, and to achieve their primary goal of discovering a path to immortality. The Crown and Glory are secretive even by Gifted societal standards. As they see financial power to be a means and not an end, they are willing to quietly amass capital and stay out of the bigger players’ way.

Hypos: The Hypos are a loose national network of underground, Gifted doctors. Many operate free or low-cost clinics for mundanes as well as Gifted, and have affiliations with the Collectives. The Hypos have no agenda beyond being a philanthropic medical organization. Because of their simplicity and non-threatening goal, few would consider them worth bothering.

Kraken: This Faction is a tightly knit mercenary unit among Gifted society. They follow a professional warriors code about how they conduct themselves, on the battlefield as well as off it, but the Kraken will serve whomever is the highest bidder. They do most of their operations in South America and in parts of Africa, and are for the most part unwilling to make trouble with the Order.

Mechanists: The Mechanists believe that the human condition is flawed through its dependence on living flesh for its vehicle. In reaction to this belief, the Mechanists seek a merger of Gifted consciousness with more perfected and dependable artificial bodies. They leave others out of their experiments, content to achieve their goals for themselves on their own.

Navigators: This Faction of Mayan explorers has a rather old world, optimistic view of adventuring. They view the Maya as the ultimate, uncharted frontier, and make it their work to plunge into its depths and interact with, chart, and unravel it. The Navigators don't seek to conquer this space of the unconscious – they are merely enthralled with the wonder and excitement of this challenging space.

Players: Members of this Faction are armchair strategists and political observers. They play a quiet game of prediction and subtle influence, seeking to prove themselves as superior geopolitical experts and social scientists. No one knows the exact number or influence of the Players. The brief encounters other Gifted have had with them have resulted in more questions than answers.

Syndicate: The Syndicate is no real Faction at all, but is a parallel network of traders and businessmen who work the specialized market of the Gifted. They are occult experts and social players in supernatural society. "Members" of the Syndicate belong to "real" Factions as well as the Syndicate. They are the go-to guys when a Gifted wants to buy or sell something that mundane markets simply wouldn't appreciate, or understand.

Temple of the Inner Serpent: This cult of amoral mages and philosophers follows a path of enlightenment that most consider dark or corrupt. They believe that common morality, be it originating from mundane or Gifted society, is inherently restrictive in a spiritual sense. They uncover ways to free the self from the chains of outside origin, and to find a being's true calling in the cosmos.

Trenchers: The Trenchers are a small network of Gifted investigators for hire. They relish in the noir archetype of the private eye, and enjoy taking on jobs for the underdog, or that reveal the wealthy and powerful to be twisted, corrupt, or hypocritical. Most major cities have at least one Trencher office, usually on the edge of a poor, industrial area.

Union Ambassadors: These Gifted follow a political ideal that sees the possibility of cooperation and co-existence among the Gifted Sects and Factions. The Union Ambassadors particularly work the Free Societies. They have a vision of each Faction to be represented in a larger, umbrella political body that could manage conflicts between them in a democratic, legalized fashion.

Watchers: The Watchers are a small, but growing number of Gifted who believe that this reality is being visited (or has been visited in the past) by truly alien entities. They compile reports and perform investigations of strange metaphysical events, hoping to find more evidence to support this idea. Most Watchers don't believe that the "aliens" travel in flying saucers or are even physical, but are instead a type of psychic energy form most resembling a mystical plasma.

The Wire Underground: This small Faction is a loose network of secret information junkies and researchers. They collect news, classified documents, and observations of Fac-

tion movement in geopolitics, and analyze this information to make predictions on what each secret society is up to. If any Gifted group is up to activities the Wire Underground finds to be immoral or criminal, they "leak" the information to the Net or to small mundane news agencies, in the hopes that it will be picked up and followed by those who might work against the wrongfully acting party.

A SECRET HISTORY

The true path of history is one that is obscured from most of humanity. The Gifted, along with other "supernaturals," have always been secret crafters of civilization. This was most true in ancient times. Humanity was much more accepting of god-like beings among them, and the Gifted often ruled openly. This changed with the development of nations beyond the scale of the city-state. After this time, the Gifted fell into roles recognizable even in modern times. They stayed in the shadows and worked their influence more subtly. These influences are not recorded in mundane history books; the Gifted's influence on civilization has remained by-and-large, a secret.

Pre-Recorded History

Unnamed tribes of humans, led by mystical Gifted shamans, reach the Americas. Some cross the Bering Straits, while others reach shores via simple boats from the African and European continents.

Ancient Times

Powerful city-states emerge, and grow into empires in their own rights. The Olmec, Maya, Adena, Mississippian, Inca, and Aztec cultures rise and fall under the direct (but increasingly indirect) direction of Gifted beings. These exhibit a growing tendency for Gifted to be religious leaders and holy men, and a shrinking tendency for the leadership positions to be filled by Gifted individuals. Instead, the Gifted begin serving primarily as advisors in political and mystical spheres.

Colonial

The Gilded Hand, a group of wealthy merchants behind the throne of England, begins an open assault on the Royal Crest of France. In Spain, the Invisible Lords back the Columbus expedition, and the later invasion of the conquistadors. The Inca and Aztec empires fall. Gifted Native American shamans and their tribes are pushed back by European development.

American Revolution

The Sons of Liberty wage an open revolt against the Gilded Hand. A hidden power struggle occurs in England, and the Lacrutians emerge with the dominant position. The Halveyans emerge in France and keep the Lacrutians occupied while the Sons of Liberty become entrenched in New England.

Industrial Revolution

The Lacrutians regain their foothold in America through successful industrial corporations, and a successive attack on the American political and banking systems. The Sons of Liberty, now called the Sons of the Republic, lose ground to the New Kings in the South. The Lacrutians instigate the Civil War between the two major American Factions to keep America from becoming a threat to England.

Victorian Era

The Lacrutians taste true imperial power through the British Empire. They invite Terishor and the occultists in the House of Raeford to join them in plans for domination. They form a Sect called the Trinity. However, the Empire bogs down in its conquests and enters a decline. The Sons of the Republic disappear.

