GODSEND AGENDA

GODSEND Agenda is a story of...

...powerful aliens who, thousands of years ago, positioned themselves as gods on Earth.

...a race of Atlantean oracles who foresaw a desolate future dominated by an incomprehensible alien race.

...genetically augmented transhumans, doomed to die fighting to save a world that treats them like pariahs.

...an alien blight that slowly and insidiously conquers the planet.

...and the slim, but powerful hope of man's eventual triumph over them all.

The GODSEND Agenda is not your typical "supers" game. It looks at Super humans and how they affect the world, as well as how we worship them, now and in times past, and offers players a chance to not only interact with those legendary celestial beings, but to become one of them.

+ Over 200 pages of extensive history and character background set in the world of The GODSEND Agenda.
+ Four new alien races: The Angelos, Atlanteans, Chimerans, and Elohim.
+ An all-encompassing list of Super human abilities and powers to make your character truly extraordinary.
+ Clear and concise rules for creating gadgets and artifacts of legendary power.
+ A style sheet for life in the year 2010
+ Completely compatible with all D6 titles printed to date, making the game world infinitely expandable!

KHEPERA PUBLISHING

D6 SYSTEM

WWW.GODSENDAGENDA.COM

CORE RULE BOOK

KHEPERA PUBLISHING   KHP 003

Cover By Jerry & Renee Grayson

GODSEND AGENDA D6

The GODSEND Agenda is not your typical game of costumes and superpowers. It looks at superhumans and how they affect the world around them. It also deals with how our culture worships them, now and in times past. GODSEND Agenda offers players a chance to not only interact with those legendary celestial beings, but to walk among them as equals.

The D6 system offers players a way to explore GODSEND Agenda with the award winning cinematic game engine from West End Games!

Written

MSRP: $35.95

288 pages, Hardback

Product number KHP003

Also Included is;

- ➢ Over 200 pages of extensive history and character background set in the world of The GODSEND Agenda.
- ➢ Four new alien races: The Angelos, Atlanteans, Chimerans, and Elohim.
- ➢ An all-encompassing list of Super human abilities and powers to make your character truly extraordinary.
- ➢ Clear and concise rules for creating gadgets and artifacts of legendary power.
- ➢ A style sheet for life in the year 2010 Completely compatible with all D6 titles printed to date, making the game world infinitely expandable!

GODSEND AGENDA: MYTHOS

The 1st GODSEND Agenda sourcebook, GODSEND Agenda: Mythos contains plot hooks for exciting adventures during several time periods such as ancient Egypt, the Dark Ages, Victorian England, the Great War, and the postmodern age.

Soft cover

MSRP: $25.95

Page count: 144

Product number KHP004

Also Included is;

- ➢ Artifacts of wondrous power used by notable figures in myth
- ➢ Two new organizations: The 5th Sun and the World Serpent
- ➢ Introduction and write up of the Norse and Ashanti Pantheon
- ➢ Expanded encounter and chase rules
- ➢ Renown and Agenda rules to expand your character's role and influence on earth
- ➢ Pantheon rules for creating truly godlike super beings and the organization they belong to.
- ➢ A full length globetrotting Victorian adventure featuring exciting locations such as England , Africa, and China
- ➢ A full length adventure pitting players against outer gods from beyond our realm of reason.
- ➢ Several Short adventures set in the world of GODSEND Agenda.
- ➢ Over 20 new characters to use in your super heroic adventures

POWERS D6

POWERS is a D6 compatible sourcebook that allows players to create super hero characters! Learn more about new and revised super powers, expanded special abilities, gadget creation, advantages and disadvantages for use in any D6 game.

Discover a wealth of information on powers (new and updated), so many details that it took a whole book to contain them all.
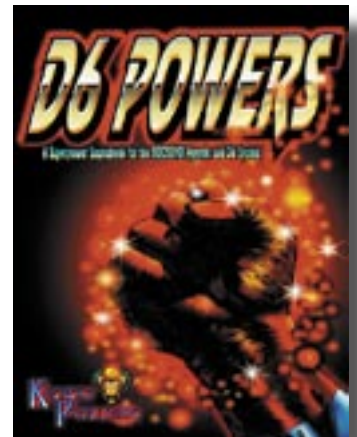
Soft cover

MSRP: $25.95

Page count: 144

Product number KHP005

Also Included is;

- ➢ Rules for superhero play with point built characters and a modular powers system that lets you build exactly the character that you want to play.
- ➢ Revised and expanded powers for use with GODSEND Agenda and generic "4 color" super hero games.
- ➢ Scalable rules for over 100 super powers.
- ➢ Expanded Gadget creation rules.
- ➢ Expanded super heroic combat maneuvers.
- ➢ New advantages and disadvantages
- ➢ 13 new templates for use in any D6 game

GODSEND AGENDA

The Arrival

The day dawned br⬚ sustenance, unaware that, in an instant, the world would be changed forever.

It was the insects on an island to the south that noticed it first, a sudden stillness that quieted their chirping. The silence quickly spread, until all life in the area, millions of creatures across thousands of miles, stopped, and waited. Nature held her breath.

Existence paused.

A void fell upon the world, dissolving air, water, the creatures within it, converted to a surge of energy that blasted a sphere out of the world, leaving a crater in the sea, a vacuum in the sky. Then, a flash of light, without radiance, a blast of sound, beyond hearing, a timeless split-second wormhole heralding centuries of change to come.

Existence returned.

With it came a great cylinder, a ship, alien to this world, this time. Matter exchanged for matter, energy for energy. The craft plunged deep into the sea, nearly reaching bottom⬚

As it crested above th⬚ jettisoned. Like angry hornets from a hive, they fled – they who would be called Elohim, and Chimeran, and after them, Angelos, stripping the craft of resources as it sank once again, finally, and rose no more. Over the days, weeks, centuries to come, they would pursue their own agendas, and one another, across the face of a world that did not know they existed.

But for now, for a moment, calm returned to what would one day be named the Atlantic Ocean, to what would become southern Florida and Cuba. Birds, deer, insects, fish, all resumed their lives, blissfully unaware.

Nature released her breath, and on it rode the winds of change.

"Those who say religion has nothing to do with politics do not know what religion is."
-- Mohandas Gandhi (1869-1948)

At any rate, I am convinced that He [God] does not play dice.
-Albert Einstein (1879 - 1955), In a letter to Max Born, 1926

Khepera Publishing

GODSEND Agenda

Written
Jerry D. Grayson, Paul Tomes, Brian Vinson, Mike Fiegel, Matt B. Carter, and Darren Miguez. Contributions by Matt Forbeck, Sandy Antunes, W. Van Meter, and Ross Winn

Artwork
Andrew Huerta, Jerry Grayson, Aaron Scott, Gary Dupuis

Cover Artwork
Jerry D. Grayson

Cover Color Painting
Renee Grayson

Editor
Mike Fiegel

Layout Design
Jerry D. Grayson

Contributors/ Play testers
Renee Grayson, Erik Durkin, Rex King, Patricia and Otho Bobbins, Robert Weldy, John Polack, Tony Indurante

For West End Games

D6 system Design
Nikola Vrtis
Based on Material by and with special thanks to
Greg Farshtey, Douglas Kaufman, Fred Jandt, Peter Schweighofer, Bill Slavicsek, Bill Smith, Ed Stark, George R. Strayton, Teeuwynn Woodruff, and other D6 System, MasterBook, Shatterzone, and Torg contributors

West End Game Publisher
Eric Gibson
For free support, information about books for this game system and other WEG systems, links to fan sites, details on licensing this system, and much more, visit our Web site at www.westendgames.com!

TABLE OF CONTENTS

Reporting Agent: 0786411
To: Overseer, Southwestern Command, United States Eugenics Research
Confidentiality Rating: 4
Subject: Godsend Agenda

Overseer,
What follows is reported by Confidential Informant 27B4021. Due to the nature of the information, a direct relation of the conversation is related rather than interpreted.
Conducting Officer (**CO**): U.S.E.R. agent 0786411
Disclosing Party (**DP**): CI 27B4021

<Information removed. Complete text: Article 277NM2101>
CO: Please relate the information you gained from her.
DP: Okay. They are aliens, you see. They aren't gods like people used to think. They crashed here and pretended to be gods.
CO: This is the "Godsend Agenda" you mentioned earlier?
DP: Yeah. These guys, from what I understand, were part of this huge empire. They were trying to take over the whole galaxy you see, but it was too big of a thing, you know? Billions of stars. Billions and billions and …
CO: So I've been told. Please continue.
DP: Right, okay. So since galaxies are so big, there are lots of planets. Lots of planets, lots of people on the planets. Just too many to go in and fight. Right? So they – the aliens – decide not to fight at all. They decided to make 'em want to be taken over.
CO: By their gods.
DP: Yeah. Who wants to be taken over? No one, right? Not true. Every day people want to be taken over – just not by other people! They would give it all up if their god would just come down and tell 'em to, you see? So that's what they did, the Elohim.
CO: Elohim?
DP: Yeah, that's the aliens. The Elohim. I think it was the name of their empire, or home planet, or something.
CO: <Note: For clarification, the Elohim is the empire. Araboth was the home world. >
DP: So these Elohim just drop down to a planet, flex their powers for a while and make their way in. Pretty soon, they're seen as the gods.
CO: What about the religious clergy? Do they not dispute it?
DP: See, that's where they are really tricky. Going in as a god is really the only way to do it. Not a great king reborn, or some hero from legend, but as a god. See, when you get a bunch of people together and you want to control 'em, you impose rules. Rules become morals. Then the clergy takes over the morals, proclaiming them as being from the gods. You break the rules, you pay for it and the gods are the ones who enforce that.
CO: So, how does this apply to the alien Agenda?
DP: Not "alien Agenda." Godsend Agenda. See, once you got the people believing in gods, then you got power over 'em. And no one wants to give up this power. So you go in saying you're a god. If you can whip the clergy into shape, you got it made. And the clergy want to be whipped into shape, see? Because they want power too. So they go along with it. If they said, these guys aren't gods and they got all these powers, then a lot of people will question why the gods let them say they are. People stop believing, or start questioning, and stuff just falls apart. So, you go in, say you're a god, recruit the clergy, give 'em a bit of what you're getting and boom! You got the resources of the planet at your disposal. Industry and people. Can you think of someone who fights harder than someone fighting for their god? I can't.
CO: And you're saying this happened on Earth?
DP: Exactly! These guys crashed here a long time ago, set themselves up as gods and just took over! Why do you think all the old gods seem so similar? Cause they're the same people! Well, most of 'em anyway.
CO: Please explain.
DP: OK, first you've got …
<Information removed. Complete text: Article 277NM2101>

Chapter 1

Key Terms

These definitions provide you with a general idea of what each term means; they are described in more detail within the book. Terms italicized within each definition refer to another entry within this glossary.

action: A task that the character undertakes or something that the character does, like give a speech or climb a wall.

active defense value: A number the character gets when concentrating on getting out of the way of an attack.

Armor Value: A die code representing the amount of protection a defensive covering provides. It can help determine the *damage resistance total*. This term is sometimes abbreviated AV.

Body Points: The amount of injury a character can sustain, listed as a number. The *damage total* is subtracted from the character's current Body Point total.

Character Point: A bonus representing a surge of adrenaline or that extra luck the main characters of a story seem to have. Allows the user to roll an additional *Wild Die*.

combat difficulty: A number representing how challenging it is to attack someone or something. It equals the active *defense value* or the *passive defense value*.

complementary skill: A skill whose results could benefit from the use of another skill.

creation points: Points used when designing a character to purchase *die codes* in game characteristics or other features that represent the character's abilities, experience, and background.

Critical Failure: A result, represented by a 1, on the *Wild Die* that indicates something bad has occurred.

Critical Success: A result, represented by a 6, on the *Wild Die* that indicates something good has happened. Generally, the player adds the 6 to the current total and rolls again, adding and rerolling as long as a 6 comes up.

D (as in "1D"): An abbreviation for "six-sided dice." The number in front of the "D" lets you know how many six-sided dice to roll.

damage resistance total: A number that indicates how much injury a character or object can absorb, soak, or deflect.

damage total: A number representing how much injury or destruction something has caused.

defaulting to an attribute: Using the die code for an attribute when the character doesn't have a higher *die code* in the needed skill.

die code, score: The number of six-sided dice players roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an amount (called *pips*) of "+1" or "+2" that is added to the total result that came up on the dice. "Die code" and "score" are used interchangeably.

difficulty: A number representing how challenging it is to perform an action.

Fate Point: A bonus representing that a character is using all of her concentration to try to succeed. Allows the player to, at least, double the number of dice on one roll. Sometimes the gamemaster will provide other benefits.

free action: Any *action* that takes only a few seconds to perform or do, such as take a few steps or a quick glance around a room.

modifier: A number or *die code* that is added or subtracted from another number or die code to represent a change in the typical situation.

opposed difficulty, opposed roll: A *difficulty* that applies when one character resists another character's action. In this case, both characters roll *die codes* related to the activity and compare them.

passive defense value: A number representing a character's innate ability to get out of the way of danger. It usually equals 10.

pip: An added bonus to the total result that came up on the dice. A "+1" means one is added to the total, while "+2" means two is added.

range (in combat): The distance from the attacker to the target.

result points: The difference between the total rolled with an attribute's or skill's die code and the *difficulty* of an action.

result point bonus: Usually, one-half (rounded up) of the result points figured for an action. It sometimes may be used to affect other rolls.

round: A unit of time equal to five seconds in the game world. Figuring out what happens in a round can take longer.

scale: A game mechanic representing that opponents of vastly different sizes can affect each other differently in combat.

standard difficulty: A number, generally selected from a chart, assigned to an action based on how challenging it is.

Strength Damage: A *die code* representing the amount of harm a character can do because of his or her physical prowess.

Toughness: A *die code* representing the amount of damage an object can take, similar to a character's Physique attribute.

unskilled modifier, untrained modifier: A *modifier* added to an action's *difficulty* that represents the increased difficulty of doing something without the right training or experience. The terms are used interchangeably.

Wild Die: A six-sided die, of a different color or size from other dice used, that represents the randomness of life, with the 1 and the 6 indicating a special result (see *Critical Failure* and *Critical Success*).

Wounds: The amount of injury a character can sustain, listed as a level. The level is determined by comparing the difference between the *damage total* and the *damage resistance* total to a chart.

Character Creation

What's in this Chapter

This chapter covers three methods of character creation and provides an overview of the attributes and skills available to characters. If you've made a character already, skip past "Character Creation" to "Attributes" and skim the rest of the chapter, adjusting your character if necessary.

Defined Limits

If you wish to make your own starting character from scratch, without a template but with defined limits on what can be put into attributes and skills, use these guidelines. This chapter describes each characteristic in more detail, including examples on how you can split the dice.

These guidelines assume you'll make a normal Human character. If not, talk with your gamemaster about the minimums, maximums, and other requirements for the character species you want to use. See the various sections in this chapter for details on dice distribution and figuring out other aspects of your character.

Attributes: Distribute 18 dice among the seven attributes. The minimum is 1D and the maximum is 5D in all attributes for normal human characters

Skills: Distribute seven dice among the skills. The maximum number of dice added to any one skill is 3D.

Move: This equals 10 meters per round.

Body Points: If your gamemaster is using this characteristic, roll your character's Physique and add 20 to the total. Ignore this characteristic if your gamemaster is only using Wounds.

Wounds: If your gamemaster is using the Wound levels option with Body Points, see the appropriate table in the "Damage and Body Points" chapter to determine the range of Body Points associated with each Wound level. If your gamemaster is only using Wounds, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Strength Damage: Drop the pips from your character's Physique or lifting score (including any character options that affect the die code), divide the number by 2, and round up. This is the Strength Damage die code.

Funds: All characters start with a base Funds die code of 3D. Look under "Funds" in this chapter for modifiers to this roll and how to convert this number to cash.

Character Points: Characters start with five Character Points.

Fate Points: Characters start with one Fate Point.

Ka Points: Characters start with Ka Points equal to twice their Presence Die Code.

For equipment, Advantages, Disadvantages, Super powers, background, and character features, see the appropriate sections in this chapter for more details on how to fill out these optional sections.

Dice Pools & Power Levels

A new character starts with a certain number of creation points, which may be spent to purchase Attributes, Skills, Advantages and Powers. The power level the Game Master chooses for the campaign setting determines the amount of points a player gets to build a character with. Characters are built normally using these points – the only difference is the addition of power ranks.
• One attribute die equals four creation points.
• One skill die equals one creation point.
• Three skill specialization dice equal one creation point.
• Advantages and Super Powers have their own costs associated with them; see the "Character Options" chapter for details.

Gamemaster's Characters —
Gamemaster's characters (sometimes referred to as nonplayer characters or NPCs) may or may not be created using the same rules as players' characters. Because the gamemaster's characters serve as interactive elements in the story, it all depends on the NPC's importance to the story line. Minor gamemaster's characters have fewer attribute and skill dice, fewer Body Points or Wounds, and few, if any, character options, Character Points, or Fate Points. Major characters, however, should follow the same guidelines as the players' characters, possibly having more skill dice, Advantages, Disadvantages, and Super Powers than a typical starting player's character. An increase over the players' characters reflects the fact that a major antagonist has been around much longer.

Other restrictions apply:
• Attributes have a minimum of 1D and a maximum of 5D for normal humans.
• The maximum starting number of dice that may be added to any one skill or specialization of skill is 3D.

Power Level 1:
The player has 80 points to build his character – maximum of 4 points in Disadvantages, maximum of 5 ranks in Powers. This power level is appropriate for vigilantes with either no-, or very low-level, super human abilities.

Power Level 2:
The player has 100 points to build his character – maximum of 10 points in Disadvantages, maximum of 10 ranks in Powers. At this power level characters are "newbie" super humans, with decent super abilities.

Power level 3:
The player has 120 points to build his character – maximum of 10 points in Disadvantages, maximum of 15 ranks in Powers. At this level the characters are average super humans able to combat the many foes present on Earth. This is the default starting level for characters in the GODSEND Agenda.

Power Level 4:
The player has 150 points to build his character – maximum of 15 points in Disadvantages, maximum of 30 ranks in Powers. Heroes at this level are seasoned professionals of noted skill and capacity.

Power level 5:
The player has 200 points to build his character – maximum of 20 points in Disadvantages, maximum of 40 ranks in Powers. The character is godlike in power and ability. Many very old and powerful Elohim are at this power level and above.

Power Level 6:
The player has 400 points to build his character – maximum of 20 points in Disadvantages, maximum of 50 ranks in Powers. A power level 6 character has not been seen since Attis severed the flow of Ka energy to Earth

For characteristics other than attributes and skills, refer to the "Defined Limits" section, starting with "Move."

Attributes

Each character has seven attributes, which measure basic physical and mental abilities that are common to every living creature (and some nonliving things), no matter what universe or dimension they exist in.

Reflexes: Measure of balance, limberness, quickness, and full-body motor abilities.

Coordination: Measure of hand-eye coordination and fine motor abilities.

Physique: Measure of physical power and ability to resist damage.

Knowledge: Measure of strength of memory and ability to learn.

Perception: Measure of mental quickness and attention to detail.

Presence: Measure of emotional strength, physical attractiveness, and personality.

When you put dice in an attribute, you can either put whole dice in each attribute, or you can give each a mixture of whole dice and pips. Each die equals three pips.

> *Example: You've distributed most of your attribute dice, but you have four dice left to put in Perception and Presence. You could put 1D in Perception and 3D in Presence, or 2D+1 in Perception and 1D+2 in Presence, or some similar combination.*

Skills

Skills are more specific applications of an attribute. For example, the skill dodge is a more specific use of your character's Reflexes. Characters learn them through instruction or experience.

Skills are areas of knowledge that are not necessarily common to every living creature. Some creatures simply don't have the capacity to learn certain skills.

All skills beneath a given attribute begin at that attribute's die code. To highlight skills in which the character has trained or has some experience, add pips or dice to the base attribute value.

As with attributes, when creating your character, you can either put whole dice in each skill, or you can give each a mixture of whole dice and pips. Remember that each die equals three pips.

> *Example: Your character's Physique is 3D+1. If you wanted her to be a little better in the lifting skill, you could add one pip to the base attribute to get a lifting skill score of 3D+2. If you decided to add two pips to the base attribute, the lifting score becomes 4D.*

You can also specialize in skills. Specializations reflect a greater familiarity in a particular area covered by a base skill. One skill die equals three specialization dice. Of course, one specialization die still equals three pips.

You don't need to have any extra dice in the base skill in order to take a specialization in that skill, but when you give your character specializations in that manner, they are treated as separate skills. If you give your character specializations in base skills he already has, those specializations are considered bonuses to the base skill when attempting tasks of that type.

Once you've chosen at least one specialization and put one or two pips or dice in it, you have to use the remaining specialization dice and pips to either purchase more pips in the same specialization or purchase one or more pips in other specializations.

You roll the specialization's die code only when you use the specific item or knowledge reflected by the specialization. Otherwise, you roll the base skill (or attribute if you didn't put additional dice in the full skill).

> *Example: If your character's Knowledge is 3D and her demolitions is 3D+2, you could give her a demolitions specialization of vehicles of +1 (which means that, when she's attempting to blow up vehicles, she rolls four dice).*

You would then have two specialization dice and two specialization pips to place among other specializations. With these, you could further improve her demolitions: vehicles specialization, or you could pick one or more other specializations in the same or other base skills.

The maximum number of dice the character may start with in any base skill is 3D greater than the governing attribute, with no more than 3D greater than the base skill in any specialization.

You can find the list of skills and their descriptions on the next two pages.

Advantages, Disadvantages, and Super Powers

Advantages and Disadvantages are benefits or quirks your character has developed. Some affect the character's attributes and skills, while others serve as useful role-playing tools for rounding out the character. Super Powers are unusual talents or powers the character has that are outside the norm for Humans. The next chapter, "Character Options," discusses these characteristics. You may ignore this section if you don't want to add them to your character.

Move

This number (usually 10) represents how many meters your character moves in a round at maximum walking speed in standard (1 g) gravity. (The running skill can increase this rate. It also serves as the base for other movement skills.)

Should the character have a different sort of movement than normal (such as fins for legs); see the Hindrance Disadvantage (described in the "Character Options" chapter) for information on how to account for this variability.

Special Points

Players' characters typically start the game with one Fate Point and five Character Points. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in the "Game Basics" chapter.) Character Points alternatively are used to permanently improve skills. Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

Ka Points

Ka is the term for the very essence of the universe. This energy manifests in all things in the cosmos and can be focused by those few aware of it. Some beings are more attuned than others to the Ka, using it for extraordinary effects – and that includes your super heroic character, whether she is aware of it or not. All things in the universe are truly energy and, if a person is adept at manipulating that energy, nothing is impossible.

A characters starting Ka points are equal to twice her Presence attribute.

Body Points and Wounds

This section of the character sheet allows you to keep track of the healthiness of your character. Which you use depends on the game master.

Determining Body Points

When you create a new character, roll his Physique (including any modifiers from Disadvantages or Super Powers) and add 20. (Treat a 1 that comes up on the Wild Die as a 1 and add it to the total as normal; it has no negative effect on the result.) This becomes his Body Point total. Write it on the character sheet in the space provided. Templates already have their Body Points determined.

Example: Your character has 3D+1 in Physique. You roll three dice, making sure one of them is the Wild Die. The dice come up 4 and 6, with a 1 on the Wild Die. Since the 1 has no negative effect, you add the numbers to arrive at a total of 11. You then include the pip bonus of 1 with this for 12. Finally, you add 12 to 20 to get a Body Point total of 32.

Determining Wounds

If your game master is using the Wound levels option with Body Points, see the appropriate table in the "Damage and Body Points" chapter to determine the range of Body Points associated with each Wound level. If your game master is only using Wounds, you don't need to figure out the Body Points range; you can put a line through that column if you'd like.

Strength Damage

Strength Damage indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most missile weapons.

Determining Strength Damage

To determine the Strength Damage die code, take the character's Physique or lifting (including any die code modifiers from Disadvantages or Super Powers) and drop the pips. Divide by 2, and round up.

Example: A character with 3D in Physique has a Strength Damage of 2D. A character with 6D+2 in lifting has a Strength Damage of 3D.

Templates and Strength Damage

If you added dice to a template's lifting skill, you'll need to adjust the Strength Damage value listed. Use the information above to correct the number.

Funds

To allow the game master to more easily adjust the "real world" cost to something appropriate for her world or her part of the world, this system substitutes difficulties for the prices of items. Each character thus gets a Funds attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work or investments.

All characters start with a base of 3 in Funds. Use the accompanying table to adjust this number. Include any modifiers to attributes due to Disadvantages or Advantages. The minimum total is 1. The final total becomes the die code in the Funds attribute.

After character creation, a player can increase the Funds attribute by spending Character Points (using the rules in the "Improving Characters" chapter) or through bonuses received as adventure rewards.

If the game master prefers to use cash or its equivalent, multiply the Funds total by a value specified by the game master (typically the equivalent of US$150, 150 euros, or 15,000 yen, but game masters who want more accuracy can use a currency converter). This is how much money the character receives per week for whatever sort of work the character does or investments the character has.

Example: Your character has 4D in Knowledge, 6D in business, and +2D in a specialization of business, investing. Starting with 3, you add to it 1 for your high Knowledge score and 1 for having at least 8D in business plus a specialization. Your final total is 4, which gives you a Funds score of 5D.

If your game master preferred cash, you would start with a regular income of $750, 750 euros, or 75,000 yen per week.

Using the funds attribute is discussed in the "Equipment" section.

Equipment

Players of starting characters may select one small weapon and a little protective gear plus a few tools of their characters' chosen trade, unless there is equipment already listed on the template sheet. Some basic equipment is explained in the "Equipment" chapter; the game master may allow other options.

Background and Character Features

The character sheet provided in this book and most other templates include spots for your character's name, career, species, gender, age, height, weight, and background information. Unless specified by the template or your game master allows it, your character's species is Human. Everything else in these sections you are free to fill in as you like.

Height and Weight

Players who want their characters significantly larger or smaller than the average Human have a few options. If the size is proportionally larger or smaller, then the character must have the Size Advantage. If the size is a hindrance, then the characters should have the Hindrance Disadvantage as well.

Determining Funds —Characteristic	Modifier
1D in Presence	-1
1D in Knowledge	-1
4D or more in Presence	+1
4D or more in Knowledge	+1
8D or more in the character's business skill Plus its highest specialization	+1

Character Archetypes

Every character in Godsend Agenda has an Archetype, which defines the basic qualities of their personality and gives bonus Skills and/or Advantages (always totaling 2 points in value) that compliment that type of character. An Archetype also defines how your character recovers his inner strength, or Ka – to regain your mental and spiritual strength in stressful or dangerous situations, you must act according to your Archetype!

The list below gives a limited number of Archetypes – don't let it confine you; it's only meant to help you enhance your character. You could easily have a less-brooding Dark Avenger, or a tarnished Icon. Or, if nothing fits, feel free to invent more Archetypes, with the help of your Game Master.

You do not have to select an Archetype at character creation, but keep in mind that you then forfeit the bonus points and that until you choose or make up an Archetype, you will only recover Ka slowly, over time (described later in this chapter).

Changing Character Archetype

It's possible that at some point during game play, your character will want to change Archetypes. An Icon might become the victim of personal tragedy, becoming a Dark Avenger. Or a Scientist might become an Outcast during a mishap, determined that his projects were a failure. If something like this happens, you may switch your character's Archetype (it's possible to invent a new one at this stage, too) and redefine how your character regains his Ka. However, you don't receive the concept bonus; these are only received at character creation.

Example Archetypes

The Adventurer

The Adventurer is an everyday kind of guy who happens to have special abilities and the will to use them. An Adventurer's goals are not lofty or dark; if you are an Adventurer, you just know right from wrong and feel a responsibility to use your abilities for the common good. Adventurers are known for flexibility and thoughtfulness. This is one of the most open and heroic of the Archetypes, and suitable for a character that's certain he wants to be heroic, but not sure how to be.

Concept Bonus: The character receives any 2D to add to ANY skill or 2 ranks of any Advantage of her choice at no extra charge. This bonus may not exceed the starting skill die code limit. Your character regains 2 Ka when she

sets an example by doing what's right, especially when others might hesitate.

The Bravo

The Bravo has not a care in the world, and lives for the moment. She's the life of the party, the Ayatollah of Rock-n-Rolla, constantly joking, and taking everything not with a single grain of salt, but a whole bag of salt. She's a high-octane joy girl (or boy) who always takes the big chances and somehow gains the big rewards, a thrill seeker who lives life to the fullest. But she must also beware the consequences of her actions!

Concept Bonus: The character receives either 2 ranks of the Good Looks Advantage or 2D in the charm or dodge skill. The Bravo regains 2 Ka when she overcomes her enemies with reckless abandon!

Comedian

The comedian is the crime fighter who fights not only with a sharp wit, but also with a contagious mirth. Always joking, he's the bright side of every tragedy. With this Archetype, a character could also be the tragic clown, laughing on the outside but crying on the inside, and possibly very unhappy in their personal life.

Concept Bonus: The character receives either the Good Luck Super Power or 2D in the charm skill. The character regains 2 Ka when he defeats a villain with mirth and wit.

The Dark Avenger

The Dark Avenger is the character that fights the forces of evil with his rules, driven by some need to see justice being done, possibly on any terms. The character is consumed by the desire to wreak retribution on all villains, generally for some slight or tragedy that was committed against them in their past. To the Dark Avenger's view, the streets are full of crime and the local law enforcement is either on the take or completely ineffectual. In order to take back the streets, the Dark Avenger and every right-thinking citizen should get their hands dirty, making the predators the prey. However, they may destroy a lot in the process of your vengeance, and certainly aren't likely to make more friends – in fact, they may drive some away.

Concept Bonus: The character receives either the Hard to Kill Advantage, or 2D in the intimidation or sneak skills. The Dark Avenger regains 2 Ka when she brings the guilty to justice.

The Icon

The Icon is the essence of the loftier ideals of humanity. People look up to her for what she represents. She's the person who tries to lead by example, putting her best foot forward in the hopes that it will inspire humanity to do the same. Sometimes the people around her think she's corny and stuffy, but it's a

small price to pay to achieve her goals!

Concept Bonus: The character receives either 2D in the command skill, Trademark Specialization Advantage, or the Fame Advantage. The hero regains 2 Ka when she lives up to her ideals and triumph over the forces of evil.

The Outsider

The Outsider is different from normal society or people… or so he thinks, anyway. Whether hunted for real, or by some imaginary foes, the world is a much colder place to live than normal society, because The Outsider realizes what's really going on. He's the ultimate survivor, living by his own cunning and sharp wits. His friends probably consider him a pessimist, if they're not like-minded.

Concept Bonus: The character receives either 2D in the sneak or hide skill or the Contacts (R2) Advantage. She regains 2 Ka when she thwarts her opponents with her cunning.

The Protector

The Protector is the champion of an idea or place. She might be the defender of the environment on an island, or a small community anywhere, or might be devoted to ideas like "justice," "purity," etc. She fights with almost a religious fervor when protecting her charges, and takes her duties very seriously. She feels personal pain if by her own inaction, she allows harm to come to that which she protects.

Concept Bonus: The character receives either 2D in the stamina skill or the Hard to Kill (R2) Advantage. She regains 2 Ka when she protects her charge(s).

The Rogue

No one has more secrets than the Rogue does. The Rogue runs the borderline of a criminal, barely heroic character, and may have a shady past that he's trying to run away from or forget. The straight and narrow path is one littered with temptation, and he must stay strong and not falter… because sometimes the unsavory deeds of the past come back to haunt you. More often than not, he'll falter on that path, looking for an angle that leads to personal gain. He's not above using his status as a hero to benefit himself. He has an absolute disdain for authority, and will always want to do things his way. Yet with all these personal drawbacks, he still has a sense of honor, and will stick with a friend to the end.

Concept Bonus: The character receives either 2D in the sneak, slight of hand, security, or side skills. The character regains 2 Ka when he uses his skills to help atone for past deeds.

The Scientist

The Scientist seeks knowledge for the sake of knowing. She could be any type of educated figure, from a mathematician to an exotic sorcerer. She is brilliant, and oft a little quirky, always looking for the cutting edge – and she won't stop looking until she's impaled hersef on it, too! This is not to say that every Scientist is a goofy, wild-haired guy in the basement of the science building – she could also be that ultra-sexy astrophysicist rock star who gets all the guys because she has all the brains. However, most Scientists share the common trait that they must know the unknowable – and that can get them into a lot of trouble!

Concept Bonus: The character receives 2D in either the scholar, tech or gadgetry skill, or a Laboratory (R2). The character regains 2 Ka whenever she uses science (or knowledge) to solve a problem, or make a great discovery.

The Warrior

Your character lives for the fight and little else. He lives the Spartan life, always honing his abilities. He may have a social life, but this is probably by pure accident. The Warrior is always completely obsessed with the fight – his goal is to be the best, and the only way to be the best is through battle.

Concept Bonus: The character receives 2D in either brawl or melee skills. He regains 2 Ka when he defeats a worthy and equally matched (or better) opponent in single combat.

Villainous Archetypes

When creating villains for your game, some of the above archetypes may not fit your villainous character concept. Some of the established archetypes work just fine, as there are quite a few villainous Bravoes or Icons running around blowing stuff up, but some need a little more room and definition. After all, most villains aren't protectors or comedians – well, some are, but not many. Thus, this section includes a list of Archetypes just for villains.

Note: Villains gain 4 points of Ka instead of 2 for following their Archetype, reflecting that being a villain is easier, a more seductive path to power. All villains, no matter what their Archetype, should receive this Ka bonus. Villains also get this extra bonus because they are usually played by the Game Master, he needs all the help he can get when faced with two to six players trying their hardest to take him out.

Megalomaniac

The Megalomaniac is a mad egotistical psychopath, wanting nothing more than to do things on a large scale – with him at the center. Megalomaniacs may be insane leaders bent on world domination, or just people with delusions of grandeur. Small-time crooks want to rob a bank, but the Megalomaniac want to rob all the banks in the city at the very stroke of noon!!!

Concept Bonus: The Megalomaniac receives 2D in the Command skill or Support Staff (R2) Advantage. The Megalomaniac regains 4 points of Ka when she carefully lays out and executes a grandiose plan.

Nihilist

The Nihilist rejects all moral, ethical, and social principles, living only to hurt, annihilate, and devastate property and people. In most cases the Nihilist cares nothing for his own well-being and sees his eventual demise as a fate he cannot avoid. Nihilists are generally crazed and bloodthirsty monsters, serial killers, and robots programmed only to wipe out the designated enemy. They can be very cold and calculating, however.

Concept Bonus: The Nihilist receives 2D in the Brawl skill or the Hard to Kill (R2) Advantage. The Nihilist regains 4 points of Ka when she destroys her designated target with reckless abandon.

Crony

The Crony is the henchmen, the rent-a-goon, the minion, or thug. The crony's sole purpose is to help facilitate the plans of his employer or master. You usually see lots of cronies with a Megalomaniac. This is a special Archetype reserved for the right-hand man, not the rank-and-file soldiers belonging to the main villain's organization.

Concept Bonus: Cronies receives 2D in either Brawl or Melee Combat skills. The Crony regains 4 points of Ka when she carries out her master's wishes.

Anarchist

This archetype is not necessarily evil in the strictest sense, but many villains use a belief or theory focused around anarchy to explain selfish and miscreant behavior. The Anarchist believes (or at least claims) that all law is bad and individual freedom and needs should be absolute. If an Anarchist wants something, he takes it – and if a law impedes his progress, he breaks it. The Anarchist's code of conduct is dictated by his needs at the moment, and those needs can be very dangerous.

Concept Bonus: The Anarchist receives 2D to spend on any Skill or Advantage that she wants. The Crony regains 4 points of Ka when she states a need and does not let anyone or anything stand in her way when trying to achieve that goal.

Skills

As this skill list includes broad definitions not applicable in all eras or worlds for which Godsend Agenda could be used, the game master has the final say on actual skill applications. For difficulties associated with each skill, see the "Example Skill Difficulties" section.

Reflexes

acrobatics: Performing feats of gymnastics, extraordinary balance, and dance (and related performance arts), as well as break falls. Useful for running obstacle courses or doing water ballet.
brawling: Competence in unarmed combat.
climbing: Scaling various surfaces.
contortion: Escaping from otherwise secure physical bonds by twisting, writhing, and contorting the body.
dodge: Slipping out of danger's way, whether avoiding an attack or a sprung booby trap.
flying: Maneuvering under one's own power (such as with wings) or in null gravity.
jumping: Leaping over obstacles.
melee combat: Wielding hand-to-hand weapons.
riding: Controlling and riding domesticated mounts.
sneak: Moving silently and avoiding detection, whether through shadows or crowds.

Coordination

lockpicking: Opening a mechanical (not electronic) lock or safe without possessing the key or combination, as well as disarming small mechanical traps.
marksmanship: Shooting guns of any type. Covers everything from small slugthrowers to vehicle-mounted rockets.
missile weapons: Firing unpowered ranged weapons.
piloting: Operating any kind of vehicle or powered armor traveling on or through the ground, a liquid medium, the air, or space.
sleight of hand: Nimbleness with the fingers and misdirection, including picking pockets, palming items, and stage magic.
throwing: Hitting a target accurately with a thrown item, including grenades, stones, and knives. Also used for catching thrown items. (Using or modifying grenades as explosives for special destructive effects requires the demolitions skill.)

Physique

lifting: Moving or lifting heavy objects, as well as representing the ability to inflict additional damage with strength-powered weapons.
running: Moving quickly on the ground while avoiding obstacles and keeping from stumbling.
stamina: Physical endurance and resistance to pain, disease, and poison.
swimming: Moving and surviving in a liquid medium.

Knowledge

business: Comprehension of business practices and the monetary value of goods and opportunities, including the ability to determine how to make money with another skill the character has.
Business can complement charm, con, and persuasion when haggling over prices for goods and services being bought or sold.
demolitions: Using corrosives and explosives to achieve particular destructive effects.
forgery: Creating and noticing false or altered documentation in various media (paper, electronic, plastic card, etc.), including counterfeiting, though tasks may require other skills to help detect or make the forgery.
gadgetry: This skill represents the ability to create devices beyond that iof normal science. The character has the know-how to design and manufacture high-tech gadgets or magical artifacts, depending on her point of view. She can

formulate ideas and construct items thought of as super-science or eldritch lore. When encountering devices of mystical or high-tech nature, the character can use this Skill to discern what it is and how to use it.

languages: Familiarity with and ability to use various forms of communication, including written, spoken, and nonverbal. Characters may choose one "native" language in which they have written and spoken fluency. Additional languages in which a character has proficiency can be represented by specializations of this skill.

medicine: Using first aid techniques to treat injuries, as well as an understanding and application of medical procedures, including diagnosing illnesses and performing surgery.

navigation: Determining the correct course using external reference points, such as stars, maps, or landmarks, as well as creating maps.

scholar: This skill represents knowledge and/or education in areas not covered under any other skill (such as chemistry, mathematics, archeology, interior design, etc.). This may be restricted to a specific field (represented by specializations) or a general knowledge of a wide range of subjects. It is used to remember details, rumors, tales, legends, theories, important people, and the like, as appropriate for the subject in question. However, the broader the category, the fewer the details that can be recalled. It covers what the character himself can recall. Having another skill as a specialization of the scholar skill means that the character knows the theories and history behind the skill but can't actually use it. It can be useful with investigation to narrow a search for information.

security: Installing, altering, and bypassing electronic security and surveillance systems.

tech: Using and designing (not making) complex mechanical or electronic equipment, such as programming and operating computers and manipulating communication devices.

Perception

artist: Making works of art, like paintings, photographs, and music or literary compositions.

gambling: Playing and cheating at games of strategy and luck.

hide: Concealing objects, both on oneself and using camouflage.

investigation: Gathering information, researching topics, analyzing data, and piecing together clues.

know-how: Ability to figure out how to perform an action in which the character does not have experience, as well as a catch-all skill encompassing areas not covered by other skills (such as basic, not fancy, sewing or cooking).

repair: Creating, fixing, or modifying gadgets, weapons, armor, and vehicles.

search: Spotting hidden objects or people, reconnoitering, lipreading, or eavesdropping on or watching another person.

streetwise: Finding information, goods, and contacts in an urban environment, particularly through criminal organizations, black markets, and other illicit operations. Also useful for determining possible motives and methods of criminals.

survival: Surviving in wilderness environments.

tracking: Following the trail of another person, animal, or creature, or keeping after a moving target without being noticed.

Presence

animal handling: Controlling animals and making them perform tricks and follow commands.

charm: Using friendliness, flattery, or seduction to influence someone else. Also useful in business transactions, putting on performances (such as singing, acting, or storytelling), and situations involving etiquette.

command: Effectively ordering and coordinating others in team situations.

con: Bluffing, lying, tricking, or deceiving others, as well as verbal evasiveness, misdirection, and blustering. Also useful in putting on acting performances.

disguise: Altering features or clothing to be unrecognizable or to look like someone else. Also useful in acting performances.

intimidation: Using physical presence, verbal threats, taunts, torture, or fear to influence others or get information out of them.

persuasion: Influencing others or getting information out of them through bribery, honest discussion, debate, diplomacy, or speeches. Also useful in negotiations, business transactions, and putting on performances (such as singing, acting, or storytelling).

willpower: Ability to withstand stress, temptation, other people's interaction attempts, mental attacks, and pain. The gamemaster may allow a specialization in a specific faith tradition or belief system to enhance many, though not all, applications of willpower.

CHAPTER 2

Disadvantages & Advantages

Disadvantages
- Achilles' Heel (R3)
- Advantage Flaw (R1)
- Age (R1)
- Bad Luck (R2)
- Ball and Chain (R1)
- Burn-out (R1 or more)
- Cultural Unfamiliarity (R1)
- Debt (R1)
- Devotion (R1)
- Employed (R1)
- Enemy (Variable)
- Hindrance (R1 or more)
- Illiterate (R1)
- Infamy (R1)
- Known Publicly (R1)
- Language Problems (R2)
- Learning Problems (R1)
- Overconfident (R1)
- Poverty (R1)
- Price (R1)
- Quirk (R1)
- Reduced Attribute (R2)
- Secret ID (R2)
- Short Life Span (R1)
- Strange Appearance (R1)
- Terrible Secret (R1)

Advantages
- Allies (R1)
- Authority (R1)
- Contacts (R1)
- Cultures (R1)
- Efficient Ka (R1)
- Fame (R1)
- Good Looks (R1)
- Hard to Kill (R1)
- Laboratory (1)
- Patron (R1)
- Quick Study (R3)
- Secret Hideout
- Support Staff
- Size (R1 or more)
- Skill Bonus (R1)
- Skill Minimum (R4)
- Trademark Specialization (R1)
- Uncanny Aptitude (R3)
- Wealth (R1 or more)
- Youthful Appearance

What's in this Chapter

This chapter is for players who want to explore more of their characters' possible backgrounds and abilities. After completing basic character generation in Chapter 1, look through this chapter to "flesh out" your character's history and abilities. You'll find interesting game- and story-related options called Advantages and Disadvantages. These suggest the fact that your character might know things, people, or whatever that aren't reflected by the character's attributes and skills. If something inspires you to change your character's basic characteristics, feel free to go back and make adjustments.

Expanding the Character Concept

When you first created your character, you probably had a character concept in mind. Now's the time to expand the character's history.

There are several ways you can do this. The easiest is to answer questions like:

- Where and when was my character born?
- What did my character do as a child?
- What unusual experiences did my character have?
- How did my character become the character he is now?
- What is one of my character's major goals?
- What was my character doing right before the game begins?
- Why does your character have the skills that he has?

Say your character knows marksmanship and several specializations. Why? Was the character in the army? A gangster? A member of a secret paramilitary organization? How were these skills learned? You don't have to explain every skill, but try to rationalize any unusual skills, as well as skills the character has two dice or more in (he is really good at those).

There are, of course, other questions you can come up with, though these are among the most common.

You can jot down notes and you can go back and fill in the gaps as you go. You can make up the name of the character's school, the exact date of birth, and other things as you go along. If you're stuck for ideas, read the basic description of the game setting or remember pertinent books, television shows, and movies — you can develop ideas based on them.

Peruse the Character Options

You might not want to write a background for your character until you look at some of the options available to you. Take a look at the Advantages and Disadvantages, and see some of the benefits and drawbacks you can choose for your character. You might see something you want to work in, and that will help give you ideas for a background story.

Aliens, Mutants, Fantastic Species

Non-Human characters and monsters have been a staple of role-playing games since their inception. Zombies, ghosts, space aliens, and nuclear mutations are all possibilities in a role-playing game, depending upon the game setting, as are any other combinations you can devise.

When creating a species template, every character based on that species must have certain background Special Abilities, Disadvantages, and, possibly, Advantages. However, enough points should remain with which the player may customize the character. Usually, the character ends up with more options than normal for average person in the game setting, but fewer than if the player had stuck with Human. (Experienced members of the species should have more skills and, perhaps, higher levels of the template's Powers and Disadvantages.)

Selecting Character Options

Advantages and Disadvantages make the character more interesting, more (and less) effective, and more fun to role-play (if you do it right). You know the story of your character — here's what that story means.

Advantages are perks that the character has because of her status in society, the people she knows, or something in her background. They generally do not directly affect attributes or skills.

Disadvantages hamper the character in some way. They might affect her attributes or skills or they might mean trouble for her in certain situations. Both Advantages and Disadvantages make the character more rounded and more believable.

Playing Character Options

Every character option in this chapter has its own rules for implementation. There are, if you look hard enough, some nightmarish combinations. If something seems like it is could cause trouble in the game later on, check with your gamemaster before choosing it. Ultimately, the game master has final say on the choice of all Advantages, Powers, and Disadvantages, as well as final say on the interpretation of those choices. Players who misuse their character options, particularly their Disadvantages, may find their Advantages or Powers meeting with some unfortunate accident.

Organization

Advantages, Disadvantages, and Powers are listed alphabetically in their respective sections. Advantages and Disadvantages are further organized into ranks. These ranks are numbered; higher-numbered ranks have a more powerful affect on the character. They are abbreviated R1, R2, R3, R4, and so on.

Note: Game masters may allow higher ranks of character options than the examples given here. Players and game masters should discuss the best way to represent their characters' unique set of traits.

Costs at Character Creation

Each rank in an Advantage or Disadvantage is worth one creation point (or one skill die, if you're using defined limits) per number. Advantages cost creation points, while Disadvantages give you creation points (or skill dice). Thus, a Rank 1 Advantage costs one point or die, while a Rank 4 Disadvantages gives you four points or dice.

When using templates or defined limits for attributes and skill dice, players may use skill dice or dice received from Disadvantages to get Advantages and Powers. Players in games using character creation point pools may use some of the points in their pool or points gained from Disadvantages to purchase Advantages and Powers.

Using the Additional Creation Points

You may use creation points that you earn from giving your character Disadvantages to buy Advantages (at their rank cost), more skill dice (at a rate of one creation point for each skill die), or more attribute dice (at a rate of four creation points for each attribute die).

Using the Additional Skill Dice

You may spend additional skill dice gained from including Disadvantages in your character to buy Advantages (at their rank cost), add more skills, or improve attributes (at a rate of four skill dice for each attribute die).

Disadvantages

Many Disadvantages exist as counterparts to the Advantages listed herein. Some have role-playing effects, while others alter attributes and skills.

When choosing Disadvantages, keep a few things in mind:

1. You're going to have to live with the Disadvantage. Take only Disadvantages that you don't expect to ever get rid of — there are rules for eliminating Disadvantages, but game master may allow their use only after lots of adventuring.

2. Choose more role-playing Disadvantages than game mechanic ones. Instead of taking easy-to-use modifiers to skill attempts or abilities, select Disadvantages that you can role-play. Granted, you won't want to have an overwhelming number of either type of Disadvantage, but Disadvantages that can be role-played and can work themselves into an adventure story are much more interesting than simple modifiers to difficulty numbers.

3. The Disadvantage has to be a disadvantage. Any Disadvantage that can be easily worked around, no matter how potent, or that actually helps the character on a regular basis is not a Disadvantage. For example, if a character has an Advantage Flaw where he can't use his Advantage when the temperature is below 60, and the character is always adventuring in places where the temperature is at least that high, then it is not a Disadvantage. Check all Disadvantages (and other character options, for that matter) with your game master and explain to him what you think they mean before you start playing the game. That way, you can avoid this problem before it crops up. Game masters who figure out the player was purposely trying to break the system may take away the Disadvantage and an equal amount of Advantages, Powers — maybe even Character and Fate Points.

Achilles' Heel (R3)

The character has a particular serious weakness. It is not something that most other characters find especially dangerous or inconvenient, but the character suffers severe modifiers to difficulties or even damage when exposed to it. Some examples include:

Allergy: The character is strongly affected by reasonably common things that she cannot always avoid. When exposed to the allergen, the character must generate a Moderate Physique or stamina total (as an action) or she takes 3D in damage. The character can resist the damage through applicable defenses, but she has to generate the stamina total as an action every round she is exposed to the allergen.