World War One

Varied and rising Factions, through interlocking governmental alliances, plunge Europe into war. The Haldin Faction pushes Germany to expand its power through rapid military victory. The Trinity, along with temporary allies, finally puts an end to the German advance. With no single Sect or Faction in the United States dominating, the Trinity gains influence.

Great Depression

Recognizing the strength behind the Haldin strategy for renewed imperial conquest, conservatives within the Trinity devise the Progress Doctrine. They proceed with the Grand Experiment. In the years following WWI, the Trinity gains the Alturists and changes its name to the Order. They purposefully crash the American economy and secretly prepare a rebuilding Germany as a vehicle for world conquest.

With much of the Order's previous influence in America suddenly abandoned, the Halveyans, along with loose allied Factions Paldin, the Gaia Progeny, and Bacchus, gain power in America. Behind a veil of secrecy, the Order forms the backbone of the Axis with the Kingdom of Jade (Japan) and the Ideologues Faction (Russia). The second World War begins.

World War Two

Despite early victories, the Factions behind the Axis powers fall to internal disputes. Germany invades Russia; it proves to be the Grand Experiment's undoing. Once the outcome of the war becomes clear, the Order pulls its forces out of the Axis and puts its might behind the Allied cause. Japan surrenders after the atomic bombings, and the Order renews its interest in America.

From the Grand Experiment, the Order learns valuable lessons in technomancy and world strategy. The Alturists and Terishor gain knowledge in magical science and all-out reality warfare, and the stage is set for their next generation of plans for humanity. The ruin of Europe projects America toward becoming a superpower, and the Order pushes for total control of that country.

Cold War

The Order pushes American influence across the globe, but does so through covert and economic means. The Ideologues spread Communism to counter the Order, and various wars are the result. The Halveyans conceive the United Nations, and succeed in slowing the Order's advance through international politics. The Church of Purity joins the Order.

The 60's show the increase of internal resistance to the Order in America. The Collectives forms into its familiar shape. Both the Harbingers and the Daedalists form, as well. After the fall of the Berlin Wall and the collapse of the USSR, the Order is in virtual total control of the last world superpower. The stage is set for the Order's next stage in achieving global conquest.

American Empire

The first Gulf War is fought to gain further hold for the Order in the Middle East. The Halveyans use global politics to stop the conquest, and a stalemate forms. The Order renews its efforts, and takes advantage of the 9/11 attacks to push military action in Afghanistan, and later uses this same political clout in the Second Gulf War. The Order pushes forward more fascist laws in the US to provide cover for purges of threatening Factions. As a reaction, the Alliance forms and begins a behind-the-scenes guerilla war in America.

VALES, DREAMTIMES, AND NIGHTMARE STORMS

These three aspects of Gifted experience are especially notable. A lot of what the Factions try to accomplish are the result of these, so understanding the Factions requires you to understand what Vales, Dreamtimes, and Nightmare Storms are all about.

VALES

These are places in the world that resonate with mystical energy. Vales are the hot real estate for the Gifted. They are places that are worth protecting, and worth fighting over. Why are they so special?

For one, Vales are places where the Gifted can regain lost temporary Focus much faster than if they were somewhere else. Regaining Focus is twice as effective when in a Vale.

Secondly, it can be easier to perform Ritual Magic while in a Vale, provided the Magic School's paradigm matches that of the Vale.

Third, Vales are places where the Gifted can step across the Mirror, and travel back and forth between Incarna and Maya.

So it makes sense for the Factions to fight over Vales. They are a highly valuable supernatural resource. So where do you find a Vale?

Vales are places that hold symbolic meaning for people. They can be monuments, parks, historical buildings, and more. Vales are the "important places" in the cultural, economic, and religious landscape. The bigger the symbol, and the more widely it is recognized, the more potent the Vale.

Most Vales are spoken for. The bigger the Vale, the stranger it would be if that Vale were abandoned. Odds are, the most potent Vales are held by the Order, since that Sect is dominant in America. And, as a general rule, the Order doesn't like to share.

DREAMTIMES

Dreamtimes are temporary Vales that sprout up for a few hours or days. Dreamtimes are more powerful in effect than Vales are. They are also very hard to predict, resulting in distrust and avoidance by more static-minded Factions and Gifted.

Dreamtimes are most likely to occur during large festivals, concerts, big “to do” events, and related happenings. They can also occur as a result of people’s focusing of attention. If something happens that will keep folks talking about it for weeks, months, or years after the fact, odds are it was a Dreamtime.

NIGHTMARE STORMS

These are forms of metaphysical correction that wrack a given area. Nightmare Storms are caused by too many normal humans experiencing too much Shroud effects in too short a time. If you recall, when a normal witnesses something supernatural that they don’t believe in, they experience the Shroud.

WORLD METAPHYSICS

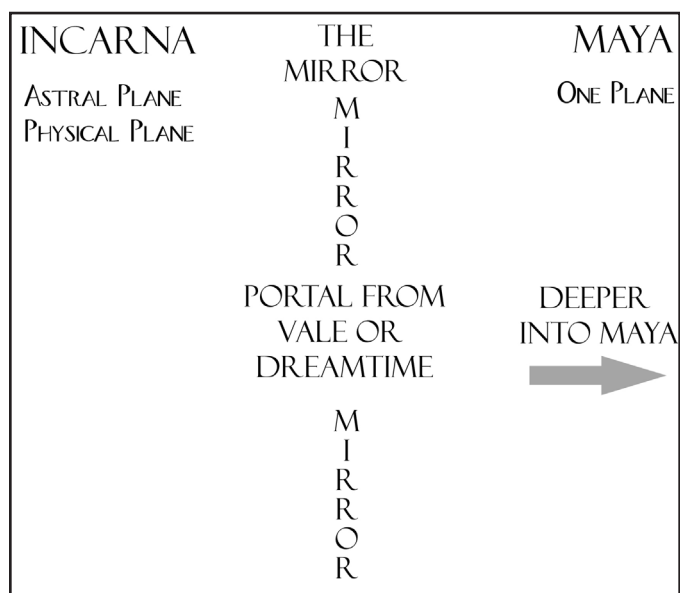
The metaphysics of the Factions game world can be a bit confusing. Let’s walk you through the following diagrams.