Atmospheric Incompatibility: The character is sensitive to something in the normal atmosphere and must shield himself from it. Failure to do so causes him to take a -4 modifier to his damage resistance total or the character takes a +1 modifier to all difficulties (which increases by +1 per minute exposed) until the character is out of the harmful situation.

Example: The high quantity of carbon monoxide produced by some combustion engines may poison a plant creature. When in the presence of these engines (such as when in a big city where these sorts of engines are used), the character must have an "air filter" on at all times.

Cultural Allergy: The same as above, but there is some social situation that causes the character to freeze (exposure to nudity, the sight of police, etc.) and lose all Critical Success rerolls until the condition is gone.

Environmental Incompatibility: The character is sensitive to something in the environment: an extreme of temperature, the chemical content of rain water, etc. Exposure to this without the proper protection causes the character to take -4 modifier to his damage resistance total or the character takes a +1 modifier to all difficulties (which increases by +1 per minute exposed) until the character is out of the harmful situation.

Metabolic Difference: The character needs more life support (typically food) than "normal" and begins to take damage after hours of malnutrition. For every hour after the specified time frame, the character's damage resistance total is modified by -1, which cannot be recovered except by obtaining the additional life support — and making up for the skipped amounts. For food, the character eats the equivalent of twice as many meals per day as the average Human. For instance, the character must eat a meal every four hours or, every hour after the four are up, the character's damage resistance total goes down. As another example, three times per day, a different character may need to eat twice as much as a normal Human.

Nutritional Requirements: The character must ingest an element not commonly consumed by Humans (blood, dead Human flesh, etc.) to survive. Often, the character encounters prejudice because of this, and she certainly develops physical problems if she fails to consume this substance in a

reasonable amount of time.

Rot: The character's body is rotting. She periodically loses pieces of herself (such as fingers and toes) and must pause to fuse them back on (this is a simple action but takes a round to perform). The character suffers no damage from this, but it should inconvenience her. For instance, in combat, the character's fingers might fall off, causing her to drop her weapon — this makes an excellent Critical Failure complication.

Vulnerability: A particular form of attack or interaction affects the character much more severely than other characters. For example, a character with a vulnerability to firearms might "freeze up" when he sees another character point a gun at him — making the other character +5 to hit him (most likely during the first round of combat only). Another character might automatically apply +10 to the difficulty of any attempts to resist another character's con attempts. (The less likely the situation is to occur, the greater the difficulty modifier.)

Restrictions/Notes: The Achilles' Heel (R3) should be very serious, but not "instant death" for the character. There should always exist some way to avoid it (not easily), or some chance that the character can counter it. The more creative the Achilles' Heel (R3), and the more likely it affects the character, the less it actually should do. A character who is vulnerable to water (he probably has a phobia), for example, might "panic" and suffer +3 to the difficulty of all actions when exposed to a large body of water, +5 when in it, and +3 when wet. Or, the character might just take 3D in damage every time he gets a significant portion of his body wet.

Achilles' Heel (R4)

The character's weakness is even more severe than the Rank 3 version of this Disadvantage. Some examples include:

Allergy: The same rules apply as for Allergy, save that the character cannot perform any actions except running away while exposed to the allergen.

Cultural Allergy: The same rules apply as for Cultural Allergy (R3), save that not only does the character lose all Critical Success rerolls if exposed to the specified social situations, she also is at +1 to all difficulties.

Atmospheric or Environmental Incompatibility: The modifier to the damage resistance total goes up, or the condition is more likely to occur, or the modifier increases each round.

Rot: The character loses major parts of his body periodically due to rotting (such as limbs) and must pause to replace them. Doing so requires no skill total but does take three rounds to perform. The trigger that causes this to take effect should occur no less frequently than a Critical Failure during combat and interaction rounds.

Symbiosis: The character is bound symbiotically to another, drawing strength or energy from her. Symbiosis can be either physical or mental. For every 100 meters by which one character is separated from the other, the character loses one pip (cumulative) to either their physical attributes or their mental attributes. (Remember: three pips equal one die.) If the character's symbiote is killed, the character loses 1D from the attributes affected until she can convince another character to willingly bond with her (the bonding process should be simple — like sharing blood — but willing participants must want it to happen). For an extra rank in this Disadvantage, the character is bound both mentally and physically to another, and loses from both sets of attributes if separated. For the separation to equally affect the "host," he must also have this version of the Achilles' Heel Disadvantage.

Restrictions/Notes: Additional ranks of the Achilles' Heel Disadvantage indicate even more deadly situations. See Achilles' Heel (R3) for other notes.

Advantage Flaw (R1)

This Disadvantage is linked to a particular Advantage or set of skills. Whenever the character uses it, there is some chance for a negative modifier or role-playing disadvantage. Here are some examples for certain Advantages:

Contacts: The Contact helps the character, but he is either "annoying" about it or a "hard bargainer." Where a normal Contact would assist the character for an almost negligible fee, the Flawed Contact will haggle and nag until "rewarded." Some reason should exist why the character would want to keep the contact happy.

Cultures: When the character gets hints or knowledge about a culture, he knows everything except some sort of critical piece of information. Or, if the character has the "sweeping knowledge" of lots of cultures, his interpretations sometimes are almost totally wrong (game master option). In order to make this Flaw work, the character should not find out about the error until it would be "interesting."

Skills: If the character fails at the skill check with one of a set of three related skills, she can't reroll Critical Successes either until the end of the scene or until she succeeds at the skill check.

Wealth or Funds: The character cannot access his wealth easily. Either it is tied up in red tape most of the time (especially if the character has most of the money invested), or he has to go somewhere to get it (such as having a fortune back East while adventuring in the Wild West), or someone else (reasonably friendly) has control over it and doesn't always release it easily.

Restrictions/Notes: In general, at Rank 1, a flaw should not debilitate a character or take away his Advantage on a regular basis — but it should make it a little less of a sure thing.

Advantage Flaw (R2)

This Disadvantage works in exactly the same manner as Advantage Flaw (R1), above, but with more serious results. If the Flaw came into play occasionally (like every time the character visited a desert), it now comes into play much more frequently (like when he is in any dry environment). If the Flaw made things a little more difficult, then the Flaw makes things a lot more difficult (the difficulty modifier doubles from the Rank 1 version).

Restrictions/Notes: Having circumstances that effectively take away the complete benefit of the Advantage is certainly within the bounds of Advantage Flaw (R2), and those circumstances can occur reasonably often (no more than during one quarter of a normal adventure, however). They will force the player to roleplay and to think about ways to get around the Flaw or to try other options, rather than just relying on a particular Advantage, Super Power, or skill set.

Example: If a character has a set of skills with the Flaw that they only work at night — a Rank 2 Flaw if only about a quarter of the character's normal adventuring occurs during the daytime — that would force the character to rely on other abilities and his wits during the daytime.

The rules for Advantage Flaw (R2) are otherwise the same as Rank 1.

Advantage Flaw (R3)

This rank takes on some of the characteristics of an Achilles' Heel (R3), but more in direct relationship to an Advantage, an attribute, or a large set of skills. The rules for the flaw are the same as for Advantage Flaw (R2), but the effects are even more severe. Not only does the character lose the benefits of the Advantage or attribute (or undergoes a condition that essentially negates it), but he also suffers an additional Disadvantage.

Example: Your character has this Disadvantage attached to her Mental powers. Every time she uses her Mental abilities, she taps into the general mood of the people around her. If the people near the mentalist are feeling strong or negative emotions, the character gets a nasty headache, causing her to immediately loses the ability to use her mental powers and she can't reroll any Critical Successes until the end of the scene.

Some other examples:

Infection: Under certain circumstances, the character passes along select abilities and characteristics to another character. The character has an infection score of Physique +2D. (This is not a skill and players may not raise except by taking additional ranks in this version of the Disadvantage.)

The gamemaster and the player should determine how the character spreads the infection. It could happen as the side effect of an attack, through physical contact, or through some other means. When the character performs the requisite action, he generates an infection total (which does not count as a separate action). The target generates a Physique or stamina total as well (which does not count as an action). If the character's infection total exceeds (not equal to) the target's Physique or stamina total, the target is infected.

An infection passes certain Powers and Disadvantages to the target (specified by the player and the game master when the player gives the character this Disadvantage). It is possible for the infection to pass more ranks in Disadvantages on than Powers, but is not possible for it to pass more ranks in Powers than Disadvantages.

Keep in mind that the infected character may well hate the character responsible for his new state, so the infecting character may have gained an

Enemy. In fact, there should exist some overwhelming reasons why this is actually bad for the infecting character — it is a Disadvantage, after all.

Gamemasters who do not feel that the Enemy Disadvantage is enough of a negative could also work in other sorts of Advantage Flaws as side effects of spreading the infection.

For an extra rank in the Advantage Flaw: Infection Disadvantage, the infection die code increases to Physique+4D. Also, the penalties for infecting another characters should be more severe — maybe the character infected then knows things about the infection character that will give him an advantage over his enemy, or perhaps the infecting character temporarily loses abilities or attribute pips.

Minor Stigma: There is something that the character cannot do without performing the "proper rituals" before or after (a fighter whose cult must "purify" him after killing someone; a psychic who cannot use Psionics without special equipment).

Stench: The character smells terrible due to one of his Advantages or just because he exists. Add 6 to the difficulty of all stealth attempts, as everyone can smell him coming. This also affects interaction attempts, giving them at least a +1 to the difficulty.

Restrictions/Notes: Advantage Flaw (R3) takes a powerful Advantage and turns it into a worse-than-useless Disadvantage for a comparatively brief period of time. A single Advantage can have more than one Advantage Flaw, and, if the character wants, several Flaws, of various ranks, can link to one Advantage. See other ranks of Advantage Flaw for more information and examples.

Age (R1)

The character is a teenager or just past middle age. And, since this is a role-playing game and not real life, he'll stay that way. In general, characters who are "too young" often have to role-play through episodes where they are not taken seriously, where they are ignored, and where they have less rights and control than older characters. Those who are "too old" get treated in much the same way — characters in their prime often defer to the character, but they also treat the character as if he were infirm or possibly senile.

Restrictions/Notes: In general, the game master should try to treat the character as if he were "too old" or "too young" and have fun with it. Game mechanics are seldom required, as good role-playing can make things work here, but if they become necessary, add 3 to the difficulty of intimidation and persuasion actions performed by the character that his age would bother (a young character trying to lead a group of experienced characters, or an older character trying to convince younger characters that he is "with it"). A character may only have one version of Age.

Age (R2)

The Disadvantage is the same, only more so. Instead of being a teenager, the character is a preteen child. Instead of being just past middle age, the character is old. The role-playing situations are basically the same, but the effects are more dramatic.

Restrictions/Notes: An old character receives +1 to the difficulty of physical actions (those that rely on Reflexes, Coordination, and Physique) that require unusual exertion (running, jumping, fighting, etc.). A young character adds 1 to the difficulty of all mental actions (those that use Knowledge, Perception, or Presence) when attempting to solve "adult" problems or interact with adults. Players should role-play both versions true to type. Two Disadvantages suitable for association with this one include Reduced Attribute (especially for Age: Old) and Hindrance.

Characters may be "young" or "old" and not take this Disadvantage. Older characters in good shape have no problems jogging, lifting, fighting, or whatever, and young, intelligent people can often interact and think just as well — if not better — than adults. This Disadvantage addresses those characters, young and old, who can't keep up as easily.

Bad Luck (R2)

The character is exceptionally unlucky. This Disadvantage is under the game master's control most of the time. The easiest way to handle it is, whenever the player rolls the dice and a Critical Failure comes up, not only does it take away the highest die in the roll, but something bad happens. The game master can choose from not allowing the player to reroll Critical Successes until

the end of the scene, the character loses an action during the next round, or invoking some sort of strange, but not too terrible, "bad luck effect."

Example: A character with Bad Luck is running from a group of terrorists that he's been fighting for some time. He tries to jump across an elevator shaft when the player rolls a Critical Failure on the dice. Well, the character probably failed in the jumping attempt (so he falls), but, instead of being able to grab for a cable or a lower ledge, the character's belt gets caught on a hook. Now, the character has to free himself before the terrorists come around the corner and blow him away.

Restrictions/Notes: A character may take Bad Luck (R2) if he already has the Good Luck or Great Luck power. The character might even, on occasion, use the benefits of the Good Luck or Great Luck power to get out of trouble or partially negate the effects of Bad Luck (R2) — that's the way it works. Also, the game master should remember that the character has Bad Luck (R2) — not the player. If the player gets into a consistent "streak" of rolling Critical Failures on the dice, then the game master should start "skipping" the invocation of Bad Luck (R2) occasionally — more than three or four occurrences of Bad Luck (R2) during an adventure is a little much.

Bad Luck (R3)

The rules for this Disadvantage are the same as for Bad Luck (R2). However, a Critical Failure or a total equal to one more than the die code of the skill or attribute causes Bad Luck (R3) to activate.

For example, if the character has 5D in a skill and rolls a total of 6 on the dice — which is one more than the die code in the skill — the Disadvantage comes into play.

The effects are exactly the same, only the game master might make the setbacks more uncomfortable.

Restrictions/Notes: See Bad Luck (R2).

Bad Luck (R4)

The same as Bad Luck (R2) and Bad Luck (R3), but the character suffers the effects on a Critical Failure or a total equal to or less than two more than the die code of the skill or attribute. (So, if the character with a skill of 5D rolls a 6 or 7, then the Disadvantage is activated.) The minimum effect is that the character loses her actions on the round and probably something disastrous happens.

Restrictions/Notes: See Bad Luck (R2) and Bad Luck (R3). Since Bad Luck (R4) can have such devastating effects, the game master might want to overrule occurrences of it. For example, if, during a standard scene of an adventure, a character is trying to persuade a shopkeeper to sell him an item at a better price, he might roll a low total on the dice. The game master could have something disastrous happen — the shopkeeper keels over with a heart attack just as the chief of police walks in and the character is suddenly suspected of murder — but does it serve any purpose in the adventure? Possibly, but if it doesn't, save it until later. Then, when the character is at the climax of the adventure and he doesn't roll a disastrously low total — but the game master feels a "dose of bad luck" would improve the story — he can use that as an excuse. Players should understand that Bad Luck is arbitrary and will often occur at the worst possible moment.

Ball and Chain (R1)

You have some person or animal that is dependent on your character. The character feels some sort of obligation, and will do whatever she can to protect them from harm. She may even be willing to give up her own life to see the person to safety.

A Ball and Chain may not even be a "real" relationship. They might not even know the character exist, but she knows they do. They could be that reporter the character is always helping when she sticks her nose where it doesn't belong, or old James, the lovable bum that the character feels compelled to watch over. If the Ball and Chain is killed because of the character's negligence or apathy, she loses 3 times the points you gained from this Flaw! These lost points may cause your character to gain other Flaws or cause her to lose points from other Attributes (especially Presence) or Powers.

At rank one the character has a small but personal relation ship with a friend.

Ball and Chain (R2)

Same as rank one but the relationship is closer. A life long friend fall into

this category. The character would be heart broken and sad if the person were to die but could eventually move on.

Ball and Chain (R3)

The person is a very close family member such as a parent or brother. The character would leave his teammates in a lurch to rescue this person.

Ball and Chain (R4)

Someone for whom you would sacrifice everything, possibly the lives of everyone on the planet, to assure that one person's survival. At this rank the character would be emotional crippled if the loved one was killed or injured.

Burn-out (R1 or more)

Under a certain set of proscribed circumstances, the Advantage goes away — permanently. The player and the game master should work out the circumstances, with the following criteria:

1. The Burn-out should have a chance of occurring about once or twice an adventure.

2. The Burn-out should be something the character can avoid — but she might not want to avoid it.

3. A logical reason for the Burn-out to occur should exist.

4. Both the player and the game master operate under the knowledge that the Burn-out will occur at some point.

Some examples of when a Burn-out could occur include:

• An opponent soundly defeats the character in an adventure.

• The character completes a particular mission of great importance (this would probably only happen after several adventures — but the character wants to complete for some reason).

• The character suffers a particular effect (she loses most of her Body Points or Wounds, she is the victim of a particular type of uncommon attack, etc.).

• A character's Advantage is somehow negated (a Contact who has a good chance of being killed, a piece of Equipment that someone is trying to steal or destroy, etc.).

This Disadvantage is worth a number of ranks equal to one-half (rounded up) of the Advantage with which it's associated.

Restrictions/Notes: Any Advantage could have the possibility of Burn-out. Just think of a logical (or, perhaps, supernatural) reason an Advantage would go away. There should exist a decent chance that it could go away, but the character should have some chance of avoiding that occurrence… for a while.

Cultural Unfamiliarity (R1)

The character is not from the "mainstream" culture of the society he spends the most time in. The player should decide on the character's native country, which is somewhere with a different culture than the one he is normally in. For instance, a character in a real world setting might hail from India but operate out of the United Kingdom. While the U.K. does not have any particular dislike of Indians, a few "cultural clashes" might happen occasionally. Bigots might get in the way of the character, and the character might not always "know" things about the setting that natives would automatically understand. The character is an outsider.

Restrictions/Notes: At the worst, game masters can treat like Prejudice (R1), but, most often, the character is just unfamiliar with aspects of the mainstream. Characters cannot usually take this Disadvantage more than once.

Cultural Unfamiliarity (R2)

The character is of a culture almost totally different from the "mainstream" he operates in. The character should constantly make mistakes and social gaffs. All attempts at streetwise or similar "getting around town" skills should have +6 to the difficulty (at least). In addition, the character should probably have trouble with the native language (he could even take the Disadvantage Language Problems).

Restrictions/Notes: The rules are the same as for Cultural Unfamiliarity (R1).

Cultural Unfamiliarity (R3)

The character is, in all respects, an alien. Either he's from another planet with a completely different culture, or whatever fits the game setting — he just doesn't fit in (socially, and, most likely, physically). Otherwise, this Disadvantage works exactly the same way as the other rank versions.

Restrictions/Notes: See Cultural Unfamiliarity (R1).

Debt (R1)

The character owes money, or something else valuable, to someone. In most cases, some sort of lending institution or credit house exists, and the payments aren't too arduous. The character just has a harder time getting credit and has to turn over a substantial amount of any profits he makes on an adventure to the lender.

Restrictions/Notes: Players should take this Disadvantage if they intend for their characters to live up to it. The character should have a reason he doesn't want to default on the debt, which the player works out beforehand. Also, Debt (any rank) with Enemy (any rank) can be an interesting combination — maybe the character is in deep to a loan shark or a manipulative and not entirely scrupulous lender.

A character may have this Disadvantage with the Advantage Wealth (any rank), as long as there is some reason it can't be just paid off. A character with Wealth (R3) (phenomenal resources) might be stuck in a contract where he has to turn over the profits of any adventure to someone, for example — he still has his wealth, but he has to cough up all the little neat things and rewards he gets at the end of the adventure (or the character has to persuade the lender/contract holder to let him keep them).

Debt (R2)

The character owes a lot of money (or something else valuable) to someone dangerous, or the results of owing this debt are dangerous. For example, the character could owe his life to a really strange old scientist, and, every time that person needs a favor (usually going off somewhere dangerous and doing something suicidal), the character has to drop everything and go.

Restrictions/Notes: The rules are the same as for Debt (R1).

Debt (R3)

The character owes almost everything to someone or something. In the case of worldly goods, the character must turn over nearly everything to the "lender" at the end of an adventure — the character must "borrow" these things back at the beginning of the next adventure. And it is up to the game master what the "lender" gives back.

In most cases, this means the character is either Employed or under some similar sort of restriction.

> *Example: Your character might belong to a particularly strict cult or religion. She has to tithe all worldly goods (or, at least, a large portion of worldly goods) to the cult after every adventure. If she does not, she would be cast out — a fate she would not enjoy — or even hunted and killed. At the beginning of each adventure, the character must beg and persuade whoever is in charge to let her have any goods she needs.*

Restrictions/Notes: Debt (R3) is so wide-sweeping that players may not usually combine in it with the lower versions or link to individual Advantages unless the player and the game master are particularly inventive. A character with Debt (R3) might "owe" the possession of a Rank 3 or Rank 4 Advantage to a particular source (a character might have received Equipment from a supernatural source) and have to pay some sort of tithe (a sacrifice, all the money the character obtains, etc.) to get the use of the Advantage.

Devotion (R1)

The character feels compelled to take certain actions out of a love of code or perceived duty to something else. The character may, at times, do things he finds morally questionable in order to achieve a greater good. With Devotion (R1), the character's beliefs do not come into play very often.

Devotion (R2)

The character with the Devotion (R2) Disadvantage believes very strongly in something and will attempt to persuade others of the rightness of his beliefs. His patriotism or loyalty to an ideal plays a role in his day-to-day life.

Devotion (R3)

At this rank, the character's belief in the cause motivates almost all his actions. The character would willingly die for his belief.

Employed (R1)

The character has a job. Maybe the job relates to what the character wants to do during adventures, or maybe not. Regardless, the character wants to keep

her job (or has to, for some reason), and she must take responsibility for missing work and fulfilling her obligations.

Restrictions/Notes: The player and the game master might have to work to role-play this, but an occasional conflict should arise between what the character wants to do and what she has to do. The character might even have to keep some activities secret or lose her job.

Some examples include special ops for a government or private organization, bodyguard, mercenary, reporter, writer, film maker, private investigator, bounty hunter, and police officer. The less freedom the character has in making decisions during the adventure and what she wants to do during her working hours (and perhaps even her spare time), the greater the rank in Employed.

Employed (R2)

The character works for someone, or something, that pretty much runs his life. When he goes on adventures, he either has to go through lots of red tape to get permission, or it's because he was assigned the mission. As a result, the character has little free will regarding what he does or how he does it, and he should come into conflict with his employer on occasion. Also, since the character is an employee, if he is on a mission, he usually has to turn over his share of the loot for corporate disposal — he'll get something out of it, certainly, but not a full share.

Restrictions/Notes: The rules are the same as for Employed (R1). Just make sure that "the job" is fairly inconvenient for the character, but there are reasons he doesn't quit. Maybe he has the Wealth Advantage only so long as he has the Employed (R2) Disadvantage — that would be a good way of tying in the Disadvantage.

Employed (R3)

The character is, for all intents and purposes, a slave. This does not mean the character is poor or without means — just without free choice. The character does virtually everything because he must. For example, a character might be the head of a large corporation. But the only way things get done is for the character to do them or be there to oversee their getting done. Adventures only occur when they are in direct concordance with the interests of the "employer." In all other ways, this Disadvantage is like its lower rank versions.

Restrictions/Notes: See Employed under the other ranks.

Enemy (Variable)

An individual or group has it in for the character. This disadvantage gives the character an enemy or enemies that are looking to harm, kill her or generally wants to make the characters life uncomfortable. The point cost varies depending on the group size and power of the enemy.

Note: An enemy doesn't necessarily have to be a super villain -- it could be a very powerful scientist or businessman, or a large, powerful, and fanatical church. Never underestimate the power of a group of people, regardless of Powers!

Restrictions/Notes: There is no reason a player can't use this Disadvantage similarly to an Advantage Flaw or as a complement to other Disadvantages or even Advantages. Maybe a character's Contact is sweet and helpful (a secretary in the Pentagon who tells the character a little more about the mission he's been assigned), but someone who influences the Contact is an Enemy (the secretary's boss who has been trying to seduce the secretary and resents the fact that the secretary likes the character better) and sometimes makes it hard for the contact to help

The point received from having the enemy disadvantage depends on the power level of the enemy and the frequency of his or her appearance in the game. A character can never have more than double her own power level+1 in points of an enemy, therefore a character who is power level 3 can never have an enemy worth more than 7 points.

Restrictions/Notes: It should be mentioned that killing the Enemy or running away should not get rid of the Disadvantage — at least not easily. At the very least, the character should have to go though a few adventures to "remove" the Enemy from his life. Usually, the character has to deal with the Enemy for quite a long time. Multiple Enemies can, of course, be selected.

Enemy Cost Chart

Power level

Power level 1-2:	2 Point
Power level 3:	3 points
Power Level 4:	4 points
Power level 5:	5 points

Type:

One person: (a particular enemy or arch villain)	1 Points
A small group or team: (a group of individuals who have banded together against you or a super team)	2 Points
A large organization or group of people: (the United States government, or all people of a certain belief or characteristic)	3 Points

Frequency:

Uncommon: the foe shows up maybe once every few months of game time	1 Points
Common: the enemy appears once a month to engage the character	2 Point
Constantly: This level can only be taken with the Gm's approval. An enemy that emerges this often could disrupt game play unless all other players involved had the same enemy.	3 Points

Hindrance (R1 or more)

The character has a minor physical or mental handicap that makes certain actions more difficult. The hindrance could be a permanent physical injury, a particular mental block regarding certain types of activities, a limitation innate to the character's species, or the result of age.

The player and the game master should work out some sort of affliction and then choose a group of related skills that get difficulty modifiers totaling +3. Some examples of sets of three skills getting a +1 modifier to the difficulty of each include:

- Bad Knee: acrobatics, jumping, running
- Rude: charm, con, persuasion
- Trick Shoulder: climbing, melee combat, throwing
- Uncoordinated: acrobatics, melee combat, sleight of hand
- Unobservant: investigation, languages, search

The players may use this Disadvantage to restrict one form of their characters' movement. A two-meter reduction in one form of movement (running, swimming, jumping, or climbing) is equivalent to a +1 difficulty modifier, so a player could take a small movement restriction along with difficulty modifiers to skills. The minimum movement rate for a character is one meter.

Characters with a native environment requiring an alternative means of movement other than walking (such as swimming or burrowing) may take one rank of Hindrance: Atypical Move to represent the inability to walk or jump. Instead, the character uses his base Move to represent his base swimming or burrowing Move. Thus, a water-dwelling character without legs and with this type of Hindrance would have a swimming Move of 10 (instead of 5), could not walk, and would be limited in the kind of jumping he could perform.

Players who wish to reduce their character's damage resistance total (to represent a delicate physical nature) may take a -1 modifier to that total for each rank in this Disadvantage.

Restrictions/Notes: Players may restrict specializations — with game master approval. Three specializations that the game master thinks the player might have to use reasonably often (like investigation: find clues or marksmanship: pistols) could substitute for one general skill. Hindrance (R1) can be selected several times, as long as the game master thinks it appropriate. Since it is very much the counterpart to the Skill Bonus power, additional restrictions and notes can be related to the ones found there.

Each additional rank in Hindrance increases the total difficulty modifier by +3, which may affect the few skills in a Rank 1 group, or they can increase the number of skills covered by the Hindrance.

Illiterate (R1)

A character can be considered Illiterate for one of two reasons. The first is simply due to her inability to read. The other reason is if she did not speak the local language (an immigrant arriving in a new country or an explorer among natives, etc.). She may be an extremely intelligent and well-read person, but she has difficulty exhibiting that in her new country. She receives a +6 difficulty modifier in addition to any other modifiers when attempting to read or write anything.

Infamy (R1)

The character is about as well known as a character with Fame (R1), but for different reasons. The odds of being recognized are the same as for Fame (R1), but the reaction is quite different. The character experiences hostility, prejudice, and intentional slights — in game mechanic terms, the character should have the difficulty of all interactions increased by at least +3.

Restrictions/Notes: There is a reason for this negative attention. Either the character did something, is accused of having done something, or is suspected of having done something not particularly pleasant, or the character has, through other strange circumstances, earned a "bad rep." Sometimes, this Infamy will help the character — but it shouldn't help too much. If the character had a combination of Fame and Infamy (by selecting both options), then maybe he'd earn a reputation like Wyatt Earp or Jesse James in the American Old West — certain people would look up to him or respect him, and there would be definite fear there most of the time, but there would also be a lot of people who would enjoy seeing the person leave or die. Of course, Infamy (R1) should be something minor — maybe the character is a former criminal, or he did something questionable in the past and was cleared. People are not overtly hostile, but they are unfriendly when they recognize him. Several ranks of Infamy can only be selected if the character is infamous for multiple reasons — but the effects should be cumulative, and this can only be done if the gamemaster thinks it is appropriate (a character with Infamy (R3) would hardly have to worry about Infamy (R1) in most cases, so it would not be a proper combination).

Infamy (R2)

The character is, most likely, wanted for a crime of a fairly serious nature, or he did something (or is thought to have done something) in the past that makes him hated and reviled by most people. The rules are essentially the same as for Infamy (R1) and the recognition chances are similar to Fame (R2), but the modifier to interactions should be, usually, at least +6.

Restrictions/Notes: As stated under Infamy (R1), unless combined with Fame, this Disadvantage only allows for the negative aspects of notoriety. A character who has Infamy (R2) would be considered by nearly everyone (but not everyone) to be "scum" and someone who "deserves no better than he gets." When combined with an equal or higher rank of Fame, there is often that "fear and respect" option — many characters will still try to betray or hurt the character in some way, but most won't be that open about it.

Infamy (R3)

The character has trouble going out in public because a lot of people hate her to the point of violence. Chances are good that, if she fails an interaction (with a +9 to the difficulty), the other person will drive her away. The player could select Enemy (R1) in addition to this Disadvantage to reflect those hunting her. However, the character could use disguises and avoid populated areas. Most likely, the character has to move around until she can "live down" her infamy (if ever) or until she dies.

Restrictions/Notes: See Infamy (R1) and Infamy (R2).

Known Publicly (R1)

Your hero has no secret identity, and is known publicly as a superhero. Sometimes people will come to her door and ask for help, and she is regularly bombarded by public requests for assistance. Super villains can show up at her day job, looking to pick fights, and young punks call her a narc. If she screws up and let something slide, she'll probably hear about it at the next PTA meeting.

This is a dangerous Flaw to combine with Flaws like Infamous and Enemy! Your character's life could be daily misery!

Language Problems (R2)

The character does not understand the language of the area she spends most of her time in. She must learn skill pips in the specialization languages:

(local language). She also receives a +6 difficulty modifier in addition to any other modifiers for what she's attempting to convey or understand.

Restrictions/Notes: The character cannot begin the game with more than one pip in languages: (local language), but she may improve the skill at the cost at +2 to the cost. However, the character should speak another language in the game setting fluently.

Learning Problems (R1)

When the character attempts to learn a new skill, or improve an old one, he does so at +2 per rank to the Character Point cost. Alternatively, the character can only learn or improve a skill if she attempts it and fails. A character should have to fail with a single skill at least three times per adventure before being allowed to learn or improve the skill.

This Disadvantage is associated with a single attribute, and it applies to specializations. There should be some sort of reason for this in the character's background, such as a lack of education or difficulty reading.

Restrictions/Notes: This is the counterpart to the Quick Study power, and it should be treated in much the same way. This Disadvantage can be taken multiple times and for a different attribute.

Overconfident (R1)

You're hero is full of herself – SHE can take on the world, SHE can handle any situation! Well, you think you can, anyway. Your character will be the first into any fight, thinking that no one can handle the present danger better than she can! Others will initially think of her in a good light, but be quickly soured by her overbearing personality.

The character gains a bonus of +1 to all rolls whenever she is winning or in a favorable position, but when the tables turn, she will be scrambling, her confidence broken. She then suffers a –1Dper penalty to all rolls.

Overconfident (R2)

Same as above but the penalty increases.

The hero gains a bonus of +2 to all rolls whenever she is winning or in a favorable position, but when the tables turn, she will be scrambling, her confidence broken. she then suffers a –2Dper penalty to all rolls.

Overconfident (R3)

Same as above but the penalty increases.

The character gains a bonus of +3 to all rolls whenever she is winning or in a favorable position, but when the tables turn, she will be scrambling, her confidence broken. She then suffers a –3Dper penalty to all rolls.

Poverty (R1)

Since characters who adventure tend to accumulate wealth, this Disadvantage is only available at Rank 1. The character begins the game with the shirt on his back and, maybe, a few pieces of cheap and substandard equipment. The character should also have the attitude of someone who is "poor," whatever that might be in the game setting.

If using Funds as an attribute, this Disadvantage subtracts 10 from relevant totals.

Restrictions/Notes: As an excellent combination, this Disadvantage could be selected with Debt or Price to make the situation more realistic. Poverty can only be selected once.

Prejudice (R1)

The character is of a minority group — or maybe it is just the character himself — that is subject to prejudice and discrimination. The character receives modifiers to the difficulties (from +2 to +4) during normal interaction with characters not of the minority group, and is generally treated unfairly by society. The group the character belongs to, or the reason he is discriminated against, should be identified immediately, and the player should know how he can expect to be treated in most cases.

Restrictions/Notes: The game master has to be careful with this one. Role-playing prejudice is not often something players want to get into, and it can be especially uncomfortable in a real world or similar setting. When used in a setting where there are many different sapient species, however, it can be quite interesting — especially if there are several characters in the group who are prejudiced against.

Prejudice (R2)

The minority group the character belongs to is oppressed. The character experiences disparity virtually every day. While other characters of the same minority group may not actually experience this prejudice (that is, they didn't select this option), it is probably because they aren't in positions where this discrimination can be easily practiced.

Restrictions/Notes: The character often experiences discrimination and most interactions are performed at a +3 to +6 to the difficulty. This prejudice should be role-played at every opportunity. However, game masters and players should only use this Disadvantage when both sides are comfortable with using it in a pretend situation (see Bigotry and Prejudice for more information).

Price (R1)

This is a Disadvantage similar to Advantage Flaw. But, instead of there being something wrong with the character's Advantage or a set of three related skills, there is a "price tag" attached. Every time the character wants to use the ability, he has to pay a Price at least a few times during the adventure to continue using the ability.

The Price might be an actual fee — and a significant one at that. If the fee isn't paid, the Advantage goes away until the price can be paid. But this won't work for many Advantages (at least not in an interesting manner), so there are other ways to do it.

Most likely, the Price will be a role-playing effect. Maybe every time a Contact does a favor for a character, he not only demands the normal, negotiated recompense (if any), but the character must do a favor of equal importance for the character. Or, whenever a piece of Equipment is used, parts of it need replacing or servicing by a specialist (who may charge a high fee or ask a favor), most likely after the adventure.

One more suggestion for Price (R1) would be that the character has to pay one Fate Point or three Character Points at the end of an adventure to "pay for" the use of the Advantage or skills. This reflects the fact that the use of the Advantage takes something out of the character when it is used.

Restrictions/Notes: The Price should be fairly easy to meet, but it should take some work. At this rank, it should be something that the character can role-play along with an adventure or resolve between short adventures or parts of longer adventures (like paying off the recipient of the Price). However, if the character does not pay the Price, the Advantage does go away — and, if in the game master's opinion the character does this too often, both the Advantage and the Price should go away permanently. Price can be taken often at various ranks, and the same Price can be linked to more than one Advantage — though, unless the Price is actually double (the character has to pay the same price twice as often), it only counts as one Disadvantage.

Price (R2)

The Price for using a particular Advantage, or group of Advantages or set of three related skills, is much higher than mentioned in Rank 1, but the rules are the same. Contacts will be extremely hard to pay off or do favors for — maybe an entire short adventure has to be devoted to paying back a contact who helped out.

Optionally, paying two Fate Points or six Character Points at the end of an adventure where the Advantage was used is a quick way of paying the price.

Restrictions/Notes: See Price (R1).

Quirk (R1)

The character suffers from a personality quirk that makes certain types of role-playing and interaction more difficult. This quirk could simply be a habit or an affectation that has gone too far, or it could be a minor psychological problem. Some examples include:

Angry: The character has a short fuss and is easily angered. In stressful circumstances or situations that aren't going the characters way she becomes angry and in extreme cases violent.

Dependency: The character has a slight dependency on a substance or even a role-playing event. The character might be a pack-a-day smoker who, if she doesn't get a cigarette at least once every few hours of game time, she gets irritable and loses Critical Success rerolls during interactions. Or maybe the character always has to have the last word in any situation and will often beat an argument into the ground rather than "lose."

Kleptomania: When in a store or surrounded by small, portable items, the character will occasionally try to "lift" something. When possessed by his Quirk (see rules below), the character suffers +3 to the difficulty of sleight of hand, lock picking, or related attempts at theft because he really doesn't know he's doing it.

Indecision: The character does not like making decisions and will delay making them. When role-playing, the player should actively participate in group discussions, but he should be wishy-washy and indecisive at critical moments.

Stutter: When under pressure, relaxed, nervous (such as failing a skill roll), or some other fairly common "mood" hits the character, he stutters. The upshot is the character suffers +3 to the difficulty of any interaction at this time and player should role-play having a hard time getting his ideas across to the other players. This lasts until the player rolls a Critical Success.

Restrictions/Notes: Good role-players will have fun with these, and other, Quirks that they come up with. Indeed, this Disadvantage is often more fun to play than many Advantages — but the game master should make certain it is being role-played. Whenever the game master thinks it appropriate, he should make the player generate a willpower or Presence total against a base Moderate difficulty to "indulge" in his Quirk automatically (that is, "suffer" for it). The negative effects of the Quirk immediately come into play. Also, if the character repeatedly makes this roll, resisting the impulses of the Quirk, the game master should start modifying the difficulty upwards until the character fails. Multiple Quirks can be selected.

The game master may allow multiple inclusions of the same version of this Disadvantage, with all modifiers cumulative and an increase by +5 per inclusion to the willpower difficulty.

Additional Note: Some players may choose to have their characters role-play Quirks they already have or might like to play. Sometimes this works, sometimes it doesn't. It can be hysterical to have a player "steal" dice out from under another player's nose (symbolizing the fact that the character is taking necessary items away from the other player's character) as long as things don't go too far (that is, when people start getting upset). However, players who are "indecisive" should not play characters who are indecisive — since they would be anyway. This is too much like getting a Disadvantage for nothing.

Quirk (R2)

The rules for Quirk (R2) are the same as for Quirk (R1), only the chance of occurrence is much greater and the effects are larger.

Angry: the character is always on edge and has a really short fuss. At this rank people walk on egg shells around the character and give her a plenty of space when they see things are going poorly.

Dependency: The character needs to fulfill his dependency much more often (once a scene, perhaps). The character also experiences one automatic Critical Failure per scene that he doesn't (a smoker might have a coughing fit in the middle of a tense negotiation or during a stealth attempt, for example).

Restrictions/Notes: The difficulty of resisting the "impulse" is now Difficult, but all other rules are the same as under Quirk (R1).

Quirk (R3)

These "personality quirks" are much more serious. The character might be a junkie, a psychotic with a certain type of behavior, or has a severe phobia (he's deathly afraid of something). Some examples:

Angry: The character is angry at the world and more often than not vents her anger with violence. She may or may not vent at the object of her anger and can just as easily go off on the person trying to soothe her savage soul.

Dependency: The character is a junkie, always after a "fix." The "fix" might be an illegal substance, or a perfectly normal one, or even a type of role-playing interaction (maybe the character has to try to come as close to dying as he can).

Paranoid: The character trusts no one. He receives a +6 to the bonus number when trying to resist being conned, but he also receives this "bonus" when trying to be persuaded — and he must be persuaded before he'll help even his closest friends. "Everyone is out to get him."

Phobic: The character is deathly afraid of something. It could be heights, open spaces, spiders, or another character. Unless the character makes his willpower roll (below), he dissolves into terror.

Vengeful: The character cannot stand to "lose" or be "wronged." If the character perceives herself as looking foolish (or whatever), she will go to great lengths to get even (in reality, the character probably takes it too far).

Restrictions/Notes: The character has Very Difficult Presence or willpower roll to make to overcome the Quirk — at the least. If, in the game master's judgment, there is a reason the character should have modifiers to the difficulty, then he will. Players who don't want to play a character that can frequently lose control should avoid this option. Other rules are the same as under Quirk (R1)

Reduced Attribute (R2)

Something about the character's species, age, physical condition, or some other factor has permanently reduced one attribute by one pip. The character may not reduce the attribute die code below 1D, and the attribute die code may never be increased by spending Character Points (though gaining a super powers would help).

Restrictions/Notes: The reduction in die code increases by one pip for each additional rank taken in this Disadvantage. (Remember that three pips equal one die.) The character may have different variations on this Disadvantage for each attribute, and the character's species must be required to take at least 1D in the affected attribute.

Secret ID (R2)

Your hero has chosen to keep her identity hidden for the sake of her family and loved ones. Of course, the less a super villain knows about her, the better! She keeps the secrets of her other life well guarded, even from her family so that they will not be a threat to her or their own personal safety – but there's always the off chance that they may stumble in or be found. If your character's secret identity is discovered, there may be hell to pay – her life may fall apart, and the points in this Flaw are likely to become other Flaws.

Short Life Span (R1)

Sadly the hero has a life span that is significantly shorter than the average person. It may be a fluke of genetics, maybe she is a walking time bomb, or even with Powers she may be terminally ill. There are some heroes in Godsend who are required to have this Flaw – ask your GM for more information.

Note: GMs may not allow you to take this Flaw in a short campaign, where the issue of your life span, no matter how severely reduced, will never come up.

At the beginning of game play the character has only 2d-1 years to live

Short Life Span (R2)

The character's life span is considerably shorter. The character has 2D-3 years to live (minimum of one year).

Short Life Span (R3)

The character has a terribly short time to live, having only 1D-3 years to live (minimum of one year).

Strange Appearance (R1)

Your character has a weird or unsettling appearance. Maybe her eyes are bulging or she has scaly skin. She is generally shunned by society, and suffers penalties of -3 to any Presence rolls (except Intimidation and Willpower) until people can get used to her. (At the GM's discretion, they may NEVER get used to her, especially if this Flaw is severe enough.) Unless she designate that her voice is strange as well, she wouldn't suffer these penalties while in vocal contact (i.e. on the phone, over a radio, et cetera).

On the up side, such a terrifying or weird appearance gives the hero an advantage when she is trying to scare people She gains a +2 to your Intimidation rolls.

Strange Appearance (R2)

The character has transcended the realm of human deformity and is reviled by as an unnatural beast. The character may have such deformities as veiny skin, Eyes that resemble unripe tomatoes, or fangs.

-6 to any Presence rolls (except Intimidation and Willpower) until people can get used to her.

She gains a +4 to your Intimidation rolls.

Strange Appearance (R3)

The character's appearance is such that those who see her must make a moderate Willpower roll when first seeing you or run in horror for one round. The character is monstrous in appearance with unnatural features that can only be guessed at in the sane world. Glowing red empty eye sockets, bulging and blistering gums, or gibbering mouths in unnatural locations.

-12 to any Presence rolls (except Intimidation and Willpower) until people can get used to her.

She gains a +8 to your Intimidation rolls.

Terrible Secret (R1)

Your character has a horrible event from her past that she wants to keep secret. The higher the rank of this Flaw, the worse the secret is. Of course, the higher the rank of Secret you have, the direr the results of its discovery will be. This disadvantage and its discovery, at the highest levels, can potentially get you killed outright. Beware!

The character has a minor secret that if found would show her in a poor light. She will be ridiculed and thought of in an unfavorable light.

She will suffer a reaction penalty of -1D to all social skill rolls for a week if exposed.

Terrible Secret (R2)

The character has suffered or perpetrated a scandal or performed some sort of unsavory act in her past. If the character is ever exposed she may have to serve jail time or pay some minor penance.

She will suffer a reaction penalty of -2D to all social skill rolls for her Presence die code in weeks if exposed.

Terrible Secret (R3)

The character has performed some sort of heinous act that could lead to her imprisonment or death if every exposed. At this rank the character would be hunted down and made to atone for the diabolical acts she may have committed.

She will suffer a reaction penalty of -3D to all social skill rolls for her Presence die code in months if exposed.

Advantages

Allies (R1)

This Advantage gives your character a person or group of people that she can call upon to help her in that time of need. Allies vary in size number, from her drinking buddy who also happens to be a cop, to a major organization that she helped or worked for at some point, and now has agreed to help her. Power level dictates the pull they have in society. This can vary from someone who can gather up the neighborhood kids to annoy someone to the government that can call up an air strike in three minutes.

At rank one the character has a small group of 2-4 people of low power level (NPCs built on 40 character points) or one person or creature at a higher power level (built with 100 character points)

Allies (R2)

At rank two the character has a small group of 5-10 people of low power level (NPCs built on 40 character points) or two people or creatures at a higher power level (built with 100 character points)

Allies (R3)

At rank three the character has a small group of 11-16 people of low power level (NPCs built on 40 character points) or three people or creatures at a higher power level (built with 100 character points)

Authority (R1)

The level of the Advantage is based on the character's rank, duties, and power in his local jurisdiction. An Authority (R1) Advantage might belong to someone who, because of circumstance, does not have a lot of opportunity to use his authority or someone who is very low in rank.

Law Enforcement is one version of this Advantage that gives adventurers some measure of abilities associated with being a deputized agent of the law. Authority: Law Enforcement (R1) means the character can carry a firearm and has limited authority to enforce the law. Private investigators, bounty hunters, and bail bondsmen would need this Advantage.

Restrictions/Notes: It is not necessary to have the Authority: Law Enforcement Advantage to own a firearm in those countries that allow ordinary citizens to own them. However, if owning a gun is illegal in a country and limited to deputized officials, then this version of the Advantage would be necessary.

Remember, too, that outside of the character's jurisdiction or permit limits, this Advantage may have little or no value.

Authority (R2)

Same as Authority (R1), but the character has more influence, possibly commanding a small number of troops or being in charge of a small company or town. With Authority: Law Enforcement (R2), the character is actually a police officer and is allowed to make full arrests and reasonable search and seizures.

Restrictions/Notes: See Authority (R1) for more information.

Authority (R3)

Same as Authority (R1), except that the character has a great deal of power and influence. The head of a large company or someone whose authority is simply never questioned would have this Advantage. With Authority: Law Enforcement (R3), the character is a federal agent and have authority over local police for the purpose of investigations.

Restrictions/Notes: Higher levels of Authority indicate a wider sphere of influence, such as multiple countries or time. Otherwise, see Authority (R1) for more information.

Contacts (R1)

The character "knows somebody" or a group of somebodies who will generally help out the character if he makes a decent appeal or sufficiently compensates the contact. This level of contact only sticks around for a limited amount of time (part of an adventure or maybe throughout a short adventure).

The character might know a "group" with a wider range of influence (but less power) that will help out, again, for a modest fee or under the right circumstances. The influence might not be as direct, but it is easier to come by. For example, there might be clubs or organizations that will provide certain services for travellers — maps, hotel reservations, emergency transportation, and so on — for a small membership fee. You have to call them or go to their offices, and they won't do much about that maniac with the gun who is chasing you, but they can be of immense help under the right circumstances.

Restrictions/Notes: Contacts should not automatically help the character, but they should be reasonable in their negotiations. Multiple contacts of various ranks may be selected and they may be stacked. For example, a certain person might be a Contact (R1) in most circumstances, but he could be a Contact (R2) or even a Contact (R3) in the right place — for example, a mercenary might help out for a fee versus normal foes, but when fighting his "hereditary enemies," he might be almost invincible and eager to help.

Remember that contacts are gamemaster characters. They should be created and played rationally. If a player refuses to roleplay or takes advantage of contacts, he should be penalized when trying to use them (and possibly lose them). There should also be a reason in the character's story why he has these contacts.

Contacts (R2)

This Advantage is identical to Contacts (R1), except the contact is more powerful, more influential, easier to get hold of, willing to do more favors, or affects the game on a larger scale.

If the contact is supposed to be a large group, it now has much greater influence over a wider area. In the real-world example, instead of having the auto club as a contact, the character might have a government agency there to help him out occasionally.

Restrictions/Notes: Under no circumstances should any contact, regardless of rank number, make roleplaying and thinking superfluous. Contacts are totally under the control of the gamemaster and, even powerful and influential contacts from this rank should be kept under a tight rein. See Contacts (R1) for more

information.

Contacts (R3)

The contact or contacts chosen should be nearly supernormal, supernatural, or uncanny in origin. For example, in a pulp fiction setting, a character's Contact (R3) might be an "adventurer's guild" with globe-trotting members and representatives who all have their own unusual abilities — and who can turn up at the oddest moments.

Work with the gamemaster to come up with some interesting contacts. It might be a mystical force that "protects" the character under certain circumstances, or a group of psionic monks who can be called upon for "mental aid" — or maybe a really complete occult library.

Restrictions/Notes: Again, as with Contacts (R1) and (R2), don't let the contacts take over the game — and don't let the player's character abuse them. Contacts are gamemaster controlled, but they will usually only be brought into play at the character's request.

Contacts (R4)

There is some sort of strange "force" that "watches over" and occasionally helps the character. In many ways, this Advantage is not as useful in most adventure situations as the other versions of Contacts, but it can have dramatic effects on occasion.

Some examples of this include a particularly powerful gamemaster character who will step in occasionally to help the character when he's in trouble. Or, a large governmental agency might, for some reason, want to step in and aid the character at times.

Generally, the character can get minor assistance (as could be gotten from Contacts (R1) or Contacts (R2)) on a fairly regular basis — and under the same sort of circumstances as having lower versions of Contacts — but "the big stuff" only happens when the gamemaster thinks it appropriate. The character might get killed before the Contacts (R4) intervenes — maybe the character just wasn't doing something the contact felt was important to it — but, most likely, assistance will be provided.

Restrictions/Notes: Players' characters should take this option only if they want to take Disadvantages relating to it. For example, if a character in a pulp fiction campaign wants to have a group of super-scientists who like him and will supply him with substantial aid on a regular basis (like a spy who gets outfitted with new gizmos at the beginning of every adventure and who can call for more during certain times in the adventure), then he should take Disadvantages that relate to that. The character could be a member of an organization (see the Disadvantage Employed), or he must do reciprocating favors for the super-scientists (see the Disadvantage Price), or there are equally powerful people who want to eliminate him because of his contacts (see the Disadvantage Enemy).

If the character does not want to take extensive Disadvantages relating to the contact, then Contacts (R4) should be unpredictable and not always useful. For example, the super-scientists might provide the character with plenty of extraordinary equipment, but it might not always be what the character needs or might not work correctly all of the time.

Cultures (R1)

This is another Advantage that can be utilized in more than one way. The first way is the simplest. The character has knowledge of a particular (usually unusual) culture that he can use to his benefit when among people of that culture. This acts both as a knowledge (scholar) type skill and as a bonus (usually +1) to interaction in that culture.

Example: A character in a pulp fiction game setting might have Cultures (R1) pertaining to a certain Amazonian tribe. When the character goes on an adventure in the Amazon, chances are good he will get help from that tribe in his activities instead of being attacked as a stranger or trespasser and ending up with his head on a pike.

The second way Cultures (R1) can be used is a little more wide-sweeping. The character has a knack for drawing parallels between unknown/unusual and known cultures. For example, the character might be able to figure out why certain religious taboos exist in a society she's just met. These should just be bursts of culture-related intuition that the gamemaster supplies occasionally — the player can only remind the gamemaster her character has this ability and hope the gamemaster feels the situation is appropriate.

Restrictions/Notes: A character with Cultures (R1) has about the level of knowledge of a frequent tourist — no more. Unless the character has skills like streetwise, languages, and other supporting skills, he acts as if he has visited the culture and learned a decent amount about their ways, but he is definitely an outsider. This Advantage may be taken more than once for different cultures.

In the second example, the character has absolutely no control over her ability and only gains very limited insights — though sometimes at critical moments. The character cannot "call upon" this knowledge. This version of the Advantage may not be taken more than once, but it may be combined with the other type of Cultures at any rank.

In both cases, the character's background must reflect the "special insight" he has into the culture or cultural trends.

Cultures (R2)

This option can be used pretty much like Cultures (R1), only on a larger scale. Instead of choosing a small, unusual culture, the character might choose an "alien" culture (one totally different from his own) and gain an understanding of it comparable to the understanding in Cultures (R1). Or, he could choose to learn more about a relatively small cultural group (to the point where the character would be accepted as one who has spent a lot of time with the people). The last option, the sweeping cultural understanding, would also be much more in-depth. The character would be able to call on cultural parallels much more often and the gamemaster should give more information.

Restrictions/Notes: The same as for Cultures (R1), but the character has about the level of knowledge of an outsider who has lived in the culture for a while. Either that, or he would get more useful information on alien cultures or "sweeping" cultural examinations.

Cultures (R3)

The character is either a native of an unusual culture or has the knowledge and the respect as if she were one. A person who has lived a significant portion of her life in a culture and has that sort of understanding of it would have Cultures (R3) — only the character is actually a part of the game setting's dominant culture as well.

If an alien culture can be, and is, selected, then the character has an extreme familiarity with it. Alternatively, the character might be something of a cultural anthropologist — the character can observe a particular culture for a brief time and have a very good (gamemaster-controlled) chance of understanding the culture on a respectable level.

Restrictions/Notes: As with Cultures (R1) and (R2), the character must choose what sort of cultural familiarity to have. Also, there must be a compelling reason the character has this familiarity or understanding. Finally, if the character chooses to be a "native" of a particular culture, she should probably have to learn language: (the culture's major language) at least +1D.

Cultures (R4)

This selection should be taken only if the game setting employs the use of alien cultures (those not totally understood by the dominant culture). The character understands the alien culture and can interact within it — he is still an alien to it, but he is treated better than any other outsider (most likely).

Example: In a game setting where "aliens live among us," the character is a Human member of secret society that keeps the aliens hidden. But, because of something in his background history, he can interact with certain types of aliens and he can understand their ways. This doesn't mean he's friends with them, but he has a better chance of interacting with them, figuring them out, and outsmarting their "alien logic" than other characters.

Restrictions/Notes: The character should have related Disadvantages, and there has to be some extensive background description telling why the character has this Advantage. Otherwise, see the other entries regarding Cultures.

Efficient Ka (R1)

The character absorbs ambient Ka energy and uses it more efficiently. This is an Advantage, not a Power, because some people use Ka without realizing it, and without having any further abilities in it beyond the basic Ka Pool abilities.

+2 to the character's Ka pool

Regenerates an extra 2 Ka points per day up to her maximum value.

Efficient Ka (R2)

As above

+4 to the character's Ka pool

Regenerates an extra 4 Ka points per day up to her maximum value.

Efficient Ka (R3)

As above.

+8 to the character's Ka pool

Regenerates an extra 8 Ka points per day up to her maximum value.

Extra Body Points (R1)

The character can take more than average punishment from physical attacks. At rank one the character receives an additional 3D to his Body Point total.

Extra Body Points (R2)

The character can take more than average punishment from physical attacks. At rank two the character receives an additional 4D to his Body Point total.

Extra Body Points (R3)

The character can take more than average punishment from physical attacks. At rank three the character receives an additional 6D+20 to his Body Point total.

Fame (R1)

The character, for some reason, is fairly well known. The extent of the character's fame should be determined by the game setting. In a global game setting (such as pulp fiction or real world), the character has moderate recognition value in a particular region. In a smaller game setting (like post-nuclear war settings), the character might have more dense penetration of recognition, but with less wide-sweeping effects (for instance, everyone in town knows who they are, but no one from more than a few days travel away has ever heard of them).

Whenever the gamemaster or the player thinks the character might be recognized (and the Fame Advantage would come into play), the gamemaster should roll 3D. If the result is 15 or higher, the character is recognized. Otherwise, he will have to do something "special" to be recognized (and gain the benefits of recognition).

If a character with Fame (R1) is recognized, he should gain small perks, like being seated in a restaurant early, avoiding small legal hassles (like routine customs checks), or just be treated generally better (perhaps the character gets a couple of bonus points to persuasion, con, and charm attempts). Like most roleplayed Advantages, the gamemaster should decide on the results.

Restrictions/Notes: Fame may be chosen multiple times as long as the player defines how each Fame is different. For example, a character might have Fame (R1) in regards to his fighting abilities, but another type of Fame pertaining to his intelligence or some other ability.

Fame (R2)

The character is very well known. On a global setting, the character would probably be recognized in most fairly civilized cultures and almost definitely in her home culture. The gamemaster should roll 3D and, on a 15 or higher, a person from another culture will recognize the person and react (usually favorably). In the character's own culture, this reaction comes on an 8 or more. If the character draws attention to herself in her own culture (identifies herself), then the reaction will most likely be automatic (gamemaster's option).

Restrictions/Notes: At this level of fame, the character should be treated like a famous author, an occasional movie or television star, or a reasonably recognizable sports figure (in a real world setting). Some gamemaster characters will be immune to this fame, but most will have some sort of (generally positive) reaction. Otherwise, see Fame (R1) for more information.

Fame (R3)

There is a pretty good chance anyone in the game setting (unless it is a multi-world setting) will recognize the character (or what the character is) fairly easily. The base die total needed is 8, and it can be modified by circumstance. The character has the status of a movie star, a famous politician, or a top-ranked sports hero.

Restrictions/Notes: They are the same as for Fame (R1) and Fame (R2) — certain people just won't be impressed. In addition, characters with Fame (R3) should almost always have to take the Disadvantage Infamy at least Rank 1 — no matter how nice, talented, or generally well-liked a person is, there's always somebody out there who wishes them harm.

Good Looks (R1)

The character is attractive and well received on 1st impressions. She is eye catching and pleasing to look upon. +1 on all con or charm skills.

Good Looks (R2)

The character is striking and a cut above the rest. She is physically attractive to both sexes receiving a bonus of +2 to con and charm skill rolls.

Good Looks (R3)

The character is considered gorgeous and could easily be a model of some sort. Her beauty has swayed even those opposed to her. +3 on all con or charm skills.

Hard to Kill (R1)

The hero is really tough, resilient, or just plain stubborn, and she won't give up on this life easily. This Advantage allows her to make a roll when she takes enough Body Point damage to kill her.

When the character reaches zero Body Points she makes a Difficult Willpower roll, If the roll is successful she is alive with Body points equal to the difference by which the roll was made by. This Power may only be used once per Adventure.

Hard to Kill (R2)

When the character reaches zero Body Points she makes a Difficult Willpower roll with a with a +1D bonus, If the roll is successful she is alive with Body points equal to the difference by which the roll was made by. This Power may be used twice per Adventure.

Hard to Kill (R3)

When the character reaches zero Body Points she makes a Difficult Willpower roll with a with a +2D bonus, If the roll is successful she is alive with Body points equal to the difference by which the roll was made by. This Power may be used three times per Adventure.

Laboratory (1)

The character has a laboratory or workshop to help facilitate the creation of gadgets. The description and whereabouts of the Lab is left up to the player but the technological level is dictated by the rank of the Laboratory advantage.

At this rank the character has a modest research area and standard tools for creating most standard mechanical devices.

The lab is considered equivalent to a University Lab.

Laboratory (2)

At this rank the character has equipment and technology at his disposal to create advanced factory made equipment. AutoCAD and Digital programs are at the characters disposal and a limited research library is at had for reference. Gadget creation time is reduced by 10% at this rank

The lab is considered on par with a Corporate Laboratory.

Laboratory (3)

The Lab at the disposal of a character is high-tech and state of the art. Every modern tool is on hand including large banks of high powered computers and limited automation. The character has a dedicated library to all fields of study regarding the types of devices she is manufacturing.

The Character has the equivalent of a high tech state of the art research and development laboratory. Gadget creation time is reduced by 20% at this rank

Laboratory (4)

The lab at this level is a modern marvel unto itself with every imaginable piece of manufacturing equipment. At this level the number crunching drudgery is done by the semi sentient computers with only the conception and theoretical work left to the inventor. Gadget creation time is reduced by 30% at this rank

The Lab is considered highly advance and futuristic or equipped with alien technology.

Patron (R1)

The odds are that most players' characters are not independently wealthy. But they might have access to wealth in the form of patrons. If the characters are treasure hunters, patrons might include museums, universities, private philanthropists, newspapers, or even retired adventurers.

Patron (R1) means the character has a backer who will fund one expedition, with all proceeds going to the patron. All of the costs (room, board, travel, expenses) are covered by the patron, with the understanding that the player's character is basically just a worker-for-hire. Anything that the adventurer discovers or purchases becomes the property of the patron.

Patron (R2)

A Patron (R2) expects much less from those he backs. The character may receive less financial support, but will have greater freedom of action.

A newspaper publisher looking for hot stories is a common example of an organization qualifying for Patron (R2). They cover a character's travel expenses and any legal fees in exchange for inspiring stories. Anything that the character finds on his own (like artifacts) remain his own.

Patron (R3)

A Patron (R3) will give a character a limited stipend and cover most expenses, then offer to purchase whatever the character recovers. Without consistent results, the funding will be cut off.

Quick Study (R3)

The character has an uncanny ability to learn new skills and improve old ones, limited to one attribute. She always learns new skills as if she had a teacher (even if she doesn't), and she can improve skills she already knows at a cost of one Character Point per rank less than normal. This Advantage applies to specializations. It is combined very well with the Age Disadvantage, if the character is young – she is a prodigy, and that's why she's learned her starting skills so quickly. This Advantage can be taken multiple times and for different attributes.

Secret Hideout
Special

You have some sort of base of operations for your heroic identity. This hideout could be as small as a small apartment or as big as an island, having technology that is very primitive to the incredibly high-tech. The point value of this Advantage is equal to the base's size cost plus its tech level cost.

Base's Size:
The size of an average 3-bedroom home or apartment (3 Points)
Two story building or large cave (5 Points)
Multistory building or expansive cave network (10 Points)
Small island or asteroid (20 Points): An asteroid may be secure, but it is also very hard to get to!
Small country (30 Points): Keep in mind that at this level, there is not much secret to the hideout anymore!

Tech Level:
No technology: The base has no advanced technology. The security system is only as good as the padlock you bought to keep your nosy neighbors out. (0 Points)
High Tech: The base has all the amenities of a high tech lab with superb security

systems and outfitted to be self sufficient for months before needing to replenish its air or food supply. (5 Points)
Biotechnology: The facility can think and react on its own. It is in some way thinking, living organism. (7 Points)

Support Staff
Special

You have a staff that helps you further your career as a hero. This Advantage's point cost varies, depending on the size and competency of these assistants. If you take this Advantage, you might also want to take a Secret Hideout, too. When a villain has this Advantage, it's called "Rent-a-Goon".

Staff size
One man (5 Points)
Small group: The group consists of 5 to 10 people. (4 Points)
Large group: The group consists of 15 to 30 people. (6 Points)
Huge group: The group consists of 50 to 100 people. (12 Points)
Army: The group consists of 2 -300 people. (17 Points)
Legion: The group consists of 1-2000 people (34 Points)

Competency
Incompetent: You recruited your staff from a temp agency. (-2 Points)
Competent: Your staff is very good at what they do. Although not superhuman, they are loyal and a force to be reckoned with. (2 Points)
Elite: Your staff is highly trained and conditioned, able to handle most extraordinary problems that are presented to them. (5 Points)

Rent-a-Goons!

Villains are notorious for having either nigh-unto useless sidekicks or competent henchmen who are dangerous in their own rights. While the Support Staff Advantage can save a hero, the Rent-a-Good Villainous Advantage can be the doom of many heroes. In some cases, the Goons may even become separate villains, outdoing their own boss and going off on their own. They may also remain with their boss but cause him no end of trouble, constantly allowing the erstwhile heroes to escape because of pure stupidity.

How a villain treats his Goons is a good indication of how villainous he really is. A villain, who is interested in world domination but has a code of ethics, may beat up his Goons or even imprison them when they mess up, but he won't kill them. A depraved dark sorcerer or vicious general, however, may not only execute them in a sudden, bloody manner, but may torture them thoroughly to satisfy some dark craving. This is also a good way for a Game Master to set the feel and pace of a campaign: for example, they see the guys they just beat up thrown into a pit of lava for their failure. This is not going to be a pretty campaign.

The Rent-A-Goons can represent anything from a dangerous robotic army (Army, Elite, 22 points) to the Loser Brothers (Small Group, Incompetent, 2 points). In general, the Advantage follows the exact guidelines of Support Staff, except that they might be a little more or a little less powerful than their competency listing, because the Game Master can control them. In some cases, they may have an additional quality: Rebellious (-5 points). They can't do anything about their villainous boss directly, but they can cause problems indirectly and try to keep themselves out of the line of fire. Has it been mentioned that Goons can be notorious cowards?

Superior: The staff is in many ways more competent than you, making suggestions to help you along the way. (10 Points)

Size (R1 or more)

The character is much larger or smaller than the average Human. For every rank in this Advantage, the player receives +3 to his character's scale modifier (which starts at zero). The player must specify whether the character is bigger or littler than the average Human.

Restrictions/Notes: Generally, the character's weight is proportional for his height, but a Disadvantage, such as Hindrance: Reduced Toughness, or a super power, such as Endurnace, could be used to represent a very thin or very large character (respectively). Likewise, to reflect a longer stride, the character should have the Super Speed power, while a shorter stride would get the Hindrance: Shorter Stride Disadvantage.

Skill Bonus (R1)

Skill Bonus represents a natural talent (a character with the Charismatic group might be "friendly and outgoing"), a particular knack (a character with the Animal Friendship group has a "way with animals"), years of devotion to a profession prior to beginning adventure, or the result of an extended life.

The character chooses a group of three related skills in which he gains +1 to the skill total of any action performed with those skills (or specializations of that skill). The skills need not be under the same attribute. The character may or may not actually have adds in those skills, and the gamemaster must approve the fact that they are "related." Some examples of skill groups include:

- Acting: charm, con, disguise
- Acute Balance: acrobatics, climbing, sneak
- Animal Friendship: animal handling, riding, survival
- Athletics: lifting, running, throwing
- Charismatic: charm, con, persuasion
- Close Combat: brawling, melee combat, dodge
- Investigative: investigation, search, streetwise
- Leadership: command, intimidation, persuasion
- Mechanical Aptitude: lockpicking, demolitions, repair
- Photographic Memory: languages, scholar, investigation
- Observant: investigation, search, tracking
- Ranged Combat: marksmanship, missile weapons, throwing
- Players may substitute other related skills for the ones listed in the groups above, or create their own groups as long as there is a common thread and the gamemaster approves the grouping.

Three specializations may replace one general skill, getting a +1 for three different specializations.

Example: In the Investigative group, a character might take out investigation and replace it with three specializations — investigation: eavesdropping, investigation: evidence analysis, and investigation: reconnaissance. While this means the character gains no bonus for "general" investigation activities (such as a roll to research a project), he does have a more "detailed" group.

This may be done for all three skills in the group, that is, choose nine specializations instead of three skills.

Additionally, the character acts as if trained in these skills even if he doesn't have any additional pips in them, and so does not get the unskilled modifier. This Advantage does not affect the cost of improving the related skills.

Gamemasters may allow a higher bonus for fewer skills (such as a set of two skills where one gets a +1 bonus and the other gets a +2 bonus, or a +3 bonus to a set of three specializations). However, the bonus per rank may total no more than +3.

At each additional rank, the player may increase the bonus by +1 for three of the skills affected by this Advantage. A character may have different versions of this ability for different groups of skills, though the skills in each group may not overlap.

Skill Minimum (R4)

The character can select three related skills unaffected by any other sort of Advantage and the character will always gain a minimum total of 3 times the number before the "D."

Example: If the player selects persuasion, charm, and intimidation (all interaction skills) for his character, all of which he has at 4D, and he generates a less than 12, the total automatically becomes 12. That is the character's minimum total.

The player may not select Skill Minimum for any skill that has any other Advantage or Super Power tied to it. Also, the skills must be related in some way (see the Skill Bonus Advantage for information on related skills). The character may only select general skills, but the specializations underneath that general skill are affected as well. This Advantage may be selected only once for each group of skills.

Trademark Specialization (R1)

This Advantage works a lot like a combination of the Skill Bonus Advantage and Fame. The character is very good at one very specific thing, and he is known for it. Choose any specialization that the character has (or would like to have in the future), and the character gains +2D to the roll when it is used. In addition, when the character uses it, there is a game master-option chance that people will recognize how "naturally good" the character is at the specialization, and this might produce interesting situations. Also, the character might be contacted by people or recognized by certain people because of how good he is at that one specialization.

Restrictions/Notes: This character acts as if trained in the use of this skill. No character may have more than two Trademark Specializations.

Uncanny Aptitude (R3)

This Advantage is similar to the Skill Bonus Advantage in that some sort of bizarre ability gives the character added bonuses to certain actions. However, instead of selecting a group of skills that the character gains a bonus to, the player and the gamemaster work out circumstances where these abilities come into play. For instance, a character might gain a +1 bonus to all Reflexes-related skills totals when in sunlight.

A character may have several variations of this ability, reflecting different bonuses. Each variation could have several ranks, with the bonuses adding to each other.

Wealth (R1 or more)

The character with this Advantage probably has an estate or a series of investments that will keep him comfortable for a good long time. Alternatively, character could be minor nobility, have a large trust fund, or be married to the owner of a large corporation. This doesn't mean the character can buy everything — he is still subject to the availability of items.

For each rank in this Advantage, the character has US$5,000 in readily available cash once per month. The accounts never have more than US$5,000 times the number of ranks each month (fees and living expenses keep it to that level), the amount could be less by the end of the month. Additionally, adventure bonuses could temporarily raise the figure, though the character would have to purchase an additional rank of Wealth to make the increase permanent. Players in games using the Funds attribute gain +2 per rank to all such totals.

Restrictions/Notes: Characters should select only one rank of Wealth, unless there is some reason they might have Wealth (R1) and another rank of Wealth in other circumstances. Also, this wealth does not always help and disappears if misused (and it should be a major concern to the character at times), but it should be there most of the time. Gamemasters will probably think of ways to work around wealth and players should play along — if you can throw money at every problem, then they aren't that much fun to try to solve, are they?

The most likely Disadvantage a character with Wealth would have is Devotion, such as "helping all those in need" or "righting all wrong doing." Otherwise, there should be fairly extensive reasons why the character can't use his wealth to resolve every situation — or hire somebody to do it for him (which is really the same thing).

Youthful Appearance (R1 or more)

The character looks much younger than she actually is, and receives a +1D per rank to Charm, Con, or Disguise attempts that involve posing as someone youthful. In general, characters should not look more than 10 to 20 years younger than they are, regardless of the number of ranks, though Game Master discretion and common sense should rule here.

Improving Characters

Improving Characters

What's in this Section

Once players have taken their characters through an adventure or three, they'll want to improve or change them. This chapter provides guidelines for accomplishing that.

Learning and Improving Skills

When a player first creates a character, she should use the character creation guidelines for gaining attributes and skills.

Players whose characters have been through at least one adventure can use Character Points, accumulated from completing adventures, to learn new skills and improve old ones. Spending Character Points this way may be done only between adventures.

In addition to Character Points, the character needs experience with the skill, either through training or by attempting to use the skill (through rolling its die code or its governing attribute's die code, regardless of the outcome) during an adventure. If the gamemaster decides that there is a significant amount of training involved (such as improving a skill beyond 6D), or the character needs to find a suitable teacher, that might become an adventure's focus. (The teacher must have a skill die code higher than the one the potential student currently has.)

The cost of getting one pip in a new base skill equals the number before the "D" in the governing attribute's die code.

> *Example: If a character wants to learn languages after an adventure and he has a Knowledge die code of 3D, the first pip in languages costs him three Character Points. The hero then has a 3D+1 in his languages skill.*
>
> *The cost of improving an existing skill is determined in the same way, except that the number of dice in the skill (instead of in the attribute) is used to determine the cost.*
>
> *Example: A character has a dodge of 4D+2 and wants to increase it. To raise the skill by one pip to 5D, the character must spend four Character Points. To increase the skill to 5D+1 after the next scenario, the character must spend five Character Points.*

The cost to get one pip in a new specialization equals one-half of the number before the "D" in the governing attribute or skill's die code. The cost to improve an existing specialization by one pip equals one-half of the number before the "D" in specialization skill's die code. (In both cases, round up.)

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill.

> *Example: For a character with 6D in missile weapons to gain a bow and arrow specialization, he needs to spend three Character Points to get a +1 in the specialization. The full missile weapons skill, however, stays at 6D.*

Specialization improves when the base skill improves.

A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by one pip each in between each adventure.

Once characters reach 10D in a skill, gamemasters may choose to use the upper limit rule for improving attributes (see that section for details).

Improving Strength Damage

As a character's Physique or lifting goes up or is altered by Super Powers, Disadvantages, or Character Point expenditure, refigure the Strength Damage die code: take the character's new Physique or lifting (including any modifiers from Disadvantages or Super Powers) and drop the pips. Divide by 2, and round up. This is the Strength Damage die code.

Improving Attributes

With the exception of Funds, the attributes you choose for your character usually represent her maximum potential. Most of the time, you'll improve your character's attributes by training in one particular aspect (improving skills), through temporary means (taking drugs), or with implanted equipment. Nonetheless, some freak industrial accident or bio-manipulation experiment might provide you with a reason to improve your character's base attributes. (Some characters, such as kids, might start with fewer attribute dice, but their excuse for their attributes' improvement is puberty.) There are two ways to do this.

The first way is how kids improve their attributes. The gamemaster may chose to use this option for adult characters who want to increase their

normal attributes.

In the first method, to boost an attribute by one pip costs 10 times the number before the attribute's "D" in Character Points. Generally, a single attribute may be raised only one pip per adventure, though it's possible that the effects of the situation influence the character's physical makeup for a while or the gamemaster may decide that the situation was so life-changing that more than one attribute may be boosted by more than one pip.

There is an upper limit using this method: Every time an adult character boosts a normal attribute, the player rolls that attribute's new die code and the gamemaster rolls one die less than the maximum die code for the species, including any appropriate Super Powers. (The maximum for all attributes except Funds is 5D, unless altered by a Super Power, so the gamemaster would roll 4D.) If the gamemaster's roll equals or exceeds the player's roll, the attribute improves. If it does not, the attribute does not improve, the character gets half the Character Points back, and the character has reached her upper limit for that attribute. Ignore this upper limit rule for Funds attributes.

In the second way, the gamemaster requires all adult characters to take the Super Attribute Super Power (discussed in the "Super Powers" chapter) in order to improve their physical and mental attributes. There is no maximum with this method, aside from whatever roleplaying or adventure obstacles the gamemaster decides to include.

Improving Body Points

As a character's Physique goes up or is altered by Super Powers or Disadvantages, you'll need to change the Body Points amount. Roll the dice indicated by the Super Power or Disadvantage (if applicable), and add any pips or other modifier. Then add or subtract, as dictated by the Super Power or Disadvantage, that number from the Body Points total.

Improving Wounds

As a character's Body Points go up or down, the Wound level changes. For characters who rely solely on Wounds, the only way to alter how quickly or slowly the character reaches each level is by changing his damage resistance total. This could be through a change in Physique or by acquiring more protective gear or protecting Super Powers.

Gaining and Losing Character Options

As players take their characters through adventures and develop them, they may decide that the Advantages, Super Powers, and Disadvantages the characters started with don't fit the current concept. To be flexible, there are ways you can accommodate your players' desire to grow their characters. For example, an "enemy" might eventually be killed, a character might be able to negotiate a way out of Debt, or an Advantage Flaw might be "repaired."

Getting rid of and gaining Advantages, Super Powers, and Disadvantages should only happen after the character has been used during several adventures and has had a chance to come up with reasons for character alteration.

These game mechanics for gaining Advantages, Super Powers, and Disadvantages apply only to individuals who seek to have them. Because of an adventure or series of adventures, the members of a group may each acquire the same new Advantage or Disadvantage. In this case, each hero does not pay the cost or receive any Character Point benefits outlined here. The new Advantage can be considered a reward for participating in the team and the scenario, while the new Disadvantage would be a penalty.

Advantages

There are two methods for acquiring new Advantages: (1) The player pays, in Character Points, 5 times the rank of the Advantage. (2) The player takes an equivalent amount of dice in Disadvantages and pays a number of Character Points equal to the rank of the Advantage. In either case, the player must come up with a well-crafted story for getting the new Advantage that's backed by actual experiences in one or more adventures. The story, and its related Advantage, must be approved by the gamemaster.

Generally, a player may not remove an Advantage from a character, but it might be lost in the course of roleplaying due to player negligence (that is, continuously bad roleplaying or ignoring Disadvantages) or some tragic game-world mishap (such as a Patron's city being destroyed). If the loss occurred through no fault of the character, the gamemaster may give the player a consolation gift of three Character Points per rank in the Advantage, or may substitute an equally valuable Advantage. Gamemasters should not reward the loss of an Advantage through player negligence.

Disadvantages

There are also two methods for permanently overcoming a Disadvantage: (1) The player pays 10 times the die code of the Disadvantage. (2) The player loses an equal number of Advantages and pays a number of Character Points equal to the die code of the Disadvantage. As with Advantages, the player must have a good tale and adequate adventuring experience before the gamemaster should approve the loss of any Disadvantage.

When a player wishes to add another Disadvantage to her hero, she receives an immediate bonus for this choice if she isn't using the Disadvantage to help her get a new Advantage. For the new Disadvantage, the character receives a number of Character Points equal to 3 times the die code of the Disadvantage. However, the hero now has a new limitation to contend with!

Super Powers

See the powers section

What We See and What We Know

"You kids don't know how good you have it now."

Charger paused to suppress another Purge. He inhaled deeply, drawing the experimental drugs into his lungs. The shine flickered a bit, but even after three months of treatment, it still glowed brightly. The doctors were constantly adjusting the treatment, but it seemed that they wouldn't get it right until long after Charger was gone.

Suppressing the Purge instinct was the major challenge for most in the last stages of the shine. Like others with the ability to focus Ka, he knew it was killing him, and he knew he could reduce the pain by venting it. Unfortunately he couldn't vent enough to save his own life, or totally eliminate the pain – which was why many chose one last vent, rather than the slow process of burning out internally.

"Well, that's no way to start. Let me back up a bit." He took another breath from his mask and looked around at the faces surrounding him.

"Governments make up a lot of stories to cover up what we do. It's their way of maintaining control. Their own Agenda. If people don't know the truth, they don't have to worry if the government can protect them from it. Ignorance is bliss, eh?"

Ignorance, he thought, looking around at them. How little they knew, even these. For a moment, he reconsidered telling them even this. Perhaps they would be safer, happier, not knowing. But no, he thought. They deserved to know.

"All right," he said, making up his mind. "Maybe you remember a little thing called Three Mile Island? Reactor went haywire, caused a lot of problems. Well, that's what the good people in the top offices want you to think. Truth is, it was all about Ka."

Another Purge shiver racked his body, and he lay back in bed, coughing, drawing from his mask several times before he looked up again and spoke, quietly.

"It started with Typhon, as it seems most of these things do. Back in the mid 60s, when France was testing atomic bombs in the Sahara, Typhon discovered he could reshape the energy with Ka, somehow multiply it, open a gate to, well, no one knew where. A dimension full of Ka. You all know that Attis dampened the Ka long ago, like turning a faucet down to a trickle. Well, what Typhon had basically done was bust the faucet wide open, but only for himself.

"I don't need to tell you what might have happened if Attis hadn't found out. He and Thoth came up with a plan – they'd tap into this other dimension too, from the other side, and seal it shut forever. But they needed a power source to open a gate first. And they found it at Three Mile Island."

He stared off for a moment, mentally sorting through relevant facts, letting the truth of this revelation sink in – that Attis, not Typhon, had caused the Three Mile Island tragedy. Slowly, knowing what was yet to come, he began again.

"So we open the gate, all pile in and end up in… a place I can't even begin to describe. There was so much stable Ka there that it was hard to refrain fr⬚   , defying his senses. He shook his head and shrugged.

"Not that we had much time to sightsee – Typhon noticed us, and followed us in. Pretty soon, it was a slugfest. Seemed to go by pretty quick there, but time works different, see, so it was about three years gone by here when things got ugly over there. Something happened – and no one has admitted to doing it – but suddenly we were all… scattered. Even with my powers, I couldn't sense anyone for light years. You don't realize just how alone you can be until something like that happens, alone in your own galaxy. All alone… one day, it's face-to-face combat with your teammates at your side, and the next you're alone, fighting guerilla style, day-in, day-out watching your back, cuz you never know where the next attack's coming from, sneaking around, always…"

Charger shook his head slightly, remembering something best left in the past. Maybe they didn't need to be told everything after all. He skipped ahead.

"Anyway, after a while, most of us hooked up again. Attis and Thoth had come up with a plan to shut off the dimension to Typhon and his lackeys. But before we could do it, Typhon and crew hopped back here, shutting down their gate. We were stuck."

He sat up in bed, building up anticipation as he took several more drags on his mask before tossing it to the side.

"Obviously we made it back," he said. The mood in the room lightened considerably, a few chuckles in the back. He allowed himself a small smile as well, temporarily lifting the horror of the memory from his mind.

"It was Tucker and Mojo that saved us. Thoth's plan, but their doing. Tucker could project herself out of her own body and reestablish a connection with here, but couldn't do nothing with it. Then Mojo, our best telepath, hooked up with her. They knew it was the only way. Tucker and Mojo opened a link, and Attis let loose with his Ka on the target. See, to get back we needed a gate, and for a gate we needed atomic power. And so…"

He fumbled a cigarette from a half-empty pack, and lit it from his finger.

"Chernobyl," he said at last. "It was Chernobyl."

He broke off again, feeling guilty for his feelings about Tucker and Mojo when so many others, innocent, unknowing, had also lost their lives.

"Anyway," he said, anticlimactically, "we got back and shut down Typhon's gate as well, but anyone involved will tell you it was a high price to pay. Too high? I don't know. The whole situation was wrong. It was futile, no-win, Catch-22, any way you scrambled it up. America's got Vietnam. Us, we got this. This… Mystic 'Nam."

Silence filled the room for several long minutes, giving him time to finish his cigarette. The nicotine calmed his nerves, but couldn't erase the memory. Hopefully this telling, this purging of his soul, would help accomplish that instead.

And if not, he thought, reaching for the medicine, there was always the Purge.

CHAPTER 3

Powers

Physical Powers

Accelerated Healing
Cost: 3 Per Rank

Ambidextrous
Cost: 2 Per Rank

Amphibious
Cost: 4 Per Rank

Chameleon
Cost: 2 Per Rank

Combat Sense
Cost: 3 points

Darkness Projection
Cost: 3 Per Rank

Drain
Cost: 5 Per Rank

Duplication
Cost: 5 Per Rank

Elemental Sheath
Cost: 7 Per Rank

Endurance
Cost: 1 Per Rank

Enhancement
Cost: 6 Per Rank

Entangle
Cost: 3 Per Rank

Extra Limbs
Cost: 2 Per Rank

Fast Reactions
Cost: 3 Per Rank

Flash Attack
Cost: 4 Per Rank

Healing
Cost: 6 Points Per Rank

Immortality
Cost: 10 points

Infrared Vision
Cost: 2 Per Rank

Intangible
Cost: 5 Per Rank

Invisibility
Cost: 4 Per Rank

Life Support
Cost: 2 Per Rank

Longevity
Cost: 5 points

Luck, Good
Cost: 3 points

Luck, Great
Cost: 7 points

Mimicry
Cost: 9 Per Rank

Molecular Mimic
Cost: 7 Per Rank

Natural Weaponry
Cost: 2 Per Rank

Omnivorous
Cost: 4 points

Paralyze Body
Cost: 4 Per Rank

Poison Secretion
Cost: 4 Per Rank

Ranged Power Attack
Cost: 2 Per Rank

Acid
+2 per Rank

Bio Energy Blast
+3 per rank

Energy Blast
+1 per Rank

Entropy Blast
+5 per Rank

Flame Jet
+2 per Rank

Force Blast
+2 per Rank

Lightning Blast
+2 per Rank

Mental Blast
+3 per Rank

Projectile Attack
+2 per Rank

Sonic Scream
+2 per Rank

Vibration
+3 per Rank

Regeneration
Cost: 7 Per Rank

Shape Shift
Cost: 4 Per Rank

Sonar
Cost: 2 Per Rank

Stretching
Cost: 5 Per Rank

Super Attribute
Cost: Supper attributes cost the same as normal attributes, but once they exceed the racial norm for that attribute they are classified as Super.

Super Senses
Cost: 7 Per Rank

Super Tracking
Cost: 3 Per Rank

Sustenance
Cost: 5 Per Rank

Transfer Attribute
Cost: 2Per Rank

Vampirism
Cost: 5 Per Rank

X-Ray Vision
Cost: 2 Per Rank

Defensive Powers

Adaptation
Cost: 8 Per Rank

Body Armor
Cost: 3 Per Rank

Energy Absorption
Cost: 4 Per Rank

Force Field
4 Per Rank

Immunity
Cost: 7 Per Rank

Elemental Manipulation Powers

Air Manipulation
Cost: 6 Per Rank

Body Manipulation
Cost: 5 Per Rank

Earth Manipulation
Cost: 6 Per Rank

Flame Manipulation
Cost: 5 Per Rank

Gravity Manipulation
Cost: 6 Per Rank

Ice Manipulation
Cost: 6 Per Rank

Ka Manipulation
Cost: 11 per Rank

Light Manipulation
Cost: 6 Per Rank

Matter manipulation
Cost: 7 Per Rank

Magnetic Manipulation
Cost: 7 Per Rank

Plant Manipulation
Cost: 6 Per Rank

Size Manipulation
Cost: 6 Per Rank

Sound Manipulation
Cost: 5 Per Rank

Time Manipulation
Cost: 7 Per Rank

Water manipulation
Cost: 8 Per Rank

Weather Manipulation
Cost: 8 Per Rank

Mental Powers

Animate Object
Cost: 5 Per Rank

Animate Dead
Cost: 6 Per Rank

Confusion
Cost: 3 Per Rank

Cosmic Awareness
Cost: 3 Per Rank

Detect
Cost: 2 Per Rank

Empathy
Cost: 3 Per Rank

ESP
Cost: 2 Per Rank

Illusion
Cost: 3 Per Rank

Iron Will
Cost: 2 Per Rank

Language Comprehension
Cost: 2 Per Rank

Mind Control
Cost: 4 Per Rank

Mind Reading
Cost: 4 Per Rank

Mind Shield
Cost: 4 Per Rank

Possession
Cost: 5 Per Rank

Postcognition
Cost: 2 Per Rank

Precognition
Cost: 3 Per Rank

Psychometry
Cost: 5 Per Rank

Speak with Animals
Cost: 2 Per Rank

Speak with Plants
Cost: 2 Per Rank

Telekinesis
Cost: 5 Per Rank

Telepathy
Cost: 2 Per Rank

Movement Powers

Astral Projection
Cost: 3 Per Rank

Dimensional Shifting
Cost: 6 Per Rank

Faster Than Light (FTL) Travel
Cost: 5 Per Rank

Flight
Cost: 2 Per Rank

Spatial Warping
Cost: 8 Per Rank

Super Jump
Cost: 2 Per Rank

Super Speed
Cost: 7 Per Rank

Teleportation
Cost: 6 Per Rank

Wall-Crawling
Cost: 3 points

Power Enhancements

Area Effect
+2 Per Rank

Armor Piercing
+3 Per Rank

Double range
+3 per Rank

Extra Knock back
+2 per Rank

Miscellaneous Enhancement
+1 to 3 per Rank

Multiple Targets
+3 per Rank

Persistent Effect
+3 per Rank

Range
+2 per Rank

Selective Area
+3 per Rank

Transferable to Others
+ 4 per Rank

Power Limitations

Activation Roll
-1 per Rank

Ability Loss
-2 per rank or -3 per rank

Costs Ka to Activate
-1 to -5 per Rank

Diminished Range
-2 per Rank

Duration change
-2 per rank

Extra Time
-1 to 4 per Rank

Focus
-2 per Rank

Incantations
-2 per Rank

Limited Use
-2 to -5 per Rank

Linked Power
+2 per rank (plus an additional +1 for each additional Power linked after the first)

Miscellaneous Power Limitation
-1 to -3 per Rank

No Knock back
-1 Per rank

No Range
-2 Per Rank

Non-lethal
-2 Per Rank

Physical Gestures
-2 Per Rank

Short Circuit
-4 per Rank

Super Heroic Form
-2 or -3 per rank

Uncontrollable
-3 per rank

Uses Life force
-3 per Rank

POWERS

The entirety of this chapter is dedicated to what makes a Godsend character truly special, different from the normal, everyday person of his world – Powers. Unlike an Advantage, which simply defines some extraordinary, but humanly possible trait, each Power allows your character to perform some sort of supernatural act – in other words, something that outright defies the Way the World Works as We Know It.

These Powers can be defined as "magic," "psionic," or a gift of God – see the sidebar The Origin of Powers, on page 111 for more ideas and discussion on this issue. How your character sees his Powers can very much define the character, so think carefully!

Purchasing powers

Powers are purchased per rank, with the cost determined by the particular power. For instance; if a player would like to purchase Flight at rank 3, he would multiply the rank by the cost per rank. Flight cost 2 points per rank, so 3 ranks would cost 6 points.

Most powers work much like Advantages and Limitations do – they have ranks, and range in effect, starting at rank 1 and working their way up. These Powers do not have an upper limit! Some Powers have a flat cost and are not bought on a per-rank basis. These are noted in their costs.

Although you do not normally have to roll to activate attack powers, you may have to take appropriate Skills to be able to hit with those Powers. Make certain that you make note of these Skills and take them – otherwise, you may have a powerful Energy Blast, but be terrible at hitting your targets!

In addition, you may put special additions or restrictions on Powers. These Power Enhancements and Power Limitations modify the cost-per-rank of a Power, but cannot reduce the cost of a Power below one point per rank. Enhancements and Limitations are discussed in more detail at the end of this Chapter.

Improving Powers

Powers are improved with the use of character points as usual. The character simply spends the amount per rank to increase the power.

Gaining New powers

During the course of play a player may want to purchase new powers for her character. The cost for a new power is twice the rank cost for a rank one power. After the initial cost the character point cost needed to improve the power is the cost per rank.

Gaining and Losing Super Power Enhancements and Limitations

It is possible for a character to gain or lose control over a Super Power, beyond what increases in skill and Super Power rank allow. Unlike Advantages and Disadvantages, Super Power Enhancements and Limitations are fundamental to a Super Power's manifestation in a character or item. Enhancements and Limitations must be purchased or overcome with Character Points, representing the character's greater understanding of the Super Power. Also, the gamemaster may not allow some Limitations to be bought off without an excellent plot-related explanation, especially if the Limitation is physical in nature. Unless the Enhancement or Limitation relates to the character's understanding of the Super Power, such as many Minor Stigmas, a reasonable explanation of how the Super Power has changed is also required.

Gaining a new Enhancement costs 8 times the desired rank times the base cost of the Enhancement in Character Points. Although most Enhancements have several possible ranks that can be purchased in stages, common sense should apply. A Super Power may obtain new levels for the same Enhancement, but the nature of previously added Enhancements cannot be altered, unless the Enhancements are removed.

Example: An Enhancement that provides an additional effect must be purchased at the full cost of each desired effect. A player could not, for instance, buy the one rank of Double Range for Sonic Blast, and then later spend more Character Points to increase the Enhancement rank and change it to attack reflection. However, a character with an additional effect of Armor Piercing on the Natural Ranged Weapon Super Power could purchase additional ranks of the Enhancement.

Eliminating a Limitation costs 10 times the die code of the Limitation in Character Points. As with Enhancements, it is possible to buy off a Limitation in stages, if the stages are related. The Debt Limitation probably couldn't be bought down one level at a time, but a Flaw with multiple ranks could be, if the Narrator allowed. The gamemaster may disallow buying off certain variations of Limitations because they are inextricably tied to the related Super Power.

A character can also remove an Enhancement or acquire a Limitation after character creation. A character who purposely removes an Enhancement from a Super Power receives 4 times the rank times the base cost of the Enhancement in Character Points. The character can't rely on the Enhancement until the player buys it again. A character who takes a Limitation for a Super Power after character creation gains 5 times the rank times the base cost of the Limitation in Character Points. Since it is unlikely (though not impossible) that a character would do either of these deliberately, the player must come up with a reasonable explanation for how the Super Power has become less useful. Again, the gamemaster may take away Enhancement or Limitations based on the adventure situation and does not necessarily have to award points for it.

Exponential Values

A number of Powers list "increases exponentially" for the purposes of range. This chart provides you a quick reference for the exponential values referred, so you don't have to dig up a calculator.

Exponential Value Chart

Power Rank	Value
1	1
2	2
3	4
4	8
5	16
6	32
7	64
8	128
9	256
10	512
11	1,024
12	2,048
13	4,096
14	8,192
15	16,384
16	32,768
17	65,536
18	131,072
19	262,144
20	524,288

Reading the Power Description

Powers are listed alphabetically within their classes. Their description includes:

Duration: The amount of time the power is in effect. There are four durations:

- **Concentration**: The hero must spend one action each round keeping the power active; doing anything other than this incurs a multi-action penalty for each additional action. If the hero is knocked unconscious, the power stops.
- **Activated**: The hero must spend one action to activate the power. She may use it on the next round or as another action. The power remains on until the hero spends an action to deactivate the power (or is knocked unconscious).
- **Semi permanent**: The hero subconsciously activates or deactivates the power. Thus, it does not count as an action to activate, deactivate, or use the power, but the player must announce when she is using it if it does damage or has an affect on other things or people. The power shuts off when the hero reaches the time limit for the power or is knocked out. The duration of a power may never be changed to this through Enhancements or Limitations.
- **Permanent**: The power is always on. The hero has no control over whether or not she wants to use it unless great steps are taken (some sort of barrier for a contact power, for example). This power remains in effect even if the hero is knocked unconscious.

Range: Generally, the range limits for how far a power can be projected are determined in the same manner for every power. There are some exceptions: like movement powers which have ranges that vary greatly and powers such as Clinging or Longevity where distance does not apply.

For powers that have normal listed in their range entries: the maximum short range of most powers is four times the rank in feet. The maximum medium range is seven times the rank in feet. The maximum long range is 10 times the rank in feet.

Furthermore, the target must be in sight for all powers with the exception of ESP and a few others.

Base Damage Value: The amount of damage the power will do. The damage listed is in dice of damage per rank. Some powers don't do physical damage, but have a different effect. In such cases, the power will note in its description what the effect is.

Managing skill: The skill, or skills most often used to generate the desired effect. The Game Master may call for other skills in special situations – especially when the player wants to use the power in an uncommon way.

Description: A brief description of the power and its effects. In some instances the power description will give additional difficulty numbers and special effects that can be achieved. The Game Master may modify the power to better suit his game if need be.

Physical Powers

Accelerated Healing
Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: None
Cost: 3 Per Rank

The character gains +1D per rank to his Physique for all natural healing attempts, and a Critical Failure is treated as 1, rather than having a negative effect on the die roll.

Ambidextrous
Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: None
Cost: 2 Per Rank

The character is equally adept with both hands. She may perform an action with each hand in the same round, and though she takes the multi-action penalty, she receives +1 per rank to each skill total. The actions must involve the hands and each action must require only one hand – if the character performs only one hand-related action in a round, she does not get the bonus. Skills that characters could employ with either hand include brawling, lock picking, marksmanship, throwing, lifting, artist, forgery, and the map-making aspect of navigation, though, of course not every task covered by each skill is relevant. A character may take multiple ranks of this Super Power for two pairs of hands, and multiple ranks for each additional manipulative limb.

Amphibious
Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: None
Cost: 4 Per Rank

The character has the ability to survive underwater, even at great depths. When underwater, she can breathe like a fish and swim up to her normal movement rate multiplied by the power rank. The Character also has a much greater movement rate when in a non-combat situation and moving over great distances – 5 times the rank in kilometers per hour.

Chameleon
Duration: Semi permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: None
Cost: 2 Per Rank

The character can take on the color and shading of the area she is standing in, blending with her surroundings, appearing blurry and distorted. The character is able to reduce her body temperature, control her breathing, and even reduce her Ka signature in order to hide from her foes. However, this power does not make the character invisible – just very hard to see – and any movement may give away the character's position. Anyone trying to detect or target the character must make a search roll with a penalty to their rolls equal to the character's ranks in this Power.

Chameleon may only be purchased to rank 10; one can only be so hard to see.

Combat Sense
Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: none
Cost: 3 points

The character can sense danger, and is never surprised. In combat, he and his attacker must determine initiative as normal. Even if the attacker still goes before the character does, any combat modifier from the surprise is reduced by 2.

A character may not have this ability more than once.

Darkness Projection
Duration: Activated
Range: normal
Base Damage Value: none
Managing Skill: Know-how (Darkness projection)
Cost: 3 Per Rank

Your character is able to create a radius of inky darkness around her equal to twice her power rank in meters. The perception penalty is equal to twice the rank in the power. The power can be projected up to normal range if the

character chooses, and centered on a target, where it will stay until the darkness is deactivated.

At rank 10 the darkness can become tangible; able to physically react with its environment, extending tentacles to attack and grapple opponents within melee range(die code of Darkness projection are substituted for the Physique die code), with damage equal to the characters strengths damage +1 for every rank of the power.

Drain
Duration: Semi permanent
Range: Point Blank
Base Damage Value:
Managing Skill: None
Cost: 5 Per Rank

This Power allows the depletion of another's abilities. When your hero is in physical contact with a target, he may drain Attributes, Skills, or Powers by an amount equal to the Power rank per action. He must win an opposed roll using his rank of Drain against the Power, Attribute or Skill he is targeting.

Special Enhancements:
Damage Drained Goes to Your Abilities
+2 Per Rank

The character drains others' abilities to fuel her own Attributes, at her choosing. The augmented Attributes do not change her current or maximum number of Body Points. This lasts the normal Drain duration.

Damage Drained Heals You
+1 Per Rank

The character heals 1 point of damage for every 3 points drained. This healing is permanent – that is, it does not "expire" when the Drain duration is up.

Powers Are Transferred to You
+3 Per Rank

Any Powers drained are now useable by the character. These temporary Powers last for the duration of his Drain Power (rounds equal to Power rank).

Special Power Limitation:
You Also Drain Limitations
-2 Per Rank

The character also drains disadvantages from her target, one rank's worth per two ranks of this Power. The disadvantages drained are determined by the GM, and are treated as her own for the duration of the Power. These must be role-played.

Duplication
Duration: Activated
Range: n/a
Base Damage Value: n/a
Managing Skill: None
Cost: 5 Per Rank

The hero has the ability to make duplicates selves, splitting off to create a number of copies up to her Power rank. Duplicates are not as powerful as the original, however. Each successive duplicate is 1D less powerful in all of his Attributes, Skills, and Powers, than the duplicate (or original) before her. Furthermore, duplicates can make duplicates, each counting toward the character's duplicate total. However, the character loses one rank in all Attributes, Skills, and Powers, permanently, for every duplicate that is killed!