INCARNA

Incarna consists of both the Astral and the Physical Plane. The Physical Plane is the easiest to explain - it’s the material side of the universe that you already know. The Astral Plane is an immediate psychic overlay of the Physical Plane. It is the Plane of spirits and Astral travelers.

THE MIRROR

This is the barrier between Incarna and Maya. Crossing the Mirror requires particular Special Abilities, casting of certain Magic Rituals, or using the portal of a Vale or Dreamtime.



They forget what they saw, or misremember it, or wrestle with figuring out some way that they can wrap their head around it all.

This causes ripples in the cosmos. They die down over time. But too many ripples of this kind can result in a Nightmare Storm. Since these things can actually kill Gifted passerby (among many other, slightly less deadly results), the careless use of Special Abilities or Ritual Magic in front of disbelieving witnesses is considered a no-no.

Nightmare Storms can take any form that the Ref wants them to. And their size is relative to the amount of Shroud effects being caused leading up to them. By this, a Nightmare Storm might act like a mystical drain, a wall of confusion, or a natural disaster, from something that affects a neighborhood up to the size of a country.

MAYA

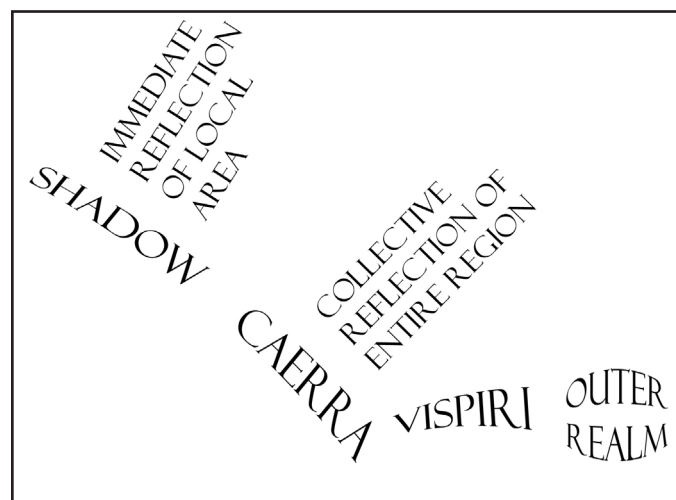
The unconscious world, Maya follows a topography very different from that of Incarna. Maya is governed by depth as much as by direction. A traveler can go deeper or shallower in Maya, or continue moving along his current depth.

Shadow: The Shadow is the Maya’s reflection of the immediate psychic topography, constituting up to a city in size.

Caerra: A Caerra is the generalized reflection of the entire region. Caerra’s have even less to do with the physical layout of the area it matches than does a Shadow.

Vispiri: These are “spirit pathways” that lead a traveler out to the depths of the Maya. Vispiri usually appear as a road, path, river, or other typical passageway.

Outer Realm: These are micro-realities of genre and belief, reflecting the deepest held beliefs and convictions. Outer Realms are where the most potent unconscious symbols of the cosmos have form.



astral projection

An individual performing Astral Projection separates their consciousness from their physical body. In doing so, they enter a different overlapping Plane that overlays the physical one and perceive the world in a purely conceptual way. This perception isn't physical – the individual isn't "seeing" with their eyes, and what they are looking at isn't physical, either. But we are getting ahead of ourselves. First, let's describe where an Astrally Projected person is.

The Astral Plane is a conceptual reflection of the material world. Some call this the spirit world, and indeed, there are beings that some would call spirits here. That book you're holding? There is a version of that book on the Astral Plane. This version isn't made up of paper; it's made up of the idea of the book. And this is true of every thing that exists in the physical world. So, the Astral Plane isn't so much a different place as it is a different way of thinking about existing places. As one insightful journeyman described it, the Astral Plane is the reflecting dust that coats everything else.

Individuals can perform the feat called Astral Projection through powerful Special Abilities and magic Rituals. In these, the person unravels their entire thinking being from their connection to the physical world – this connection is the person's body, and the part that is leaving is what some tentatively call the soul. In doing so, the person is completely unaware of what is happening to their body while they're "away." Instead, they have entered the Astral Plane.

On the Astral Plane, a person interacts with the idea constructs of the physical world, which, for the most part, are simply for show. There are houses, doors, and other everyday things. The Projected person can "see" all of these things, and idea-reflections of physical people, too. However, the Projected person can't physically open a real-world door, pick up a book, or touch a person's skin – the Projected person doesn't have anything physical to do these things with. The only way a Projected person can interact with the Physical Plane is through Special Abilities.

As for the Astral Plane itself, most things that a Projected person encounters won't be anything they can interact with. Without a physical representation, a concept-wall won't stop an Astral being from simply moving through it; they are like ghosts to one another. This is because the idea-part of the wall is stuck tied to the physical wall, and so isn't free to simply be the pure idea, like the Projected person is. But the Astral Plane isn't just an empty dimension of ghostly reflections.

ASTRAL OBJECTS

Anything that is a pure idea is considered an Astral Object. A Projected individual is considered one of these. So are "spirits," forms of supernatural energy, Ritual and Special Ability Effects, and the occasional pure-idea. Lastly, all Vales push a pure idea-form of themselves onto the Astral Plane, so that everything in a Vale is treated as an Astral Object to the Astral Plane, though this isn't true the other way around. A closed door in a Vale will prevent a spirit from floating through it, but the spirit cannot reach out and open the door.

Beyond the special situation found in Vales, Astral Objects interact with one another in more-or-less normal ways. Each considers the other "solid," manipulatable, and for all intents and purposes, there. And this is where the fun begins.

THE ASTRALLY PROJECTED CONSCIOUSNESS

If a person was somehow able to divorce everything that made them who they were from their physical body, what would they be made up of? If you could strip a person's entire body away and have them somehow still be conscious and aware, what would you be looking at? Astral beings are made up of emotions, memories, and their sense of "self." They are disembodied personalities, called Astral Bodies.

In game terms, in Astral form the Will Attribute replaces Body, and Reaction replaces Quickness. Wound levels and Total Health are refigured in all normal ways, except that they are based on the Will Attribute. Base Astral Damage is calculated like Base Hand to Hand Damage, but uses Will and Strength. Base Astral Body Absorb is calculated like normal Damage Absorb, but uses Will, Resistance, and Coercion. All Talents and Skills remain, but they only pertain when dealing with other fully realized Astral Objects.

GETTING THERE AND BACK AGAIN

The methods for attaining the state of Astral Projection are described in those Special Abilities and Rituals. Some limit the time on the Astral Plane. For these, the Projected person doesn't need to worry about "getting back" into their body, as whatever method that got them there is taking care of the problem. However, if a person is in a "fully" Projected state, they have to get back to their body and return their consciousness to it the hard way. Returning to one's body from the Astral Plane is an act of Concentration. The standard time frame for this action is ten seconds, and the Concentration check is vs. 15. The Projected consciousness must be "touching" the idea-form of their body during this entire time.

Fortunately, it is nearly impossible for a "foreign" consciousness to steal into a person's body while they are "away." The base difficulty would be 22 for this kind of body theft, and assumes an incredible amount of similarity between the body the thief consciousness is used to and the body they are trying to steal, in terms of build, age, sex, race, and the like. It is arguable that identical twins might have an easier chance of swapping bodies through dual Astral Projection, for a difficulty of 18. For an unsuitable match, difficulties could easily be 25 or higher, and would-be body thieves that are unused to physical bodies (like "spirits" or idea-forms) start out at difficulty 30.

ASTRAL COMBAT

Combat for Astral beings is a bit different than normal. The maximum Damage Modifier due to Accuracy is x 1. If an Astral being takes damage, they roll on the Astral Body Location Chart. And if an Astral being takes a Wound, they have to make a number of percentile checks for Specific Astral Injury based on Astral Wound Severity. Any Specific Astral Injury means the character now has the problem listed. It might be a reduction in Attribute or Talent, a Disadvantage, or a loss of a level of Special Ability Skill. These losses are considered real and permanent, until the character "heals" the psychic injury by spending DP to reinstate the loss or buy off the Disadvantage. See Healing Astral Injury for more details.

Astral Body Location Chart (roll 1d6)

- 1: Emotional Process
- 2: Memory
- 3: Metaphysical
- 4: Personality
- 5: Thought Process
- 6: Personal Will

Astral Wound Severity

- Light Wound: 1 check
Moderate Wound: 2 checks
Severe Wound: 4 checks
Critical Wound: 6 checks
Mortal Wound: 8 checks

Emotional Process: Specific Astral Injury

- 1-7: Control Attribute –1 level.
8-14: Presence Attribute –1 level.
15-17: Adrenaline Junkie (Value 10)
18-20: Bloodthirsty (Value 10)
21-22: Cold (Value 5)
23: Cold (Value 10)
24-25: Defensive (Value 5)
26: Defensive (Value 10)
27-29: Depressive (Value 10)
30-31: Depressive (Value 15)
32-33: Distant (Value 5)
34: Distant (Value 10)
35-39: Forced Empathic (Value 15)
40-41: Guilt-Able (Value 5)
42-43: Humorless (Value 7)
44-46: Jaded (Value 10)
47-48: Jaded (Value 15)
49-50: Lecherous (Value 5)
51: Lecherous (Value 10)
52-54: Masochistic (Value 10)
55-56: Mean (Value 5)
57-59: Nightmares (Value 5)
60: Nightmares (Value 10)
61: Nightmares (Value 15)
62-64: Phobia (Value 5)
65: Phobia (Value 10)
66: Phobia (Value 15)
67-68: Post-Combat Tremors (Value 5)
69-71: Sadistic (Value 10)
72-73: Sexual Deviant (Value 5)
74: Sexual Deviant (Value 10)
75-77: Short Fuse (Value 10)
78-80: Skittish (Value 10)
81: Stubborn (Value 3)
82: Stubborn (Value 5)
83-91: Suicidal (Value 20)
92-93: Twisted Sense of Humor (Value 5)
94-95: Violent (Value 10)
96-97: Weak Stomach (Value 5)
98-99: Worrying (Value 5)
100: Worrying (Value 10)

Memory: Specific Astral Injury

- 1-11: Absent Minded (Value 10)
12-16: Absent Minded (Value 15)
17-35: Amnesia (Value 10)
36-50: Amnesia (Value 20)
84

- 51-61: Amnesia (Value 30)
62-68: Amnesia (Value 40)
69-71: Amnesia (Value 50)
72-80: Flashbacks (Value 5)
81-87: Flashbacks (Value 10)
88-91: Flashbacks (Value 15)
92-93: Flashbacks (Value 20)
94-100: Lousy Memory (Value 5)

Metaphysical: Specific Astral Injury

- 1-25: Focus –1 level.
26-30: BIO-M Special Ability Skill –1 level.
31-35: BOD Special Ability Skill –1 level.
36-40: DMS Special Ability Skill –1 level.
41-45: DYN Special Ability Skill –1 level.
46-50: ENG Special Ability Skill –1 level.
51-55: EXS Special Ability Skill –1 level.
56-60: MND Special Ability Skill –1 level.
61-65: PSY-D Special Ability Skill –1 level.
66-70: PSY-I Special Ability Skill –1 level.
71-75: PSY-M Special Ability Skill –1 level.
76-80: PSY-T Special Ability Skill –1 level.
81-85: SNS Special Ability Skill –1 level.
86-100: Lose 1 random Special Ability.