> *Example: Zerox has Duplication 2, Reflexes 3D, Coordination 5D, Physique 3D, Knowledge 3D, Perception 3D, and Presence 3D. He makes 2 duplicates. The first duplicate has Reflexes 2D, Coordination 4D, Physique 2D, Knowledge 2D, Perception 2D, and Presence 2D – And, accordingly, fewer Body Points. The second duplicate has Reflexes 1D, Coordination 3D, Physique 1D, Knowledge 1D, Perception 1D, and Presence 1D.*

The first duplicate has the Duplication Power at rank 1, and could theoretically make a duplicate – except that this duplicate would still be counted as a third duplicate, and have several attributes at 0 – that is, the third duplicate couldn't survive, and therefore couldn't be created.

Elemental Sheath
Duration: Semi permanent
Range: Point Blank
Base Damage Value:
Managing Skill: None
Cost: 7 Per Rank

The hero has the ability to cover himself in some sort of elemental energy or substance. In hand-to-hand combat, the elemental sheath damages any opponent who grapples the character automatically, without the hero expending an extra action to attack. The power may be also used to augment brawling attacks, causing additional damage when he makes contact with a foe. In any case, the character can actively control the sheath, so that she doesn't burn a hole in the carpet while enveloped in flame or electrocute all computers when covered in electricity.

The type of sheath must be picked at character creation from the following:
Air Sheath: Kinetic energy attacks do 1D per rank less, and poison gas attacks do 2D per rank less, in damage to your character. The character may add +1D per three ranks to any brawl attack when the elemental sheath is activated. Opponents who grapple the character suffer no additional damage from an air sheath.

Earth Sheath: A hide of rock, soil and plant life covers the hero. The character receives a bonus of 1D per rank to negate damage and does an additional 1D in hand to hand combat with an opponent when the sheath is activated. Opponents who grapple the character suffer no additional damage from an earth sheath.

Electrical Sheath: The hero can disrupt electronic equipment with a touch, doing double her normal physical damage die code to it. Electrical attacks do 1D less damage per two Elemental Sheath ranks. The character may add +1D per rank to any brawl attack when the elemental sheath is activated. Opponents who try and grapple the character suffer 1D of damage while in contact with the hero. Those with Energy Absorption may be able to drain off the sheath, negating the power.

Energy Sheath: Your hero gains the ability to negate raw energy attacks, taking 1D per two ranks less damage from pure energy based attacks (such as Energy Blast). The character may add +1D per rank to any brawl attack when the elemental sheath is activated. Opponents who try and grapple the character suffer 1D of damage while in contact with the hero. Those with Energy Absorption may be able to drain off the sheath, negating the power.

Fire Sheath: The character can set fire to any flammable material that she touches. Flame attacks do 1D less damage per Elemental Sheath rank. The sheath is completely ineffective underwater, and ice and water attacks do double their normal damage to the character. The character may add +1D per rank to any brawl attack when the elemental sheath is activated, and grapplers suffer 1D of damage when in contact with the hero. Those with Energy Absorption may be able to drain off the sheath, negating the power.

Ice Sheath: Ice and water attacks do 1D less damage to
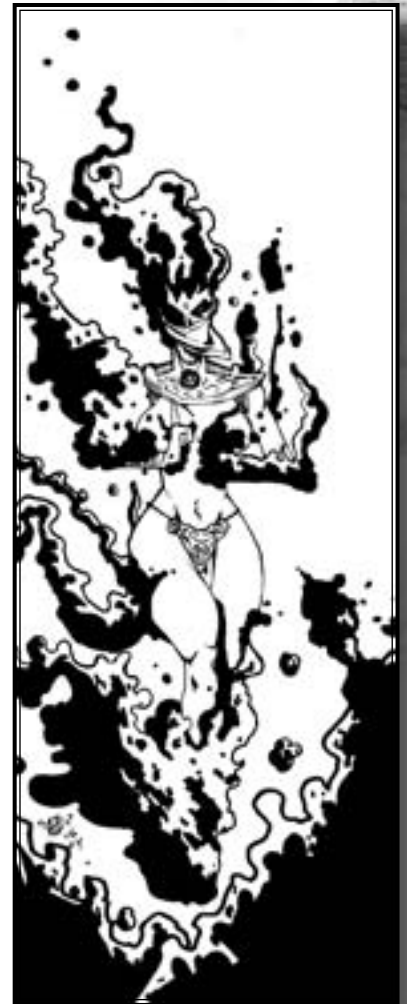
the hero per two Elemental Sheath ranks, but flame-based attacks do double damage. While in water, the sheath becomes larger and gives the hero double the protection it would normally give, but at a sacrifice of mobility (-1 Reflex penalty per rank of the power activated while in water). The character may add +1D per two ranks to any brawl attack when the elemental sheath is activated. The character can keep cool in really hot environments, too. Grappling opponents take 1D of cold damage when in contact with the hero.

Poison Gas Sheath: Anyone who breathes in this sheath takes damage equal to your hero's Power rank if they fail an opposed stamina roll versus the power rank. Wind attacks will disperse the gas enough to make it totally ineffective.

Water Sheath: The character is enveloped in a sheath of pure liquid while suffering no ill effects such as drowning. The character may negate double her rank in damage against fire-based attacks and triple against gas attacks. Ice and electrical attacks do double damage, but sound or kinetic attacks are negated by 1D per rank. Foes who grapple water sheathed characters must make a moderate stamina roll to hold their breath, or take drowning damage.

Special Enhancements:
Elemental Form
+3 Per Rank

The character is not simply covered with the element, but becomes it. While in the elemental form the character becomes almost invulnerable to the element, receiving 1D of damage reduction per rank of the power. The character may also use the element as a conduit by which to travel and move more rapidly, moving at 10 meters per rank of the power through the chosen element.

Endurance
Duration: Permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: None
Cost: 1 Per Rank

The character has great endurance, and gains a +3D per rank to Physique or stamina checks when performing taxing physical tasks (such as holding one's breath underwater for a long period or running a long distance).

Enhancement
Duration: Activated
Range: Point Blank
Base Damage Value:n/a
Managing Skill: None
Cost: 6 Per Rank

You may increase your (or another character's) existing Attributes, Skills, or Powers by 1D for every 3 points rolled using the Enhancement die code. The player decides what will be enhanced, and must be in physical contact in order for the power to take affect. The enhancement last for minutes equal to twice the rank in this power. The same ability cannot be enhanced again until the previous usage of Enhancement expires!

Example One: The Red Hammer is being enhanced by the Maxim (Enhancement rank 3). The Maxim decides to enhance the Red Hammer's Reflexes Attribute (Red has a Reflex of 5D to start). The Maxim touches the Red Hammer and concentrates. Rolling three dice, Maxim gets a result of 3, 1, and 5, for a total of 9. The Maxim can thus enhance any attribute up to 3D. The Red Hammer feels a surge of power course through his body as his reflexes increase to 8D!

Special Enhancement:
Augment Inanimate Objects
+2 points per rank

The ability now extends to enhancing the properties of inanimate matter, making them stronger and more resilient to damage.

> *Example One: Maxim is hiding from a group of thugs behind a wooden door. He knows that it is only a matter of moments before the door is torn asunder and the ruffians are upon him, especially since*

the door only has 10 Body Points. With his ability to enhance matter, Maxim enhances the door's Body Points by 3D. He rolls 5, 5, 1, adding 3D Body Points to the door.
Example Two: Maxim is making his getaway in an old crop duster plane. He knows that the plane cannot outrun the thugs' high-tech flying platforms. Maxim enhances the plane's engines (effective Flight Power). He rolls a total of 8, adding 2D ranks to the Flight capability of the plane and zipping away.

Entangle
Duration: Semi permanent
Range: normal
Base Damage Value: n/a
Managing Skill: Entangle skill (coordination)
Cost: 3 Per Rank

Your character can create a web or slime that entangles his opponents. Targets hit by the attack roll an opposed difficulty roll of Reflexes versus the entangle power. If the Entangle is successful, the target is held fast. Victims may try to break free every combat round (on their Initiative) by rolling their Physique in an opposed roll of the power. Otherwise, the effects last for minutes equal to your character's Entangle ranks.

Extra Limbs
Duration: Permanent
Range: n/a
Base Damage Value:
Managing Skill:
Cost: 2 Per Rank

Your hero has an extra limb for every rank in this Power. This limb can be defined as virtually anything – entangling hair, a whipping tail, an extra set of arms, etc. The character is considered ambidextrous with these limbs and gains a bonus +1D per rank of the power when attempting to grapple. Alternately, the character may have fewer limbs, instead adding a bonus +1 to damage per power rank to existing limbs. For example, with Extra Limbs Rank 4, a character could opt to have four additional limbs, or two additional limbs, each with +1 to damage.

Fast Reactions
Duration: Permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 3 Per Rank

The character gains +1D per rank to Perception when determining initiative, and, up to three times during the adventure, may receive one additional action for one round.

Flash Attack
Duration: Semi permanent
Range: normal
Base Damage Value:
Managing Skill: Marksmanship (Flash Attack)
Cost: 4 Per Rank

This ability allows your hero to unleash an attack that burns her target's sight (or other sense, at your GM's option), causing them to be stunned. The target may resist with an opposed roll of the power's rank versus the target's Perception die code. If the target resists, they aren't affected, but if the target fails they are blinded with a penalty of +4D (+12) to all rolls in combat plus +1 per rank of the power, lasting for rounds equal to the rank. This may cause the Power to affect a target for multiple rounds. This attack does not do knock back. Obviously, this Power does nothing to someone who is already blind.

Healing

Duration: Semi permanent
Range: point Blank
Base Damage Value: n/a
Managing Skill: none
Cost: 6 Points Per Rank

Your character can heal wounds by her very touch, affecting others or herself. She heals 1D points of damage per Power rank. At ranks 10 and higher, she can also reattach severed limbs or regenerate lost organs, and in the case of mental damage may be able to restore lost memories or heal brain damage.

Special Enhancement:
Can Heal at Range
+2 Per Rank

The character isn't limited to touch – she can project her Healing Power, up to 2 meters per Power rank.

Special Power Limitations:
Transference Healing
-4 Per Rank

The character can only transfer her personal life energies to heal others. She cannot heal herself, and she no longer rolls dice to determine how much she heals. She can heal any number of Body Points between 1 and triple her power rank, per action. For every 2 points of healing done to others, she takes 1 point of damage.

Immortality

Duration: Permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 10 points

The character grows older, at a decreased pace compared to the rest of his species, and for all intents and purposes is essentially immortal (i.e., he will never die of old age within the span of any campaign). Furthermore, even if he is reduced to zero Body Points – his arms could be blown off, his abdomen eviscerated, or whatever – he doesn't die, and will not go unconscious or bleed to death (as mortally wounded characters do). However, he will not heal without some sort of special ability, and may perform only the most minimal of physical actions, such as squirming, with most actions being impossible. He may rely only on his reflexes for initiative purposes.

Special Power Limitations:
Final Death

There should always be one particular set of circumstances whereby the character will die forever. These circumstances should not be too unusual, but should be avoidable – killed directly by magic, drowned, decapitated, and so on are all good examples.

Infrared Vision

Duration: Semi permanent
Range: normal
Base Damage Value: n/a
Managing Skill: search
Cost: 2 Per Rank

Your character's visual perception abilities are such that she can see into the infrared spectrum. She can see heat sources clearly within a range equal to rank times 5 meters (limited by her normal sight range). This vision is so sensitive that the character can follow a person by the heat left by their footprints, if they were there relatively recently. Your character gets a Search roll of +1D per power rank versus a GM assigned Difficulty to track using Infrared Vision. Note that the character can only see things with this Power that are differentiated from the ambient temperature of the area – a cold-blooded lizard or an animated skeleton might not be visible with this Power.

Intangible

Duration: Activated
Range: n/a
Base Damage Value: Special, read below
Managing Skill: none
Cost: 5 Per Rank

The character's body becomes intangible, able to pass through solid objects. The difficulty of this action is based on the body points or resistance value of the object that is being traversed. If the Power fails, the character cannot walk through the obstacle and becomes solid. When intangible, the character cannot affect much in the physical world – that is, he cannot pick up a book, turn on a light, etc. In addition, physical damage done by and against the character is reduced by 1D per Power rank.

While intangible, the character can also attack living objects with this power, giving the character the ability to reach an intangible hand into a person's body before solidifying it, causing the victim a great deal of pain and internal damage. This attack requires a Brawl Skill roll to hit the victim with a penalty of +10 to the difficulty. If successful, the target must make a Physique or stamina roll versus the character's rank in the power. If the target fails, they take 1D damage per Power rank (generally, this damage is not preventable), but if the target was successful in their roll, the character takes the damage instead! The normal effects of this Power do not reduce this damage.

Invisibility

Duration: Semi permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 4 Per Rank

The character can bend light around her body, rendering herself and everything she is carrying invisible. The character throws no shadow, and even if splashed with paint of doused in flour will remain invisible with the paint or flour becoming undetectable as well. If she is standing still, she is almost impossible to see (a Difficult roll plus the rank of the power or a hide roll +1 per rank of the power, whichever is higher.) If the character is moving or actively attacking an opponent, she is still mostly indiscernible but can be targeted normally, albeit with a penalty equal to twice the rank of the power. This power may only be purchased to rank 10; a character can only be so invisible.

Life Support

Duration: Semi permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 2 Per Rank

Your hero can survive without air for a number of days equal to his Physique multiplied by his rank of the power. During this time, he is immune to the rigors of space or Deep Ocean depths, including the conditions of high and low pressure or bone-chilling cold and blistering heat. After the allotted time, the character begins suffering the ill effects of these environments normally. Returning to a normal environment and resting (generally for a time equal to the amount of time the Power was in use) will allow the character to return to a hostile environment and use this Power again.

Longevity

Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: none
Cost: 5 points

The character lives longer than the average Human. The character should gain peripheral bonuses during game play because of his "longer outlook." A character may not have this ability more than once. Often, this Super Power has a Limitation attached that governs what the character must do to maintain his life.

Luck, Good

Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: none
Cost: 3 points

The character is blessed with good luck. Once per adventure, a character can receive one of the following benefits just by asking for it: action, breakthrough, haste, or second chance (see the "Luck Benefits" sidebar for details on each of these options).

Calling upon one's luck does not count as an action. It can only be declared once per rank during a particular adventure, but it may be declared at any time, and it cannot be cancelled by any other effect. A character may have up to two ranks of this Super Power. This Super Power can be taken with the Bad Luck Disadvantage – sometimes really good things happen, sometimes really bad things happen.

Luck, Great

Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: none
Cost: 7 points

A character with Great Luck can call on one of the following benefits once per adventure per rank: action, alertness, breakthrough, haste, hero, opponent fails, or second chance (see the "Luck Benefits" sidebar for details on each of these options).

As with Good Luck, calling upon one's luck does not count as an action. The character may have up to two ranks of this Super Power. Also, this Super Power can be taken with the Bad Luck Disadvantage – sometimes really good things happen, sometimes really bad things happen.

If the character has not used his Great Luck during an adventure and something really disastrous happens, the Game Master may choose to automatically use the Character's power, temporarily "burning it out" and using up the character's Great Luck for the adventure. Usually, this is done when the character does something stupid or the player is the victim of incredibly bad luck – die rolling, not the Disadvantage – and something "stops" the effect. This is a "last ditch," Game Master-controlled effort when circumstances get out of control. It is also a nice thing for inexperienced role-players to have – just in case they do something they really shouldn't have, they get another chance.

> *Example: The character's mission is to turn off the power at a nuclear plant, or it will explode and destroy the city that's conveniently downwind. Unfortunately, the character takes too long fighting the minions of the bad guy who set the plant to overload, and, according to the rules, the whole city should go up in a radioactive fireball. The character is too late. The Game Master might choose to have the character be really lucky – the villain was bluffing, and there's really more time on the clock than anyone thought, or the power plant begins a long meltdown procedure instead of exploding. In any case, the character's Good Luck is gone for this adventure (his luck ran out), but he has a chance of averting disaster.*

Mimicry

Duration: Activated
Range: normal
Base Damage Value: none
Managing Skill: none
Cost: 9 Per Rank

Your character has the ability to mimic any Power or Skill, but only ones she has seen used recently. She need only see the Power or Skill used once, and then roll her Mimicry rank in an opposed roll versus the rank of the targeted ability. If successful, she then gains the ability temporarily. If more than one Power is mimicked, the hero must divide her Power ranks evenly between them.

> *Example: Vex has 6 ranks of Mimicry and sees Pyra using her Flame projection power (rank 5). Vex decides that this would be a handy ability to possess. Vex must make an opposed roll of his Mimicry against Pyra's Flame projection power. They roll with Vex getting a*

Luck Benefits

Action: Add 2 to all skill or attribute totals for the round.

Alertness: The character has a "sixth sense" outside of all other rules and situations that will help him to spot a previously unseen item, character, or clue selected by the Game Master. The benefit does not confer omniscience, however, and the Game Master can select a time for having it come into effect. It is normally used to allow a character to spot something he missed in a previous search that is important to the adventure.

Breakthrough: Add 1D to any one skill die code in which the character has no additional pips or dice (in other words, a skill in which the character is untrained). The benefit also eliminates the unskilled modifier for using that skill.

Haste: Gain one additional action for one round.

Hero: Receive one bonus Fate Point, which the character must use immediately.

Opponent fails: After an opponent or enemy has completed an action against the character, the character may call upon this benefit to cancel the effects entirely. This nullifies the opponent's action, and play continues. The lucky character may not use this benefit to cancel an action that is not directed at least partially at him.

Second chance: Using this benefit allows the character to "do over" any action she has just tried, from the very beginning. This benefit cannot negate "bad choices" – the character must perform the same action again – nor does it allow the character to "get back" Fate Points, Character Points, or cards spent on the original action. The character merely gets another chance, immediately following the first attempt, to perform the action again. All effects from the first attempt are ignored.

result of 24 and Pyra getting a 15. Vex has won the opposed test and may now use his Mimicry power to copy up to 6 ranks of Flame projection.

Molecular Mimic

Duration: Activated
Range: Point blank
Base Damage Value: n/a
Managing Skill: n/a
Cost: 7 Per Rank

This ability allows the hero to alter her molecular structure to mimic the structure and properties of things touched. For example, if she touches a steel I-beam, she would become as tough as tempered steel; touching a piece of cork would allow her to float with its buoyancy. The hero's Body Points and Physique Attribute change according to the substance touched. Check the list below for examples and ideas. Her Physique and Body Point total is enhanced or reduced by the amount shown and any other special qualities given are also noted. Obviously, this list is not finite and the GM may wish to add other substances like Formica, plastic, or Juju fruit.

Rice Paper: Body -15, Physique –5D, +2D to Reflex (You are only 1/10 your actual weight – strong gusts of wind will blow you away. In addition, you're very flammable – you suffer triple normal damage from fires and flame-based attacks.)

Cork Board/ Foam board: Body -6, Physique –2D, +1D Reflex (You are 1/5 your actual weight, buoyant and very flammable, taking double damage from flame-based attacks.)

Rubber: Body +2, Physique –3D, Reflex +1D (You have 1D electricity

resistance per 2 Power ranks.)

Wood: Body +7, Physique +2D, Reflex -1D (Like cork, you are buoyant enough to float on water but also have the drawback of being flammable. You suffer double normal damage from flame-based attacks.)

Cinder Block Wall: Body +13, Physique +3D, Reflex -2D (Your weight doubles and you suffer double damage from sonic-based attacks.)

Rock, Precious Stone or Brick Wall: Body +14, Physique +4D, Reflex -2D (Your weight goes up by 250%, and depending on the properties of the precious stone, you may also be able to refract light.)

Iron/Steel: Body +18, Physique +5D, Reflex -2D (Your weight increases by 300%, and you are vulnerable to magnetic and electrical based attacks, taking double damage.)

Adamantium: Body +21, Physique +6D, Reflex -3D (Your weight increases by 100%, and you suffer double damage from electrical attacks.)

Orichalcum: Body +14, Physique +4D, Reflex -2D (Your weight increases by 150%, and you suffer double damage from heat or flame attacks.)

Natural Weaponry
Duration: Semi permanent
Range: Point Blank
Base Damage Value: +1D per rank
Managing Skill: Brawl
Cost: 2 Per Rank

Your character possesses some sort of natural offensive weapon, such as horns, fangs, claws, or hooves, and is able to parry melee attacks with them. Add +1D per rank to Base Damage when determining damage with a natural weapon. If the hero cannot hide these weapons (the default is that he can), he should take the appropriate Limitations – in particular, Strange Appearance.

Omnivorous
Duration: Semi permanent
Range: Point Blank
Base Damage Value: n/a
Managing Skill: none
Cost: 4 points

The character can gain nourishment from any organic substance (though she is not immune to poisons). She can also chew through just about any organic substance with no adverse effects to her teeth or jaws. A character may not have this ability more than once.

Paralyze Body
Duration: Semi permanent
Range: normal
Base Damage Value: n/a
Managing Skill: Marksmanship (Paralyze Body)
Cost: 4 Per Rank

This Power allows your character to paralyze the movements of a target's body. First she must win an opposed roll of her Paralyze Body Power die code versus the target's Physique or stamina. The effect last for rounds equal to the power rank. This does not prevent a paralyzed enemy from using Knowledge/Perception or general mental-based Powers (such as Mental Blast), but it does keep them from using any abilities based on Reflexes or Physique.

Poison Secretion
Duration: Semi permanent
Range: Point blank
Base Damage Value: 1Dper rank
Managing Skill: none
Cost: 4 Per Rank

This power gives the character the ability to secrete a poisonous fluid that damages opponents when they come into skin contact with her. The poison does damage equal to 1D per rank of the Poison Power. The victim of the poison attack must roll their stamina versus the Poison Power's rank. If the roll is made, the target takes no damage, but if the target fails they take the full poison damage that round, 75% of that damage the next round, then 50%, and finally

25%. After this, the poison has either killed the victim or run its course in his system.

Normal clothing will not protect the victim from this attack – only clothing that is considered sealed or waterproof acts as a barrier against the poison. The range of the power is always contact, unless you take the Special Enhancement below.

Special Enhancement:
Poison Cloud
+2 points per Rank

The character can emit a poisonous cloud. If the cloud is inhaled or comes into contact with a person's skin, it does damage just like the normal Poison Power. The radius of this cloud is 2 meters per Power rank.

Ranged Power Attack
Duration: Semi permanent
Range: normal
Base Damage Value: 1D per rank
Managing Skill: Marksmanship (Ranged Power)
Cost: 2 Per Rank

The ranged projection attack power can be used to create all the different effects seen in comic books, such as energy, lightning, and flame blasts. The list of different effect can be purchased and added on to the power to give it specific and unique effects that will set it apart from the standard attack form. These enhancements will increase the cost of the power and are noted with the description of the power

The player must define the effect and where the ranged Power Attack originates from, such as the eyes, the hands or the forehead.

Acid
+2 per Rank

This Power allows you to produce gouts of acidic fluid, which can be projected and spatters on impact, covering an area. The impact of the acid splatter is a 5-foot radius around the target, and anything within this area is affected. The direct target takes 1D per Rank damage, and all within the spatter radius take half your character's Rank in dice of damage.

The acid continues to burn after the initial damage, for half the Rank in combat rounds, doing points of damage equal to the Power Rank. This is automatic and does not require you to make another attack roll.

At the time this Power is purchased, you must choose one of two materials against which your acid is ineffective: hard plastic or glass.

Bio Energy Blast
+3 per rank

The character projects a disruptive energy at living things, crippling them and knocking them out of commission. Against living opponents, the blast

normally doesn't do any physical damage, but disrupts the opponent's ability to act. For every 3 points of damage done with the blast, the opponent receives a -1 penalty to all of her dice rolls. The blast only does actual physical damage when a 6 is rolled on the wild die – then the damage is equal to the power rank of the power +1 for every ten points of damage done on the damage roll.

This power is useless against mechanical constructs or inanimate objects such as robots or brick walls.

> *Example: Electra hits her opponents with Bio Blast power (Rank 4), getting a 6 on the attack roll wild die. She rolls her damage and does 16 points of damage. Her opponent now suffers -5 to all rolls and 5 points of damage. If Electra hadn't rolled a 6 on her wild die she would have bestowed only the -4 penalty.*

The disorienting influence of this power last rounds equal to the power rank.

Energy Blast
+1 per Rank

This is the standard ranged power attack and a staple of comic books. The advantage of the energy blast is that its normal range is increased by 50%.

Entropy Blast
+5 per Rank

The character can emit a wave of entropy that washes over its target, causing random, but dire, effects. When the player rolls the wild die it not only checks for critical success and failure, it also dictates the effect visited upon the target. In all cases, this power does no knock back.

1-The target is stunned for 1D rounds.

2-The target takes 1 point of damage equal to the rank of the Entropy Blast. For combat rounds equal to the rank, the target takes the same amount of damage. This additional damage may not be resisted or reduced by armor!

3-The target takes damage as normal.

4-The target's age is altered randomly (roll one Die – odds, the target is made older, evens the target's age is decreased). The shift is equal to the power Rank in years and the target takes damage as normal from the physical trauma involved. The target returns to its normal age in hours equal to the rank of this power.

5-The target loses the entropy blast rank in attribute die codes for 1D rounds.

6-The target is cut off from the elemental force of Ka! The target loses 1D random powers for the power rank in rounds.

Flame Jet
+2 per Rank

The character can project a destructive burst of fiery plasma from her body, igniting any flammable items it come into contact with. If an item catches fire from this attack it will burn for 1D rounds taking half the initial damage.

Force Blast
+2 per Rank

The Force blast is a kinetic energy attack. In addition to normal damage, targets take double knock back.

Lightning Blast
+2 per Rank

The character can project a destructive bolt of electricity from his body. Electronic equipment struck by this attack takes double the damage rolled.

Mental Blast
+3 per Rank

(Skill Mental Blast, a Presence based skill)

The character can project destructive energy from her mind, attacking her target's psyche. This attack ignores all armor and is dodged using the target's Knowledge attribute + the Dodge skill. The attack ignores all physical armor and may only be reduced by the use of a Mind Shield. The range of this attack is half the normal range and does no knock back.

Projectile Attack
+2 per Rank

The character shoots some sort of solid projectile from his body. The projectile can be of any sort such as porcupine quills, bone shards, hardened fingernails, etc. Alternately, the character can energize objects and throw them at his target. This attack ignores half its power Rank in armor when determining damage but has only a quarter of the normal range.

Sonic Scream
+2 per Rank

The character can project a destructive, high-pitched sound attack. Fragile or brittle objects take double damage and opponents are deafened for rounds equal to Power Rank. Targets who are already deaf take half damage from this attack, and are stunned for half of the time.

Vibration
+3 per Rank

The character can cause damage through the force of vibrations, causing

molecules to become excited, which in turn causes the target damage before eventually exploding. To make an object explode, the target must be reduced to zero body points in a single blast; otherwise it takes normal damage. When the item explodes, it does damage to everything within a radius of the power rank in meters. The damage done is 1 point of damage per rank of the power.

Like Sonic Blast this attack causes fragile or brittle objects to take double damage. Because of the nature of the attack the body armor power offers no protection.

Ranged Power Attack Enhancements/ Limitations

Cone Attack
+3 per Rank

The attack has the chance of hitting multiple targets within its range, both friend and foe. The attack originates from the character and spreads out gradually in a fan shape with a chance of hitting everyone within the area. The result of the wild die denotes how many people are hit, including the intended target.

Diminishing Effect
-2 per Rank

The power is more effective at shorter ranges. The effect is reduced for every range increment past point blank with the attack losing 25% effectiveness at short range and another 25% at medium range. Beyond this the power is only at 25% efficiency.

Power defense
+3 per rank

The character may use the power as a parry for incoming attacks. The hero uses her power marksmanship roll as her active defense block/parry (see active defense on page 73 for details). If the defense is successful the character takes no damage from the attack.

Reduced Range
-2 per Rank

This Power has only half the normal range for its Rank.

Selective Area
+3 per Rank

Much like Area Effect, this causes a Power to hit a radius area, equal to Power Rank times 5 around the character. However, you may select the targets to hit when you use a Power with this Enhancement, dividing your total normal damage dice among the chosen targets. For instance, a Rank 9 Energy Blast would have 9 dice, divisible between selected targets.

Sweep Attack
+3 per Rank

The power shoots in short controlled bursts much like automatic weapons, allowing a character to hit multiple targets with one attack (up to the power rank in targets, as long as they are within 3 meters of one another). The dice must be divided equally among the targets, with any remainder being lost.

Regeneration
Duration: Permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 7 Per Rank

This Power allows the body to heal at incredible speeds. Your hero regenerates 1D body points per rank per minute, healing up to his maximum Body Points. This Power works automatically, without the use of an action. At rank 10 and higher, the character is also able to regenerate severed limbs. However, a character that loses his head is dead – he cannot regenerate this "limb."

Shape Shift
Duration: Activated
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 4 Per Rank

The character can manipulate the shape, color, and overall appearance of her body, though mass and body compositions remain the same. She may keep the changed shape for 30 minutes per rank of the power. After this time has elapsed, she can try and hold the form by rolling willpower versus a normal difficulty, that gets progressively worse the longer the character holds the shape. If she fails, she is too exhausted and must return to her normal form. If she is successful, she may retain the form for an additional amount of time equal to half her skill rank.

Shape shifting may be done with a moment of concentration, though a Limitation may force it to be triggered by stress or environmental factors. Those wishing to see through her disguise must make an investigation roll versus a roll of the dice in the Power Rank. The GM may assign additional bonuses to others under different circumstances – such as if the character is around people who know the person they are mimicking well.

Body Points, Wounds, and the Knowledge attribute remain unaffected, but the dice in the Reflexes, Coordination, Physique, Perception, and Presence are redistributed to match the new form (although the die code in the Willpower skill remains the same regardless of the change in form). Additional dice in skills above the base attribute score remain the same, though the total dice in each skill change to reflect the adjustments in the base attribute. Not all skills will be usable in the new form, at the GM's discretion.

Attribute dice can be used to include Special Abilities in the new form. One Attribute die can be spent to gain one rank in one Power, or to get a +2 skill total bonus (split among up to two skills). The Game Master may allow a larger skill total bonus or more skills to fall under the bonus if the desired effect is particularly narrow (such as a bonus for a single sense).

It is highly recommended that the hero come up with some typical forms and their game characteristics before beginning play. In any case, the new form need not exactly resemble a "typical" version of the emulated creature or object.

Shape shifting Example: Mark is playing a Chimeran who believes he is a wereleopard. He chooses Shape shifting, specifying that he will only change from Human to leopard and back again. The Game Master decides he'll gain one rank of the Natural Weaponry (+1D damage by claws) and +2 to all search and tracking totals that require smell when in his wereleopard form. Mark's character has 18 attribute dice arranged thusly:
REFLEXES 2D+2
COORDINATION 3D+1
PHYSIQUE 3D
KNOWLEDGE 2D+2
PERCEPTION 2D+2
PRESENCE 3D+2
When he changes into wereleopard form, he has the following attribute values, the total of which has been lowered by 2D because of the bonuses:
REFLEXES 3D+2
COORDINATION 2D
PHYSIQUE 3D+2
KNOWLEDGE 2D+2
PERCEPTION 3D
PRESENCE 1D

Sonar
Duration: Semi permanent
Range: 3m per rank
Base Damage Value: n/a
Managing Skill: none
Cost: 2 Per Rank

The character can use sound to see – sending out high-pitched sounds, normally unheard by humans, to detect distances. She can effectively see objects as if it were broad daylight, but without color information transmitted. Loud noises and uses of sonic Powers disrupt this Power, making her blind as if hit by a Flash Attack.

Stretching
Duration: Semi permanent
Range: 2 meters per Stretching rank
Base Damage Value: n/a
Managing Skill: none
Cost: 5 Per Rank

The hero can stretch her limbs to a range of up to 2 meters per Stretching rank. She also takes 1D per 2 ranks less damage from a kinetic attack, such as bullets and fists. When attempting to grapple or breaking a grapple, a hero adds her Stretching Power rank to the roll.

The character can also stretch, elongate, and compress his body, allowing him to expand his height or become so narrow he can pass through keyholes, cracks, or any other opening he could normally see through. It takes one round or more to slip through small openings, depending on their depth.

The character also has the ability to compress her body and spring or bounce away. Using stretching in this method allows the character to move 10m per rank of the power and uses the Jumping skill.

Finally, her body is so pliable that she can alter and change its shape, receiving a bonus equal to the Power Rank when trying to disguise her looks.

Super Attribute
Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: None
Cost: Supper attributes cost the same as normal attributes, but once they exceed the racial norm for that attribute they are classified as Super.

The Attribute is added to the skills under it normally, giving an increased chance of success with skills governed by the attribute. However, under each Super attribute there is also a special ability that can only be used once the Super attribute power is purchased. This represents a special advantage the character has over others without extraordinary attributes.

The player may choose one ability for every 6-die codes. So a character with a 7D Perception may have one special ability for that attribute or both at 12D.

Reflexes
This Super attribute measures balance, quickness, and full body motor abilities.
Special Abilities:
Cat Balance: Not cat-like, but just about truly feline, you always land on your feet when falling. Mind you, your character's legs might break from the impact anyway, but she reduces damage from falls by 1 point per die code of Reflexes. Also, her equilibrium is enhanced allowing her to balance on a thin tree branch by distributing her weight with super human deftness.
Dervish Defense: The character is adept at dodging and moving out of harm's way. She is especially proficient at dodging multiple opponents at once. For every 3-die codes she has in Reflexes she may dodge one additional

opponent during combat at no additional action cost.

At rank 10 the character may re-roll any one failed Reflex dice action. She may do this once per game.

Coordination:
This Super attribute measures hand-eye coordination and fine motor abilities.
Special Abilities:
Enhanced Dexterity: Your character has unearthly coordination allowing her to use both hands and feet equally well. She may wield weapons with her feet with equal precision. The character may attack from an unfavorable or prone position with no penalty, or use her feet to fire a weapon if her hands are tied. This ability does not give the character ambidexterity or extra limbs (for those abilities, see the appropriate Powers and Advantages).
Accuracy: When using a ranged weapon the character may reduce the range penalty by one step to a minimum of short range.

At rank 10 the character may re-roll any one failed Coordination dice action. She may do this once per game.

Physique
This Super attribute measures physical power and the ability to resist damage. NOTE: The base damage of physical attacks is no longer calculated by dividing the Physique die code by 2. The base damage for someone with Super Physique is equal to the Die code in the attribute starting at rank 7.
Special Abilities:
Enhanced throwing range: The character may double his range of throwing at rank 6-10, and triple it at 11-15. At 16 and above the distance is quadruple the normal thrown distance.
Thunder Clap: The character can stomp the ground or clap his hands together and create a shockwave, which does damage equal to half his Physical damage die code to anyone in a 4+ his Physique die code meters radius around him (Stomp), or a cone in front of him with a range of meters equal to his Physique+8 (Thunder Clap). The attacks are made using brawl for the stomp or marksmanship for the thunder clap.

acter may re-roll any one failed Physique dice action. He may do this once per game.

Knowledge
This Super attribute measures memory and the ability to learn.
Special Abilities:
Know-It-All: Your hero has got a little knowledge about a lot of things, and is truly a master of eclectic knowledge. At the Game Master's discretion she may roll her Knowledge die codes of any esoteric knowledge or lore. The range of knowledge could range from the atomic weight of radium-226 to what happened in episode 9 of the 3rd season of Buffy (hint: it involves Anya and Cordelia).
Great Insight: Your character may experience an epiphany once per game, revealing something about the course of events occurring around her. You, as a player, are allowed to ask the GM for one clue to help your character along in the game per 5 die codes of Knowledge the character possesses.

At rank 10 the character may re-roll any one failed Knowledge dice action. She may do this once per game.

Perception
This Super attribute measures mental quickness and attention to detail.
Special Abilities:
Eidetic Memory: Your hero has a photographic memory and can remember anything he has experienced with clarity. The character may recall one obscure piece of information that he has witnessed during the game for every die code in Perception. This may include things forgotten by the player, or things that the character may have noticed in past adventures that have become relevant now.
Analyze Weakness: The character's mind functions quickly when fighting a foe. He can scrutinize an adversary, finding a weakness to exploit. Once per game the character may announce that he is going to analyze a target for weakness and either receive a bonus to damage equal to +1 for every die he has in Perception, or be told what the weakness of his opponent is.

At rank 10 the character may re-roll any one failed Perception dice action. He may do this once per game.

Presence

This Super attribute measures emotional and physical attractiveness, and personality.

Special Abilities:

Awe: The character is incredibly magnetic, able to sway a crowd with a few words or make them cower in fear with a menacing glare. Once per game your character can stand before a crowd and try any one Presence based social challenge. She suffers no action penalty for multiple targets.

Mind Over Matter: Through the sheer power of your character's will alone, she can keep functioning after her body is ready to quit. This advantage allows the character to ignore wound penalties for rounds equal to her willpower die code.

At rank 10 the character may re-roll any one failed Presence dice action. She may do this once per game.

Super Senses

Duration: Semi permanent
Range: Rank in miles; also see description.
Base Damage Value: none
Managing Skill: Know-how (Super sense), search, surveillance, tracking.
Cost: 7 Per Rank

Hearing: The hero can hear minute sounds including ultra and subsonic sounds.

Sight: The hero can see over extraordinary distances, including telescopic and microscopically.

Smell: The hero can discern scents and their origins at a distance, and smell residue for hours.

Taste: The hero can distinguish materials that make up a substance, and possibly their amounts.

Touch: The hero can feel amazing detail. She can read newsprint with her touch and feel minute vibrations and changes in temperature through her skin.

The hero may add the die code of the power to relevant Perception, Search, Surveillance, or Tracking rolls. The hero receives a +2 for every 5 ranks in the power when using marksmanship, missile weapons, or thrown weapons. The power also gives a +1D bonus to initiative at every 5 ranks. The character suffers twice the normal damage from any sense-affecting attack while the particular aspect of the power is in use.

Except for taste, touch and microscopic sight the range of the power is in miles equal to the rank of the power – the touch and taste aspect of the power is limited to only a few inches from the character, and the hero can see microscopically at a factor equal to double the die code.

Special Limitation
Missing senses

The character receives a –1-point cost per rank per Super sense he does not have. For example, if the character only has super hearing and sight she may purchase the power at 5-points per rank. If only sight were taken, the power would cost 2 points per rank and the character would only be able to reap the benefits of that particular sense.

Super Tracking

Duration: Concentration
Range: 1 kilometer per rank
Base Damage Value: n/a
Managing Skill: tracking
Cost: 3 Per Rank

Your character is a bloodhound. Her sense of smell and taste are so acute that she can track her prey by scent alone over large distances. She must have experienced the scent prior to tracking her target – say, from a piece of clothing. The character adds dice equal to the rank to any tracking roll made.

Sustenance

Duration: Activated
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 5 Per Rank

The character's body draws nourishment (including the need to sleep) from some source other than foodstuffs and rest. The character can survive without the normal nourishment for the amount of time listed below.

Rank 1-5 power rank + Physique attribute in weeks
Rank 6-10 power rank + Physique attribute in months
Rank 11-15 power rank + Physique attribute in years
Rank 16-20 power rank + Physique attribute in decades

After the allotted time is up, the character must consume the normal amount of resources necessary to survive as normal for a time equal to one quarter the time spent relying on this power.

Transfer Attribute

Duration: Activated
Range: Point blank
Base Damage Value: n/a
Managing Skill: none
Cost: 2Per Rank

Your character can transfer her Attributes to others – one die of Attributes per Rank. The drawback is that the character loses the same amount for the equivalent amount of time the recipient gains it. After the time is up, the Attributes return to normal.

Vampirism

Duration: Activated
Range: Point Blank
Base Damage Value: n/a
Managing Skill: varies, usually Brawl
Cost: 5 Per Rank

This ability allows the character to drain attribute pips or Body Points from his target. The character must choose one set of attributes to target, either physical (Reflexes, Coordination, Physique), mental (Knowledge, Perception, Presence), Wounds, or Body Points. For example, most Vampires drink blood, and thus lower Body Points, while Succubi might target the soul and so weaken mental attributes. The player must specify in what manner the character drains these attributes (biting a vein, hypnosis, and so) It should involve some sort of successful attack result (either physical or mental).

When the character wishes to employ Vamprism, he makes an attack on his target using the relevant skill. For every four points over the target's defense roll, the character drains one pip per rank off each of the target's relevant attributes, or three points per rank from the character's Body Points, or one Wound for every two ranks (remember that there are three pips in each die).

If any of the target's attributes or Body Points go to zero (or the character reaches the Dead Wound level), the target dies. If the target survives, she regains one attribute point (to each attribute affected) every hour after the attack. Body Points return at the normal rate.

A character may have multiple versions of it of this super power.

Special Enhancement:
You Drain Ka
+2 per rank

Your hero can drain the Ka reserves of any living creature instead of Body Points. She drains 1D points per rank of Ka.

X-Ray Vision
Duration: Semi permanent

Range: 2 m per rank

Base Damage Value: n/a

Managing Skill: none

Cost: 2 Per Rank

Your hero has the ability to see through solid mater as if looking through glass. To see through an object the character must roll her X-ray vision rank in dice versus the gm assigned difficulty. A list below is given as a rough reference for the Game Master.

Modifiers

Add +3 to the Difficulty of the roll for every foot of material the character is looking through beyond the first.

* Living creatures are more difficult to peer through because of their Ka auras. A living being has a difficulty of 4 per die code in their Physique. If the character is trying to look through an armored person, the armor adds +2 per die to the difficulty

Material Type	Difficulty
Rice paper wall	5
Corkboard, Drywall, Wood Door, Sheet rock	10
Living being*	*
Cinder Block wall	15
Stone/brick wall or Sheet metal	18
Iron/Steel	20
Adamantium or Orichalcum	25

Defensive Powers

Adaptation
Duration: Activated

Range: N/A

Base Damage Value: none

Managing Skill: None

Cost: 8 Per Rank

Your character is able to adapt her body to elemental changes, gaining +1D per Power rank to add to damage resistance in order to negate the effects of a certain type of attack form or environmental condition. When activated, the Adaptation Power takes effect the next round, but the hero may split ranks between different attacks or conditions if he is being attacked by multiple powers. Splitting dice in this manner costs one additional action. Adaptation requires that the dice be rolled only when negating an attack or damaging effect; when negating an environment, the GM rules whether or not you have enough ranks in this Power to handle the situation.

Example One: Rush falls out of an airlock and into the void of space. He uses his 10 ranks of Adaptation to negate the damage of being in a vacuum. The GM rules that he has sufficient ranks to negate all the effects.

Example Two: Rush is fighting three super villains: Pyra the Mistress of Flame, Ice Queen, and Big Brain the Mentalist. All three attack at the same time, with a jet of flame (Flame Projection), a freezing slush of ice (Ice Production), and a blast of pure mental energy (Mind Blast). Rush, with 10 ranks of Adaptation, designates 3 ranks to the Mind Blast (3D damage reduction), 4 to the Flame Projection (4D reduction), and 3 to the Ice Production (3D reduction).

Body Armor
Duration: Permanent

Range: N/A

Base Damage Value: none

Managing Skill: None

Cost: 3 Per Rank

Your hero has naturally hardened skin that provides protection against physical attacks caused by kinetic force (punches, kicks, clubs, cannonballs, etc.). Reduce the damage taken from such attacks by 2 points per rank of this Power. If the character's appearance is altered by this Power, say by having a carapace or just scaly skin, he should also take the Flaw Strange Appearance.

Energy Absorption
Duration: Semi permanent

Range: N/A

Base Damage Value: none

Managing Skill: None

Cost: 4 Per Rank

The character can absorb and dissipate energy (e.g. thermal, mechanical, nuclear and electric) that would cause harm. The character must roll her ranks of Energy Absorption with a difficulty equal to the damage being done. If the roll is a success the character takes no damage and the energy is dissipated. If the roll is a failure the character takes the damage minus 1 point per rank of the power.

The type of energy must be selected at character creation. For example:

Kinetic energy: The energy contained in a moving mass or in a moving particle. Bullets, swords and fist are forms of kinetic damage.

Thermal/Electrical energy: The flow of charged particles called electrons or ions. Energy blast, electrical, and heat based damaged would be examples of this type of energy.

Special Enhancements:

Damage Absorbed Goes to Your Abilities

+3 Per Rank

Your character can change the damage absorbed into temporary Attributes. For every 5 points of damage absorbed, you gain +1 temporary point to any one Attribute, lasting 1 round per Energy Absorption Power rank. The augmented Attributes do not increase your current or permanent Body points. The Attribute augmented must be selected when the power is purchased. This enhancement may be purchased multiple times for multiple Attributes.

Damage Absorbed Heals You

+1 Per Rank

Your character can heal 1 point of damage for every 5 points of damage absorbed. This healing is permanent; it does not "expire" when the Power normally does.

Damage Absorbed Can Fuel One of Your Powers

+3 Per Rank

The hero can change the damage absorbed into a temporary boost of one of her own Powers, chosen when selecting this Enhancement. The points absorbed cannot be used to enhance the Absorption Power itself. The character can raise the rank of her chosen Power by +1 pip for every 5 points of damage absorbed. The duration of this effect is equal to ranks of Absorption Power in rounds. This Advantage may be bought repeatedly so that multiple powers may be augmented.

Force Field

Duration: Activated
Range: 2 times Power rank in meters
Base Damage Value: none
Managing Skill: none
Cost: 4 Per Rank

Your character projects a field that negates physical damage equal to a base of the power rank multiplied by 2, plus 1D per Power rank. The field is capable of keeping out airborne attacks, making the protected area airtight, protecting only the character. The field works both ways, and protects from attacks on either side. Attacks made by the character with an active field are also reduced, but only by the shield's base damage reduction. A special advantage may be purchased that negates this drawback.

This field is ablative; any dice used to negate damage in a given round cannot be used to block other attacks in the same combat round. Dice may be split up to negate damage from multiple attacks.

The field regenerates at the beginning of each round.

> *Example: Trident has a rank 5 Force field and is fighting two high-tech henchmen of the villain the Crusher. The first henchmen shoots his energy rifle and does 17 points of damage. Trident's Force field will negate a base of 10 points of damage, so he decides to spend two of his five dice to try and negate the remaining damage, leaving him with 3 dice to spend on the other attack. Trident rolls the two dice and gets a 2 and 6, completely negating the damage (10+8=18). The other attack does 22 points of damage, and Trident spends the remaining three dice to negate this attack.*

Special Enhancement:
Works on others
+2 ranks

The area of protection around the character can have a radius up to 2 times her Power rank in meters, or can be projected up to 2 times Power rank in meters away from her to protect someone else. In this case, the field only protects the immediate person, not a radius around them.

Reflexive Shield
+3 per rank

The Reflexive Shield protects like a normal Force field. However, the Reflexive Shield also reflects some of the damage taken back onto the attacker. The attacker takes the amount of damage absorbed by the Reflexive Shield, or the shield's Power rank, whichever is lower. The reflexive property of the shield does not cost additional Actions to use during combat.

Can attack through
+3 Per rank

The character can attack normally through her field without any damage penalty.

Special Power Limitation:
Force Shield
-2 Per rank

The protective field is not a bubble surrounding the character but a shield that protects only one side of the character. The shield may be moved to deflect different attacks, but may only defend one side at a time. The character does not suffer the penalty of not being able to attack effectively through the shield.

Immunity

Duration: Permanent
Range: n/a
Base Damage Value: none
Managing Skill: Stamina
Cost: 7 Per Rank

Your character is nearly immune to a certain element (energy, electricity, fire, cold/water, earth, or air) or attack form. You must specify your character's immunity type when the power is purchased. The character receives +1D per Power rank to her stamina roll in order to resist the effect. This power does not make a character invulnerable to the attack type/form but makes him HIGHLY resistant. The damage total is compared to the character's resistance total. Consult the chart below for the effect.

Immunity roll > Damage	Effect
1-3	Takes 50% of the damage total
4-8	Takes 25% of the damage total
9-12	Takes 2 point per 1D of damage or 25% of the damage whichever is less
13-15	Takes 1 point of damage
16+	No Damage

Elemental Manipulation Powers

Elemental manipulation powers give the character the ability to affect the primal forces of the universe to staggering effect. All manipulation powers are based on how well the character can dominate the forces of nature. The managing skills for all manipulation powers are Presence attribute based.

The general list of difficulties below applies to the powers in this section. Each power has its very own list of effects that can be achieved with the power.