Personality: Specific Astral Injury

- 1-4: Curious (Value 10)
5-7: Distrustful (Value 5)
8: Distrustful (Value 10)
9-13: Feral (Value 10)
14-15: Feral (Value 20)
16-19: Fierce (Value 10)
20-23: Free Spirited (Value 10)
24-27: Greedy (Value 10)
28-34: Insane (Value 15)
35-38: Insane (Value 25)
39-40: Insane (Value 35)
41-43: Insomniac (Value 5)
44: Insomniac (Value 10)
45-46: Maternal (Value 5)
47-48: Miserly (Value 5)
49-50: Obnoxious Drunk (Value 5)
51-54: Over-Inflated Ego (Value 10)
55-60: Paranoid (Value 10)
61-62: Paranoid (Value 20)
63-65: Perfectionist (Value 5)
66: Perfectionist (Value 10)
67-69: Picky Dater (Value 5)
70: Picky Dater (Value 10)
71-73: Pitying (Value 5)
74: Pitying (Value 10)
75-78: Poor Ego (Value 10)
79-80: Protective (Value 5)
81-82: Rebellious (Value 5)
83-84: Rebounder (Value 5)
85-88: Reckless (Value 10)
89-90: Rootless (Value 5)
91-94: Selfish (Value 10)
95-96: Solitary (Value 5)
97-99: Undiscriminating Dater (Value 5)
100: Undiscriminating Dater (Value 10)

Thought Process: Specific Astral Injury

1-11: Awareness Attribute –1 level.
12-22: Creativity Attribute –1 level.
23-33: Reaction Attribute –1 level.
34-44: Reasoning Attribute –1 level.
45-51: Supernatural Talent –1 level.
52-54: Ability Skill –1 level.
55-57: Mystic Skill –1 level.
58-62: Disorganized (Value 5)
63-64: Disorganized (Value 10)
65-67: Dyslexic (Value 5)
68-72: Gullible (Value 5)
73-74: Gullible (Value 10)
75-81: Illogically Minded (Value 10)
82-85: Illogically Minded (Value 15)
86-88: Poor Time Sense (Value 5)
89-96: Static Minded (Value 10)
97-100: Static Minded (Value 15)

Personal Will: Specific Astral Injury

1-10: Will Attribute –1 level.
11-17: Resistance Talent –1 level.
18-21: Coercion Skill –1 level.
22-25: Stress Skill –1 level.
26-32: Strength Talent –1 level.
33-36: Concentration Skill –1 level.
37-40: Courage Skill –1 level.
41-47: Addictive Personality (Value 10)
48-54: Cowardly (Value 10)
55-59: Dependant (Value 5)
60-62: Dependant (Value 10)
63-64: Dependant (Value 15)
65-71: Impatient (Value 10)
72-75: Lazy (Value 5)
76-82: Nervous (Value 10)
83-86: Short Attention Span (Value 5)
87-91: Subservient (Value 5)
92-94: Subservient (Value 10)
95-96: Subservient (Value 15)
97-100: Undisciplined (Value 5)

Example: Cherry takes damage in Astral combat, and it turns out to be a Severe Wound. Location comes up as 3, Metaphysical. Cherry has to make 4 percentile checks on the Metaphysical: Specific Astral Injury chart. She rolls a 10, a 33, a 67, and a 99. This means Cherry loses 1 level of permanent Focus, 1 level of BOD Special Ability Skill, 1 level of PSY-I Special Ability Skill, and a Special Ability.

Severe Astral Injury

Penalties are immediate and cumulative, and affect all checks of the appropriate types.

A character with a zero Control or Presence automatically fails all checks of those type.

A character with a zero Will Attribute must make a Concentration check vs. 15 to perform any type of action.

A character with zero Psychic Health cannot act.

A character with a zero permanent Focus rating suffers death.

HEALING ASTRAL INJURY

Loses due to Astral injury can always be bought up to their pre-injury levels, provided the character has enough DP to do so. A character never has to train or otherwise “work at it” to be allowed to make the purchase – if they have the points, they can heal the injury.

If an Attribute falls to zero, it costs 25 DP to buy up to level 1. If an Attribute falls to a negative value, it cannot be bought up – this is an unhealable, permanent injury. Talents and Skills that drop to zero can be repurchased normally. If a Talent or Skill falls to a negative value, their purchase costs are permanently altered as follows: negative 1 at double cost, negative 2 are triple cost, and negative 3 can never be bought up.

Yes, Astral combat is damaging to the integrity of those involved! It has real, lasting effects on its survivors. The consciousnesses of Projected characters are exposed, and insanity or worse can await the foolish Astral traveler.

Character Development

As a story unfolds, characters should learn and grow. A character that remains static throughout a story seems flat and uninteresting, much like in real life, when a person doesn't learn from deep or meaningful experiences. As Ref, you should do what you can to present your players with scenes where their characters can grow. Give the hardened hitman a chance to be kind or generous, or present a situation to the goody-goody where their morals are truly tested. Your players will truly appreciate the opportunity you provide for them to stretch their acting abilities and explore their characters more fully.

A helpful player will build development “hooks” into their character for you. This works like the background of a character in terms of plot hooks, where friends, family, and allies (or enemies) are fleshed out in character creation. Development hooks, however, have more to do with the character's personality and motivations. A character that has a desire to make the world a better place but doesn't yet have the tools or the know-how to do it is an example of a built in development hook. You, as a Ref, can create storylines and sub-plots that will allow these internal character aspects to shine through.

Sometimes it's difficult to get a player to stretch their character's legs in this regard. They might have a predetermined idea of what the character is, and will resist any story impact that would normally change a character's outlook or personality. These situations must be handled carefully. Few players like seeing their character changed in a way that is beyond their control. Development opportunities must be presented, but not forced, within the context of the game.

CHARACTER EXPERIENCE AND DEVELOPMENT POINTS

Characters learn and adapt throughout a story. They pick up new skills and improve those they already have. Most players enjoy seeing their character become stronger and more capable as time goes on, and it's realistic for an individual in a new environment to learn new things – especially if it's a stressful or dramatic period of time. For this, we have Development Points.