People/Things	Area	Complexity	Difficulty Modifier
2-6	10m radius	Slight (lighting a torch or light bulb)	+3
7-15	20m radius	Significant (Filling a house with water)	+5
16-32	40m radius	Great (Collapsing a building, increasing local gravity)	+7
33-100	80m radius	Awesome (Filling the city with vegetation in a day)	+9
101-500	160m radius		+11
500-1000	320m radius	Incredible (Creating a tornado inside a house)	+15
			+5 for every additional level

Possibilities include:

- The character can alter his metabolic rate giving him the ability to slow down the effects of poisons or toxins in his body or to even sweat them out of his skin. Characters using this ability may add their rank in this power to any stamina rolls made to resist the affects of poisons, drugs or alcohols.
- The character can absorb oxygen through his skin or adjust his body so that he can more efficiently pull oxygen from stale or thin air. Also, the character can more effectively use what oxygen is already in his blood, giving him the ability to hold his breath longer underwater or while being strangled.
- The hero can cannibalize his body to grow extra organs giving added physical performance or redundancy. He may add his Power Rank to his Physique.
- The character can flatten his body to an inch in thickness by shifting his mass and crushing his own bones. Using this ability, the character can slide under doors or fit into narrow places.
- The character can stop bleeding wounds by redirecting the flow of blood in that part of the body.
- The character can regenerate body points by mentally knitting the damaged parts of his body back together. He must sit and concentrate while regenerating 1D of body points per rank of the power per minute.
- The character can grossly alter his body, growing extra appendages or organs. For example the character could grow a second set of arms (these act like the Extra Limbs power), or a set of eyes in the back of his head or on his fingers, or flippers and gills to give the ability to swim and breathe underwater. These changes take 1 minute per rank of power being used.
- The character can make his bones protrude to use them as weapons, doing 1D per level of damage.
- The character can alter the shape and appearance of his body to look like others. This takes minutes equal to the power ranks being used and the character must make a disguise roll.

Air Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: 1D per TWO ranks
Managing Skill: Air Manipulation (Presence based)
Cost: 6 Per Rank

Your character can manipulate wind, creating strong gusts of air that buffet her opponents. She does 1D damage for every two ranks of this Power. In addition to damage; this power does double the normal knock back for its damage.

Other possibilities include:

- She may also make an area that is absent of air, creating a vacuum. Although the area can be moved into and out of by anyone, people in the vacuum will suffocate. In order to keep the radius centered on one target, the character must make an opposed roll of Air Control skill versus the target's Reflexes or Dodge.
- The character may breathe comfortably in thin or thick atmospheres for 30 minutes per rank
- The character can create fog by trapping minute water particles in the air. The fog obscures vision causing a penalty to perception check of +1 per rank of the power.
- The hero may create a volume of air equal to one cubic meter per rank of the power.
- The character may breathe comfortably in thin or thick atmospheres for 30 minutes per rank.
- The hero may manipulate the wind around her making it difficult for those flying. By adding greater resistance she may reduce their air speed by 10 meters per rank. This effect can be kept constant as long as she concentrates.
- This Power also allows the character to fly at speeds up to her Power rank times the character's normal movement rate.
- She may hold her breathe and act normally under extreme atmospheric pressures for 10 minutes per rank of power

Body Manipulation

Duration: Concentration
Range: n/a
Base Damage Value: Read below
Managing Skill: Body Manipulation (Presence based)
Cost: 5 Per Rank

The character has the ability to alter or augment her flesh, blood, and bone through force of will and cellular manipulation. This breathtaking and sometimes horrifying ability can be used for a number of astounding if not grizzly physical effects. Most of these effects are rather painful and messy as the body shifts, morphs and cracks to achieve the desired effect.

The Game Master should police the effects of this power so that the character doesn't get out of hand. One important limitation is that the character cannot grow additional mass – he can only use what mass he has. If he grows taller, he will also grow thinner as the mass of his body is pushed around to accommodate the change.

Earth Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: variable, read below
Managing Skill: Earth Manipulation (Presence based skill)
Cost: 6 Per Rank

Your hero has the ability to manipulate rock and soil. This Power gives her many astounding powers over terra firma. Primarily, she has the ability to cause earthquakes in a radius centering on her and radiating out. This effect makes it hard for others to stand upright and move effectively. This effect creates a penalty to anyone attempting a Reflex related action, equal to her Earthquake Power rank, and reducing movement rates by 2 meters for every rank of the power.

Other possibilities include:

- She can use this Power to cause solid rock to jut up out of the ground, attacking everyone in a radius around her to cause 1D per two levels of the power's rank.
- Earth can also be manipulated to rise up out of the ground and attempt to grapple or slap opponents out of the air. The range for such attack is normal, and damage is 1D per rank.

- The character can create areas of quicksand to trap an opponent. The character makes an opposed roll versus her target's Reflex or dodge skill. If the roll is a success her opponent is trapped in quicksand and may not break free for a number of rounds equal to the rank of the power.
- The character can also create dust storms by throwing loose dirt or sand into the air. The dust obscures vision casing a penalty to perception check of +1 per rank of the power. This effect can be kept constant as long as she concentrates.
- Lastly the character can open passages through solid rock and move through them. This effect can be kept constant as long as she concentrates.

Flame Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: Variable, read below
Managing Skill: Flame Manipulation (Presence based)
Cost: 5 Per Rank

This Power allows your character to control and manipulate existing fires, not create new ones (for that, take the Flame Projection Power). The hero rolls 1D per Power rank to increase the effective Intensity of a fire, causing it to burn hotter and do more damage to whatever it comes into contact with:

Example: Pyra wants to make a small campfire (Intensity 8) explode into a huge bonfire (Intensity 38). To do so, she must roll at least a 30 on her dice.

Other possibilities include:
- The fire can also be made to move at a rate of 2 meters times the character's Power rank per round.
- The character can also make an existing fire strike at a foe as a ranged attack with a normal range. The damage of the attack is dictated by the intensity of the fire.
- This Power can also be used to make a fire burn cooler, reducing the damage accordingly. Roll the same roll as for increasing Intensity, but subtract your roll instead.

Type	Damage Per Round	Intensity Rank
A lighter flame	1 point of Damage	0-5
Small Fire (Campfire)	1D Points of Damage	6-15
Medium Fire (Bonfire)	3D Points of Damage	16-26
Large Fire (Yard Fire)	6D Points of Damage	27-37
Huge Fire (House Fire)	12D Points of Damage	38-49
Gigantic Fire (Forest Fire)	20D Points of Damage	50

Gravity Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: Variable, read below
Managing Skill: Gravity manipulation (Presence based skill)
Cost: 6 Per Rank

Your character can manipulate the pull of gravity on a target making them lighter or heavier depending on her whim, thus increasing/decreasing the target's weight by 100 kilograms per rank. If the target is a living being it may resist with an opposed roll of the Power Rank versus the target's Physique or Willpower, whichever is higher. If the character is successful she may alter gravity and consult the chart below.

Other possibilities include:
- The character may also reduce the weight of an object. If an object's total weight is negated it hovers in place just above the ground.
- The power may be used to fly in this manner, manipulating the pull of gravity in order to move about. The character or objects affected by her power move at a rate of 2 meters per rank.

Gravity Control roll > Resistance Total By	Effect
1-3	Target must make an Easy lifting roll to keep moving. If the roll is a failure the target is immobilized.
4-8	Target loses 1D of Physique and must make a Moderate lifting roll to keep moving. If the roll is a failure the target is immobilized. The target's weight is doubled.
9-12	Target loses 2D of Physique and must make a Difficult lifting roll to keep moving. If the roll is a failure the target is immobilized. The target's weight is tripled.
13-15	Target loses 3D of Physique and must make a Very Difficult lifting roll to keep moving. If the roll is a failure the target is immobilized and takes 2D damage (powers like body armor or force fields cannot reduce damage!) Weight is quadrupled.
16+	Target loses 6D of Physique and must make a Heroic lifting roll to keep moving. If the roll is a failure the target is immobilized and takes 1D per rank in damage (powers like body armor or force fields cannot reduce damage!) The target's total weight is 8 times what it would be normally.

Mass and Weight

Mass and weight, as affected by Gravity Control and Growth, are not the same thing. Mass is simply the amount of stuff in an object. Weight is a function of mass in a gravity field. Were you to go to the moon, your mass would not change, but your weight would, since gravity is significantly lower on the moon.

With Gravity Control, you are effectively increasing weight. However, with the Growth Power, you can actually temporarily increase effective mass – it's assumed that you are taking in energy (in this system, Ka) and converting it into matter.

The reason this is confusing to a lot of Americans is because the pound, the typical weight system, is older and actually a measurement of weight, not mass. Kilograms, on the other hand, are a measurement of mass. The reason they can be measured on the same scale is because we know what the gravity of the Earth is.

Ice Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: 1D per rank
Managing Skill: Ice Manipulation (Presence based skill)
Cost: 6 Per Rank

This Power gives the hero a wide array of powerful abilities related to manipulating, creating, and attacking with ice. The primary use of this Power allows the hero to create 1 cubic foot of ice per Rank, temporarily blocking doorways, windows, et cetera, until the ice melts in minutes equal to twice the Power rank (in a cold environment, conducive to keeping ice intact, the Game Master may decide the ice is permanent, or at least lasts longer). The ice wall has body points equal to twice the rank plus the sum of dice rolled equal to the rank

Example: A character with an Ice production of 4 creates a wall of ice blocking a passageway. She rolls her power rank in dice, 4, and gets a result of 4, 4,3, and a 6. She adds that total to her base of 8 and gets a result of 25 body points).

Other possibilities include:
- The hero can also attack with this Power, doing 1D points of damage per Power rank. Fire-using opponents take double damage from this cold-based attack (see other fire-related Powers for ideas and details).
- The character can also use the Power as a transportation method, creating an "ice sled," moving at a rate of 2 meters per rank of the power. In a non-combat situation, the rate is 10 times Power rank in kilometers per hour.
- The character can create localized snowstorms in an area. Anyone in the area of affect takes freezing damage from the intense cold – 1D of damage for every minute of exposure.
- Finally, this Power can be used to make a thin sheet of ice upon the ground, making opponents fight to stay upright. This ice sheet can be up to Power Rank times 2 square feet in size. Targets take a penalty equal to the character's Power Rank when attempting any Reflex-based action or Skill.

Ka Manipulation
Duration: Activated
Range: normal
Base Damage Value: Read below
Managing Skill: Ka Manipulation (a Presence based skill)
Cost: 11 per Rank

This Power allows your hero to tap into the definitive energy source that influences the cosmos, the elemental Ka. She can now manipulate this energy to create any effect she desires.

The character must first pay 1 Ka point for the temporary use of the power and then make a willpower roll versus a difficulty equal to 3 times the cost for one rank of the power. If she fails she may try and attain the power again the next round with an additional +1 added to the difficulty. If multiple powers are involved, they can all be tested at once with the difficulties all being added together. She now has that Power at a rank equal to her Ka Manipulation Power rank.

Example: Absalom Magnus has 10 ranks of Ka Manipulation and 5D willpower. Absalom wants to manifest the ability to fly (2 points per rank). Absalom spends 1 point of Ka and has to successfully make a willpower roll with a difficulty 6 (3x2=6). If successful Absalom could have 1 to 10 ranks in the power.

The character may keep the power for hours equal to half her rank with Ka Manipulation. In the above example Absalom would be able to fly for 5 hours before the power faded. After the allotted amount of time is up the character may call on the power again by following the procedure above.

The ranks of the Ka Manipulation Power may be divided into multiple Powers. Each power attained is paid for with an additional one point of Ka per power. Because this power has a duration of activated, if the hero is knocked unconscious he loses the powers in question. Furthermore, the character must obey all the aspects and limitations of the powers she is using. For example, if she decides to take an Elemental Sheath of fire she would take double damage from cold based attacks.

N.B.: Attributes can only be increased through the use of the Enhancement power.

Light Manipulation
Duration: Semi permanent
Range: normal
Base Damage Value: 1D per rank
Managing Skill: Light Manipulation (Presence based skill)
Cost: 6 Per Rank

The hero can manipulate the many different aspects of light. Offensively, she can fire lasers which do 1D damage per rank.

Other possibilities include:
- The character has the ability to bend light around herself or others rendering those in the area of effect invisible (see the Invisibility power for details).
- The character can create an absence of light, blanketing an area in total darkness. A side effect of this ability is perfect night vision, suffering no penalties from darkness – unless there is an absolute lack of ambient light, in which case the character suffers normal darkness penalties. (An example of this is someone using the Darkness Projection Power.)
- Finally, the character can create light based illusions. Others are allowed perception rolls (her Power Rank versus their Perception or search) to discern if the illusion is real. These are not quite as good as the Illusion Powers – they are missing aspects other than sight, and can be disbelieved if a successful Perception or willpower roll is made.

Matter Manipulation
Duration: Semi permanent
Range: normal
Base Damage Value: variable
Managing Skill: Matter Manipulation (Presence based skill)
Cost: 7 Per Rank

Your character has the astounding ability of transmutation, the ability to change the properties of matter itself! In order to achieve these effects the hero rolls his ranks of Matter manipulation versus a GM assigned difficulty.

Other possibilities include:
- The character can alter the shape of matter in simple ways (e.g., creating holes in a wall by relocating the material's molecules into other parts of the wall). The base difficulty is 5 plus any applicable modifiers from the chart below.
- The malevolent matter manipulators can alter the properties of a living being changing them to different substances (stone being the most popular). Living beings always receive a resistance roll of Physique or willpower +10, which becomes the base difficulty plus any applicable modifiers from the chart below. The duration of the power used in this manner is equal to the power rank in minutes.
- The character can reshape and alter matter into more complex forms (changing a boulder into a swing set). The base difficulty is 20 plus any applicable modifiers from the chart below. As a general rule, it's easier to break a substance down to its base elements, and more difficult to build one up from scratch.

Special Enhancement:
+2 points per Rank

The character can change his substance to something else, while retaining his form (such as a man who turns to stone). Characters with this ability may only shift into one specific substance, which the player must specify when his character gets the Special Ability. Generally, this substance gives the character distinct advantages. The player may select up to four points (not ranks) in other powers that relate to the chosen form, per rank in this Super Power. (Thus, two Transmutation ranks means eight points in other Special Abilities.) Body Armor and Life Support are common ones. The base difficulty is 15 the duration of this effect is concentration.

Matter Manipulation Chart	Difficulty Modifier
Making the change permanent	+15
Trying to alter a living being	Target willpower+10
Changing matter that is comparable (iron into another metal)	+5
Altering matter into something that is similar (changing water into diet cola)	+10
Changing matter into something completely dissimilar (bologna into gold)	+15

Magnetic Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: 1D per two ranks
Managing Skill: Magnetic Manipulation (Presence based skill)
Cost: 7 Per Rank

Your character can alter and manipulate the magnetic fields that surround all things. With this Power, she can project Magnetic Force Bolts, which do 1D damage per 2 Power ranks, doubled to unshielded electronic equipment.

Other possibilities include:

- This Power can be used to create an EMP (Electromagnetic Pulse) that leaves electronic equipment useless. Roll the Power's die code in an opposed roll versus the equipments toughness or a GM assigned difficulty. If the roll is successful, the character renders the equipment useless for a time equal to Power Rank in hours.
- The character may create magnetic force fields (1D damage reduction per rank) that protect him from attacks made by metal weapons and opponents, with half his rank in dice versus non-metal weapons and attacks.
- At Rank 7 and higher the character can read magnetic tape and computer disk/ hard drives with a touch.
- The character can magnetize ferrous items making them pull towards one another with speed equal to the power rank. Magnetized items will tug towards one another until the effect is cancelled or until they manage to come together.
- Finally, the hero may use this Power to lift and move ferrous materials at range, as if he had Physique equal to this Power's rank. Objects can be hurled as an attack; use the throwing rules (Combat section), substituting the Magnetic Control Power for Physique or lifting skill.

Plant Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: Read below
Managing Skill: Plant Manipulation (Presence based skill)
Cost: 6 Per Rank

This power allows your character to control up to 3 square meters per Power rank of plant matter. You can order the vegetation to become animate and attack. It attacks with a Skill rank and damage equal to your Plant Control rank plus Willpower. Body Points for the plant matter is equal to the Power rank; after taking this much damage, they become ineffective – and beaten, literally, to a pulp. The animated plant matter can move at a rate equal to the character's Presence in meters per round. Normally, the character must spend her action to keep commanding the plants in combat – they have no will or Intelligence of their own (but see the special Enhancement, below).

Other possibilities include:

- Your character also has the ability to alter the size of vegetation. Multiple plants can be made to grow creating walls or bridges using this power. Plants come in all shapes and sizes, and with this power, the character could grow a microscopic piece of vegetation (scale –24) into enormous sizes. At high ranks of this Power, a microbe in a person's stomach could be made to grow to gargantuan sizes – hurting or even killing the person. If the Power is used in this manner, it does 1D points of damage per two ranks. For every two ranks of the power the plant's size is altered one scale rank (reference the scale chart for an idea of size). External

Participant Size	Value
Eight Story Building	24
Four Story Building	20
Two Story Building	14
City Bus	10
Average car	6
Small Motorcycle	3
Average human	0
Small Human child	3
Breadbox	6
Fashion doll	9
Action Figure	12
Plastic army figure	15
Ant	21
Gnat	23
The tip of a pin	25
Microscopic organism	27
Atomic Rank	35
Sub Atomic	40

armor or defenses will not protect against such an attack.

- Make plant matter shift, impeding progress or move aside for easier travel. One square meter of plant material may be manipulated in this manner.
- Walk through plants without tripping or leaving tracks (the characters power rank vs. the characters perception or tracking ability).
- Immunity to plant related poisons or toxins. The hero may add her rank to any resistance versus poisons.

Special Enhancement:
Create Plant Soldiers
+2 per rank

The animated plant matter can act on its own volition, having a limited will. The character can give them orders when he initially creates them, and does not have to spend his own actions to order them around in combat. He can change their orders later, but he does not have to exert his own will to force them to move. A plant soldier has physical attributes equal to the power rank and no discernable mental faculties.

Size Manipulation

Duration: Semi permanent
Range: n/a
Base Damage Value: none
Managing Skill: Size Manipulation (Presence based skill)
Cost: 6 Per Rank

With this power the character can increase or decrease height, mass, and physical Attributes. For every rank of the power in effect the character's size is altered up to 2 scale ranks (reference the scale chart for an idea size). Every rank of Growth also decreases the amount of knock back taken by one meter, and increases the amount of knock back she can deal out with Brawl or Melee attacks by 2 meters. For every 4 ranks of the Power in effect, the hero's Physique increases by +1D, she gains 3 extra Body Points and her movement rate increases by 2 meters up to a maximum of 20 meters. Needless to say, hide skill rolls or attempts to use stealth when larger become more difficult, and combat becomes more difficult against smaller opponents (see the section of the rules pertaining to scale).

Other possibilities include:

The character may alter her size with a diminutive effect. For every rank of the power in effect the character's size can be altered two scale ranks (reference the scale chart for an idea size). For every 4 ranks of the Power in effect, the hero's Physique decreases by –1 pip (for every three pips reduce the Attribute die by one), and movement rate is scaled down accordingly. Hide skill rolls or attempts to use stealth when shrunken become easier and combat becomes more difficult against larger opponents (see the section of the rules pertaining to scale).

Special Enhancements/Limitations:
Only one power aspect
-3 per rank

The character can either use the power to increase or decrease her size; she cannot do both when this limiter is taken. The character must choose at character creation.

Usable on others
+4 Per Rank.

This power may also be used on others to increase or decrease their size. The range of this power is considered normal (the no range limiter may be taken to decrease the cost of this power as normal.)

Scale does not affect Attributes
+or - 3 Per Rank.

This is either an enhancement (for shrinking) or limitation (Growth). The character's current size doesn't affect the amount of damage dice or her attributes.

Sound Manipulation

Duration: Semi permanent
Range: normal
Base Damage Value: 1D per two ranks
Managing Skill: Sound Manipulation (Presence based skill))
Cost: 5 Per Rank

This Power gives your character complete mastery over sound waves. She can generate completely new sounds, make existing sounds deeper or higher, or even make noises come from strange locations.

Other possibilities include:

- She can also precisely deliver a whispered message to a person within her range without anyone else hearing.
- This Power may also be used to dampen or heighten sound around the character. Others trying to make hearing Perception rolls in a sound nullified area have penalties equal to the rank of the Power. If the Power user is generating a loud noise, others in the area must make an opposed roll of willpower versus your Power rank to concentrate. If the opposed roll is successful, a victim may act normally. If the roll fails, they instead suffer a penalty equal to the character's Power rank on all tasks that require some sort of concentration, or mental focus.
- Sound Control can be used to negate the effects of the Sonic Scream Power, decreasing the damage done by 1D per rank.
- Sonar can be rendered useless against someone using the Sound Control Power to mask her whereabouts – roll a test of Sonar versus Sound Control ranks to perceive the user.
- Used in an offensive manner, much like a Sonic Scream attack, the character can project sonic waves of terrible force, doing 1D per two ranks of damage. However, this only stuns; once combat is over no lasting damage remains.

Time Manipulation

Duration: Semi permanent
Range: 1 meter per rank
Base Damage Value: Read below
Managing Skill: Time Manipulation (Presence based)
Cost: 7 Per Rank

Your character can manipulate the flow of time. The primary use of this power allows the character to add her Time Manipulation rank to her Initiative.

Other possibilities include:

- The character can also accelerate or reverse the process of aging on an object or person by her Power rank in years. If a target is resisting, roll your Power rank versus their Presence or Physique, whichever is higher.
- This power also allows the character to stop time around an opponent, freezing her in her tracks. The character must make an opposed roll of the power die code versus the target's willpower. The effect lasts as long as the character concentrates on the opponent.
- The character can attack using the ability to age matter, emitting Entropy Blasts against opponents. These blasts do 1D per two ranks in damage. Alternately, the character can make this damage a penalty to their initiative. The attack aspect of this Power has a range of 1 meter per rank.

The character can travel forward in time with relative ease. Since the future hasn't been written yet, time is more fluid and malleable when going forward than backward. Difficulty numbers are listed on the chart below. There is a Ka cost for traveling in time, also listed on the chart below. Passengers may be taken on the trip, with +5 difficulty and one additional Ka per person. If she fails the travel roll, she is disoriented and stunned for her Power rank in rounds.

Time	Difficulty	Ka Cost
1 day	15	2
1 week	20	3
1 month	25	4
1 year	30	6
10 years	40	8
100 years	50	10
1000 years	60	14

The hero can also travel back in time, but it is incredibly difficult to affect the past, and it is up to the Game Master to determine if the character can really change history. Time is like a rubber band – it can be stretched and distorted, but it has a way of snapping back and correcting itself.

Time	Difficulty	Ka Cost
5 seconds	10	2
10 seconds	15	4
20 seconds	18	6
40 seconds	20	8
1 minute	22	10
30 minutes	25	12
1 hour	27	14
8 hours	29	16
1 day	31	18
1 week	36	20
1 month	40	24
6 months	50	28
1 year	60	32
5 years	70	36
20 years	80	40
100 years	90	46
1000 years	100	52

If the character achieves a success that exceeds the Difficulty roll by five or more, she has created a time anchor, and further trips to the same time will have their Difficulties reduced by 10 for every five-point increment achieved, and Ka cost is also reduced by half. If she misses the roll, she does not travel back in time at all, and is disoriented for her Power ranks in rounds. If she misses the opposed roll by more than 10, she travels to a parallel time line in another dimension!

Water manipulation

Duration: Semi permanent
Range: Water attack normal, other abilities read below
Base Damage Value: variable read below
Managing Skill: Water manipulation (Presence based skill)
Cost: 8 Per Rank

With this power the character has incredible control over the elemental forces of water. The power has many astounding effects that make elemental manipulators using this power extraordinarily formidable. For example, your hero can project a destructive jet of water from her body causing 1D damage per rank of the power.

Other possibilities include:

- The hero can use Water Projection as a form of locomotion, propelling himself on a jet of water. (Surf's up!) His movement rate is equal to his Power rank times 5 meters per movement.
- The hero has the ability to breathe and act underwater with no restrictions on movement, and suffers no ill affects because of deep ocean pressure.
- The character can create a volume of 10 cubic liters of water per level of this ability by condensing stray water vapor from the air. In extremely dry areas such as arid and desolate tracts of desert the amount is reduced to half this amount. This water can be used to create watery barriers.
- The character can create fog by trapping minute water particles in the air. The fog obscures vision causing a penalty to perception of +1 per rank of the power.
- At level 10 and above the character can separate pure water from harmful liquids leaving pure drinking water. This effect can be used on a living being, separating the water from a person's bodily fluids to hurt and even kill them. The character must roll her die code of Water manipulation versus a Heroic difficulty plus the opponent's willpower. If the roll is successful the victim is completely dehydrated taking 1D of damage per level and receives no resistance rolls of any kind.
- The character can make a corridor of dry land through a body of water 4 meters wide and 50 meters long with an easy difficulty. For every additional 50 meters added to the corridor (width or length or a combination of the two) add an additional +3 to the difficulty.

In large bodies of water the character can create tidal waves, whirlpools or waterspouts. First determine the current water rank, then the water rank desired – the character then gets 1D per Power rank to make a roll equal to the difference between the desired rank and the current rank. The area of effect is a radius of up to your Water Manipulation Control's ranks in kilometers.

Choppy water adds a +5 difficulty to any swimming roll.

Large waves add a +15 difficulty to any swimming roll, and +5 to any Boat piloting difficulty rolls.

Huge waves add a +15 difficulty to any swimming roll, and +10 to any Boat piloting difficulty rolls.

Tsunami waves add a +30 difficulty to any swimming roll (if the roll fails the character takes 10D of damage), and +30 to any Boat piloting difficulty rolls (if the roll fails the boat suffers 10D of damage).

Small Whirlpools can be used to grapple and drag an opponent down to the bottom of the sea. The character makes an opposed difficulty versus the opponent's Physique or Swimming. If successful, the target is grappled and dragged underwater for rounds equal to the power level.

Large Whirlpools (scale 30) can be used to grapple and drag boats or ships down to the bottom of the sea. The character makes an opposed difficulty versus the ship's Toughness rating. If successful the target is grappled and dragged underwater for rounds equal to the power level.

Water Rank	Difficulty level
Clear calm water	0-5
Choppy	6-15
Large waves (4 meters high)	16-26
Huge waves (8 meters high) Small water spout (15 meter high)	27-37
Huge waves large water spout (20 meter high), or small whirlpools (whirlpool radius of 20 meters)	38-49
Tsunami waves Huge water spout (40 meter high), or large whirlpools (whirlpool radius of 100 meters)	50

Weather Manipulation

Duration: Semi permanent
Range: lightning attack normal, other abilities read below
Base Damage Value: Read below
Managing Skill: Weather manipulation (Presence based skill)
Cost: 8 Per Rank

The character can manipulate the weather, changing it in varying ways by rolling the difference between weather "ranks," or intensities. First determine the current weather rank, then the weather rank desired – the character then gets 1D per Power rank to make a roll equal to the difference between the desired rank and the current rank. The area of effect is a radius of up to your Weather Manipulation ranks in kilometers. Changing the atmospheric environments indoors or in a small area is much more challenging task, and adds to your Difficulty. Attempting this feat also causes a penalty of +10 on the Weather Severity Chart.

> *Example: It's raining outside (16-26) and a character wants to make it sunny. She happens to have Weather Manipulation at rank 6, rolling six dice, getting a total of 18. She can reduce the weather rank by 18 points, making the rainy day just cloudy, but not quite reducing the rank to 5 points.*

Weather Severity Chart

These Severities are ranges – that is, a sunny day with a rating of 5 is just starting to get overcast, while a cloudy day of 7 is distinctly cloudy, with the sun blocked out. A more extreme example is a snow storm of rank 37 (nearly a blizzard), compared to a 27, which means the snow's just started to fall. In all cases, the environmental effects of the weather ranks may affect everyone but the user within its area of influence.

Weather Rank	Lightning Attack Damage
Clear sunny day (0-5)	1D per 4 ranks
Cloudy (6-15)	1D per 3 ranks
Raining (16-26) Visibility is reduced 25%	1D per 2 ranks
Stormy / Snow (27-37) Visibility is reduced 50%	1D per ranks
Monsoon/Blizzard (38-49) Visibility reduced 75%, Reflex and Coordination actions reduced by 1D, Movement reduced to half.	2D per rank
Hurricane (50) Visibility reduced 75%, Reflex and Coordination actions reduced by 2D, Movement reduced to a quarter.	3D per rank

Other possibilities include:
- The character may fly on the winds, with a movement rate equal to

two meters for each Weather Control rank per round.

- She also gains the ability to project lightning. This lighting attack increases with the severity of the weather; see the chart above.
- The character has the ability to change the air temperature by 5 degrees per rank of the power.
- The character can create fog by trapping minute water particles in the air. The fog obscures vision causing a penalty to Perception of +1 per rank of the power.

Mental Powers

This class of powers revolves around the use of mental energy to achieve unique and devastating effects.

Mental Defenses

In general, the resistance difficulty for any Mental or interaction skill equals 10. The target cannot actively resist unless he knows that a psychic or interaction skill is being used on him by another character. If the gamemaster decides that the target suspects but does not know for certain that someone is attempting to influence him, the gamemaster may allow the character to take an action earlier than his turn in the round and roll his willpower or Presence to generate a new resistance difficulty. Should the character decide to actively defend against mental intrusion or personal interaction, he may devote all of his actions for the round to that task and roll his willpower or Presence, adding +10 to the score to get the new resistance difficulty. However the interaction resistance difficulty is determined, gamemaster may further modify the number as the situation warrants (such as stress, surprise, or character relationship).

Animate Object
Duration: Activated
Range: normal
Base Damage Value: none
Managing Skill: know-how (Animate Object)
Cost: 5 Per Rank

The hero can animate and "bring to life" an inanimate object. The object is under the complete control of the hero and can be made to do his bidding until it is destroyed, the hero shuts off the power, or the hero is rendered unconscious. In the last two cases the object becomes inanimate again.

The animated objects have no additional dice in skills, nor do they have any dice in Knowledge, Perception, or Presence attributes. They rely on the hero to direct their actions. The object's Physical damage and Body Points depend on the type of material the object is made of and the hero's power rank. Obviously a lava lamp will not be as effective in combat as a lawnmower; a rifle has greater attack ability but no means by which to move. The player and Game Master will have to work together to figure out the object's attributes. A general rule is that the object attacks using the hero's skill die code.

The hero can animate one object per die code in the power. The amount, in kilograms, that the hero can animate depends on her power rank.

- 1-5: 1,000 times the die code.
- 6-10: 3,000 times the die code.
- 11-15: 5,000 times the die code.

Animate Dead
Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: know-how (Animate Dead)
Cost: 6 Per Rank

You can animate the dead and make them do your bidding! You can actively control a number of undead up to double your ranks in this Power plus Presence or willpower. The undead will obey orders to the letter (think carefully) and fight to the death (or, rather, destruction). However, a control roll must be made every round, or the undead may turn on its master – your character! Roll your character's willpower versus an 11 Difficulty, plus one per undead being controlled. Fail, and the undead turns on you.

This Power can be focused into a single corpse instead of many, augmenting an undead's abilities. You may add +1D to any Attribute, Skill, or Power for every rank in this Power, plus Presence. The statistics for a typical undead are below.

Undead
Reflexes 1D, brawling 3D, dodge 2D
Coordination 2D, Physique 3D, Knowledge 2D, Perception 2D
Presence 2D, intimidation 4D
Powers: Natural Weaponry (teeth) rank 2 (3D damage)
Move: 10. Base Damage: 1D. Fate Points: 0. Character Points: 0 Body Points: 19

Confusion
Duration: Semi Permanent
Range: point blank
Base Damage Value: none
Managing Skill: Confusion (Presence based)
Cost: 3 Per Rank

The character can hamper the thoughts of those he comes into physical contact with, at will. He gains the Confuse skill at +1 per rank (it is a Presence skill, described only here), which he can increase as normal.

As a multi-action with a brawling attack, he may also perform a confusion attack versus his target's Willpower or Presence (this is not an action for the target.) If his total is higher (not equal to), the target is confused. Characters may not spend points, and they receive a +5 difficulty modifier to even simple actions for a number of rounds equal to two times the rank of this Super Power.

Cosmic Awareness
Duration: Concentration
Range: special read below
Base Damage Value: none
Managing Skill: Know-how (Cosmic Awareness), investigation, tracking
Cost: 3 Per Rank

Your character's perceptions go far beyond that of normal men – she can perceive on a cosmic scale! She can sense when Ka is being expended, or when something in her general area is being destroyed, releasing its stored energy. She can also see, just by looking at a person or thing, how much of this universal energy is stored in them. This allows her to judge how powerful someone is by rolling her Cosmic Awareness Power versus the target's Presence. The range of this power is in meters, and increases exponentially – see the sidebar at the beginning of this chapter.

Everything in the universe leaves a unique signature – everything. This is the ultimate tracking Power, allowing the character to find anyone or anything virtually anywhere in the universe by their Ka signature. All the hero needs is an item that once belonged to the target, so she can get the "scent." Once this is done, the character will be able to feel the Ka signature of that target, if it is in her Power range, letting her know where the target is with only a 6-meter margin of error.

The character rolls her tracking against a difficulty determined by where the target is within the character's range. The target's current Ka pool also modifies the roll.

The base range of this power is 100 meters and doubles per rank of the power. If the target's Ka Pool is reduced it becomes significantly harder for the target to be tracked. Such conditions, and other problems – such as someone working VERY hard to hide, by some esoteric means – are dictated by your Game Master, who may rule that this Power will not work to find a particular person.

Power's range	Difficulty number
Short range	15 minus target's current Ka pool
Medium Range	20 minus target's current Ka pool
Long	25 minus target's current Ka pool

Detect

Duration: Permanent
Range: normal
Base Damage Value: none
Managing Skill: Search
Cost: 2 Per Rank

Your hero has the ability to detect a certain type of situation or object, selected when you pick this Power. For instance, she can detect water, danger, fear, etc. She will know the general direction and whereabouts of this focus. The character adds the die code of the power to her search roll when detecting the focus of this power.

Empathy

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: Know-how (Empathy), willpower
Cost: 3 Per Rank

The Hero can sense and affect the emotions of others. She can magnify existing emotions or insert new ones. The base difficulty is the target's willpower modified by the chart below.

Targets	Difficulty Modifier
Target is experiencing Intense Emotions	+5
Target alone	-3
Target in a small group	+1
Target in a crowd	+3
Target in a large group	+5
Broadcasting/Influencing a single emotion to:	
One person	+0
A few people	+5
A small group	+10
A crowd	+15
A Horde	+20

ESP

Duration: Concentration
Range: 100 Kilometers per rank
Base Damage Value: none
Managing Skill: Know-how, search, Investigation
Cost: 2 Per Rank

ESP allows the character to sense things at a range not normally possible. The character is allowed to use all five senses normally while using ESP but is completely oblivious to her immediate surroundings. It is easier to see a location that is known to the character, whereas locations unfamiliar to the character are harder to visualize

A roll is required each time the hero wishes to perform any activity with this power, such as searching a room, hearing a conversation, or smelling what's cooking in a pot. Otherwise the perceptions will be dreamlike and unclear. The base difficulty to use ESP is Easy, modified by the circumstances on the chart below.

Illusion

Duration: Concentration
Range: variable, depends on the number of people affected
Base Damage Value: none
Managing Skill: Know-how, search, Investigation
Cost: 3 Per Rank

The hero can create images in another person's mind. The hero rolls the die code in the power to determine if the illusion was created. If successful, the target must make a willpower roll versus the hero's illusion roll to notice if something is odd or out of place. The Game Master will determine when a roll is allowed. The more something is out of place the more likely that someone will believe that something is amiss. The base difficulty for an illusion is Easy and is modified by the list below, based on the complexity of the illusion and the number of people involved.

Size of the illusion	Difficulty Modifier
Small, a piece of furniture	+0
A room	+3
An entire house	+5
A small building	+10
A large building	+15
A large area, such as a city block.	+20
Minds affected	
1 person	0
2-6 people	+5
7-15 people	+10
16-32 people	+15
33-100 people	+20
100-500 people	+25
500-1,000 people	+35
Additional Senses affected	
Sight	0
Per additional sense	+3

Iron Will

Duration: Permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 2 Per Rank

The character is highly resistant to all interaction attempts and mental attacks. The character gains a +1D per rank to all willpower rolls and +2 to the default difficulty of any such attempts against this character.

Language Comprehension

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: languages
Cost: 2 Per Rank

The character can listen to or read any language with this power, from ancient Aztec, to sign language, to visual basic computer code. Using this ability allows the character to FEEL the intent of the language giving her the ability to comprehend the language on a universal level. Thus, the more alien the language, the harder it is to comprehend. The die code of the power is added to the languages skill when trying to comprehend a language the character has never heard before.

Mind Control

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: None
Cost: 4 Per Rank

This power allows the character to manipulate the actions of others with the use of her mind. The character makes an opposed roll of her power versus the target's willpower. This must be repeated for each new command the character wants to command the target to perform. The character can control minds equal to her power rank; each additional mind that is dominated adds +5 difficulty to the character's roll.

At rank 10 and higher the character can INSERT new memories into the targets mind, making completely believable memories that the targets thinks are hers. This process is time consuming and very difficult to achieve. The base difficulty is Difficult modified by the target's willpower, and the process takes one hour to perform. The character can reduce this time, but for each ten minutes reduced raises the difficulty by +5. The minimum time it takes to shape and insinuate a new memory is 1 minute.

Mind Reading

Duration: Concentration
Range: Normal
Base Damage Value: none
Managing Skill: none
Cost: 4 Per Rank

The character has the ability to delve into a person's mind to find information that they are looking for. The base difficulty is the target's willpower modified by the type of information the character is seeking and its location in the targets mind.

Memory Type	Difficulty Modifier
Reading immediate surface thought	+0
Looking for a particular piece of memory	+1
Memory is a week old	+3
Memory is a month old	+5
Memory is a year old	+10
For each additional year beyond the 1st	+1
Memory is suppressed	+10

Mind Shield

Duration: Semi permanent
Range: Normal
Base Damage Value: none
Managing Skill: none
Cost: 4 Per Rank

Mind Shield makes the character much more resistant to psychic attack than a normal person. The shield adds a base of +1D per rank to the character's willpower when resisting a psychic assault. The field usually only protects the user's mind but can be expanded to protect an area around the character; doing so reduces the resistance by half but protects an area equal to 1 meter per rank in the power.

Possession

Duration: Activated
Range: normal
Base Damage Value: none
Managing Skill: none
Cost: 5 Per Rank

The hero can project her consciousness into the mind of another and take over the being's form. The hero's body is left in an unconsciousness state and is completely vulnerable to attack.

To take over a body, the hero rolls her die code of the power versus the target's willpower. If the hero succeeds at this roll, the target's mind is overwhelmed and shoved to the side as the new psyche takes over. The possessing character gains her new form's physical attributes (Reflexes, Coordination, and Physique), retains her own mental attributes, and gains complete control over the new form. The target may try and regain control after minutes equal to the twice the rank in the power have elapsed, the target must make a willpower roll versus the possession die code.

To gather knowledge about her host body's life, the possessing character must generate a successful investigation total against the target's Knowledge roll (this does not count as an action for the target). Information the possessor gains depends upon the level of success achieved; see the accompanying chart for details.

The host will have no memory of the possession if it was successful, but will remember if the target successfully pushed the intruder from his psyche. Otherwise, the target will only know that he "blacked out" and has no recollection of the missing time.

Possession Chart:

Result Points* Needed	Knowledge Attained
0	Basic information: target's name, age, address
1–4	More personal information: target's job, financial status, any current schedule
5–8	More in-depth personal information: identities and backgrounds of family, friends, lovers
9–12	Very personal info.: secrets, private likes and dislikes
13	Everything there is to know

*Result points equal the difference between the investigation total and the target's Knowledge roll.

Postcognition

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: Investigation
Cost: 2 Per Rank

The hero can see into the past, allowing her glimpses of past events in a location. Once activated, she can see past events within her normal sight. At rank 1, the character can view events that occurred one day in the past, doubling this amount per rank after 1. (At rank 2, she can see 2 days into the past, at rank 3 she see 4 days into the past, et cetera.). The character must make an investigation roll versus a GM assigned difficulty in order to catch glimpse of particular past events.

The character may or may not be allowed multiple tries to look into the same past (i.e. same location, same time period), at the GM's discretion.

Precognition

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: Investigation
Cost: 3 Per Rank

This ability allows the character to expand her sight and peer into the unknown regions of the possible future. He will see the most probable path of events before him, and as he looks, events may change or be changed by him or others. In other words, the future that he sees may not be the one to come about – events are not set in stone.

Precognition allows the character to see a base of up to 1 year into the future with the amount doubling per additional Power rank. He sees the future in a dream-like state, but can use this ability for the short term, in a combat situation, to make it easier to win Initiative (after all, your character knows the most likely places for everyone to be). He thus receives a +5 per Power rank on Initiative rolls when using Precognition in combat. Using the Power in this manner costs the character one Action at the beginning of a combat round.

The GM may opt to give your character detailed prior knowledge of situations, at her discretion. With such a large range, it is very hard to pick out particular moments in the future and pinpoint the exact time events will occur. The character must make an investigation roll versus a GM assigned difficulty in order to be precise in your predictions.

Psychometry

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: Investigation
Cost: 5 Per Rank

With this Power, your hero can read psychic imprints left on objects. This allows her to determine major or recent events that happened around the object, and in particular, who touched it last. The character rolls her Investigation skill plus the ranks in the power. The basic difficulty is Easy and is modified by the last time the item was touched, or how far back the character wishes to look into the object's history.

Psychometry Chart:

Time	Difficulty Modifier
Within the last hour	+0
12 hours	+5
1 day	+10
4 days	+15
1 week	+20
1 month	+25
6 months	+30
1 year	+35
5 years	+40
20 years	+45
100 years	+50
1000 years	+60
Longer	At the GM's discretion

Speak with Animals

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: Languages
Cost: 2 Per Rank

The hero can easily interpret the sounds and body language of animals, and make them understand her. This power does not affect humans or other sentient alien races. The die code of this power is added to the Languages skill. Particularly high rolls may help benefit animal handling rolls at the GM's discretion.

Speak with Plants

Duration: Concentration
Range: normal
Base Damage Value: none
Managing Skill: Languages
Cost: 2 Per Rank

The character can commune with living plant life. The vegetation responds coherently with the character specking in a voice only she can hear. The die code of this power is added to the Languages skill.

Telekinesis

Duration: Semi permanent

Range: normal
Base Damage Value: 1D per rank
Managing Skill: know-how (Telekinesis)
Cost: 5 Per Rank

This power allows the character to lift or otherwise move things with the power of his mind. When lifting an item at a distance, the character uses the difficulties listed on the lifting chart and substitutes his telekinesis for the Physique attribute. If the character uses the power while physically touching and lifting the object add the dice to his physique attribute.

The power may be used offensively to attack a target at a distance. Doing damage equal to the die code of the power. The power may also be used to levitate and convey the character about. This form of travel is slow compared to actual true flight, moving the character at a rate of only 5 meters per combat round.

When using the Telekinesis Power to perform actions requiring fine manipulation, such as picking a lock or typing a letter on a keyboard, you use the Telekinesis Skill against a Difficulty assigned by the GM.

Telepathy

Duration: Semi permanent
Range: special
Base Damage Value: none
Managing Skill: None
Cost: 2 Per Rank

The character may communicate through thoughts, beginning at a range of 1 mile and increasing exponentially each rank. The Power doesn't let her forcibly read others' thoughts (for that, take the Mind Reading Power), it just allows her to communicate at a distance.

Other powers may be used over this psychic link, such as Mind Control or Mind Reading, because a link has already been established with the target's mind (resolve these Powers normally). The link works both ways, and if able, the target could use mental powers to alter the character's mind, too.

For every rank of Telepathy above the first, your character may telepathically link an additional mind. While linked to this "network," all involved can communicate with everyone else.

Special Enhancement:
Use Other's Senses
+ 2 per rank

Your character can use the senses of a person to whom she is linked. She can see, hear and smell anything the target is experiencing. As usual, the link works both ways – if the target figures it out, they can look through the character's eyes, etc.

Special Power Limitation:
Receive Physical Sensation
-2 per rank

Your hero receives any physical sensation, including pain, from the person (or people) she is linked to, whether she wants to or not, and all persons involved in a telepathic network "feel" the damage. If the originator of the link takes damage, then everyone involved takes the damage without the benefit of any resistances roll. The only way to ignore this damage is if a character has a Mind shield in effect.

Movement Powers

Astral Projection

Duration: Activated
Range: Read below
Base Damage Value: n/a
Managing Skill: none
Cost: 3 Per Rank

Your character can split her soul from her body, leaving behind the physical form and traveling unencumbered. She is now a non-physical spiritual entity, which cannot directly affect anything physical, and appears ghost-like, very hard to see and hear – others must make a perception with a difficulty of 15 plus the character's power rank.

Your hero can travel at incredible speeds while in this form, moving at a rate of 20 kilometers times her Power rank per round. She can easily move through physical barriers and suffers no ill effects from hostile environments, such as vacuum, volcano interiors, or deep water.

Her physical body lies in a trance-like state while she is gone, and can easily be attacked. It must also receive normal nourishment to stay alive, and can be moved without your character's knowledge. She will know if her body is being harmed, and if her body is destroyed while her spirit is missing, she is stranded as a spirit. She will fade away in days equal to her Power rank, unless she can find another uninhabited body (this could become an adventure unto itself). This weakening will reduce all Attributes by 1 per day, and when any reach zero, she (body and spirit) dies.

In any event, the character must return to her body within a number of days equal to her Power rank, or she will start to fade away as above.

Dimensional Shifting

Duration: Concentration
Range: all of creation and beyond...read below
Base Damage Value: n/a
Managing Skill: know-how (dimensional shifting)
Cost: 6 Per Rank

The character can open gateways between planes of existence allowing passage between the realms. This gate can link between any two locations that the character has seen or has a very deep familiarity with, as long as they are within range.

The dimensions or realms are divided into what is called Dominions, each

Dominion containing an infinite number of universes. Each Dominion has a unique trait to them that all universes within them share. The further away from our own dimensions one travels, the stranger and more alien the universes become. Some are nothing more than a single sentient entity composed of flame that hopes only to extinguish itself, while others resemble our own universe with the only difference being that everything in that reality is varying shades of the same color.

The further away from our own reality the character wishes to go, the more difficult the roll. To travel to another realm the character rolls his die code in the power and beats a difficulty determined by the realm he is going to, then spends Ka points (also determined by the dimension traveled to). The penalty for taking an additional person is +5 to the roll and 2 additional Ka.

If the character achieves a success that exceeds the Difficulty roll by five or more, he has created a dimensional anchor, and further trips to the same dimension will have their Difficulties reduced by 10 for every five-point increment achieved, with Ka cost reduced by half. If he misses the roll, he does not travel to another dimension at all, and is disoriented for his Power ranks in rounds. If he misses the opposed roll by more than 10, he travels to another dimension but is lost!

A person cannot stay in another dimension indefinitely. The pull of one's parent dimension is great – therefore a being cannot stay in a different dimension for more than her willpower die code in days without suffering a sort of "home sickness." For every day beyond his limit that he stays in that realm he loses 1D body points and suffers a penalty of -1D to all actions performed. Once the character's body points reach zero the character returns to his home dimension forcefully. He loses 1D from all attributes permanently and must convalesce for weeks equal to the dice penalty suffered.

Some places on Earth are more attuned to a particular otherworldly dimension, making travel to that realm easier. Such places give the character a +5 bonus when traveling to any universe in that realm.

Near Earth Dimensions
Inner World
Travel Difficulty: 10
Base Ka expenditure: 5

These realms are filled with an infinite number of alternate or mirror universes. In some Hitler won World War II, or the Roman Empire never fell.

The Outer Worlds
Travel Difficulty: 13
Base Ka expenditure: 6

These realms are peopled by strange or wonderful beings normally associated with science fiction or fantasy – what we would call fairies or Elves, or even demons. Some realms are populated by highly advanced races with impressive stellar empires that span multiple galaxies. These realms usually have either a very high or very low technological level. The Atlantean enemies called the Nibiru are from one of these dimensions.

Warp Space
Travel Difficulty: 10
Base Ka expenditure: 5

This is a realm where time and space stretch and contract, flowing like rivers. If one knows how to properly navigate a "river" they can go anywhere, at anytime. Elohim starships use this dimension to travel.

Mental Domains
Travel Difficulty: 15
Base Ka expenditure: 10
The Astral Plane

This plane is a realm of non-corporeal will. Characters traveling here have no physical body, but may travel close to the Earth realm and may behave as if they have the astral travel power. The deep astral plane is populated by beings of pure intellect that have no need for a physical body. These beings very rarely interact with beings from the corporeal realms, feeling they are coarse and not as refined.

The Realm of the Dead
Travel Difficulty: 25
Base Ka expenditure: 15

It is not known why but beings that recently die spend time in this realm of intellect and consciousness before passing beyond the veil. Some of the

inhabitants of this realm refuse to believe that they are dead, and travel close to the Earth dimension to try and complete unfinished tasks. Some beings with incredibly strong wills have even returned from this realm back to the land of the living.

Dream realm
Travel Difficulty: 20 (none if asleep)
Base Ka expenditure: 10 (none if asleep)

This is the only realm that every living being in our dimension has access to. This dominion is the realm of probability and fantasy accessed through the subconscious mind. Through our imagination and the wild use of Ka many beings are brought to life here only to die when we awake.