Characters can earn between 1 and 10 Development Points each game session. They can spend them to overcome Disadvantages (with Ref approval) and learn new things. The only things that can't be earned through DP expenditure are Extras, which increase or decrease through world results determined by the Ref. DP are awarded by the following guidelines.

Automatic: 1 point.

Good Role-playing: 1-3 points. As reward for the player's appreciated efforts in adding to the story.

Facing Danger: 1-2 points. Fate rewards the brave.

Sound Judgment: 1-2 points. Clear thinking should be rewarded.

Overcoming Obstacles: 1-2 points. Characters learn through beating challenges.

DP Spending Costs

Attributes: Current level x 6 DP

Talents: Current level x 5, Minimum 4 DP

Skill Dots: Level ● 4 DP, Level ●● 6 DP, Level ●●● 10 DP, Level ●●●● 12 DP

Rituals: Ritual level in DP

Special Ability Skill Dots: Level ● 5 DP, Level ●● 8 DP, Level ●●● 14 DP, Level ●●●● 16 DP

Special Abilities: Required Focus level x 2 DP

Focus: Current Focus x 3 DP

LEARNING TIME: OPTIONAL RULES FOR DP EXPENDITURE

Some Refs will want to invoke this rule as a realistic time constraint on character growth. Games that are combat intensive or otherwise have little amounts of “game time” go by in real life will have characters with a lot of DP. It is unrealistic (to say the least) for a character to suddenly learn several levels of skill within a day or two of their lives. Using these rules will give your players a fuller appreciation of the skills they already have, and give them a greater sense of accomplishment when they attain something new. The following is a guideline for how long it usually takes to learn something new or improve an area.

These time values assume the character is actively trying to improve himself, though not at a radical pace. Being more proactive, such as finding a mentor, getting dedicated training, or investing a majority of free time to the cause can reduce these times by 50% or more.

This all presumes that what the character wants to learn is available to them. Certain skills require specialized training or are only known by a limited few, like explosives, air combat, or Rituals held by secret societies. These might be unlearnable within the current context of the story, and acquiring them a side-plot of their very own. Lastly, getting new Advantages or getting rid of Disadvantages are in their own category. The Ref has full control over whether or not characters can spend DP in this way.

Attributes

Level 1 to 2: Ten years

Level 2 to 3: Five years

Level 3 to 4: Eight years

Level 4 to 5: Ten years

Talents

Learning Level 1: One month

Level 1 to 2: Three months

Level 2 to 3: Nine months

Level 3 to 4: Three years

Level 4 to 5: Ten years

Skills

Learning Level ●: One week

Learning Level ●●: Three months

Learning Level ●●●: One year

Learning Level ●●●●: Five years

Rituals

Learning a Level 1: One day

Learning a Level 2: Two days

Learning a Level 3: Three days

Learning a Level 4: Four days

Learning a Level 5: Five days

Learning a Level 6: Six days

Learning a Level 7: One week

Learning a Level 8: Two weeks

Learning a Level 9: Three weeks

Learning a Level 10: One month

Special Ability Skills

Learning Level ●: Ten days

Learning Level ●●: Five months

Learning Level ●●●: One and a half years

Learning Level ●●●●: Seven years

Special Abilities and Focus

Special Abilities and Focus are the only things that characters can learn purely through immediate revelation. There is no time requirement for learning these; when the DP are spent, the character acquires the new Special Ability or Focus level.

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FACTIONS

NAME: _____ ALIAS: _____ CONCEPT: _____ FACTION: _____

AWARENESS:
Empathy: _____ []
 Detect Lies 0000
 Emotion 0000
 Threat 0000
Sensory: _____ []
 Concealment 0000
 Direction 0000
 Notice 0000
Supernatural: _____ []
 Ability 0000
 Mystic 0000

BODY:
Endurance: _____ []
 Fatigue 0000
 Tolerance 0000
 Toughness 0000
Power: _____ []
 Lift 0000
 Strength Feats 0000

CONTROL:
Persuasion: _____ []
 Debate 0000
 Deception 0000
 Etiquette 0000
 Fast Talk 0000
 Interrogation 0000
Street: _____ []
 Blend 0000
 Locate 0000
 Streetwise 0000

CREATIVITY:
Appearance: _____ []
 Disguise 0000
 Grooming 0000
 Style 0000
Art: _____ []
 Computer Graphics 0000
 Crafts 0000
 Draw 0000
 Metalwork 0000
 Paint 0000
 Photography 0000
 Sculpt 0000
 Tattoo 0000
 Video Editing 0000
Enigmas: _____ []
 Riddles 0000
 Puzzles 0000
Music: _____ []
 Appreciation 0000
 Composition 0000
Occult: _____ []
 Lore 0000
 Religion 0000
 Ritual Magic 0000
Writing: _____ []
 Fiction 0000
 Journalism 0000
 Poetry 0000
 Rhetoric 0000
 Technical 0000

PRESENCE:
BEAUTY:
 Current Beauty: []
 Bonus to Presence: []
Charisma: _____ []
 Charm 0000
 Intimidation 0000
 Seduction 0000
Performance: _____ []
 Acting 0000
 Leadership 0000
 Oration 0000
 Singing 0000
 Stage Presence 0000

QUICKNESS:
Armed: _____ []
 Chain 0000
 Club 0000
 Knife 0000
 Shield 0000
 Staff/Spear 0000
 Sword 0000
 Whip 0000
Athletics: _____ []
 Acrobatics 0000
 Archery 0000
 Climbing 0000
 Dance 0000
 Dodge 0000
 Move 0000
 Sneak 0000
 Sport 0000
 Swimming 0000
Unarmed: _____ []
 Block 0000
 Grapple 0000
 Strike 0000