Spiritual Realms
Wild Space
Travel Difficulty: 30
Base Ka expenditure: 15

This is a realm of pure Ka where anything can happen. All Ka and Ka related powers are enhanced ten fold! The longer one stays here the longer they wish to stay – soon the character begins to believe that the realm is their home realm. To leave the realm the character must make an easy willpower roll. For each day that the character stays she adds +5 to the roll. If the roll is failed, she may make another roll in days equal to her willpower die code.

The Realm of Blight
Travel Difficulty: 35
Base Ka expenditure: 15

This realm is a desolate and black place filled with nothing but a feeling of utter contempt and loathing. This realm completely lacks any sort of Ka energy, and characters can regenerate no Ka energy. Only nine extremely dangerous and ruthless beings inhabit this realm and each is a prisoner trapped there by some ancient being for some forgotten transgression. From time to time these beings have made pacts with beings from the Earth dimension to travel abroad in return for performing some task.

The Realm of Pure Being
Travel Difficulty: 40
Base Ka expenditure: 20

This realm consists of every aspect that makes up a spiritual soul. Nothing exists here as a true individual, but rather as an amalgam of one supreme whole. In this dimension the soul and the universal Ka are one. Every living thing in every dimension is connected. Since all things living now or in anytime can trace some sort of connection – direct or otherwise – it is speculated that anyone can learn anything if they travel here and spend time enveloped by the universal psyche of existence.

The Realms Beyond
The Maelstrom
Travel Difficulty random roll 7D+10
Base Ka expenditure: random roll 5D

This dimension personifies pure entropy. Always in flux, this realm is constantly moving in every direction, folding in and collapsing and always consuming. Nothing exists here for very long in its original form. Time and space mean nothing here and anything is possible in this realm…

The Veil
No one has ever traveled to this realm and come back to tell of it.

Faster Than Light (FTL) Travel
Duration: Semi permanent
Range: Read below
Base Damage Value: read below
Managing Skill: none
Cost: 5 Per Rank

This Power allows your character to move at the speed of light or faster. He can move up to his rank times the speed of light per round. If your character activates this power in an atmosphere, it generates a sonic boom as he moves (if he is in some sort of energy form, such as the Elemental Sheath or the Elemental Form variant of the sheath, he doesn't create this effect).

The destructive force done by moving like this through atmosphere does rank times 20D damage in a radius of rank times 5 miles, with triple knock back. Both the character and the surroundings take damage from the physical friction

and the incredible displacement of air that happens so rapidly. In other words, you should REALLY only use this Power off-planet.
Special Enhancement:
Your character already has Flight or Super Speed
-3 Per Rank
This Power can be bought for only 2 points per rank if your character already has ranks of Flight or Super Speed.

Flight
Duration: Semi permanent
Range: read below
Base Damage Value: n/a
Managing Skill: Flying
Cost: 2 Per Rank
Your character has the ability to defy gravity and soar like a bird. She can fly up to 20 meters per Power rank and may carry weight up to her Physique Attribute's normal carrying value. If twice the character's body weight is carried, she moves 5 meters per round slower. Each doubling of weight reduces speed by an additional 10 meters unless a lifting roll if made.
The hero has a much greater movement rate when not in a combat situation. Over great distances her speed is then measured as 5 times Flight Power in Kilometers/hour.
Special Limitation
Glider wings
-1 Per Rank
The character can fly by drifting with air currents, provided there is sufficient wind (GM's call). Characters with this Super Power need the flying skill to control their passage.

Spatial Warping
Duration: Concentration
Range: 100 Kilometers and doubles each rank
Base Damage Value: n/a
Managing Skill: none
Cost: 8 Per Rank
The hero can create folds in space, bending the third dimension back on itself and creating a warp gate. This gate can link between any two locations that the character has seen or has a very deep familiarity with (warping can never be done to an unknown location), as long as they are within range (100 kilometers, doubling each rank). The gate can be kept open for as long as the character wills it open, during which time matter and energy can freely pass back and forth.
The portal can be used to send an unwilling opponent to a distant place. The character must roll her warping die code against a difficulty of the opponent's willpower roll. The distance the character wants to send her target further modifies the willpower difficulty; every 25% of the maximum spatial warp range the character wants to send her opponent adds +5 to the difficulty.

Super Jump
Duration: Semi permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 2 Per Rank
Your character can jump incredible distances! He may leap a distance equal to this Power's rank times 10 meters in a single bound.

Super Speed
Duration: Semi permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 7 Per Rank
Your hero moves and reacts at superhuman speeds. For every rank of this Power, he receives +2 to Initiative and doubled movement rate (multiply by 2 for each Power rank). Characters receive additional abilities at higher rank of this power.
For every 4 ranks, the character can perform one extra action at no penalty.
At rank 5 the character also has a limited resistance to heat based damage. (All heat-based damage is reduced by 1D for every rank above of 5 and above).
At rank 10 the character is able to move across liquid as if it is solid ground. Also at this rank the character can run up vertical surfaces as if standing on horizontal ground, enabling him to run up the sides of buildings.
At Rank 15 the character can vibrate through solid objects as if he has the Insubstantial power.

Teleportation
Duration: Semi permanent
Range: Rank times 30 meters
Base Damage Value: n/a
Managing Skill: none
Cost: 6 Per Rank
Your character may teleport, with a maximum range equal to her Power rank times 30 meters. The character must have a reasonable idea of where she is teleporting but does not need line of sight.
The Power can also be use to teleport other people as well. The number of passengers she may teleport equals the rank of Power (and she must be in physical contact with them). For every person beyond this limit, she takes 1D of damage because of the strain it places on her. If a target is unwilling to be transported, make an opposed roll of Teleport ranks versus the target's Presence or willpower.
The character can also teleport small objects to and from her person. If another person is holding the object make an opposed roll of Teleport ranks versus the target's Presence or willpower.
Special Power Limitation:
Personal Only
-2 or –3 Per Rank
The character may only teleport herself, ever. If she takes the 3-point per rank version of this Power Limitation, she is mentally injured when she tries to teleport while in contact with others, taking damage equal to twice the number of people in contact with her before teleporting only herself.
Must see where she is teleporting
-2 Per Rank
The hero must physically see where he is teleporting in order to move there. If the character cannot see the location, he must make a difficult Perception roll. If he fails the roll he goes off course by 5 meters per level in a random direction. Roll randomly: 1- forward, 2-left, 3-back, 4-right, 5-up, and 6-down.

Wall-Crawling
Duration: Semi permanent
Range: n/a
Base Damage Value: n/a
Managing Skill: none
Cost: 3 points
Your character is able to walk on walls and other sheer surfaces as if she were standing upright and on solid ground. There is no need to purchase this power beyond rank one. Once the character can walk on walls, he can walk on walls... it's that simple.

Power Enhancements

Area Effect
+2 Per Rank

Instead of affecting a target some distance away, the Power may now affect an area of effect around the character, allowing the hero to target behind and not just in front. The character may now use the Power to affect a spherical area equal to Power rank x 5 feet around the character.

Armor Piercing
+3 Per Rank

The character's Power becomes very focused, and hits a single point extra hard. Any attack with this Power Enhancement halves the number of dice rolled for any armor or defensive Power the target has in effect.

Double range
+3 per Rank

The range of the attack is greatly increased; the range is twice as far as normal.

Extra Knock back
+2 per Rank

This Power now doubles its normal knock back distance. Obviously, this is generally only applicable for Powers that do damage.

Miscellaneous Enhancement
+1 to 3 per Rank

The Power has some sort of advantage that is not on this list. Use this Enhancement to mimic any odd or unusual special features of a Power – anything the player or GM invents. For example, an Energy Blast that inflicts double damage, but only on non-sentients, might be a +1 Enhancement.

Multiple Targets
+3 per Rank

The character may use the Power more than once per round without incurring a multi-action penalty. For each rank in this Enhancement, the character gains one additional use of the Super Power. This adds to any other bonus actions provided by a Power; it does not multiply it.

Persistent Effect
+3 per Rank

The character's Power does damage that continues to be effective after the initial damage die roll. The effect last for rounds equal to the Power rank minus one. Every round after the first, the victim of the attack must make a stamina (for physical damage) or willpower (for mental) with a difficulty equal to the initial damage. If the roll is successful the target stops taking damage and the effects ends. If the target fails the roll she takes additional damage equal to the damage code of the attack minus 1D. The damage persists every round, getting weaker and weaker, losing a die code for every round after the first. This enhancement may only be used on Powers that do physical damage.

Range
+2 per Rank

This Enhancement is only applicable for Powers that do not normally have range. The Power now has a range of 5 feet per Power rank.

Selective Area
+3 per Rank

Much like Area Effect, this causes a Power to hit a radius area, equal to Power Rank times 5 feet around your character. However, the character may select the targets to hit when she uses a Power with this Enhancement, dividing her total normal damage dice among the chosen targets. For instance, a Rank 9 Energy Blast would have 9 dice, divisible between selected targets.

Transferable to Others
+ 4 per Rank

The character may transfer some or all ranks of her Power to another. The ranks that are borrowed reduce her Power ranks accordingly. The character must be able to touch the person to whom the hero is transferring the Power ranks. The character regains the Power automatically after a number of hours equal to the original Power rank, or the character can will them back at any time.

Example: The character has a rank 6 Energy Blast with the Transferable to Others Enhancement. The character loans 3 ranks of it to a buddy – her Energy Blast is now only rank 3. The buddy can keep the Energy Blast for 6 hours (equal to ranks of the original energy blast in hours).

Power Limitations

Activation Roll
-1 per Rank

When activating a Power with this Power Limitation, you must spend an Action and roll an average difficulty activation roll using the character's willpower. For each additional –1 per Rank cost reduction you take, the difficulty of this roll goes up +3 (a maximum of 4 ranks can be taken).

Ability Loss
-2 per rank or -3 per rank

The character temporarily loses his Power at regular intervals or, when the Power is used, he loses the ability to use a common skill in which he has experience (that is, additional pips or dice). The character is aware of what the circumstances are that will cause this. Examples include: a character who cannot shapeshift when the sun is out; a character who cannot use his natural weapons on a particular day of the month or during a certain phase of the moon.

For an additional point per rank (-3 per rank), the character must undergo some sort of (fairly simple) procedure or change to regain his ability or skill use.

Costs Ka to Activate
-1 to -5 per Rank

The chosen Power has an activation cost of one Ka per rank of this Power Limitation. (In other words, 1 to 5 Ka points to activate the Power.) The character receives no other bonus from the Ka expenditure. If the character doesn't have enough Ka to pay the cost character points may be used instead. Once the Power is activated it will work for one full day.

Diminished Range
-2 per Rank

The Power has only half the normal range for its rank. This limitation may only be taken on Powers that have a range; no Power with Point Blank may have a diminished range.

Duration change
-2 per rank

The hero's Power does not have the same duration as the one listed in the description. Instead, it has one of the other duration types (Permanent, Activated, or Concentration – see the beginning of the chapter for more information on Durations). Some Powers are restricted in the duration types they may have; this information is included in the Powers description. No Power may ever change its duration to Semi permanent.

Extra Time
-1 to 4 per Rank

A Power with this limitation takes one extra round (or an additional action in the same round) to activate. The character must concentrate and focus his Ka energy to create the desired effect with the Power.

Focus
-2 per Rank

The Power requires some sort of fetish (or so the character believes) to make the Power work. Without the focus the Power does not work. The focus

can be any number of things from a ring of Power to an old wooden cane or some sort of "spell" component expended each time the Power is used.

Incantations
-2 per Rank

The character must speak some eldritch phrase or incantation before using the Power. This chanting requires an Action and the character must be able to verbalize the incantation – if the character cannot, she cannot activate this Power. This Power Limitation may reflect someone who believes – or, possibly, rightly thinks, at the GM's discretion – that her Powers are magical in origin. It's very logical to combine this Limitation with other limitations such as Focus and Physical Gestures. The character cannot take this Power Limitation if she is mute.

(Note to GMs: Characters should come up with a unique incantation and style for each Power that he uses. This will add to the flavor of the game and add color to the character.)

Limited Use
-2 to -5 per Rank

The character has a Power that may only be used a limited number of times per day. Once the number is reached the Power is exhausted and can no longer be used until it has had time to regenerate up to an effective level. The number of uses is determined by the severity of the limitation.

-2 limitation the Power may be used 5+ the rank in the Power times a day

-3 limitation the Power may be used 3+ the rank in the Power times a day

-4 limitation the Power may be used as many times as the character has ranks in the Power

-5 limitation the Power may be used half as many times as the character has ranks in the Power

Linked Power
+2 per rank (plus an additional +1 for each additional Power linked after the first)

The character has two or more Powers that are linked together. The governing Power is purchased at its normal cost per rank +2; each additional secondary Power has its point cost halved. The secondary Powers have the same duration and all enhancements and limitations of the primary Power, though this doesn't increase or decrease the cost of any secondary Power. Likewise all the inherent restrictions of the secondary Power still apply. The hero cannot control the secondary Power directly, instead relying on the use of the primary Power to dictate how and when the secondary Power works. The secondary Power does not count as an action to use.

Note: The secondary Power has its own die code and must be raised at the same time as the primary Power during character advancement.

Example: Der Todesengel is using her Natural weaponry Power (claws) with the Poison Power attached to it as a secondary Power. When she hits with this attack she not only does her normal natural weaponry damage but the poison effect also activates and does damage. The Natural Weaponry Power would cost 2 points per rank+2 and the Poison Secretion Power would cost 2 points per rank.

Miscellaneous Power Limitation
-1 to -3 per Rank

This is a catchall category for Power Limitations that the character or GM might invent. If the Power has some sort of limitation that makes it not work, or weakens it significantly, the character can take this Limitation. Examples include: doesn't work against the color yellow (-1 per rank), Force Field only protects against fire (-3 per rank), etc.

No Knock back
-1 Per rank

Only Powers originally capable of doing knock back may take this Limitation. This removes any knock back done by the Power – any knock back rolled is wasted.

No Range
-2 Per Rank

The character may only take this Power Limitation on a Power that would normally have range. This Power now has a range of touch. The character must make a physical attack in order for the Power to take effect, using their Brawl Skill to determine if the attack hits. This Skill overrides the uses of any other attacking Skills described in the Power [for instance, marksmanship (whatever) is no longer used].

Non-lethal
-2 Per Rank

The character cannot kill (i.e., reduce a target's Body points to zero) with a Power that has this Limitation. This Limitation may only be taken for Powers that normally do damage.

Physical Gestures
-2 Per Rank

The character must perform some sort of physical gesture in order for this Power to work. Like the Incantations limitation, these gestures take an Action. If the character is in some way restricted, such as being tied up, she cannot use a Power.

Short Circuit
-4 per Rank

The Power is faulty and unreliable. Whenever the Power is used the character must roll one additional die. If the roll comes up a 1 the Power fizzles out and cannot be used for the Power's rank in combat rounds.

Super Heroic Form
-2 or -3 per rank

The hero must change into his super heroic form before he may use his power. This process takes one round, changing back takes another round. The hero may make no other action while switching forms.

In general, a hero only has one super heroic form into which he transforms, regardless of the number of super powers this limitation affects.

This limitation does not have to be included with all of the hero's powers. Powers that do not have this limitation are available to both normal and super heroic forms

The -3 per rank version requires the character to say a special word or phrase or perform some sort of physical ritual.

Uncontrollable
-3 per rank

The character's Powers are very hard to manage. Perhaps she has a poor understanding of her Powers, or they may be tied to her emotions or behave in unexpected ways. Difficulties while using the Power are increased by +5.

Example: A character shooting an Energy blast at short range would normally need a 10 to hit. If the character had the uncontrollable limitation she would need a 15 to hit. If a character were using her Mind Reading in an opposed test the difficulty would be +5 to what ever her target rolled.

Uses Life force
-3 per Rank

The Power drains three times the Power Rank in body points whenever the wild die has a result of 1. If the attack roll was a critical fumble then double the amount of body points are lost.

A Caring Hand

Nervously, Doctor Vanessa Reynolds rose from her seat and stepped towards the front of the council room. She could almost feel the weight of New York City and the United Nations building pressing down on her from above. No one up there knew she was down here, but that didn't make it any easier. She felt every pair of eyes on the council burn into her back as she turned to address them all.

"Ladies, gentlemen, thank you for attending. As we are all aware, the Council on Advanced Research and Experimentation is attended on an entirely voluntary basis, and today nearly every country has elected to send a representative, chartered or not."

She paused to look around the massive round table, expensive, dark wood, reflecting nothing. Everyone in the room sat around the same table, save one. In the corner, at her own desk, was the lone holdout, playing Merlin to the room's Arthurian climate. Officially listed as an aide on meeting minutes, she rarely spoke, and by an unspoken rule was never spoken to. Certainly, no one asked her to fetch refreshments. She was simply an accepted anomaly in a room filled with anomalies.

CARE dealt almost exclusively with anomalies.

"I welcome our new members, but in keeping with tradition here we will skip the formalities so commonplace… upstairs… and get down to business." Fingers on the recessed keyboard before her, she triggered the video screen behind her, which began to unfold, covering up a map of the world. As it descended, she continued.

"As most of you know, we are not a policy-making council. Each nation is tasked individually with an action plan to deal with the situations we will be discussing. However, your feedback and input is, of course, welcome."

Without another word, she snapped off the lights and turned on the projector across the room, filling the screen with a montage of images, many familiar to most of the gathered personnel:

A man in a blue skin-tight suit and red lightning bolts flew through the air…

A woman was fully engulfed in flame, but rather than run in terror or roll on the ground to put it out, she was directing even the flame with an outstretched hand…

A mere child stood, hands held to head in obvious concentration, while a car was being flung through the air…

Doctor Reynolds stood to the side of the screen, letting the images – each of various brightly colored costumed "heroes" performing amazing, impossible acts – register with the gathered representatives.

"I think we have all witnessed events similar to those displayed behind me. Things which science has long held are impossible for humans to do. Nevertheless, we cannot deny that they do exist."

She froze the projector on an image of a blonde-haired, blue-eyed man dressed in gold and black. Everyone in the room recognized him, but she named him all the same.

"Hyperion, the first known super human in the United States. Since his emergence, other super beings have appeared, the number growing exponentially in recent years. A complete history of Hyperion and early super humans is the U.S. is available for those of you who are not up to speed, but it is out of scope for today's briefing. Rather, our agenda is concerned with a newer phenomenon."

With the flick of a switch, she turned off the projector and raised the screen, revealing the world map once again. Over the dull hum of the screen's motor, she continued to speak to the members of the council, their attention rapt.

"We all know that super humans seem to be gathering in high population density areas. New York, Los Angeles, Tokyo, Paris, London. But opposing theories for why this is the case exist. One theory suggests that it is merely due to higher population density, and basic odds. Another suggests the super human ego demands high visibility and high reaction from the populace. A third theory, and our present concern, involves the focusing of their energies towards a united cause. Commander Philmont from the UK will speak to this matter further."

Commander Philmont rose, walking briskly to the front of the room, smiling all the while. Reynolds sunk into her chair, wishing she felt as easy in front of crowds.

"Thank you Dr. Reynolds," he said, stopping below the map just as the projector screen snapped back into the ceiling. "Initially, super humans seemed to work individually, even in high population areas. Doctor Reynolds mentioned Hyperion. And I think we all remember stories of Aryan Superior."

Briefly, challengingly, his eyes cut to the German representative, then resumed scanning the room as he spoke.

"But what we have noticed, especially since the early 1970s, is that super 'groups' have been formed. And while we are not a decision-making body, for those countries who have determined super humans are a threat to national security, I personally feel that these groups are the most immediate threat."

Reynolds, taken aback by this statement, looked up at Philmont. He avoided her glance, turning to the map before him, gesturing with a laser pointer as dots of various colors appeared on the map, highlighting areas of dense population.

"Here we see the coverage of known groups. Green indicates the known existence of at least one group. Yellow indicates the existence of at least ten groups. Red indicates the existence of more than ten groups. As you will notice, there seems to be at least a green dot on virtually every area with a population in excess of one hundred thousand people. It is apparent that like super humans themselves, these groups have gathered most densely in high population density areas."

He turned from the map and stared back at the delegates.

"You can each see where the nearest conglomeration of these

groups are to you. As you can see by conglomerations in Romania and Zaire, technology levels seem to have nothing to do with the density of these groups. In the UK, London and Dublin seem to have the highest rates. In France, of course Paris has high incidence, but so does Nice, the smallest city to have more than twenty groups. Berlin, Moscow, Baghdad, Cairo…"

As he spoke, he moved his eyes around the table to look at each in turn, driving home the point that this was an issue for all to be concerned about. He finished with the United States, mentioning New York, Los Angeles, Dallas and Chicago, and looked straight at Reynolds. She shifted uncomfortably and glanced towards the corner.

"Interestingly," said Philmont, breaking off his glance, "the Southern Hemisphere, with the exception of Sydney and Bogota, seems to have a much lower occurrence of super humans groups per capita than the Northern Hemisphere.

Currently we are trying to determine why this is the case."

Philmont took several more minutes to wrap up his presentation before ceding the floor once again to Reynolds, unable to look her in the eye as he took his seat. She regained her composure and turned to face the room.

"Thank you, Commander, for your opinions. I think we all agree that this phenomenon should not be overlooked. And as Commander Philmont stated, some countries have determined that these beings are a threat to national security and have taken action against them. However, here in the United States, we feel that the rights of all individuals should be upheld, regardless of powers. If a person is a citizen in civilian clothes, then they are a citizen in their costumes. The appropriate vigilante laws still apply, as do weapons laws. And we are currently considering legislation that will treat the use of powers as equivalent to the use of any deadly weapon.

"With that being stated, I would like to turn to specific instances of powers usage in the United States. Following, Mrs. Sokorev from Russia and Mr. Takamoto from Japan will be briefing us on instances of powers usage in their respective countries. I hope to have these briefings concluded in time for lunch. After the break we will be discussing theories of genetic science that may help explain the very existence of these beings…"

* * *

 "I'm sorry ma'am," Reynolds began as the last delegate left the room for lunch, the door sealing shut. "I didn't know Philmont was going to try to make a stand in here."

"Do not worry child." The aide's smooth voice washed over the doctor, and she felt the tension release from her body. "We have foreseen his actions, and the result. If we had felt it necessary, you would have been alerted. As it is, the good Commander does nothing but stir a nest of toothless vipers. You have done what is necessary, as your predecessors have done what was necessary. This assembly and the UN in general are important to us, but we do not need all nations to be united under one cause."

"Still I feel…"

"No, dear. Don't feel. Listen." The aide stood and crossed the room. Though she appeared only in her early twenties, she carried herself with the grace and confidence of much greater years. Reynolds felt dizzy as the woman spoke, and sat heavily in her chair, listening intently.

"You are helping to shape the world. Yours is the hand against the clay. Let the hand work, but let the head determine the shape. The hand can only feel what it touches, where it touches. The head combines all the senses for true aesthetics. Be the hand…"

* * *

Reynolds awoke with a start as the council members begin filing back into the chamber. She checked her watch as her stomach growled. Two hours had passed, and she'd missed lunch again. With a mental note to see her doctor again about her narcolepsy, she stood and prepared to address the council once again. In the corner, the aide grinned and settled back into the shadows.

CHAPTER 4

Game Mechanics

What's in this Chapter

This chapter defines how to play the game, from rolling the dice to using skills. The basic unit of game time, order of play, and what players can have their characters do on a turn are explained. Suggestions for determining the difficulty of actions are offered, including some examples.

The introduction offered an overview of how the game works, so some of this may look familiar. However, this chapter clarifies a lot of special situations that will undoubtedly come up during play.

Rolling Dice

A die code shows how good a character is in a particular area, how harmful a weapon is, how useful a Super Power or tool is, and so on. Each die code (also known as a value) indicates the number of six-sided dice you roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus of "+1" or "+2" — referred to as pips — you add to the total result you roll on the dice.

An Advantage, Super Power, or piece of equipment may provide a bonus to the roll. If the bonus is in the form of a die code (such as +1D), then you add the listed number of regular dice to the amount you would roll. If the bonus is in the form of a number (such as +2), then you add the amount to the total that you rolled on the dice.

> *Example: A shovel adds 1D to digging attempts. A character who decides to dig a hole uses her lifting skill. If your character has a lifting skill of 4D, you would roll five dice to determine how well your character dug the hole with the shovel.*

Wild Die

Whenever any player, including the game master, makes any roll, one of the dice must be different from the rest (in size or color). Designated as the Wild Die, this odd die represents the vagaries of life — like the direction of the wind affecting the flight of a bullet — that are too small to warrant their own difficulty modifiers.

> *Example: Your character's Reflexes attribute is 3D+1, so if your character tried to jump onto a table, you would roll two regular dice and one Wild Die.*

If the player has only 1D to roll, then that one die is always the Wild Die.

If the player rolls a 6 on the Wild Die, this is called a Critical Success and she may add the 6 to her total and roll the Wild Die again. As long as she turns up Critical Successes on that die, she may continue to add them to her total and continue to roll. If she rolls anything other than a 6, she adds that number to the total and stops rolling.

If the player rolls a 1 on the initial toss of the Wild Die, this is called a Critical Failure, and the game master may chose one of two options for the result, depending on the gravity of the situation.

1. The Critical Failure cancels out the highest roll. Then the player adds the remaining values, and the roll is determined normally.

2. Add the dice results normally, but a complication occurs. The game master gauges the significance of the complication by the total generated — from a funny, "nearly didn't do it" result for a high total to a serious, "we have a problem" obstacle for a low total.

When using the second option, make certain the complication chosen relates to the task attempted. It should serve as an extra, minor obstacle the characters must now deal with or, more often, as a place to insert a bit of comic relief. Only on rare occasions (such as numerous poor decisions by the players) should a complication be without solutions or even deadly. The complications can also serve as opportunities to bring nearly invincible characters down to a more reasonable level.

Note: Unlike rolling a Critical Failure initially on the Wild Die, no complications occur when a 1 shows up on later tosses of the Wild Die in the same roll.

Improving a Roll

The average person fails at average activities nearly half of the time. Characters aren't average people, so they need ways to beat those odds. Thus, they have Character and Fate Points, which represent those surges of adrenaline, sudden insights, and other unexplained helpful acts of chance.

Players may not trade Character Points for Fate Points, nor may they trade Fate Points for Character Points. A player may only spend her Character and Fate Points on her character's rolls. She may not spend more Character or Fate Points than the character has listed on her sheet. Except when allowed by the game master for exceptionally cinematic situations, players may not use Character Points and Fate Points on the same roll.

Alternate Dice Rolling Option

Some game masters prefer rolling fewer dice. To this end, a die code simplification chart has been included in this book (page 274). It offers two solutions for reducing the number of dice while retaining some of the randomness of rolling dice.

Game-Enhancing Cards

In this rulebook, you'll occasionally find references to "card use." One of the unique features of certain West End Games systems is their game-enhancing card decks. These cards can help players and game masters alter outcomes, influence initiative, and make dramatic scenes even more dramatic. You can include one of these decks in your GODSEND Agenda D6 games with a little tweaking. Check the West End Games Web site, www.westendgames.com, for more information, including deck availability.

Character Points

Whenever a player makes any roll (attribute, skill, damage, Super Power, and so on), he has the option to spend Character Points to increase the total rolled. He may spend one Character Point for each extra Wild Die rolled, to a maximum decided upon by the game master and based on the challenge level of the adventure. (For adventures with easy challenges, the maximum is two; for more cinematic adventures, the maximum is five; for universe-shaking ones, the maximum is unlimited.)

A player may choose to spend Character Points before or after he makes a roll — or both — but always before the game master determines the result. The game master need not tell the player whether he should spend more points to improve a roll.

Extra Wild Dice gained from spending Character Points each work like a normal Wild Die except that a Critical Failure counts as a 1; it does not adversely affect the roll. Because of the special nature of Character Point Wild Dice, the player may wish to roll these dice separately from his normal Wild Die.

Once used, the character loses the point. Players get Character Points for their characters by overcoming obstacles, roleplaying well, and having fun. They can also use Character Points to improve skills (see the "Improving Characters" chapter for details).

Fate Points

Each players' character has a personal moral code, generally involving a sense of honor and justice. The devotion to this code is represented by Fate Points. Violating that code takes a little bit away from that nature, which is represented by a loss of Fate Points.

Example: Heroic characters receive Fate Points for doing good, such as protecting innocents, bringing an evil character to justice (regardless of the justice system's final decision), preventing damage, and saving a life (except the character's own). Heroic characters lose Fate Points for performing evil actions, such as stealing, maliciously destroying property, taking a life, and other terrible acts, especially if they use Fate Points to accomplish that harm.

Individual ethical codes may differ from the heroic code, but the more well-defined the code is, the easier it is for the gamemaster to determine when to reward Fate Points — and when to take them away.

When a player feels she needs even greater help for her roll, she may spend a Fate Point to double the number of dice she normally gets for that roll. However, the player only rolls one Wild Die. Furthermore, anything that's not part of the character — weapon damage die codes, equipment bonuses, and so on — is not doubled.

Example: Your character has a demolitions skill with a die code of 4D+2. Normally, you would roll three regular dice and one Wild Die and add two pips to the total. But this time, you want to make sure the villain's car doesn't ever move, so you spend a Fate Point. This allows you to roll seven regular dice and one Wild Die and add four pips to the total (for a total of 8D+4, or twice what you'd normally roll).

Usually, a player may use only one Fate Point per roll per round, though a character may improve several different actions in a round with Fate Points. Particularly beneficial or malicious deeds presented and roleplayed well by the player or gamemaster may warrant additional Fate Point expenditures. In the general course of play, a Fate Point is useful for one roll only. However, once per game session, a player may choose to spend a Fate Point climactically, which doubles all of the character's rolls for that round. The gamemaster also may allow players to spend Fate Point climactically several times during the highest point of the adventure (the climax), even if it takes place over multiple game sessions.

Players may only spend Fate Points before making a roll. Furthermore, double the initial number before applying any die code penalties and bonuses.

Once used, the character loses the Fate Point — but she may earn it back at the end of the game if it was used for a deed that supported her moral code. However, if the character used a Fate Point to go against her moral code, the gamemaster may decide that it costs an additional Fate Point.

As characters become more experienced, the gamemaster may include further restrictions on Fate Point use. Gamemasters might allow moderately experienced characters (those with at least 6D in several skills) to spend Fate

Points only on actions that promote the story line, while highly experienced characters (those with at least 9D in several skills) might be permitted to use Fate Points only during climactic moments in the campaign.

Ka Pool

Ka is the term for the very essence of the universe. This energy manifests in all things in the cosmos and can be focused by those few aware of it. Some beings are more attuned than others to the Ka, using it for extraordinary effects – and that includes your super heroic character, whether she is aware of it or not. All things in the universe are truly energy and, if a person is adept at manipulating that energy, nothing is impossible.

Your character starts the game with a pool of points that can be use to affect the outcome of dice rolls or damage taken, much like character or fate points. The maximum amount of Ka your character may have in her Pool is equal to double her Presence Attribute, and it naturally regenerates at a rate of 2 points per day. In addition, your character's Archetype allows her to regenerate Ka when she fulfills her chosen role in the universe.

Your character may take Powers that require the use of Ka to activate them, or she may have Powers that strengthen or manipulate Ka outright. (More is discussed on this in the Powers Section.) Regardless, your Godsend character can use Ka for a variety of things outside of those other Powers:

- Two points of Ka may be spent to receive the benefits of a character point die roll addition, and an unlimited amount of Ka may be spent in this way as long as you possess them. The character point(s) must be spent at the time of purchase and may not be saved. Ka may not be spent to buy character points for character advancement.
- Six Ka points may be spent to buy one fate point. The fate point must be used at the time of purchase; it cannot be saved for later use.
- One Ka point will give a +1 to Any one die roll, including damage, up to a maximum of +3.
- One point of Ka will negate four points of damage. An unlimited amount of Ka can be spent in this fashion with the only limit being the amount of Ka the character possess.
- Points can be transferred to another character at a rate of two per Action in combat, or an unlimited amount outside of combat. Characters cannot store Ka over their normal maximum; any additional Ka your character receives over her normal limit is lost.
- Three points will give you one extra Action for one round of combat.

Example: Renee's character Avalanche is trying to catch villains that are driving away in a car. She commandeers a vehicle and starts after the culprits. To catch them while dodging through the heavy traffic she must make a piloting roll, difficulty 18. Her total piloting Skill is 3D. Renee doesn't think that she'll make the roll with such a mediocre skill level, so she spends 6 points from her Ka pool to buy 3 character points, raising her total to 6D. She rolls and hopes for the best.

Ka Gestalt

Characters can combine their Ka pools by linking together through physical contact – Angelos, in particular, use this ability to great effect. One character per combat round now has access to the combined Ka reservoir. Others combined in the gestalt do not have access to their Ka energy while involved. When they separate, the remaining Ka is distributed evenly among them.

Example: Three badly injured heroes decided to pool their strength to help one of their number assure she hits with an Energy Blast. One has 4 Ka remaining, one has 2, and another, the blaster, has 7. They link together for a total pool of 13. The blaster uses ten of the thirteen points to boost her skill roll by +5D, assuring she hits. They survive the encounter and separate, desperate to go home and rest. Since there are only three points left, each of them gets back one point. If there had only been two points left, they could have chosen which two to give the points to.

Using Skills

At those times when there's a chance that a character may fail at an action, that character must make a skill check. The player decides what she wants her character to do and which skill is best for accomplishing the task (sometimes with the help of the gamemaster). The gamemaster determines a suitable difficulty number, which the player must meet or beat by rolling the number of dice in the skill and adding the results.

Untrained Skill Use

If a character doesn't have dice in the skill required to attempt an action, she generally may use the die code of the attribute under which that skill falls. This is sometimes referred to as defaulting to the attribute or using the skill untrained or unskilled. The gamemaster may include an unskilled modifier to the difficulty. This modifier takes into account that people who aren't trained or don't have experience in certain tasks usually have a harder time doing them. Typically, this modifier is +5, but it could be as low as +1 for simple tasks or much higher for complex plans. The gamemaster may rule that some situations, such as building a spaceship or performing brain surgery, are impossible for anyone to attempt without the proper training and the correct skills.

When attributes are given in the text along with the skill, such as in spell descriptions, resisting Wounds, and so on, do not apply the untrained modifier. This also includes most uses of dodge and brawling in combat situations, attempts to find clues in a room with search, and resisting interaction attempts or mental attacks with willpower.

Alternate Attribute Option

Sometimes it makes more sense to base a skill on a different attribute than the one it's under by default. In such cases as the gamemaster designates, subtract the skill value from the attribute value to get the number of skill adds. Then add those skill adds to the new attribute and roll away. Some example alternate skill-attribute combinations (and the reason for using each attribute) include:

• Climbing, jumping, running, swimming: Physique for distance; Reflexes for obstacles
• Command: Presence for leading others; Knowledge for determining tactics
• Disguise: Perception for creating the disguise, especially on someone else; Presence for pulling off a disguise
• Flying: Physique for wings or to represent the physical strain of rapid movement; Reflexes for obstacles
• Medicine: Knowledge for information and diagnosing; Coordination for performing surgery
• Security: Knowledge for information and recognizing systems; Perception for installing systems

Game Time

Generally, time in a roleplaying game doesn't matter too much. A character may spend several hours searching a library, though only a minute passes as far as the players and gamemaster are concerned. To keep the story line moving, sometimes it's necessary to skip the tedious parts.

More intense scenes require more detail. In these cases, time slows to units of five seconds called rounds. Each character may take one action in the round with no penalty. Unless the character has special skills or abilities, additional actions increase the difficulty of performing each task; this concept is dealt with later, in the "Multi-action Penalty" section. Once a round ends, the next one begins, continuing until the scene ends (with the task completed, the opponent subdued, and so on).

Since all characters in a scene are making actions in the same five-second round, the actual length of game time taken up by an action is usually less than five seconds. This is obviously the case when a single character is performing multiple actions, but it is also true when one character reacts to what another character is doing. Actions in rounds are not simultaneous (actions out of rounds sometimes are).

Initiative

Once rounds have been declared and depending on the situation, the gamemaster applies one of three methods to determine in what order everyone goes. Determining initiative does not count as an action.

Method 1

The first method is to allow whoever makes the first significant action (such as those surprising other characters in an ambush) to act first in the rounds. The characters retain the same order until the scene ends.

Methods 2 and 3

The other two ways start out the same, by requiring the characters involved to make Perception rolls to generate initiative totals. The gamemaster makes one Perception roll for each character or group of characters he controls, depending on the number and how important each character is to the adventure. The character with the highest roll takes her action first. The character with the second highest roll then takes his action, and so on. After the last character performs her action, the round ends and a new one begins. Note that a character rendered unconscious, immobile, or otherwise unable to act loses his action for that round if he hasn't taken it already.

The gamemaster may chose then to have everyone roll initiative once for the entire scene (the faster method) or roll at the beginning of each round (the more realistic yet slower way).

The gamemaster and players may use Character Points, but not Fate Points, to increase their initiative rolls if they want. Spending one Character Point, for example, allows the player or gamemaster to add the result of one extra Wild Die roll to the initiative roll.

Ties/No Rolls

In the event of ties, or if the gamemaster chooses not to have the players roll to determine initiative, comparing attribute and skill die codes can decide the order of actions. The character with the highest value in the characteristic goes first, and so on. Once a character has a spot in the order, it doesn't change, regardless of how other characteristics compare. Ties are broken by moving to the next factor and looking at those values. The order: (1) ability or talent that allows the character to go first, (2) Perception, (3) search, (4) Reflexes, (5) dodge, (6) special equipment or situation that allows the character to go before another character.

Optional Initiative Bonus

For every 2D over the base attribute in search (round down) or 4D in Reflexes (round down), a character receives +1 to his initiative roll. Every six ranks in a Skill Bonus or Super Attribute reflexes or search provides a +1 bonus.

Performing Actions in Rounds

A character does not need to declare what she intends to do until her turn comes up in the round. Once the character decides to take her turn, she may use as many actions as she wants, but her player must decide on the total number of actions that the character wishes to take in that round, which is used to figure the multi-action penalty (see the next section for details). The character does not need to declare when determining the number of actions what she intends to do with all of them.

Note that waiting counts as an action (once per each time the character wishes to wait). The character may take no additional actions once the multi-action penalty is figured. Any actions calculated into the multi-action penalty but that the character did not use by the end of the round are lost.

A character may take a few actions, wait, take a few more, wait again, and so on, as long as the player has declared a sufficient number of actions in which to do everything she wants her character to do (including waiting).

A character may only interrupt another character's action if she has waited and after that character has made the skill roll and spent any points but before the gamemaster declares the result.

Example: A character surprises a thug. Because she got the jump on him, the gamemaster decides the character may act first in this round. The character decides to wait and see what the thug will do, choosing to take one other action this turn. The thug takes a swing at her, so

the character decides to dodge. If the character has no ability that gives her extra actions, she may take only one action without penalty. She used that one action on waiting. When she makes her dodge roll, it's at -1D, because it's the second action she's taking this round.

Only a few instances exist in which the gamemaster may permit a character to "move up" her turn and react to another character's actions. These include catching a thrown object, resisting certain mental attempts, and other situations that the gamemaster deems appropriate. These do take the character's action, though the player can declare that her character will perform multiple actions in the round. For the most part, having a turn later in the round than another's simply means that another character could take advantage of the situation faster.

Multi-action Penalty

Characters may attempt to perform several tasks in a single round, or, if the action takes longer than one round to complete, in the same minimum time period. The more they try to do, however, the less care and concentration they can apply to each action. It becomes more difficult to succeed at all of the tasks. Thus, for most characters, for each action taken beyond the first, the player must subtract 1D from all skill or attribute rolls (but not damage, damage resistance, or initiative rolls). Thus, trying to do four actions in one round gives the character a -3D modifier to each roll. For characters with an ability that increases their base number of actions, the multi-action penalty doesn't take effect until the character uses up his allotment of actions. For example, if a character with an action allotment of eight per round wants to do nine actions, each of the nine actions is at -1D.

Only equipment and weapons suited for quick multiple actions may be used several times (up to the limit of their capabilities) in a round. Some examples include semi-automatic guns or items with little or no reload time, like hands or small melee weapons.A character may not rely on any skill or attribute reduced to zero.

Actions that Take Time

Each entry on this nonexhaustive list counts as one action taking no more than five seconds to perform. The gamemaster may decide that certain types of actions offer a bonus or special effect and, thus, have requirements to perform. The suggested skill to use with each action is included at the end of the task's description.

Bash: Hit an opponent with a blunt weapon. (melee combat)

Catch: Stop the movement of a thrown or dropped object or person. (The catcher must act later in the round than the person doing the throwing or dropping. This is one of the few cases where a character may "move up" his turn.) (throwing)

Choke: Grab a person's neck and gripping tightly. (brawling)

Communicate: Relay plans or exchange complex ideas and information with other characters (more than a few words or one sentence). (an interaction skill or only roleplaying)

Disarm: Remove an object from an opponent's hand. This action is treated as a called shot. (brawling, marksmanship, melee combat, missile weapons, throwing)

Dodge: Actively evade an attack. (dodge)

Entangle: Throw an entangling weapon at an opponent. (throwing)

Escape: Break a hold. (lifting)

Grab: Latch onto an opponent. Depending on where the opponent was grabbed, he can take other actions. (brawling)

Kick: Strike out at an opponent with a foot. (brawling)

Leap: Jump over an opponent or onto a table or any other such maneuver. (jumping)

Lunge: Stab forward with a pointed weapon, such as a sword or a knife. (melee combat)

Move: Maneuver 51% of the character's Move or more around the area. The gamemaster should call only for a roll if the terrain is challenging or the maneuvering complex. During some rounds, the gamemaster may decide that existing factors dictate all movement, regardless of length, require an action. (running, swimming)

Parry: Block an opponent's blow. (brawling, melee combat)

Pin: Trap an opponent by either holding him to the ground or tacking a piece of his clothing to a wall or other nearby object. When pinning the whole opponent, this is the same concept as tackling. Pinning prevents the victim from using the fastened part. (brawling, melee combat, missile weapons, throwing)

Punch: Strike out at an opponent with a fist. (brawling)

Push: Forcibly move an opponent. (brawling)

Ready a Weapon: Draw or reload a gun or bow, unsheathe a knife, and similar actions. This generally does not require a skill roll, but the gamemaster may chose to require one related to the weapon in question for particularly stressful situations.

Run Away: Flee from the scene. (running)

Shoot: Fire a missile or projectile weapon. (marksmanship, missile weapons)

Slash: Swing an edged weapon. (melee combat)

Switch a Weapon or Equipment's Setting: Although rare, some weapons and equipment have more than one damage or effect setting. It takes an action to change the setting. This generally does not require a skill roll, but the gamemaster may chose to require one related to the item in question for particularly stressful situations.

Tackle: Bodily overcome an opponent. Once tackled, the opponent can do no other physical actions other than speak or attempt to break the attacker's grip. (brawling)

Throw a Weapon or Object: Toss something at an opponent. (throwing)

Trip: Quickly force one or both of an opponent's legs upward. (brawling)

Use a Skill or Power: Perform a quick action related to a Super Power the character possesses or a skill he wants to use. A character may not use a Super Power he does not have, though he may use a skill he has no experience in (possibly at a penalty). Note that some skills and Super Powers take longer than one action or one round to perform, so trying to do them in five seconds incurs penalties.

Vehicle Maneuver: Perform a stunt in a moving vehicle (piloting)

Waiting: Watch for a better opportunity to perform an action. This does not require a skill roll, but it does take concentration.

Free Actions

Free actions are anything a character can automatically perform except under the most extreme conditions. They don't require a skill roll or much effort. If the gamemaster thinks a task requires concentration (and has a possibility of failure, thus requiring a skill roll), it's not a free action.

A few examples of free actions include:

• speaking a few words to someone nearby
• a quick glance around a room (and possibly a roll of Perception)
• moving 50% or less of the character's Move over an easy area or up to a meter over more challenging terrain

Additionally, the following player actions do not count as character actions:

• determining initiative
• rolling to resist damage
• rolling willpower or Presence to determine the emotional effects of the environment on the character

Related Skills

In some situations, two or more skills seem to suit the task at hand. The gamemaster can declare that only one is suitable for the current circumstances. Or he can choose the primary one and decides which other skills are appropriate secondary, or related, skills that the character can use to improve his chances with the primary skill. The gamemaster sets difficulties for each skill. The character first performs the related skills, and then he attempts the primary one.

To determine the related skill's modifier to the primary skill, the gamemaster subtracts the difficulty from the total rolled with the related skill; this determines the number of result points from the roll. Then he divides that number by 2, rounding up, to get the modifier to the total rolled with the primary skill. The minimum related skill modifier is 1. If the skill total was less than the difficulty, the modifier is subtracted from the primary skill total. If the skill total was equal to or greater than the difficulty, the modifier is added to the primary skill total.

The character may perform the related skills and the primary skill successively, but the related skill modifier is only good for the one initially intended attempt and the character must make that attempt within a short time of using the other skills. Should the character decide to perform the primary skill and the related skill at the same time, he takes the multi-action penalty.

> *Example: Your character has to carefully place some charges on a wall. You decide that the character first examines the wall for weaknesses (using the search skill). Once examination has been completed and the search roll has been made, you apply the modifier to your demolitions roll only, which must take place immediately after your character's examination of the wall.*

Gamemasters also can use the related-skills guidelines for deciding how well one person can help another person.

Preparing

A character willing to spend twice as much time to complete a task receives a +1D bonus for the die roll for every doubling of time, up to a maximum bonus

Generic Difficulty Modifiers

Modifier	Situational Example
+16+	Overpowering disadvantage: Something affects the skill use in an almost crippling fashion (repairing a vehicle without any proper tools).
+11–15	Decisive disadvantage: The skill use is very limited by circumstance (trying to find someone in complete darkness).
+6–10	Significant disadvantage: The skill use is affected negatively (tracking someone through drizzling rain).
+1–5	Slight disadvantage: There is an annoying problem (picking a lock by flashlight).
-1–5	Slight advantage: A tool or modification that makes the skill use a little easier (really good athletic shoes for jumping).
-6–10	Significant advantage: A tool or modification that makes the skill use much easier (rope with knots is used for climbing).
-11–15	Decisive advantage: A tool specifically designed to make the job easier (complete language database used for languages).
-16+	Overpowering advantage: An exceptional tool or modification that specifically makes the skill use much easier (complete set of wilderness tools and equipment specially designed to help with survival).

of +3D. However, the character can do nothing else or be otherwise distracted (such as getting shot at) during this time.

Rushing

A character can also attempt to perform an action that normally requires two or more rounds (10 seconds or more) in less time. The difficulty increases depending on how much less time the character puts into the task: +5 for 25% less time, +10 for 50% less time, and +20 for 75% less time. A character may not perform any task in less than 75% of the normally needed time. Thus, to rush an hour-long surgery into 30 minutes, the difficulty increases by +10.

Of course, not every task can be rushed. If in doubt, the gamemaster should ask the player to justify how the character can speed up the task.

Groups

To save time, gamemasters may chose to roll one action for a group of characters he controls. Any number can belong to the group. Each member of the group does not have to perform exactly the same maneuver, but they do need to take similar actions. A gamemaster could make one roll for a pack of wolves who attack different characters, but he would have to separate the pack into those attacking and those circling if the gamemaster wanted to have them perform those distinctly different activities.

Choosing Difficulties

There are two possibilities for assigning difficulties to a specific action: a difficulty number or an opposed roll. Generally, the adventure specifies the difficulty and what skill is needed, but the gamemaster may come across circumstances that were not foreseen. In such cases, use these guidelines to decide what to do.

Certain circumstances (typically involving a character attempting a task without a force actively opposing her, such as climbing a wall or piloting a boat) may call for a static difficulty number. In these cases, select a standard difficulty or use a special difficulty. Circumstances involving an actively opposing force call for an opposed difficulty.

Standard Difficulties

A standard difficulty is a number that the gamemaster assigns to an action based on how challenging the gamemaster thinks it is. Existing conditions can change the difficulty of an action. For instance, walking has an Automatic difficulty for most characters, but the gamemaster may require someone who is just regaining the use of his legs to make a Very Difficult running roll to move even a few steps.

The numbers in parentheses indicate the range of difficulty numbers for that level.

Automatic (0): Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pre-generated adventure; it is included here for reference purposes.)

Very Easy (1–5): Nearly everyone can accomplish this task. Typically, only tasks with such a low difficulty that are crucial to the scenario are rolled.

Easy (6–10): Although characters usually have no difficulty with these tasks, an untrained character may find them challenging.

Moderate (11–15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (16–20): Those with little experience in the task must have a lot of luck to accomplish these actions.

Very Difficult (21–25): The average character only rarely succeeds at these kinds of task. Only the most talented regularly succeed.

Heroic (26–30), Legendary (31 or more): These kinds of tasks are nearly impossible, though there's still that chance that lucky average or highly experienced characters can accomplish them.

Opposed Difficulties

An opposed difficulty (also called an opposed roll) applies when one character resists another character's action. In this case, both characters generate skill totals and compare them. The character with the higher value wins, and ties go to the initiator of the action.

In an opposed task, since both characters are actively doing something, both the initiator and the resisting character use up actions. This means that the resisting character can only participate in an opposed task either if he waited for the initiating character to make a move or if he was actively preparing for the attempt. Otherwise, the gamemaster may allow a reaction roll of the appropriate skill as a free action in some circumstances, or he may derive a difficulty equal to 2 times the target's appropriate opposing skill.

Special Difficulties

There are two special and optional difficulties: Wild Die Only and derived.

Wild Die Only

The standard difficulty of an action may be so much lower than a character's skill value that rolling and totaling dice would waste time. However, the gamemaster may feel that the situation is such that a complication could greatly affect the outcome of the scene. In such cases, the game master may require the player to roll the Wild Die. A Critical Success result indicates that some special bit of good fortune occurred, while a Critical Failure indicates a minor complication. Any other result shows that the result is successful, though nothing special.

Derived

Any time one character does something to another character or animate creature or object, the base difficulty equals 2 times the target's relevant opposing attribute or skill and add the pips. Gamemasters may further modify derived values, as the situation warrants. Derived values do not get the unskilled

---

Result Points and Success

Here are some guidelines for describing different levels of success. Use the result points of the roll — the difference between the skill total and the difficulty — to decide on the exact level.

Minimal (0): The total was just barely enough. The character hardly succeeded at all, and only the most minimal effects apply. If "minimal effects" are not an option, then maybe the action took longer than normal to succeed.

Solid (1–4): The action was performed completely, but without frills.

Good (5–8): The results were better than necessary and there may be added benefits.

Superior (9–12): There are almost certainly additional benefits to doing an action this well. The character performed the action better, faster, or more adeptly than expected.

Spectacular (13–16): The character performed the action deftly and expertly. Observers would notice the ease or grace with which the action was performed (if applicable).

Incredible (16 or more): The character performed the skill with such dazzling quality that, if appropriate to the task, it could become the subject of conversation for some time — it's at least worth writing home about. Gamemasters should dole out some significant bonuses for getting this large of a roll.

Example: A character who trying to use the survival skill to forage for food gets a minimal success — she finds "subsistence level" food; it's barely better than garbage. The next day she gets a spectacular result — not only does she find good, wholesome food, but she finds enough for two days instead of one.

modifier if they are determined from the governing attribute.

Example: Your character attempts to intimidate a thug. The gamemaster could use the standard intimidation difficulty of 10 or she could derive one from the thug's willpower skill, or, if he doesn't have one, the governing attribute, Presence. If his Presence has a die code of 3D, then the base derived difficulty is 6.

Generic Modifiers

The modifiers offered in a skill's list or a pre-generated adventure may not cover all the gamemaster's needs. When conditions arise for which there aren't pre-established modifiers, use the chart herein to help at those times. Gamemasters can add these modifiers to opposed, standard, or derived difficulty values.

Good Roleplaying Modifier

Gamemasters should reward good roleplaying by lowering the difficulty a few points. The better the roleplaying — and the more entertaining the player makes the scenario — the higher the modifier the gamemaster should include.

Unskilled Attempts

Remember that someone without training or experience might, with blind luck, do better than someone with experience — but generally only that one time. There is no guarantee of future success. When a character defaults to the attribute, figure in not only a difficulty modifier of +1, +5, or more, but also adjust the result accordingly: the result won't happen as precisely or stylishly as someone with skill.

Determining Success

If the total rolled on the dice is greater than the difficulty, the attempt was a success. Ties generally go to the initiator of the action, but certain circumstances dictate otherwise (such as the use of some Super Power or determining the amount of damage done). The description of the ability, challenge, or activity explains the results.

Result Points

Result points refer to the difference between the skill roll and the difficulty. The gamemaster can use the result points to decide how well the character completed the task; the "Result Points and Success" sidebar for suggestions. The gamemaster may allow a player to add one-half of the result points (rounded up) as a bonus to another skill roll or Super Power effect. One-fifth of the result points from an attack roll can be included as bonus to damage. (Round fractions up.)

Second Chances

As characters tackle obstacles, they'll find ones that they can't overcome initially. Gamemasters must rely on their judgment to decide whether and when a character may try an action again. For some actions, such as marksmanship or running, the character may try the action again the next turn, even if she failed. For other actions, such as repair or con, failing the roll should have serious consequences, depending on how bad the failure was. A small difference between the difficulty number and the success total means the character may try again next round at a higher difficulty. A large difference means that the character has made the situation significantly worse. She will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference plus a Critical Failure could mean that the character has created a disaster. She can't try that specific task for a long time — perhaps ever. This is especially true with locks and computer programs.

Gamemaster's Fiat

The rules are a framework upon which the gamemasters and their friends build stories set in fantastic and dynamic worlds. As with most frameworks, the rules work best when they show the least, and when they can bend under stress. Keeping to the letter of the rules is almost certainly counterproductive to the whole idea of making an engaging story and having fun. To keep a story flowing with a nice dramatic beat, gamemasters might need to bend the rules, such as reducing the significance of a modifier in this situation but not in another one, or allowing a character to travel a meter or two beyond what the movement rules suggest.

Common Difficulties and Modifiers

You can find the more commonly referenced difficulties listed on the Reference Sheet at the back of this book. With these and the generic difficulties and modifiers described previously, you can run just about any adventure. The next several chapters include more, and more detailed, difficulties.

Movement

Running

The difficulty to cover rapidly a distance on foot is determined by the number of extra movements the character takes. One movement equals the character's Move value; two movements equals twice the Move value, and so on. For each movement beyond the first, add 5 to the base difficulty of zero.

Example: A character with a Move of 10 meters per round who wants to move 20 meters in one round has a running difficulty of 5, while a character who wants to move 40 meters has a difficulty of 15. A character who fails his running roll covers only his Move or may even trip.

Swimming

A hero's swimming Move equals half his normal Move (rounded up). One movement while swimming equals the swimming Move, two movements equals twice the swimming Move, and so on. Increasing this rate likewise increases the base difficulty of 5 by +5 for each movement beyond the first. Thus, the difficulty for a character to move 2 times his swimming speed is 10 (5 for the base difficulty plus 5 for the additional movement).

Without preparation, a character may hold his breath for a number of seconds equal to 5 times a roll of his Physique or stamina. Pre-oxygenating his lungs gives a character a bonus. The maximum any character can hold his breath with preparation is a roll of his stamina in minutes, though this requires having the stamina skill. The bonus should be much less for the average person.

Movement Difficulty Modifiers

Base Difficulty for Characters: 5

Situation	Modifier
Easy terrain (flat surface, smooth water, using a ladder, light breeze, light rain or fog)	0
Moderate terrain (uneven surface, small obstacles, choppy water, climbing a tree, strong winds, heavy rain or fog)	+5
Rough terrain (large but negotiable obstacles, strong undercurrent, climbing a rough wall, unyielding obstacles — pillars, trees — to flight)	+10
Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards, hail)	+15
Hazardous terrain (minefield, narrow walkway, many airborne hazards, large waves, climbing a smooth surface, complete darkness)	+20
Very hazardous terrain (corridor filled with falling debris and explosions, swimming or flying in a hurricane)	+25 or more
Fatigue (per round beyond maximum time)	+3

Climbing

Characters who have the climbing skill can move up a surface at their normal Move (barring adverse environmental factors) with a base difficulty of 5. Those without such a skill move at half their normal movement rate. Increasing the rate increases the difficulty by +10 for each additional one-half of the base climbing Move (rounded up).

> *Example: A character with a running Move of 10 meters and without the climbing skill wants to move quickly up a tree. His base climbing Move is 5. To increase this to eight meters per round means a difficulty of 20 (10 to climb the tree plus 10 to increase the movement by one-half, or three meters, of his base climbing Move).*

Additional modifiers can be found in the "Example Skill Difficulties" chapter.

Jumping

A character's total leaping distance (vertically and horizontally) from a standing position equals one-quarter of his Move in meters (rounded up). The base difficulty is 5 to move this distance, and +10 for each additional two meters (vertically and horizontally) the character hopes to cover. If there is enough room, the character may try running before jumping. The character may add 5 to his skill total per round of the running start, up to a maximum of +10 (two rounds). The character must have beat the running difficulty in both rounds in order to get the full bonus.

Additional modifiers can be found in the "Example Skill Difficulties" chapter.

Short Distances

A character may move up to 50% of his movement rate (swimming, flying, or base Move) without this counting as an action. Thus, a character with a base Move of 10 could move five meters on land or 2.5 meters in the water with no action penalty.

Maximum Movement

Characters may perform only one movement action of each type per round, unless a Super Power allows them to do otherwise.

Gamemasters may choose to limit the speed at which characters may travel to 4 times the Move rate for each type of movement.

Accelerating and Decelerating

When it becomes important to the scenario, such as a race or a chase scene, the gamemaster may choose to include acceleration and deceleration maximums.

A character may increase or decrease his current movement rate by up to 2 times that rate, regardless of whether his movement roll would allow him to travel a greater distance. The minimum increase or decrease is 2 times the character's base Move for that type of movement.

Example: A character with a base walking Move of 10 has minimum swimming change of 10 — 2 times his swimming Move of 5.

Example: A character with a Move of 10 is chasing a thief, who just swiped her pocketbook. In the first round, she may move up to 20 meters, which has a running difficulty of 5. In the second round, she can increase her speed to 40 meters, which has a running difficulty of 15. If, in the second round, the player generates a running total of 20, by the acceleration rules, she may only move 40 meters, even though her running total meets the difficulty to move 50 meters.

Similarly, if a character does not make a movement roll that would allow him to move at the previous round's rate, that character automatically slows by two times his base Move. In other words, subtract two times the base Move from the current movement rate to get the new movement rate. If this makes the current movement zero, then the character stops. If it's less than zero, the character trips.

> *Example: The character chasing the thief increased her speed*

Stunt Difficulties and Modifiers	
Stunt	**Difficulty**
Docking (water), parking (land)	6
Landing (air vehicles)	10
Moving on a straight way	0
Regaining control (in situations other than ramming or sideswiping)	15
Sideswiping	10
Easy turn (less than 45 deg. from current direction)	5
Fast 45-degree turn	9
Fast 90-degree turn	15
Fast 180-degree turn	21
Condition	**Modifier**
For All Vehicles	
Moving in reverse	+6
Ramming	+10
For Land and Water Vehicles	
Moved or moving over curb or debris	+3
Limited parking or docking area	+3
For Land Vehicles Not Designed for Off-Road Conditions	
Off-road	+6
For Air Vehicles and Aerial Characters	
Unlimited landing area	-3
Limited landing area	+3
Almost no landing area	+6
Rough or unsteady landing area	+3 or more
Climb or dive of 45 degrees or more from current direction	+6 or more

Terrain Conditions

For modifiers due to various terrain conditions, use the "Movement Difficulty Modifiers" table.

Vehicle Familiarity

Use the following table when a character is not familiar with the vehicle she needs to operate. If the character does not have the piloting skill at all, these difficulties are in addition to the untrained modifier.

Vehicle Type	Modifier
Very common or simple (car, pickup, bicycle)	+3
Common (farm tractor, motorcycle, motorboat, snowmobile)	+6
Moderately common (speedboat, bus, semi tractor)	+8
Uncommon (ultralight plane, tank, hang-glider, unicycle)	+11
Unusual (prop plane, glider)	+14
Rare (jet, submarine)	+17
Exotic (fighter plane, space shuttle)	+20
Has a manual for the vehicle in a language the character can understand	-3

to a rate of 40 meters per round. To maintain this speed, her player needs to continue generating a total of 15 with the character's running skill. If the player gets less than 15, then her character's speed drops to 20 meters per round (40 minus 2 times her base Move of 10).

Fatigue

Keep in mind that most characters cannot move rapidly for long periods of time. Determine a suitable length of time depending on existing conditions, the Physique of the character, and any relevant Special Abilities she has. Any additional fast movement beyond that predetermined length requires a fatigue modifier of +3 to the difficulty for each additional round that she continues running. The modifier is cumulative. Thus, one round beyond the maximum is

Vehicle and Passenger Damage

Damage Total > Resistance Total By	Vehicle Damage	Passengers Suffer...
1–3	Very Light	No damage
4–8	Light	1/4 Damage Total
9–12	Heavy	1/2 Damage Total
13–15	Severe	3/4 Damage Total
16+	Destroyed	All Damage Total

Note: All modifiers are cumulative. A vehicle may take an unlimited number of Very Light and Light levels of damage. At Heavy or above, any additional level of damage above Very Light bumps the damage to the next level.

Gamemasters may include or substitute damage to other systems if the vehicle has them (ex., weapons, navigation, or sensors).

Very Light: Vehicle loses 1D from Maneuverability for this round and the next.

Light: Vehicle loses 1D from Maneuverability or, if at 0D in Maneuverability, top move speed is decreased by one level. The loss or modifier remains until repaired.

Heavy: Vehicle loses 2D from Maneuverability or, if at 0D in Maneuverability, top move speed is decreased by two levels. The loss or modifier remains until repaired.

Severe: Vehicle is out of control, decelerating by two levels each round until it comes to a stop or crashes into something.

Destroyed: The vehicle will never operate again.

+3, two rounds is +6, and so on.

The gamemaster may use the fatigue modifier for any repetitive action performed for an extended period of time. They can also use it as the modifier to a base difficulty of 5 when using the stamina or willpower skill in an attempt to overcome the fatigue.

Other Movement Options

The gamemaster may include additional modifiers or require an additional related skill roll for any form of movement, depending on surrounding conditions, such as high winds, numerous obstacles, slick surfaces, sharp turns, and so on.

Vehicles and Aerial Characters

Vehicle actions work like normal character actions, with some additional game mechanics for special situations.

Much of the information found in this section applies equally well to flying characters, particularly the details on stunts.

Vehicle Movement

Vehicles have five speeds of movement: stopped, cautious, cruising, high, and all-out. They may make one movement action per round.

• **Stopped**: The vehicle is motionless. This requires no roll. Air vehicles should be on the ground when at this speed level.

• **Cautious**: The vehicle travels at half its Move. This is generally a free action requiring no roll, but terrain conditions may increase it from its base difficulty of zero. Air vehicles at this level must be attempting to reach a higher or lower altitude at this speed; they cannot maintain altitude at cautious.

• **Cruising**: The vehicle travels at its Move. This requires an action, but since it has a base difficulty of zero, the character need only roll if movement conditions dictate otherwise.

• **High**: The vehicle travels at twice its Move. This requires a piloting roll with a base difficulty of 5, modified by existing conditions.

• **All-out**: The vehicle travels at four times its Move. This requires a piloting roll with a base difficulty of 10, modified by existing conditions.

Vehicles may travel anywhere between half their current speed and the full current speed at each level. Rapid acceleration and deceleration are considered stunts and dealt with later in this section.

Character Flying Movement

Characters who fly travel at the base rate designated in the Super Power or equipment description. To increase this rate, use the same rules as for running, except that the character relies on the flying skill. Characters may not use this skill unless they have a means of propelling themselves through the air or they are in a zero-gravity environment.

Stunts

For normal vehicle use or casual flying under ideal conditions, a character need not make a skill roll. When the conditions turn less than favorable or he decides to attempt a fancy maneuver, his piloting skill plus the vehicle's Maneuverability code or his flying skill determines his success.

Rapid acceleration and deceleration also warrant rolls, enhanced by the vehicle's Maneuverability, to see if the operator maintains control. These maneuvers have an initial difficulty of 10, adjusted based on existing conditions (see the "Stunt Difficulties and Modifiers" chart for some suggestions). A vehicle or flying character may reduce or increase movement by two levels in one round. Failing this roll means that the character has lost control for one round. If some immovable force doesn't stop the vehicle or character during that round, he may attempt to regain control (with a base difficulty of 15) on the following round.

If a character wishes to perform any other actions in addition to piloting or flying, he must make the appropriate skill rolls for all actions, reduced by the multi-action penalty, regardless of the situation. The base difficulty for normal operation becomes 5. Stunts still have their established base difficulties.

Ramming and Sideswiping Vehicles

Ramming is done with the nose of a vehicle, while sideswiping is done with its side. The character makes the appropriate vehicle roll, including the vehicle's Maneuverability. If the character fails the roll, the vehicle misses and spins. Land and vehicles turn up to 180 degrees and lose power, while space vehicles continuing spinning. The character must then spend one round starting it or regaining control and another getting back in the right direction. Should the character instead succeed, she keeps the vehicle reasonably straight and may try for another sideswipe or ram on the next turn. The pilot of an air vehicle that rams or sideswipes another vehicle automatically loses control. About the best she can hope for is to make a successful, but rough, landing.

Both vehicles take damage (the mechanics of this are explained later in this section) in a successful ram or sideswipe.

Vehicle Attacking and Dodging

The base difficulty to hit a vehicle 10, modified by distance and the sizes of the attacker and the defender (using the scale modifier listed in the "Combat Options" chapter). That means a person shooting a car has a +6 to his attack total, while a car sideswiping another car has no modifier.

If the driver wishes to fire a weapon, he must make both an Easy piloting roll (modified by the vehicle's Maneuverability code) and a marksmanship roll. Because he's doing two actions, he also incurs a multi-action penalty to both rolls. Passengers may shoot with few or no penalties. (Note that these actions would not be possible in some vehicles.)

A character may also attempt to maneuver the vehicle out of the way of incoming projectiles or other vehicles. Instead of the dodge skill, the character uses his piloting skill plus the vehicle's Maneuverability code. Use the active partial or full defense rules for characters to determine the new defense total. The defense total becomes the new combat difficulty and is in effect until the character's turn in the next round.

Vehicle Damage

When a vehicle takes damage from a weapon or another vehicle, it's the level of destruction that matters. Use the following guidelines and compare the result to the "Vehicle and Passenger Damage" chart. Modify the damage total of the attacker or the damage resistance total of the target by the scale modifier, as appropriate for the situation.

A vehicle's damage resistance total equals its Toughness plus the value of

any armor. Character Points or Fate Points may not be spent on this roll.

With weapons, compare the weapon's damage total to the target's damage resistance total.

When vehicle collides with something else, decide how fast it was going when it made the collision and modify it based on the circumstances of the collision. Compare that to the damage resistance total. Should two vehicles be involved, both take damage. See the sidebar for the speed and collision modifiers.

Crew and Passenger Injuries

Depending on how badly damaged the vehicle becomes, the crew and passengers may be harmed, too. Use the "Passengers Suffer" column of the "Vehicle and Passenger Damage" chart as a guideline. Adjust it based on how much of the passengers is exposed (for example, motorcycles and canoes offer little protection to their cargo).

Leaping Out of a Vehicle

Leaving a land or water vehicle moving at less than 5 miles per hour is a Very Easy acrobatics or Reflexes roll (or jumping if the character leaps from the vehicle). If the vehicle is moving faster than that, the base difficulty becomes 15, with +1 added to it for every 10 kilometers per hour the vehicle is traveling (rounded down). Additionally, the character takes damage from the fall, at a rate of 1 for every 15 kilometers per hour the vehicle is moving (rounded up) minus the result points from the roll.

Example: If the driver of a car traveling at 90 kilometers per hour decided to leave the vehicle before it hit the tree it was traveling toward, the difficulty would be 24 (90/10 = 9, plus the base difficulty of 15). She would also take 6 points of damage unless she sufficiently succeeded at her jump (90/15 = 6).

Repairing a Vehicle

The difficulty to repair a damaged vehicle depends on the amount of damage and availability of parts and tools. See the repair skill description in the "Example Skill Difficulties" chapter for difficulty and modifier suggestions.

CHAPTER 5

Combat

What's in this Chapter

This chapter provides an extended description of one of the most rules-intensive aspects of roleplaying: combat.

When resolving a situation calls for force, time becomes broken into rounds, which were discussed in the last chapter. Within these rounds, three steps occur: (1) generating initiative; (2) attacking and defending; (3) determining damage; (4) repeating the steps, if necessary. Discover herein what happens in each of those steps.

Step 1: Generating Initiative

As discussed in the "Game Basics" chapter, determine initiative based on the first significant action or on initiative rolls. Then go on to Step 2.

Step 2: Attacking and Defending

This is where the interesting stuff happens. The person whose turn it is gets to decide what type of action her character is going to do. Once she chooses, she makes a skill roll.

Note that a character need not attempt to engage in combat, but this chapter only discusses what to do if the player decides to attack, defend, or (typically with a multi-action penalty), do both.

Base Combat Difficulty

The base difficulty to attack someone is 10 (called the target's passive defense value) or the target's active defense value, modified by range and other factors.

Active Defense

The target character can opt to use an "active defense," which affects all attacks that occur after the defender's turn in the current round but before the defender's turn the next round. Active defenses are defensive maneuvers that the target consciously exercises, such as dodging, blocking, or parrying. Each of these is represented by a skill and counts as an action.

A character may make an active defenses only when his turn comes up in the initiative line, but the total for the roll is effective for all relevant attacks made against the character that occur after the character's current turn but before his turn in the next round.

Remember: if a character acts later in a round than the character attempting to hit him, he cannot take his turn sooner and use an active defense to replace the passive defense value — his reactions just weren't fast enough.

If the roll is lower than the passive defense value, the character has succeeded in making himself easier to hit — by miscalculating where the attack would be placed and actually getting in its way.

The active defense total is modified as the situation dictates.

Dodge: The character attempts to anticipate the final location of an attack from any source and be in another place when it comes. This is done by rolling the dodge skill.

Block/Parry: The character attempts to stop his opponent's attack by intercepting it and either stopping it with a block or deflecting it with a parry. The character may roll his brawling or melee combat (if he has something in his hands) to block it. If the character uses a sharp or energized weapon (sword or dagger, for example) to parry an unarmed blow and is successful at the block, the attacker takes damage from the weapon. However, do not add the defender's Physique to the listed weapon damage score when determining injuries inflicted this way.

If the opponent strikes at the character with a bladed or energized hand weapon and the character uses any part of his body to intercept the attack, the defender always takes the weapon's damage total. If the block was successful, then the attacker's Strength Damage is not added to the listed score. If the block was unsuccessful, then the target character takes damage as normal. The character may avoid this aspect by having armor, a Super Power, or a suitable close combat specialization in melee parry.

Full Defense

A character who foregoes all of her actions for a round to completely protect herself from attacks makes a full defense. The total rolled by the skill plus 10 takes the place of the base combat difficulty from the time the character makes the full defense on her turn to her turn in the next round.

Full active defense value = any active defense skill roll + 10

Partial Defense

A character who chooses to do something else in addition to guarding against attacks may take a partial defense. In this case, the active defense roll replaces the base combat difficulty from the time the character takes his turn in one round to his turn in the next round.

Partial active defense value = any active defense skill roll

Since the character is taking multiple actions, the multi-action penalty applies.

The gamemaster may call for a partial defense roll (as a free action) if he decides that the character might have a little awareness of an impending attack, yet not enough foresight to prepare for it.

Optional Defense Modifier

For every 2D in Reflexes or dodge above 4D (round up), a character receives a +1 to her passive defense value. This modifier does not affect the character's active defense total. For every 2D in acrobatics above 4D (round up), a character receives a +1 to her active or passive defense value for attacks at Short range or greater. Every six ranks in a Skill Bonus or Super Attribute
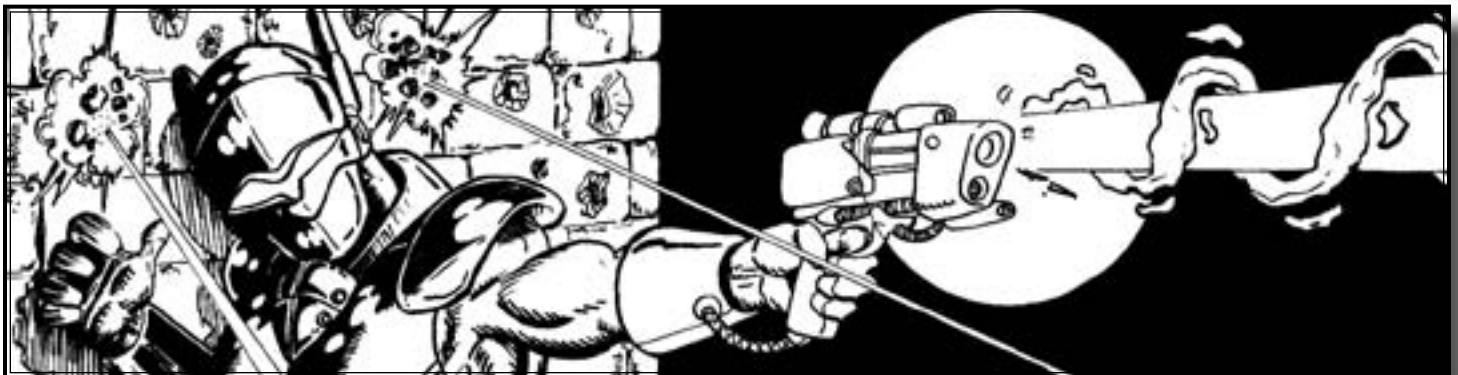
Super Power that affects Reflexes, dodge, or acrobatics provides a +1 bonus, as specified for the skill in question.

Example: A character with 4D in Reflexes gets no bonus, while a character with 7D in acrobatics has a +2 bonus.

Combat Difficulty Modifiers

Here are a few of the most frequently used modifiers to the combat difficulty. Others are discussed in "Combat Options" chapter. Regardless of the number of modifiers used, the total combat difficulty may never go below 3.

The gamemaster rolls the indicated modifier and adds it to the combat situation. A standard modifier is included in parentheses after the die modifier, should the gamemaster prefer not to roll.

Range: The effectiveness of a punch, weapon, Super Power, or any other attack made at a distance depends on its range. All range modifiers are added or subtracted from the combat difficulty.

Note that, unless a special maneuver allows otherwise, characters may use unarmed close combat attacks at Point Blank range only. In most cases, this is true for using various melee weapons as well, though the distance can be increased to Short range if the weapon is longer than two meters. For instance, a character with a support beam can whack an opponent at Point Blank or Short range.

Cover: When a target is protected by something — poor lighting, smoke, fog, a table — it makes her harder to hit. This is represented by a cover modifier, which is added to the combat difficulty.

Aiming: Aiming involves careful tracking of the target. Characters may perform it against moving targets, but they cannot themselves do anything else in the round in which they aim. Each consecutive round of uninterrupted aiming adds 1D to the characters's marksmanship, missile weapons, or throwing skill, up to a maximum bonus of +3D.

Determining Success

Once the combat difficulty has been determined, the attacker rolls the die code in his character's combat skill and compares the total to the combat difficulty. If it equals or exceeds the combat difficulty, the attack hit, probably doing damage or having another effect that the attacker intended. If it was less than the combat difficulty, then the attack missed.

Determining Damage

If a character successfully hits his target, he may have done damage to it. To determine the amount of injury caused, roll the damage die code for the weapon, including any modifiers from a special combat action, such as a sweep attack or hit location. Some weapons list their score as a die code with a plus sign ("+") in front of it; in this case, add the damage die code to the attacker's Strength Damage die code, add modifiers, and roll. If the gamemaster chooses to use the optional damage bonus, this is added to the total at this time.

After the player or the gamemaster has figured out how much damage is done, go to the "Damage" chapter to determine how much of that damage the target sustained.

Determining Strength Damage

To figure the Strength Damage die code, drop the pips from the character's Physique or lifting die code (but include any relevant Disadvantages or Special Abilities), divide the number by 2, and round up. The Super Attribute: Physique Super Power affects the total.

Example: A character with 3D in Physique has a Strength Damage of 2D. A character with 6D+2 in lifting has a Strength Damage of 3D.

Optional Damage Bonus

The combat skill roll is supposed to reflect the accuracy of an attack. Therefore, gamemasters may reward high rolls for players' characters and significant gamemaster characters with a bonus to damage. Subtract the difficulty of the successful attack from the skill total and divide this number by 5, rounding up. Add this damage bonus to the damage total before comparing it to

Combat Example

To give you an idea of how all this works, here's a typical exchange between a player's character and one of her opponents.

Gamemaster: Okay, we're in combat rounds now. Everyone make a Perception roll. (All players and the gamemaster roll their dice.) Anyone roll higher than 20?

Rachelle: Yeah, I rolled a 23!

Gamemaster: All right, what do you want to do?

Rachelle: Ah, that depends. What're the mercs doing?

Gamemaster: As one runs across the warehouse toward you, the other two set up some kind of large, tripod-mounted weapon near the entrance, which is about 15 meters away from you.

Rachelle: I'm going to take two actions. First, I'll shoot at one of the mercs with my rifle, and them I'm going to dodge out of the way.

Gamemaster: Okay, you lose 1D from each action and you don't get the full defense bonus, since you're taking two actions.

Rachelle: (Rolls her character's marksmanship dice.) I rolled a 6 on the Wild Die! (Rolls the Wild Die again.) All right: that's a total of 21!

Gamemaster: Let's see... he's at Short range, which doesn't modify the base combat difficulty of 10. So, you nailed him! Roll damage.

Rachelle: (Rolls her rifle's damage dice.) I rolled an 18.

Gamemaster: (Using the Wounds system, he rolls the merc's Physique to resist the damage.) Whoops! I rolled a 1 on the Wild Die. That leaves a total of 2. Well, that's 16 points over the resistance total, putting him at the Dead level! Your rifle shot catches him right in the chest and he's thrown backward into the wall. Okay, now make your dodge roll. (Note that if the gamemaster had decided to use the Body Points system, the merc would not have made a resistance roll, instead taking the full 18 points of damage.)

Rachelle: (Rolls her character's dodge dice.) Well, I rolled a 13, but something tell's me that's not going to be high enough, so I'm going to spend a Character Point.

Gamemaster: Okay, roll another die and add it.

Rachelle: (Rolls one more die.) I rolled a 5, so that's a total of 18. I'll stick with that.

Gamemaster: Okay, the mercs get to go now. The one rushing toward you fires his handgun. (Checks range and then rolls the merc's marksmanship dice.) That's a 17.

Rachelle: I rolled an 18 for my dodge this round. Good thing I spent that Character Point!

Gamemaster: That's right. As the bullet heads straight toward you, you just barely manage to jump out of the way. On to the next one...

the resistance total. If the gamemaster uses the damage bonus in combination with a called-shot hit location, the bonus is in addition to the damage modifier except for attempts on an arm, leg, or hand. In those cases, ignore the damage bonus.

For Special Abilities and Powers that require a combat roll to target them, the gamemaster may allow the combat roll's damage bonus to apply to the ability's roll.

Repeat

If the fight isn't finished after one round, then return to Step 1 in the "Combat" chapter and do it all over again. Repeat these steps until the fight is resolved in favor of one side or the other.

Combat Difficulty Modifiers
Common
Range

Range	Distance to Target	Modifier
Point Blank	0–3 meters	-5
Short	3 meters to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

*Values refer to values given in the weapon's range listing.

Estimating Ranges

Gamemasters who aren't interested in looking up weapon ranges and figuring out the distance to the target can estimate what modifiers to use with these guidelines.

• A target within a few steps of the attacker is a Point Blank range.

• An attacker firing a rifle at a target across a rather large chamber shoots at Short range, while an attacker with a handgun shoots the same target at Medium range.

• Most projectile combat taking place outdoors is at Medium to Long range.

Cover

Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)
Very thick smoke/fog	+4D (+12)
Poor light, twilight	+1D (+3)
Moonlit night	+2D (+6)
Complete darkness	+4D (+12)
Object hides 25% of target	+1D (+3)
Object hides 50% of target	+2D (+6)
Object hides 75% of target	+4D (+12)
Object hides 100% of target	*

*If cover provides protection, the attacker cannot hit the target directly, but damage done to the cover might exceed the Armor Value it gives the target, and, indirectly, the target receives damage. Most of the time, the attacker must eliminate the cover before having a chance to hit the target.

Vehicle Combat —

When characters use vehicles, the basic combat rules are the same; the difference exists in which skill to use. Vehicles cannot block or parry. The driver may only make defensive maneuvers ("dodge"); he uses his piloting plus the vehicle's Maneuverability rating to determine the new combat difficulty. Ramming or sideswiping with a vehicle requires the driver to make a piloting roll (see the "Vehicles and Aerial Characters" section of the "Movement" chapter for details).

DAMAGE

Body Points versus Wound Levels

The Body Points system has the advantage of a gradual fall into death and a more noticeable healing process. It also does not require a chart, though it can be used with Wound levels. The Wound levels system brings the end on faster and is slower to heal. Which the gamemaster chooses to use depends on how deadly he wants the game.

Furthermore, gamemasters should feel free further adjust the deadliness of their games. See the sidebar on page 79 for some suggestions.

Damage and Body Points

Once the player or gamemaster has her character's damage resistance total (see the next section), subtract the attacker's damage total from the target's damage resistance total and subtract that number from the total Body Points the character has remaining. If the gamemaster chooses, she may compare the number of Body Points the character has remaining to the "Wound Level" table to determine what level of injury the defender sustained and what its effects on the character are.

If the damage resistance total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear).

Damage Resistance Total

The damage resistance total equals a roll of the target character's die codes from armor or Super Power (such as Increased Attribute: Physique) minus any modifiers from disease, ingested poisons, or other debilitating circumstances (such as Reduced Attribute: Physique or an appropriate Hindrance). A player may improve his character's resistance total by spending Character Points or a Fate Point on this roll.

If the character has no armor or Super Power, then the character has a damage resistance total of zero, and the player makes no roll. However, they can still spend Character Points, using them as a base damage resistance total. Spending a Fate Point allows the player to roll his character's Physique. Totals determined from spending points are adjusted as normal, including negative and positive damage resistance modifiers.

Killing Blow

A killing blow by massive damage entails a damage total equal to 91% of the character's maximum Body Points in one blow or 100% of the character's maximum Body Points in a single round. Use the damage total after subtracting the damage resistance total to determine whether the attack delivered a killing blow.

Stun Damage

For weapons that do stun damage, after the damage total is determined but before applying it, subtract a roll of the target's Physique or stamina from the damage total. If the victim suffers at least one point of damage, that character goes unconscious for a number of minutes equal to the difference between the resistance total and the original damage total.

Equipment that does stun damage only has no effect on inanimate, nonelectrical objects, though it does tend to disrupt electrical components.

Damage and Wound Levels

Once the player or gamemaster has her character's damage resistance total (see the next section), compare the damage total to the damage resistance total on the "Wound Level" table to determine how much injury the defender sustained and what its effects on the character are.

If the damage resistance total is greater than or equal to the damage total, the defender incurs no injuries (beyond an annoying bruise, a shallow scrape, a light burn, or dinged protective gear).

Damage Resistance Total

The resistance total equals the target character's Physique plus any bonuses from armor or Special Abilities (such as Increased Attribute: Physique) minus any modifiers from disease, ingested poisons, or other debilitating circumstances (such as Reduced Attribute: Physique or an appropriate Hindrance). Do not include any Wound level modifier when attempting to resist damage. A character also may improve her resistance by spending Character Points or a Fate Point on this roll.

Killing Blow

A killing blow by massive damage entails a Mortally Wounded result with one blow or gaining the Dead level in a single round. Use the damage total after subtracting the damage resistance total to determine whether the attack delivered a killing blow.

Stun Damage

For weapons that do stun damage, after the number of Wounds have been determined but before applying the level modifiers, reduce the weapon's damage by two Wound levels, with a minimum level of Stunned. The character also goes unconscious for a number of minutes equal to the difference between the resistance total and the damage total.

Equipment that does stun damage only has no effect on inanimate, nonelectrical objects, though it does tend to disrupt electrical components.

Unconsciousness and Death

If the character's Body Points reach a few points or he has attained the Mortally Wounded level but the character wasn't struck with a killing blow, he is still gravely injured and falls unconscious. For every minute he is at this level, his player makes a Physique roll against a difficulty equal to the number of minutes the character has been Mortally Wounded.

Sufficient medical aid to bring the character to at least 10% of his maximum Body Points can possibly rescue the imperiled character. If suitable medical aid is administered within four minutes, the character recovers without undue harm. If the medical aid is given within four to 10 minutes, the player rolls his character's Physique or stamina against a difficulty equal to the number of minutes he was Mortally Wounded. If the roll succeeds, the character revives but he loses 1D from all of his skills, though the skill cannot go below the attribute's die code. If the medical aid is given within 10 to 15 minutes, the player rolls his character's Physique or stamina against a difficulty equal to the number of minutes he was Mortally Wounded. If the roll succeeds, the character revives but he loses 2D from all of his skills, though no skill can be reduced below the attribute's die code. In any case, should the roll fail, the character dies.

Characters who receive their total Body Points in additional damage after reaching zero Body Points cannot be revived (by normal means, anyway).

Gamemasters who prefer a more rapid exit out of the mortal coil may ignore these rules, instead declaring that once the character reaches the Dead level or zero Body Points, the character is history.

Negative Damage Resistance Total

It is possible for the damage resistance total to be a negative number. Spell feedback, poisons, and sickness can all contribute negative modifiers that might take the damage resistance total below zero. In this case, the character's body is working against him, compounding the additional damage done. Gamemasters have three options for handling this: (1) They may use the negative damage resistance total as a positive bonus to all difficulties until the character is healed. (2) They may have the negative damage resistance total add positively to the amount of injury caused. This is a good method for simulating gritty adventures, as well as a way of getting low-level gamemaster's characters out of the way. (3) Have the damage resistance total equal zero. This last way works best for adventures of the comic book or action flick types.

Massive Damage Option

If a character incurs two Wound levels or the Body Points equivalent within a single round, not only do the normal modifiers for the greatest level apply, the character also can do nothing but defend or run away on the next two rounds. In either of these rounds, the character may make an Easy stamina or willpower attempt, as an action, to try to recover from the blow and shake off the penalty. If this is declared as a multi-action for the round, then the character takes the multi-action penalty. If not, and the stamina or willpower roll is successful, the character may act as normal in the next round.

Descriptive Damage

So a character is down by a few Body Points or has a couple of Wound levels — so what? What does that mean in descriptive terms? It depends on what caused the harm. The following list supplies some general guidelines for describing what might have happened to the character's body when he was hurt. Use the "Wound Levels" chart to decide on the character's current Wound level.

Stunned: Moderate bruise or minor sprain; laceration; muscle tear; minor dislocation of joint.

Wounded: Severe abrasion or sprain; deep laceration; torn ligaments; major dislocation or minor break.

Severely Wounded: Broken bone; gaping wound; ripped cartilage and muscle; concussion.

Incapacitated: Multiple fracture; laceration in vital area; heavy concussion.

Mortally Wounded: Above options combined with multiple internal injuries.

Dead: Broken neck; punctured lung; eviscerated.

These are just a few examples. Really interested gamemasters can come up with charts, tables, or detailed descriptions of damage for those players who

absolutely must know. The gamemaster may also assign different modifiers than the general ones listed in the "Wound Levels" sidebar that more appropriately indicate the type of injury that was suffered.

Damage and NPCs

To reflect the average nonplayer character's relative unimportance to the universe, gamemasters may wish to lower the NPC's Body Points or Wounds. For pure cannon fodder any damage over a roll of their Physique might cause them to keel over, while the main villain and her most important henchwomen should get the full complement.

Miscellaneous Damage

Here is a small selection of various other harmful things that players may encounter during their adventures. Generally, no attack roll is necessary for any of these to affect a character, though a such roll would be required if a person could somehow attack with it. The gamemaster determines what, if any, benefit armor and similar protection provides. Some equipment may even increase the damage! Damage is otherwise determined as per the combat rules.

Except falling, all damage is done per round of close contact. The gamemaster may decide that certain types in certain situations also affect characters at a distance.

Type	Damage
Botulism (severe case)	4D
Cold (extreme)	1D
Cyanide (fatal dose)	8D+2
Electricity (standard wall outlet)	1D
Electricity (major power line)	9D
Falling(for fall of 3 meters or more)	1D per 1.5 meters
Fire (torch-size)	1D
Hydrochloric acid (undiluted, any amount)	2D+1
Radiation (intense)	3D

Wound Levels

Wounds* Damage Total ≥ Effect	Resistance Total By:	Body Points† Body Points Left
Stunned	1–3	80% – 60%
Wounded	4–8	59% – 40%
Severely Wounded	4–8**	39% – 20%
Incapacitated	9–12	19% – 10%
Mortally Wounded	13–15	1% – 9%
Dead	16 or more	0

*Note: Any additional damage less than the character's current level moves the character up by one level.

**A character moves to the Severely Wounded level if the difference is between 4 and 8 and she already has the Wounded level.

†Note: This is an optional chart for use with Body Points. The "Body Points Left" column is based on the character's maximum Body Points. Round so no overlap exists between levels.

Penalties imposed by each level are not cumulative; do not include them when determining the stun or damage resistance total or any total not involving a skill or attribute.

Stunned: -1D for all remaining actions this round and next round or may only defend or retreat in the next round.

Wounded: -1D to all actions until healed.

Severely Wounded: -2D on all actions until healed.

Incapacitated: The character is severely injured. As a free action before losing consciousness, he may try to stay up with a **Moderate** (15) stamina or willpower roll. If the character succeeds, he may continue to act, but all actions have a -3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's Physique each round, the character finally dying if the roll is less than the number of minutes a character's been Mortally Wounded.

Dead: The character is toast. Sorry.

Fast Combat Option: Gamemasters who wish to give the players' characters and their major opponents an edge in battles, make the game more realistic, or simply save themselves trouble should apply the modifiers in the first round of combat and then reassess the levels after combat is complete.

Adjusting the Deadliness

Changing the Body Points system is fairly obvious: More Body Points lead to longer character life spans, while fewer points bring about the end quicker. Altering the Wound level system is a little more involved and can be handled in a few different ways.

Gamemasters who want to add Wound levels may include additional versions of the same level, similar to the way Wounded and Severely Wounded are handled currently. Alternatively, they may add additional levels between each one by spreading out the points currently needed to reach each level, or even add further point levels between Mortally Wounded and Dead.

Gamemasters who wish to remove Wound levels may include the lower limit of a deleted level in the next level up or the upper limit in the next level down. Or they may simply take levels out of the bottom or middle and shift all remaining levels down.

HEALING

What's in this Section?

There are many different ways that characters can regain their health. Characters may never get back more than their maximum number of Body Points or Wounds.

Body Points: Natural Healing

The body heals naturally during the course of the day. The more rest characters get, the faster their wounds heal. Using the "Body Points Healing" chart, the character rolls her Physique plus a modifier based on how much rest she's had that day. A character gets a modifier of +1D on each full day of rest (sleeping, reading, or other sedentary activities). If she is involved in light activity, such as walking or singing, the modifier is zero. However, if most of the day is spent fighting and running, the modifier is -1D. The character receives the Body Points back at the beginning of the next day.

Optionally, the gamemaster may require an injured character to complete a period of rest before making the natural healing roll. Use the "Rest Period" chart and the character's Wound level to determine how long the character needs to wait before attempting the natural healing roll. The gamemaster then multiplies the result by 3 to figure out how many Body Points were healed.

Skill

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a medical kit. Simply roll medicine to help an injured comrade, and find the results on the "Body Points Healing" chart. A successful roll heals the character the listed amount. A character using a medical kit may add its bonus to the roll.

A character may only attempt to heal a patient once per day. Other characters may also try to help the patient, adding their expertise to the first healer's.

Wounds: Natural Healing

A character can heal naturally, but this process is slow. The character must rest a specified amount of time and then can make a natural healing roll: roll the character's full Physique and find the result on the chart related to the character's current Wound level to see if the character heals.

Healing characters can do virtually nothing but rest. Characters who try to work, exercise, or adventure must subtract 1D from their Physique when they makes their natural healing roll. Any character who opts to take it easy and do virtually nothing for twice the necessary time may add 1D to the Physique roll to heal.

Skill

Characters can heal others or themselves with some basic field procedures for treating wounds. Such attempts don't require a medical kit. Simply roll medicine to treat wounds in the field, and find the results on the Assisted Healing chart.

A successful roll heals the character up one level: for instance, a successful medicine roll on someone who's Wounded would bring him back to Stunned. A character using a medical kit may add its bonus to the roll.

Medicine Modifier Option

Before the beginning of the technological and pharmaceutical boom, which started in the 1940s, medicine was handled in a crude fashion and ideas such as sterilizing were only beginning to catch on. To reflect this, gamemasters may wish to impose a -5 penalty to the total when attempting to use the medicine skill before the 1940s or in primitive conditions.

Body Points Healing

Medicine or Physique Total	Body Points Recovered
0	0
1–5	2
6–10	1D
11–15	2D
16–20	3D
21–25	4D
26–30	5D
30+	6D

Rest Period

Level of Wound	Rest Period
Stunned*	1 minute
Wounded	3 days
Severely Wounded	3 days
Incapacitated	2 weeks
Mortally Wounded	5 weeks

*Those using Body Points should use this level for characters who have no Wound level.

Wounds Healing

Natural

Stunned

A stunned wound is automatically recovered after one minute (12 rounds) of complete rest.

Wounded

Physique Roll	Result
Critical Failure	Character worsens to Severely Wounded.
2–5	Character remains Wounded.
6+	Character is fully healed.

Severely Wounded

Physique Roll	Result
Critical Failure	Character worsens to Incapacitated.
2–5	Character remains Severely Wounded.
6+	Character improves to Wounded.

Incapacitated

Physique Roll	Result
Critical Failure	Character worsens to Mortally Wounded.
2–7	Character remains Incapacitated.
8+	Character improves to Severely Wounded.

Mortally Wounded

Physique Roll	Result
Critical Failure	Character dies.
2–7	Character remains Mortally Wounded.
8+	Character improves to Incapacitated.

Assisted

Injury Level	Difficulty
Stunned, unconscious	Easy (10)
Wounded, Severely Wounded	Moderate (15)
Incapacitated	Difficult (20)
Mortally Wounded	Very Difficult (30)

COMBAT OPTIONS

Using the Modifiers

All modifiers listed in this chapter and in the "Combat" chapter are cumulative, though the gamemaster doesn't need to include all of them. Modifiers may never adjust the total combat difficulty below 3.

The gamemaster rolls the indicated modifier and adds it to the combat situation. A standard modifier is included in parentheses after the die modifier, should the gamemaster prefer not to roll.

Marksmanship Options

Burst Fire as Single: A character may perform this attack only with a weapon capable of burst fire (like an assault rifle) and switching to single fire. The firer fires only one shot instead of a burst; it is primarily used to conserve ammunition.

Full Auto: This attack is only possible with weapons that can fire at fully automatic settings (such as assault rifles, submachine guns, and machine guns). Since the character is taking quite a bit of time to "hold down the trigger" and pump ammo into the air, the extra "to hit" and "damage" bonuses are somewhat compensated for by the modifier to the character's defensive value during the round he is performing a full auto attack.

Single Fire as Multi: The character fires a weapon (such as a pistol) several times in a round at the same target. Characters may use this option only when a weapon automatically reloads itself after firing a single shot or when it is fairly easy to ready it for firing again (such as a .45 automatic, which puts a new cartridge in the slide as soon as the first one clears the barrel). It increases the character's chance to hit a target, as well as the damage. It does not count as a multi-action as long as the shot is taken at the same target. One target, one die roll, one damage total.

Sweep (Ranged): The character wants to "spray an area" with ammo. Only characters with weapons that go full auto, burst, or single fire as multi (in general, just about any automatic weapon) can perform this maneuver. The gun uses the amount of ammunition needed by whichever setting is used. They gain a positive modifier to hit (because of the sheer volume of shots), but this "non-targeted" attack results in a lower damage total.

Brawling and Melee Combat Options

Acrobatic Tricks: Acrobatics can also enhance brawling and melee combat attacks. The character must perform the acrobatics trick and the attack on the same turn. The gamemaster determines the exact difficulty of the acrobatics attempt. The player may add one-half of the difference (rounded up) between the difficulty and the successful acrobatics roll to the amount of damage done (not to the combat skill roll). One acrobatics trick roll can affect one attack only.

All-out Attack: The character attacks with no thought to the consequences. This maneuver increases the chance of the character striking the target, but, in that round, the attacker cannot perform any other action at all — not even to actively defend.

Lunge: The character takes a step forward to jab at an opponent, usually with an edged weapon. This adds about a half-meter (more or less depending on the stride) to the range of the attack, but it lowers the effectiveness of the attack.

Knockdown/Push/Trip: Using brawling or a blunt melee weapon in the usual way, the attacker causes his target to stumble and, instead of taking damage, the opponent loses 2D from her next Reflexes or Reflexes-based skill roll. If this is a knockdown or trip attempt, she must also spend one action to stand up again. Generally, unless the character has special training, he may only knockdown or push a character whose Physique (including Special Abilities or Disadvantage modifiers) is equal to or less than his own.

Sweep (Close Combat): These attacks, usually foot sweeps or roundhouses, are used when the character wants to make certain she hits the target, regardless of how much injury is caused.

Tackle: Tackling is much like grabbing, except that the attacker seeks to overcome the target entirely. Characters may perform this with brawling only. If successful or the target chooses not to struggle, the character captures the target and may, if desired, do normal damage. The target, meanwhile, may make no other actions than attempt to escape (see the escape rules herein). On subsequent rounds, the attacker may choose to do her Strength Damage only (no modifiers).