REACTION:
Coordination: _____ []
 Bartending 0000
 Pick Pocket 0000
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 Video Games 0000
Drive: _____ []
 Auto 0000
 Heavy Equipment 0000
 High Performance 0000
 Motorcycle 0000
 Oversized 0000

Gunplay: _____ []
 Heavy 0000
 Pistol 0000
 Rifle 0000
 Shotgun 0000
 Submachine 0000
Perform Inst: _____ []
 Play 0000
 Play 0000
Pilot: _____ []
 Air Combat 0000
 Commercial 0000
 Helicopter 0000
 Plane 0000

REASONING:
Computer: _____ []
 Hacking 0000
 Programming 0000
 Use 0000
Finance: _____ []
 Appraisal 0000
 Investment 0000
 Stock Market 0000
History: _____ []
 Ancient 0000
 Archeology 0000
 Modern 0000
Language: _____ []
 Fluent 0000
 Fluent 0000
 Linguistics 0000
Mathematics: _____ []
 Accounting 0000
 Applied 0000
 Theoretical 0000
Medicine: _____ []
 Cooking 0000
 Diagnose 0000
 First Aid 0000
 Herbalism 0000
 Medtech 0000
 Pharmacy 0000
 Surgery 0000
Physical Science: _____ []
 Agriculture 0000
 Astrophysics 0000
 Biology 0000
 Chemistry 0000
 Environmental 0000
 Geology 0000
 Physics 0000

Research: _____ []
 Investigation 0000
 Library Use 0000
 Net 0000
Social Sciences: _____ []
 Culture 0000
 Economics 0000
 Law 0000
 Philosophy 0000
 Psychology 0000
 Sociology 0000
 Teaching 0000
Strategy: _____ []
 Games 0000
 Military 0000
 Politics 0000
Survival: _____ []
 Arctic 0000
 Camouflage 0000
 Desert 0000
 Temperate 0000
 Tropical 0000
Tech: _____ []
 Carpentry 0000
 Communications Sys 0000
 Design 0000
 Electronics 0000
 Explosives 0000
 Fire Control 0000
 Forgery 0000
 Lock Picking 0000
 Mechanics 0000
 Operate Machine 0000
 Security Systems 0000
WILL:
Resistance: _____ []
 Coercion 0000
 Stress 0000
Strength: _____ []
 Concentration 0000
 Courage 0000

Extras

WOUND LEVELS				TOTAL HEALTH			
Light W: []	Stun 8 KO 5	0000000000	-2 PEN				
Moderate W: []	Stun 12 KO 10	00000	-4 PEN				
Severe W: []	Stun 18 KO 15	000	-6 PEN	75%: []	-2 PEN		
Critical W: []	Stun 22 KO 20	00	-10 PEN	50%: []	-4 PEN		
Mortal W: []	Stun 25 KO 22	0	-15 PEN	25%: []	-6 PEN		

[] + 0000 vs. _____

FOCUS 00000.00000.00000

SPECIAL ABILITY SKILLS Base Skill

BIO-M	Bio Manipulation	Awareness + Reasoning : ____	0000
BOD	Body	Body + Quickness : ____	0000
DMS	Dimensional	Awareness + Quickness : ____	0000
DYN	Dynamics	Awareness + Creativity : ____	0000
ENG	Energy	Will + Will : ____	0000
EXS	Extra Sensory	Awareness + Will : ____	0000

SPECIAL ABILITY SKILLS Base Skill

MND	Mind	Creativity + Will : ____	0000
PSY-D	Psy Defense	Reaction + Will : ____	0000
PSY-I	Psy Illusion	Awareness + Creativity : ____	0000
PSY-M	Psy Manipulation	Control + Presence : ____	0000
PSY-T	Psy Transformation	Creativity + Reasoning : ____	0000
SNS	Sensory	Awareness + Will : ____	0000

Range Modifiers

Difficulty:	+1	+2	+3	+4	+5	+6	+7	+8	+9	+10	+11	+12	+13	+14	+15	+16	+17	+18	+19	+20	+21	+22	+23	+24	+25
Short:	1m	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25
Medium:	2m	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50
Long:	4m	8	12	16	20	24	28	32	36	40	44	48	52	56	60	64	68	72	76	80	84	88	92	96	100
Far:	40m	80	120	160	200	240	280	320	360	400	440	480	520	560	600	640	680	720	760	800	840	880	920	960	1km
Extreme:	.25km	.5	.75	1	1.25	1.5	1.75	2	2.25	2.5	2.75	3	3.25	3.5	3.75	4	4.25	4.5	4.75	5	5.25	5.5	5.75	6	6.25

[illegible]

Astral Attributes

Awareness: _____
 Beauty: _____
 Body: _____
 Control: _____
 Creativity: _____
 Presence: _____
 Quickness: _____
 Reaction: _____
 Reasoning: _____
 Will: _____

Base Astral Body
Damage: _____

Base Astral Body
Absorb: _____

WOUND LEVELS

Light W: []	Stun 8 KO 5	0000000000	-2 PEN
Moderate W: []	Stun 12 KO 10	00000	-4 PEN
Severe W: []	Stun 18 KO 15	000	-6 PEN
Critical W: []	Stun 22 KO 20	00	-10 PEN
Mortal W: []	Stun 25 KO 22	0	-15 PEN

TOTAL HEALTH

75%:	[]	-2 PEN
50%:	[]	-4 PEN
25%:	[]	-6 PEN

PSYCHIC INJURY LOCATION

1: Emotional Process

4: Personality

2: Memory

5: Thought Process

3: Metaphysical

6: Personal Will

FACTIONS

COMPLEX HIT LOCATION ARMOR

SPECIFIC INJURY

Armor	Body Areas	Protection	QE	RE	Specific Injury	Body Area

WEAPONS	To Hit	Damage	Range A/F/E	Clip	Recoil	Lag/Reload
			/ /			
			/ /			
			/ /			
			/ /			

COMBAT NOTES

Base Hand to Hand Damage:		
Damage Absorb:	[]	+ OOOO
Passive Block:	[]	Passive Dodge: []
Passive Move:	[]	Passive Sword: []
Passive Shield:	[]	Weapon Lag Mod: []

SPECIAL MANEUVERS

All Out Attack: +5 to Hit on Attacks, -7 PEN to Passive Defense
All Out Defense: Can Active Defense vs. all visible attacks, but cannot Attack that round.
Called Shot: -3 to Hit, Ref interprets results
Deadly Blow: -5 to Hit, +2 levels of Accuracy if successful, miss by 1-2 does Nick
Heavy Attack: +3 to Hit on Attacks, -5 PEN to Passive Defense
Killing Shot: -7 to Hit, +3 levels of Accuracy if successful, miss by 1-2 does Nick
Leg Sweep: -3 to Hit, does Nick damage, puts opponent On The Ground
Panic Defense: +10 to Initiative check, suffers -5 PEN on defensive Action
Vital Blow: -3 to Hit, +1 level of Accuracy if successful

GRAPPLE MANEUVERS

Break Grapple: Initiates a vs. Strength Feats check to break a Grip, Hold, or Lock
Escape Grapple: Use Grapple to get out of Hold or Lock
Get to Feet: 2 Actions. At first Action, On The Ground PEN halved
Grip: Makes other Grapple Maneuvers +3 to Hit
Hold: -3 to Hit, Hold Success is PEN to Defender
Kippup: Acrobatics vs. 12 to get to feet in 1 Action
Limb Break: -5 to Hit, on Moderate Wound or more limb broken
Lock: -3 to Hit, Lock Success is pain PEN. Defender needs Toughness vs. 10 + Lock Success to take any Action
Takedown: -3 to Hit, can only do up to Solid Hit Accuracy. Both combatants are On The Ground. Maintains all Grapples.
Throw: -3 to Hit, can only do up to Minor Hit Accuracy. Opponent is On The Ground.

TIME MODIFIERS FOR ACTIONS

Slowly	60%	More Time	+5 to Check (Non-Combat only)
Carefully	40%	More Time	+3 to Check (Non-Combat only)
Deliberately	20%	More Time	+1 to Check (Non-Combat only)
Rapidly	20%	Less Time	-2 PEN
Quickly	40%	Less Time	-5 PEN
Rushed	60%	Less Time	-10 PEN

Slowly	-	3	5	6	8	10	11	13	14	16	24	32	48	64	80
Carefully	-	4	5	7	8	10	11	13	14	21	28	42	56	70	
Deliberately	-	-	5	6	7	8	10	11	12	18	24	36	48	60	
Normally	1	2	3	4	5	6	7	8	9	10	15	20	30	40	50
Rapidly	-	-	2	3	4	5	6	7	8	12	16	24	32	40	
Quickly	-	1	-	2	3	4	5	5	6	9	12	18	24	30	
Rushed	-	1	1	-	2	2	3	3	4	4	6	8	12	16	20

SITUATIONS

On The Ground: -5 PEN Attack and Defense, -3 PEN to H2H Damage
Multiple Attackers: -3 PEN Defense each extra Attack in 10 Phases
Using Off Hand: -4 PEN **Both Hands:** -3 PEN On-Hand, -7 for Off

ACCURACY CHART

Hit By	Damage Multiplier
0-2:	x 1/2 Nick
3-7:	x 1 Minor Hit
8-11:	x 2 Solid Hit
12-15:	x 3 Direct Hit
16-19:	x 4 Major Hit
20+:	x 5 Critical Hit

Aim	To Hit	Requires
1 sec	+2	none
2 sec	+4	none
3 sec	+6	●
4 sec	+8	●●
5 sec	+10	●●●
6 sec	+12	●●●●

AUTOFIRE ACCURACY CHART

Hit By	#Hits	Damage Multiplier
0-2:	1	x 1/2 Nick
3-5:	2	x 1/2 Nick
6-8:	3	x 1 Minor Hit
9-11:	4	x 1 Minor Hit
12-14:	5	x 2 Solid Hit
15-17:	6	x 3 Direct Hit
18-20:	7	x 4 Major Hit
21-23:	8	x 5 Critical Hit
24-26:	9	x 5 Critical Hit
27+:	10	x 5 Critical Hit

Range	To Hit
Point Blank	+5
Close	+3
Average	+0
Far	-3
Extreme	-5
Max Range	-10

Cover	To Hit
None	+0
Minor	-3
Major	-5
Total	-7

Action	Phases
Push Button / Pull Trigger	1
Regain 1 Recoil PEN	1
3 Round "Burst" Attack	3
Rushed Change Targets (-10 PEN to Hit)	4
Fast Draw Weapon: Requires Gunplay Skill check vs. 10, is effective 2 Recoil PEN	5
Quick Change Targets (-5 PEN to Hit)	6
Quick Look (-5 PEN to Notice)	6
Rapid Change Targets (-2 PEN to Hit)	8
Rapid Look (-2 PEN to Notice)	8
"Standard" One Second Action	10
Reload Detachable Mag: vs. 10	50

Target	To Hit
Crouched	-3
Prone	-5
Walking	-3
Running	-5

AREA SPRAY

Dif	Area Size
3	Small
5	Man Sized
8	Medium
10	Bay Door
12	Room, Alley
15	Side Street
18	Small House
	Front

TRUE PHASE INITIATIVE: Reaction + Talent: Skill

Initiative Check :	-10	-7	-5	-3	0	3	5	8	10	12	15	18	20	22	25	28	30
Phase Lag :	+30	+25	+20	+15	+12	+11	+10	+9	+8	+7	+6	+5	+4	+3	+2	+1	+0

FACTIONS

RITUALS PAGE

Creativity + Occult : [] + School: _____ OOOO

Will + Strength : [] + Concentration OOOO

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

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Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

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Situation: _____

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RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____

RITUAL NAME: _____

Level: _____ Investment: _____ Dif: _____ Range: _____ Duration: _____ Cast Time: _____

Components: _____

Situation: _____

Effect: _____