Grab: The attacker physically grasps a target. Few melee weapons allow this option, so it is used generally only in brawling attacks. What effect this has on the target depends on the type of grab. (The ones listed here are choke, flip, hold, slam/throw, and arm pin.) See the escape rules in this chapter for details on getting out of grabs. On subsequent rounds of a grab, attackers who defeat an escape attempt or against a defender who chooses not to resist may do their Strength Damage only (no modifiers except those from Special Abilities or equipment). Some grab variations may offer other options.

Choke: Ropes and hands can cut off the target's source of air. Damage on the first round equals the character's Strength Damage plus any modifiers. See the general grab rules for damage on subsequent rounds.

Flip: The character reaches out, grabs his opponent's wrist, arm, leg, or similar body part, and jerks violently, causing the opponent to fall to the ground. The opponent takes 3D in damage from slamming into the ground and must spend the next round getting to her feet (if she can).

Hold: The character does less damage (-3D or more, at the player's option, to the damage total), but she has hold of the target with a successful attack.

Slam/Throw: The character grabs or picks up his opponent and hurls him into the ground, a wall, a bus, or another obstacle. Lifting the opponent counts as an action (using the lifting skill), as does slamming or throwing the target (which uses the throwing skill). The character must be strong enough to pick his opponent up to use this maneuver.

Once slammed into an object, the target takes the damage score of the object (usually determined by its Toughness, but the gamemaster may adjust this) plus the attacker's Strength Damage. The object being slammed into takes the Strength Damage of the opponent.

Arm Pin: The hero grabs his target's arm and forces it around behind her, pinning it there. After the first round, the player has three choices as to what his character can do. Each option counts as a separate action.

Option 1. The character does his Strength Damage only for each round he has the arm pinned.

Option 2. The character tries to break the opponent's arm. The attacker must make a successful Physique or lifting roll versus a breaking difficulty.

If the opponent does not resist, the difficulty equals two times the target's Physique or lifting die code plus the pips plus any relevant protection. Failing to beat the breaking difficulty in this case means the target takes damage as in option 1.

If the target chooses to resist, she may make no other action in the round, but she may move her turn up. Instead, the player rolls her character's Physique or lifting and adds 5 and any relevant protection to the total to generate the breaking difficulty. Failure by the attacker to beat the breaking difficulty in this case means that the target wrenches free and may freely take action on the next round.

Option 3. The character may attempt to force the target to the ground while maintaining his hold on the arm. The attacker rolls his brawling against a submission difficulty.

If the opponent does not resist, the submission difficulty equals two times her Reflexes die code plus the pips. Failing to beat the breaking difficulty in this case means the target takes damage as in option 1.

If the target chooses to resist, the opponent may make no other action in the round, though she may move her turn up. Instead, the player rolls her

character's Reflexes and adds 5 and any relevant modifiers to the total to generate the submission difficulty. Failure by the attacker to beat the difficulty in this case means that the target wrenches free and may freely take action on the next round.

Options for Various Combat Skills

Breaking Things

Use the demolitions skill guidelines in the "Example Skill Difficulties" chapter for determining the effect of damage on items.

Called Shot

The character chooses a specific target, like a gun in a thug's hand, and aims for that. This is represented by a called-shot modifier, which is added to the combat difficulty. On a successful attack, he knocks the item out of the target's hand, grabs the limb, pins the target to a wall, or does +1D (or more, at the gamemaster's discretion) to the damage. The exact result depends on the situation and the player's intent.

Disarm

If the disarm attempt is successful and the target character has not made an action yet, she may move up her action to try and keep a grip on the item she's holding. The defending character makes a Physique or lifting roll against the amount of damage done. If the defender's roll is greater than the damage, the target character retains the item. If it is less than or equal to the damage, she drops it.

Entangle

A hero throws an entangling weapon at her opponent. On a successful marksmanship, missile weapons, or throwing roll (as appropriate), the end of the weapon wraps itself around the target. Unless the weapon is spiked, electrified, or enhanced in some other way, it does no damage, but it prevents the target from doing any action except for trying to break free. The target may escape by snapping the bonds or slipping free, each of which counts as an action. To break the weapon, he must make a Physique or lifting roll that meets or beats the damage total of the weapon. To slip free, he needs to roll a Reflexes total equal to or higher than the weapon's damage total.

Escape

To break free from any hold, the character must make a successful opposed Physique or lifting roll versus the holder's Physique or lifting. This counts as an action.

Group Attack

This is a coordinated action. See the description of the command skill in the next chapter for details.

Hit Locations

Hit locations are a special kind of called shot that allows a character to shoot or strike a specific point on his target's body. The table is used to determine the modifiers for hitting a target of Human proportions in different areas of his body. Note that aiming at an arm or leg actually causes less damage — this is because the character took extra care to shoot an area that is "less vital."

Knockout

This option does only half of the normal damage, but it can render the target immediately unconscious with a successful attack. It requires a successful called shot to the head. If, after the resistance total has been subtracted, the target sustains at least two Wound levels or 50% of his maximum Body Points in damage, then he falls unconscious for a number of hours equal to difference between the combat skill total and the combat difficulty or until he's awoken by some external force, whichever comes first. The target receives only half the Wound levels or Body Point damage inflicted (round down).

Knock Back

Whenever a character rolls a critical success (rolling a 6 on his wild die) during combat, Knock Back occurs. The character knocks his opponent back 5 foot for every Die of damage he has, plus one foot for every point over the difficulty roll. If the victim hits something solid before finishing his knock back movement, both he and the object he strikes take damage (use the falling rules to determine damage).

If the character is smaller or larger than his opponent, the amount of knock back varies slightly. If the opponent is taller, reduce or increase the amount of knock back by 2 feet per size level of difference.

Planned Knock Back

Characters can do a Planned Knock Back attack. The difficulty of this attack is 15, and does only half the normal damage, but if the character succeeds with the attack she does Knock Back equal to twice as much as she would normally do, plus twice the result of her wild die in feet.

Multiple Weapons

Weapons that characters can use with one hand and in either hand, such as knives or most guns, may be employed at the same time in the same round. The character incurs a multi-action penalty.

Prone and Crouching

Attacking a target that is crouched on the ground adds 1D (3) to the combat difficulty. If the target is moving while crouching, then the combat difficulty increases by 2D (6), but the defending character's normal Move, free Move, or running result is halved.

For prone targets, subtract 2D (6) from the combat difficulty when attacking at Point Blank or Short range, but add 2D (6) to combat difficulty when attacking at Medium or Long range.

Characters who willingly get low to the ground or make themselves small may get into and out of the position as a free action. However, character forced into that position, such as a result of being thrown, need to make an effort to stand, which counts as an action.

Quick Draw

This option allows the character to act rapidly or draw and fire a weapon in the same round as one action. The character may use any combat skill or appropriate specialization. If she is also using a weapon, it must be suitable for quick drawing (a bow and arrow, a loaded pistol, a dagger, a shuriken).

Before initiative is rolled, the player must announce that she intends for her character to draw her weapon quickly. The player may then take some of the skill dice and add them to the Perception die code for purposes of increasing initiative for that round only. The player must leave at least 1D in her skill. If the character wants to make multiple attacks, she subtracts 1D for each attack beyond the first from the number of dice in the skill she's using before the player moves dice around. She does not take a penalty for the draw.

All attacks by the hero in the same round must be made with the same skill, though the results are determined differently and they all occur at the same die code because the multi-action penalty was already figured in.

Example: A crime fighter wants to smack her arch-nemesis with her shuriken before the villain can draw his weapon. The crime fighter has 4D in Perception and 8D in throwing. She may take up to 7D and add it to her Perception die code to determine initiative. The crime fighter, however, wants to throw two shuriken. After subtracting 1D for the extra attack, she now has 7D in the skill, which allows her to add up to 6D to the initiative roll. She decides to move only 3D. This gives her 7D in Perception to determine initiative and 4D in throwing.

Combat Difficulty Modifiers —

Option Modifier	Difficulty	Damage Modifier
Marksmanship		
Burst fire as single	0	-2D
Full auto	-2D (-6)	+2D
Single fire as multi	-1D (-3)*	+1D*
Sweep	-2D (-6)	-3D

*Modifiers are per additional round of ammunition, up to maximum that the weapon holds.

Brawling, Melee Combat		
All-out	-2D (-6)	+1D
Grab	+2D (+6)	*
Lunge	+1D (+3)	-1D
Knockdown, trip	+2D (+6)	*
Push	+1D (+3)	*
Sweep	-2D (-6)	-3D
Tackle	+1D (+3)	*
All Attacks		
Low gravity	-1D (-3)	0
No gravity	-2D (-6)	0
Heavy gravity	+3D (+10)	0
Called Shot		
Target is...		
10 to 50 centimeters long	+1D (+3)	*
1 to 10 centimeters long	+4D (+12)	*
Less than a centimeter long	+8D (+24)	*

*See text for options.

Other Modifiers

• The attacker is blind or blinded: +4D (+12) to the combat difficulty.

• The target is blind or blinded: -4D (-12) to the combat difficulty.

Now both the hero and the villain make their initiative rolls.

Once initiative is determined, at the character's turn in the round, she uses the remaining dice in the skill to determine her accuracy.

Ready a Weapon

It takes one action per item to draw a gun, unsheathe a knife, reload a rifle, or something similar. Although this generally does not require a skill roll, the gamemaster may require one related to the weapon in question for particularly stressful situations. Additionally, drawing and using the weapon in the same round incurs a multi-action penalty. The gamemaster may add further modifiers for attempting to get out an item from a restrictive location or ready an unwieldy weapon.

Scale

Example Participant Size	Value
Aircraft carrier	50
Jumbo jet	46
Eight-story building	24
Four-story building	20
Two-story house	14
City bus, tank	10
Elephant	8
Average car	6
Motorcycle, horse	3
Average Human	0
Human child, guard dog	3
Bread box, house cat	6
Fashion doll, rat	9
Action figure, mouse	12
Plastic army figure, coin	15
Ant	21

Hit Locations Modifiers

Option	Difficulty Modifier	Damage Modifier
Head	+1D (+3)	+12
Heart	+4D (+12)	+12
Chest, abdomen	0	0
Left or right arm	+1D (+3)	-2
Left or right leg	+1D (+3)	-1
Left or right hand	+4D (+12)	-2

Effects

At the gamemaster's discretion, sufficient damage to a particular hit location can affect the target's ability to use that part. Except for blows to the chest, the modifier lasts until the character heals that portion (which typically takes a few days, as Body Points or Wounds are recovered for the body as a whole, not just a specific part). When the medicine skill or a healing spell is applied, it can be specified to repair one particular location.

Hit location modifiers are in addition to Wound level modifiers. If you are using them instead of the Wound level modifiers, then all -1 modifiers increase to -1D modifiers.

Chest: The character can do no more than passively defend in the next round.

Foot or leg: -1 to all acrobatics, sneak, movement, and initiative totals.

Hand or arm: -1 to all acrobatics, brawling, climbing, melee combat, missile weapons, sleight of hand, throwing, lifting, and any other rolls involving the hand or arm.

Head: -1 to all Knowledge, Perception, and initiative totals.

Scale

Occasionally, objects of vastly different sizes get involved in fights. The scale modifier accounts for the fact that bigger items are easier to hit, and usually can take more damage, than smaller ones. Use the accompanying chart as a guide for determining the appropriate value for the two combat participants. Gamemasters may further subdivide between levels.

If both opponents are either larger than or equal to a Human or smaller than or equal to a Human, subtract the larger number from the smaller one to calculate the scale modifier. If one opponent is smaller than a Human while the other is larger, then add together the two values.

For most cases, use these rules: If the attacker is larger than the defender, then the scale modifier is added to the combat difficulty and the damage total. If the attacker is smaller than the defender, then the scale modifier is added to the attacker's combat skill total and the defender's damage resistance total.

> *Example: A thief has snuck into a laboratory defended by toy tanks with working weapons. The tanks have a scale value of 6. With the thief's scale value of the zero, the scale modifier is 6 (6 - 0). Because the tank is smaller than the thief, the tank gets a +6 to its marksmanship roll, while the thief gets a +6 to his damage resistance total. When the thief attacks the tank, the scale modifier is added to the thief's combat difficulty and to his damage total, if he manages to step on it.*

In some cases, the object may be large but lightly constructed (such as a parade balloon). At these times, the gamemaster should not add the scale modifier to the damage resistance total.

Typically, a weapon's scale when determining how much damage it does is the same as the person holding it or the thing it's mounted on. So, a rifle has a scale value of 0, while a full-size tank's gun has a scale of 10. These would differ if someone targeted just the weapon.

Surprise

A hero who surprises her opponent may either act first in the round (if initiative hasn't already been determined) or gain a +1D or more to her action. Attacks from behind, an ambush, or unexpected sources (such as a companion) make up the most common sources of surprise.

Unwieldy Weapon

Melee weapons longer than 60 centimeters, objects that are hard to throw or grasp, ones relying on technology with which the user is unfamiliar, or any weapons otherwise difficult to wield may incur a +5 or more modifier to the combat difficulty. The gamemaster may decide that such factors as experience, strength, and features of the weapon (such as a well-balanced sword) lower this modifier.

Difficulty Modifiers

What's in this Section

The "Character Basics" chapter provided brief descriptions of each skill (and you will need to return to that chapter for a refresher). When the generic difficulties aren't enough, look up various skills in this section to get even more ideas on the challenge level for using those skills in common situations. Of course, not every possibility has been covered, but this provides a terrific foundation.

Using the Example Difficulties and Modifiers

Unless otherwise stated, all listed modifiers are to the difficulty. Modifiers may be cumulative, depending on the situation — the tenser they are, the more important the minutia become. The associated attributed is listed after the skill name.

Knowledge-Based Skills

Skills covered: business, scholar, tech

The Knowledge attribute assists characters in finding out how much they know about a certain field, modified depending on the situation. For this reason, one chart of general difficulties can serve most uses of Knowledge, business, and scholar, some uses of tech, and investigation attempts involving researching a topic.

Gamemasters can employ the "Information Difficulties" chart in one of two ways: by picking a difficulty based on what the character seeks or wants to recall, or by comparing the skill total rolled to the difficulties (whichever level the character meets or beats is the amount and type of information collected or recollected). Realize that the less well-defined the skill is, the less information the character knows or finds.

One high roll in any of these skills does not necessarily make the character an expert in that field. The roll represents only what the character recalls at the time. A high roll could reveal a specific detail of the information sought, as well as some hints for discovering more of what the character seeks.

Characters may be assumed to have a general knowledge of their home country, culture, and era, including basic geography, famous people, and common etiquette.

Information Difficulties —

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	5
Theories; generalities Complex concepts;	10
moderately detailed information	15
Professional level; extensive (though not complete) information	20
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30

Condition	Modifier
Age of information (per century in the past)	+5
Closely guarded secret	+15

Perception-Based Skills

Skills covered: search, tracking

Gamemasters can rely on the "Observation Difficulties" chart on the next page for situations involving the gathering of information. They can be used as difficulties to beat or as a means of reading the results of a dice toss.

To see if a character notices details of a scene or situation, the gamemaster may have the player make a Perception roll. Unless the characters are actively eavesdropping, searching, tracking, or performing a similar activity (and thus using the search or tracking skills), this passive observance of a scene does not count as an action. Use this chart as a guideline for how much the character notices. If the skill total meets or beats the difficulty, the character gains that much information.

Observation Difficulties	
Situation	**Difficulty**
Noticing obvious, generic facts; casual glance	5
Noticing obvious details (ex. number of people)	10
Noticing a few less obvious details (ex. gist of conversation)	15
Spotting a few specific details (ex. identities of individuals)	20
Spotting a few obscure details (ex. specifics of conversation)	25
Noticing many obscure details	30 or more

Presence-Based Skills

Skills covered: charm, con, intimidation, persuasion

Characters use one of several Presence-based skills to influence other people that they meet. The typical difficulty is 10, modified based on the dispositions of the characters involved, but a gamemaster may base it on a skill roll. See the "Mental Defenses" sidebar for more information on this; suggested difficulty modifiers are listed below.

Die rolls alone should not determine interactions between players' and gamemaster's characters. Gamemasters should have their players detail what their characters say and do to before rolling the dice. The better the player acts the role of his character, the greater his chance of success should be, which gamemasters can reflect by allowing up to a +1D modifier to the skill roll.

See also the individual entries in this chapter for charm, con (listed with charm), intimidation (also listed with charm), and persuasion.

Interaction Modifiers	
Situation	**Modifier**
Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

*Do not include this modifier if you are using the active mental defense described in the "Mental Defenses" sidebar

Interrogation Modifiers

Target...	Modifier
Feels information is unimportant	-10
Feels information is of minor importance	0
Feels information is important	+5
Feels information is very important	+10
Would rather die than reveal information	+10 or more

Interrogation Attempts

Characters may use intimidation or persuasion to get information out of someone. Use the rules for mental defenses to determine the difficulty and base interaction modifiers. Further modify the number by how important the information is to the target. (See the accompanying chart for suggestions.) A separate intimidation roll to scare the target can complement an interrogation session.

Combat Skills

Skills covered: brawling, dodge, marksmanship, melee combat, missile weapons, throwing

Difficulties for these skills are included in the "Combat" chapter. For throwing, see also that skill's entry in this chapter.

Business, Scholar (Knowledge)

See the "Knowledge-Based Skills" for difficulties and modifiers related to using this skill.

Charm, Con, Intimidation (Presence)

Charm, con, and intimidation can enhance a character's attacks and defenses. The player adds one-half of the difference (positive or negative) between the difficulty and the charm, con, or intimidation roll to any one attack or defense attempt (not both) made at Point Blank or Short range. The character must use the benefit from scaring (intimidation), tricking (con), or seducing (charm) the target on the same turn as or on the round after the interaction endeavor.

The user's appearance and demeanor can also affect charm, con, or intimidation attempts. The more threatening the character looks or seems, the less effective charm and con actions are, while intimidation attempts are more effective. Use the "Generic Modifiers" table in the "Game Basics" chapter to decide how much the appearance and demeanor affect the target, if a Disadvantage or Super Power doesn't already provide one.

See also "Presence-Based Skills" for other difficulties and modifiers for these skills.

Flying (Reflexes), Running, Swimming (Physique)

Difficulties for these skills are included in the "Movement" chapter.

Hide (Perception), Sneak (Reflexes)

The difficulty for a hide or sneak attempt is usually the opponent's Perception, search (for hide), or tracking (for sneak), either as a die roll (if the opponent is actively trying to find the object or person) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

Condition	Modifier
Heavy rain or snow	-3
Dawn, dusk, fog, many trees, large crowd, etc	-2
Night	-5
Inattentive observer	-5
Dense concealment (thick jungle, crowd of people in costume)	-5
Many distractions (party, parade, combat)	-5
Attentive observer	+6
Open terrain	+6
Good lighting	+6
Several observers	+9

Acrobatics (Reflexes)

Using acrobatics can also improve many of a character's climbing, jumping, and running attempts. The gamemaster determines the difficulty of the acrobatics stunt. One-half of the difference (rounded up) between the difficulty and the acrobatics roll is added to the complementary skill. The acrobatics attempt and the climbing, jumping, or running try must be done on the same turn.

Instead of adding a modifier to the running or swimming difficulty for particularly challenging obstacle courses, the gamemaster may have the hero make an acrobatics roll in addition to a running or swimming roll.

Acrobatics can make a character appear more intimidating. The player may add one-half of the difference (rounded up) between the difficulty and the successful acrobatics roll to her intimidation attempt. The intimidating attempt may be made on the same turn as the acrobatics roll or on the next round.

During a fall, acrobatics may be used to reduce bodily harm. If the character has not already used his turn for the round, he may rely on acrobatics in an attempt to land properly. The character generates an acrobatics total. For every five points over the base difficulty number of 10, the hero reduces the damage total by one point, in addition to a base reduction of one point. The damage total, however, cannot be lower than zero.

Maneuver	Difficulty
Somersault; pirouette	5
Handspring; cartwheel; handstand	10
Swing over a obstacle	10
Round-off; backflip	15
Vaulting over an obstacle	15
Bouncing off a surface to reach a specific destination	20
Walking up a wall*	30

*The character may "walk" a maximum of her Move in one round; she must have a flat surface to stop on at the end of her turn or she falls and takes damage from the fall.

Condition	Modifier
Flat surface to flat surface	0
Unlimited landing area	-3
Limited landing area	+3
Almost no landing area	+6
Rough or unsteady landing area	+3 or more
High surface to low surface	+3
Low surface to high surface	+6
Slippery surface	+3
Strong wind	+3
Add a twist of the body (per twist)	+3
Performing the maneuver underwater or backwards	+3
Performing the maneuver in the air (such as on a trapeze or bars)	+9
Performing the maneuver on a narrow surface	+6

Note: Characters may combine one or more maneuvers in the same action. In this case, use the difficulty of the most challenging maneuver, add 3 for each additional maneuver (up to five additional maneuvers), and include modifiers as if the complex stunt was one maneuver.

Animal Handling (Presence)

When attempting to get an animal to do a trick, the character must also roll against its willpower roll (the gamemaster generates this). Examples of tricks include rolling over, getting into a cage, jumping up, and obeying commands. The character's animal handling total may be modified by the attitude of the animal toward the character. The success of tricks are determined by a roll of the animal's attributes or skills.

Animal's Attitude toward Character	Skill Modifier
Friendly or trusting	+5
Neutral	0
Hostile	-5

Willpower > Animal Handling	Result
1–2	Animal looks at the handler in a confused way.
3–6	Animal lies down for one round.
7–11	Animal lies down for two rounds.
12+	Animal snaps at the handler; if hit, the beast will attack the handler until subdued.

Artist (Perception)

Quality of Piece	Difficulty
Amateur	9
Time required: A few minutes to half hour	
Professional	15
Time required: Minimum one day	
Emotionally moving	18
Time required: Minimum one day	
Prize-winning	24
Time required: Minimum one week	

Complexity of Piece	Modifier
Simple; has one or two parts	-5
Moderate; has a few parts	0
Complex; has many parts	+10

Climbing (Reflexes)

Difficulties for this skill are included in the "Movement" chapter. Note that taking care in climbing and carrying 50% or more of the character's body weight slows the character down by two meters or more per round.

Condition	Modifier
Taking care in climbing	-5
Less than a 90-degree angle	-3
Less than a 60-degree angle	-6
Less than a 45-degree angle	-9
Prepared for climbing	-6
Carrying 25% of body weight	+3
Carrying 50% of body weight	+6
Carrying 100% of body weight	+15
Many handholds	-10

Command (Presence)

The command skill governs the act of convincing individuals to comply with specific directions, as well as maintaining morale during group undertakings (such as combat or building large pieces of equipment). This skill is typically used only with the gamemaster's characters, though it can be sometimes attempted with the players' characters (such situations should be roleplayed first, with a bonus or penalty to the command roll based on how well the group participated in the activity together). A high command roll can complement individual participants' rolls in a group activity, while a low command roll can impose negative modifiers. It generally requires at least one round of planning to perform effectively.

Characters can use this skill to combine their attacks. One person is designated the leader and makes the command roll. If successful, everyone goes on the leader's initiative. Participants make their attacks with the hit location modifier (to reflect that they're aiming at a designated location), but the target resists the combined total of all damage done it. If the command roll fails, determine initiative and actions individually.

Complexity	Difficulty
Uncomplicated; imprecise	3
Easy; minimal precision required	7
Requires effort or precision	12
Difficult; requires high degree of precision	17
Requires much effort or extreme precision	22
Requires care and thoughtfulness, or exacting precision	28

Team	Modifier
All members willing to follow leader's orders no matter what	-20
All members willing to sacrifice life for others	-15
Trained together frequently to work as unit	-10
Trained together briefly to work as unit	-5
Work together regularly, or willing to work together	0
Worked together on a few occasions	+5
Seldom work together	+10
Never worked together before, or more than half of the members hate each other	+15
No interest in working together; all members despise each other; or members can't communicate with each other	+20

Contortion (Reflexes)

The chart below contains sample difficulty numbers for escaping from various kinds of restraints. Modify the difficulty based on the circumstances of the escape, such as the conditions the character works under or specially designed restraints. The character may not use this skill if completely immobilized. If in multiple restraints, the character must make a separate roll for each one. A Critical Failure indicates that the character has pulled a muscle (and he does his Strength Damage to himself). The gamemaster decides whether he may try again.

Note that this skill does not substitute for the lockpicking skill. The character may be able to pull his arms over his head to use his hands, but he may not be able to slip out of the handcuffs unless they are improperly secured.

Sample Restraints	Difficulty
Ropes	13
Wires, chain	15
Handcuffs	16
Straitjacket	18

Demolitions (Knowledge)

The base difficulty is 5. For extra damage and special effects, the character must spend one round per difficulty number setting up the explosives. The character also needs to indicate how much explosive she's using. If the attempt is successful, compare the skill total with the object's damage resistance total (its Toughness modified by size, thickness, flaws, supports, etc.). Items that take at least 13 points above their damage resistance total are severely damaged, if not destroyed. Items taking less than that are weakened, and another attempt may be made (with the object having a reduced damage resistance total and possibly other problems).

Remember that, while a character may think an object is constructed of one type of material, it may not be. Though this does not alter the difficulty of setting the explosive, it may change the results of special effects. For instance, an explosive set for thin wood won't do much good if that's only veneer for reinforced steel.

Example Result	Modifier
Rigging a bomb so a car explodes the next time it starts	0
Blowing something open without leaving permanent marks or burns	+5
Rigging an explosion so its force goes in a specific direction	+10
Rigging an explosion so that only a certain, small piece of a much larger object is damaged	+15
Extra damage	+5 per +1D
Familiarity with Target	**Modifier**
Very familiar or common (tree, wall)	0
Familiar (bulkhead, bridge support)	+5
Unfamiliar (building of unknown construction)	+10
Completely unknown item or construction	+20 or more
Object Construction	**Toughness**
Flimsy (plywood door)	1D
Tough (hard wooden door, most guns)	2D
Sturdy (bolted steel door, personal safe)	3D
Very sturdy (a few layers of steel)	4D
Reinforced (numerous layers of steel)	6D

Disguise (Presence)

A character's skill total in creating the disguise serves two related purposes. First, the higher the roll, the less likely an observer will be to question the disguise. Second, the total becomes the difficulty number for Perception or investigation efforts to see through it. If the investigation check is higher than the disguise total, the disguise has been penetrated.

If at any time while the character is disguised she performs an action inconsistent with the disguise, any observer has a chance to see through it.

Although one character may use disguise on another character, the disguised character must actively work at keeping up the disguise using her own disguise skill or Presence.

Condition	Modifier
Specific person	+15
Other sex	+6
Different race or species	+3
Great age difference	+3
Much larger build	+5
Much smaller build	+10
Resembles the disguise already	-5
Using skill on another character	+6
Using skill unaided	+3

Forgery (Knowledge)

The artist skill may complement this skill, or the gamemaster may require it to be used instead, with the forgery modifiers applied as appropriated. Reduce the amount of time spent on creating a forgery if the character has repeatedly succeeded at creating similar items in the past.

Forger

Item Forged	Difficulty
Unofficial note or correspondence	6
Time required: 10 minutes or more	
Signature	12
Time required: 5 minutes	
Official document (driver's license, legal tender)	18
Time required: 20 minutes or more	
Familiarity with Item	**Modifier**
Intimately familiar or has sample	-10
Somewhat familiar; has seen it quite often	-5
Slightly familiar	0
Has only had it described	+5
Guessing blindly	+15
Tools	**Modifier**
Have necessary tools and some special ones	-5
Have necessary tools	0
Have some tools	+5
Missing important tools	+10 or more

Forgery Inspector

Familiarity with Item Forged	Difficulty
Intimately familiar	6
Moderately familiar	12
Unfamiliar	18
Completely unfamiliar	24
Situation	**Modifier**
Have sample	-5
Have special tools for detecting forgeries	-5
Item poorly forged*	0
Item well forged*	+5
Item superiorly forged*	+10

The gamemaster may add one-half (round up) of the number of points above the forging difficulty to the inspector's difficulty instead of using one of these modifiers.

Gambling (Perception)

Gambling doesn't affect games that are purely random, but does influence games with an element of strategy, like poker. All characters make opposed gambling rolls, without spending Character or Fate Points, and the highest roll wins. A character may cheat by using Character or Fate Points on the roll, and the gamemaster may give bonuses to rolls for people looking for a cheater or helping the cheater. The gamemaster should consider as many "angles" as possible when using the gambling skill, and add these as modifiers to one or more participants' rolls.

Investigation (Perception)

When used to research a topic, a separate roll must be made for each source checked.

Research

Situation	Difficulty
Common knowledge	7
Requires searching through several sources; introductory theories	12
Sources are of varying reliability; cutting-edge information; specific information about harmless individual or event	18
Esoteric information; specific information about dangerous individual or event	24
Condition	**Modifier**
Information closely guarded	+5

Character unsure of information sought	+5
Character knows exactly what information is sought	-5

When used to figure out clues from a scene, the base difficulty is 10. The character must use search first to find the clues or evidence (or have them pointed out); investigation helps the character figure out what they mean.

Situation	Modifier
Information about subject/event is sketchy	+15
Information about subject/event is extensive	-15
Evidence is fairly clear; many clues; familiar objects with expected use	-6 or more
Evidence is only partly clear; several clues; familiar objects with uncommon use, or unfamiliar objects with common use	0
Evidence is obscure; few clues	+3
Evidence is unusual or with no apparent significance; uncommon objects with uncommon use	+6
Repeatedly commits similar crimes (per crime)	-3
Distance between crimes (per 50 miles)	+3
Time between crimes (per 6 months*)	+3

While the crimes may have been committed over a greater time interval, the maximum value for this modifier is +30.

Roll >Difficulty	Result
0–2	Basic information about the situation (a rope was used, type of gun).
3–6	Precise information about situation (probable manufacturing origin of evidence, small details about items in room).
7–11	Previous results plus how all items in an area were put to use.
12+	Reconstruction of events from the evidence.

Jumping (Reflexes)

Difficulties for this skill are included in the "Movement" chapter (page 69).

Condition	Modifier
Flat surface to flat surface	0
Unlimited landing area	-5
Limited landing area	+5
Almost no landing area	+10
Rough, slick, or unsteady landing area	+3 or more
Uphill (more than 30 degrees)	+6
Carrying 50% of own weight	+6
Carrying 75% of own weight	+9
Carrying 100% of own weight	+12

Know-how (Perception)

To use this skill to help with an activity covered by another skill (which the character does not have), the character spends the round before examining the situation, performing no other actions, and making a roll of this skill versus the difficulty set for the action. The character gets neither the unskilled modifier nor the preparing modifier. Within the next 30 seconds (six rounds), the character may add the difference between the difficulty and the know-how skill roll to total roll for the attribute dictated by the actual skill required. The character may not use this skill in place of a skill she already has. The gamemaster may limit the number of times per hour this skill may be used on the same action.

Languages (Knowledge)

Characters with a specialization in the language they are using who succeed at the skill roll receive a +3 bonus to determining the comprehension level.

Situation	Difficulty
Idea is very simple, consisting of a short phrase	3
Idea is simple; no slang; children's book	7
Idea is of average complexity; most adult nonfiction	12
Idea is complex; slang involved; most adult fiction	18
Idea is very complex; technical jargon involved; academic writing	24

Situation	Modifier
One or two common, basic words	-5
Has a translating aid (book, computer program, electronic pocket device, hand signals)*	-5
Different dialect of own language	0
Language is derived from common root language (ex., understanding Spanish if you understand French)	+5
Completely foreign language (ex., Chinese has nothing in common with English)	+10
Obscure language; reading lips	+15
Language is unique to an uncontacted culture, from a dead culture, or unpronounceable by the character trying to understand	+20
Language includes many concepts nearly beyond the character's understanding or experience	+25

*Translation aids might provide their own bonuses, which are used instead of this.

Roll >Difficulty	Comprehension Level
0–2	Gist of idea; most words understood or conveyed properly; word usage seems stilted
3–6	Literal translation; slang expressed/translated incorrectly
7+	Subtle connotations

Lifting (Physique)

At the gamemaster's discretion, a player may make a lifting check when his character first picks up an object. (Generally, if the object's weight would give it a difficulty equal to or greater than one-half of the character's lifting, rounded up, or the object is being lifted hastily or under stress, the gamemaster should require a lifting roll.)

For each round the object is carried, the character makes another check to see if he can continue to carry the object. If the player fails the roll, his character is too exhausted and must put the object down. If the character is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multiple action.

Difficulty			Weight
Physique is:			
Human (1D-5D)	**Metahuman (6D-10D)**	**Superhuman (11D-15D)**	
1-5	-	-	100 pounds
6-10	-	-	200 pounds
11-15	-	-	400 pounds
16-20	-	-	1,000 pounds
21-26	-	-	1,500 pounds
26-30	-	-	1 Ton
31-36	-	-	2 Ton
36-40	-	-	3 Ton
41-46	1-5	-	4 Ton
46-50	6-10	-	5 Ton
51-56	11-15	-	6 Ton
56-60	16-20	-	7 Ton
61-66	21-26	-	8 Ton
66-70	26-30	-	9 Ton
71-76	31-36	-	10 Ton
76-80	36-40	-	20 Ton
81-86	41-46	-	30 Ton
86-90	46-50	1-5	40 Ton
91-96	51-56	6-10	50 Ton
96-100	56-60	11-15	100 Ton
	61-66	16-20	150 Ton
	66-70	21-26	20 Ton
	71-76	26-30	25 Ton
	76-80	31-36	30 Ton
	81-86	36-40	400 Ton
	86-90	41-46	500 Tons
	91-96	46-50	600 tons
	96-100	51-56	700 tons

Note: the chart on which a player rolls depends on the value of the hero's Physique attribute (not the lifting skill). If the hero has 4d in Physique, she rolls on the "Human" column. If she has 6D, she rolls on the "Metahuman" column, while a hero with 12D in Physique rolls on the superhuman column.

Additionally, heroes must roll regardless of the difficulty, because a critical failure on a wild die means that the hero failed to get a good grip on the object or that he dropped it.

These adjusted columns reflect how someone with a higher Physique can more easily lift heavy objects.

Lifting Fatigue Modifier

Time	Skill Modifier
1–6 rounds	0
7 rounds to 3 minutes	-5
3–10 minutes	-10
10–30 minutes	-15
30–60 minutes	-20

Note: After the first hour, the character must make a check once per hour at the same difficulty as one hour. If the character fails the roll, then he must rest for twice as long as he was lifting the weight.

Lockpicking (Coordination)

Characters may not attempt to pick locks without some kind of tools (hairpins, wire coat hanger, telekinesis, etc.). Improvised tools do not add to character's skill roll, but specialized tools will.

Type of Lock	Difficulty
Simple key lock	6
Complex key lock	12
Combination lock	18

Lock Condition	**Modifier**
Poorly constructed	-6
Well constructed	+2
Military or security style	+6
High security style	+9
Lock blueprints and diagrams	-4

Medicine (Knowledge)

For game mechanics on using medicine to heal damage, see the end of the "Healing" chapter (page 80).

Medicine Diagnosing

Action	Difficulty
Determine existence of disease or injury	7
Time required: 1 round	
Determine toxicity of substance	7
Time required: 1 minute	
Determine type of disease, toxin, or injury	12
Time required: 1 minute	
Determine medicine, procedure, or antidote required	18
Time required: 1 round to 1 hour	
Determine cause	24
Time required: 1 day to 1 week	

Navigation (Knowledge)

The base difficulty is 10.

Condition	Modifier
No idea which way is north	+10
General idea which way is north	0
Familiar with terrain	0
Terrain completely foreign	+5
Completely lost	+10
Have a compass or similar navigational tools	-5
Plotting a way through a simple course	0
Plotting a way through a complex course	+6
Plotting a way through a dangerous course	+9
Determine exact location	+15

Condition	Skill Modifier
Have a poorly drawn map	+1D
Have a sketchy but accurate map	+2D
Have a well-drawn map	+3D

Persuasion (Presence)

Characters can use persuasion to "pay" another person to behave dishonorably, such as through ignoring duty, looking the other way, or divulging secret information. Success depends greatly on the target. A target who is loyal or wealthy or fears being caught is less likely to accept bribes. Use the difficulties listed under "Presence-Based Skills" and further modified by such factors as the value of the money, goods, or information offered, the extent of favors given and received, and the target's attitude toward the bribe.

See also "Presence-Based Skills" for other difficulties and modifiers for this skill.

Value of Bribe	Modifier
Less than 50% of what is reasonable	+10
50% to 90% of what is reasonable	+5
Larger than expected -5	
Significantly larger than expected	-10

Piloting (Coordination)

See the "Movement" chapter for details on using this skill.

Repair (Perception)

The base difficulty to fix or modify any piece of equipment or vehicle is 10. The amount of damage sustained, the character's familiarity with the item, availability of parts, and complexity of the task can modify the difficulty. The gamemaster may require a separate tech roll to determine whether the character can figure out how to repair an unknown item. Destroyed parts must be replaced, which raises the difficulty. Additionally, if the character rushes the job, not only is there an increased chance of failure, but the item could also break again soon after its next use.

Situation	Modifier
Light repairs/modifications	0
Heavy repairs/modifications	+5
Extensive repairs/modifications	+10 or more
Built or modified item	-10
Has item's designs	-5
Common item	0
Has seen but not used item	+5
Has never seen item	+10
All parts available	0
Some parts available	+10
No parts available	+20
Correct tools*	0
Makeshift tools	+15

*Tool kits might provide their own bonuses, which are used instead of this.

Riding (Reflexes)

When a character first mounts a ridable animal, she must make a riding roll against the creature's willpower roll (the gamemaster generates this). The character's animal handling total may be modified by the attitude of the animal toward the character. The character stays in control if she ties or beats the beast's roll. If she fails, consult the table below for what occurs.

When attempting to get the beast to perform a special maneuver or during events that might frighten it, the character must also roll against the animal's Presence or willpower. Examples of special maneuvers include jumping a fence, crossing a raging river, moving faster, or slowing down quickly. (The success of special maneuvers are determined with the animal's attributes or skills.)

Characters attacking from the back of a beast take a multi-action penalty for having to both control the mount and use their weapon.

Animal's Attitude toward Character	Skill Modifier
Neutral	0
Friendly or trusting	+5
Hostile or wounded	-5

Roll >Riding	Result
0–2	Beast stops and refuses to move for 5 seconds.
3–6	Beast stops and refuses to move for 10 seconds.
7+11	Beast bolts in a random direction for 1D rounds.
12+	Beast bucks rider; rider must make a Moderate riding roll to avoid being thrown off.

Search (Perception)

When used to eavesdrop on or secretly watch an event or another character, the skill total indicates the amount of information gained from the surveillance. Use the "Observation Difficulties" table. A Critical Failure could mean anything from no information obtained to being immediately spotted by the character being observed, depending on the situation.

When searching for a hidden object or person, the difficulty is generally the hide roll used to conceal the target. Otherwise, the base difficulty is 5, modified by the table below.

See also "Perception-Based Skills" for more difficulties and modifiers for this skill.

Situation	Modifier
Character knows target's exact location	0
Character knows target's approximate location	+5
Character has vague information about the target or its location	+15
Character has only general idea of what she's looking for; searching for small objects	+20
Character has no idea what she's looking for; searching for obscure or tiny objects	+25
Searching for microscopic objects*	+30

*Might not be possible without special equipment or abilities.

Security (Knowledge)

To install a security system, use the chart select an appropriate difficulty number. The gamemaster may award one-half of the points above the difficulty as a modifier to future disarm rolls. This represents the character adding a few extra improvements to the base system.

To disarm or circumvent a system, the character first needs to find an access to it, which requires applying the search skill. Once found, the character rolls her security against this chart, modified by how well it was original installed.

Type of System	Difficulty
No special protection	4
Regular security system	8
High-quality system	14
Bank	20
High-security complex	25
Cutting-edge security measures	30

Disarm Situation	Modifier
No special system set-up*	0
Good system set-up*	+5
Superior system set-up*	+10

*The gamemaster may add one-half (round up) of the number of points above the security setting difficulty to the disarmer's difficulty instead of using one of these modifiers.

Sleight of Hand (Coordination)

The difficulty for a sleight of hand attempt is usually the opponent's Perception or search, either as a die roll (if the opponent is actively watching for tricks) or as a derived value equal to the number in front of the "D" in the opponent's attribute or skill times 2 and add the pips.

Situation	Modifier
Watchful target; few distractions	+9
Observant target; light crowd	+6
Suspicious target	+3
Challenging act (such as palming a baseball)	+6 or more
Unobservant target; target constantly jostled; major distractions	-9
Confused or distracted target; crowded conditions; minor distractions	-6
Simple act (such as palming a tiny object or sliding a hand into one's own pocket unnoticed)	-6 or more

Stamina (Physique)

Gamemasters may allow a character to make a multi-action stamina roll to complement a strenuous activity, such as lifting or running. The difficulty equals 5 times the current fatigue modifier. The character may add one-half (rounded up) of the difference between the successful stamina roll and the difficulty. The strenuous activity still receives the fatigue modifier.

Whenever a character fails a stamina roll, she is fatigued; all actions are at -1D for every stamina check failed until the character rests for as long as she

exerted herself.

Characters can still continue if they are fatigued, until they fail a third stamina check. At this point, the character is completely exhausted and must rest for twice the amount of time that she exerted herself to remove the penalty.

To avoid the effects of a toxin (inhaled, ingested, or absorbed) or disease (encountered in any manner), a character makes a stamina roll. (The first attempt after initial exposure does not count as an action; subsequent attempts to resist the toxin do.) Several factors figure into the difficulty of the attempt, including the deadliness and dosage of the poison in question. For example, a fatal bout of botulism has a difficulty of 9, while a killing dose of cyanide has a difficulty of 42.

Gamemasters might call for stamina rolls against falling asleep or unconscious. (This counts as an action.) Resisting sleep is a difficulty of 5 per hour beyond the normal awake time, modified by environmental factor (too warm or too cold, noise level, etc.). For unconsciousness caused by wounds, see the "Wound Levels" table in the "Damage" chapter.

Streetwise (Perception)

Streetwise helps characters get around urban environments. Some situations call for seeking out those living outside the local law, while others can be handled through upstanding citizens. Generally, the modifiers are the same for each situation, but the gamemaster should adjust them depending on the circumstances. It is possible, though generally unlikely, that a character would be well-liked by both upstanding residents and local criminals.

Example: In a village, a character would find it easier to gather information about a particular person (and thus the city-size modifier would be -15 instead of +15), but he might have a harder time getting someone to trust him enough to tell him about it (making the tolerance modifier +15).

Seeking...	Difficulty
Things that are usually easy to find(ex., directions to the nearest police station)	4
Things that require discretion or careful investigation(ex., asking if the local law is straight or crooked)	7
Risky services; finding illegal and well-regulated items(ex., finding out an appropriate bribe for the local law)	14
Services of unusual skills; finding dangerous or carefully controlled items(ex., seeking a fence or a safecracker)	18
A specific criminal in hiding; finding items whose possession means immediate imprisonment	28

Size of City	Modifier
Large city (one million or more citizens)	0
Small city (several hundred thousand citizens)	+5
Town (several thousand citizens)	+10
Village (several hundred citizens)	+15

Amount of Law Enforcement or Tolerance of Residents	Modifier
Martial law or no tolerance for criminals or outsiders	+15
Criminal activity overlooked as long as it's discreet; slight tolerance of outsiders	+10
Criminal activity overlooked as long as it's not dangerous to the general public; tolerance of outsiders	+5
Criminal activity overlooked as long as it's not dangerous to the local government; outsiders welcome	0
Anarchy; outsiders given same respect as residents	-10

Reputation of Seeker	Modifier	
Never been to the location; no contacts; not trusted by local underworld or residents	+10 or more	
Rarely visited; only passing knowledge of how the local underworld operates	+1-9	
Minor contacts; knows what to avoid; criminals or residents have no reason not to trust character	0	
Somewhat favorably known by local underworld or residents; several contacts	-1-9	
Well-known and liked by underworld or residents	+10 or more	-10 or more

Survival (Perception)

Character can rely on survival to figure what to eat, where to sleep, how best to deal with native dangers, and other information needed to get out of wilderness situation alive. (Use streetwise for help in urban situations.)

Situation	Difficulty
Woods	4
High mountains, ocean (near floor)	12
Desert, ocean (above)	15
Polar region	18
Different, non-Earth-like dimension or planet	25
Space	35

Situation	Skill Modifier
Has been to this location frequently	+1D
Has been to this location within the past 10 years	0
Has never been to this location	-1D

Tech (Knowledge)

The base difficulty is 10. The difficulty charts for computer and programming can give gamemasters an idea of how to make tables for other complex pieces of technology. If using this skill to operate communication or sensor equipment, refer to the "Observation Difficulties" or "Information Difficulties" charts to determine how much information the character has learned.

Complexity of Device	Modifier
Simple	0
Average	+4
Complex	+7
Prototype	+10
From a culture with a lower technological level	-5
From a culture with a much higher technological level	+10
Consists of many integrated systems	+5
Consists of hundreds of integrated systems	+10
Has a manual for the device in a language the character can understand	-3

Roll >Difficulty	Result
0–2	Basic idea of what the device can do, but not how to operate it.
3–6	Basic idea of what the device can do and how to operate it; may add the result point bonus to using the device on the next round if the character does not have an appropriate skill to use the device.
7+11	Previous result and may add the result point bonus to a repair attempt on the device, if proper tools and materials are available.
12+	Previous two results and can design a similar device, if proper resources are available

Computer Use Situation	Modifier
Open-access personal computer or mainframe	0
Networked computer	0
Isolated computer	+3
Accessible by a few people	+3
Accessible by owner only	+6
Password protected	+3
Firewall protection	+6
Files encrypted	+3 or more

Programming Situation	Modifier
Simple programming language	0
Complex programming language	+3
Encrypting program	+6
Number of tasks program designed to accomplish (per task)	+3
Designed to work on multiple operating systems (per additional system)	+6

Condition	Modifier
Character unfamiliar with the program's language	+3
Character experienced with the program's language	-3

Throwing (Coordination)

In addition to being useful for tossing items, the throwing skill enhances a character's ability to grab projectiles out of the air. The difficulty of catching an object is typically the thrower's throwing or missile weapons roll. If the thrower wants the catcher to get the object, and thus takes care to throw well, reduce the thrower's skill total by 9.

Combat difficulties for this skill are included in the "Combat" chapter.

Tracking (Perception)

The base difficulty is 10 or the target's sneak roll, if the target is actively trying to hide her trail. Characters can also use tracking to shadow a target. A shadowed character can attempt to spot the shadow with a search roll versus the shadowing character's tracking roll. Gamemasters may opt to include relevant hide modifiers to the tracking roll, if the shadow is being cautious.

Condition	Modifier
Trail is a day old	+3
Trail is a few days old	+6
Trail is a week old	+9
Tracking during inclement weather	+6
Soft dirt, mud, snow	-3
Grassland	0
Forest, thin crowd	+3
Rain forest, dense crowd	+6
Desert, arctic wasteland, hard surface	+9
Number of people being tracked (for every 2 people)	-3
Tracking a wheeled vehicle	-6
Per additional vehicle	-3

Willpower (Presence)

Willpower is generally used to resist interaction attempts and mentally damaging attacks. See the "Mental Defense" sidebar earlier in this chapter for details. Characters with this skill may generally use it instead of stamina to resist fatigue, sleep, and unconsciousness, though there may be some situations the gamemaster restricts its substitution. See the stamina entry in this chapter for information on difficulties.

Gamemaster can also use willpower (or Presence) to determine the reactions of players' and gamemaster's characters to each other and to their surroundings. The more the gamemaster believes that the character should be at ease or frightened, the greater the difficulty. Use the descriptions of standard difficulties to determine the level. This passive application of willpower is not an action.

CHAPTER 6

Equipment

What's in this Chapter

This chapter gives game mechanics for popular equipment, including gear, armor, and weapons, plus how to purchase them. Game effects for various weapon types are also included. Gamemasters need to decide what's suitable for their particular settings. All equipment described herein is of the basic, non high-tech variety.

Purchasing Equipment

Each piece of equipment has a price difficulty associated with it that expresses how challenging it is for a character to obtain that item. If using Funds as an attribute, to purchase an item, the player rolls the attribute against the listed purchase difficulty, adjusted by the gamemaster for the circumstances around obtaining the item (such as seller's stock, item quality, general item availability, and so on). If the Funds total equals or exceeds the price difficulty, the character gets the item. Business, con, charm, and persuasion could all serve as complementary actions to the Funds roll, depending on the factors the gamemaster chooses to include (such as local law, relationship of buyer and seller, and so on).

Any item with a price difficulty equal to or less than the number in front of the "D" in the character's Funds attribute is an automatic purchase. A character may make several automatic purchases per day.

Any item with a price difficulty greater than the number in front of the "D" in the character's Funds attribute but less than or equal to 3 times that number is an average purchase. A character may make one average purchase per day.

Any item with a price difficulty greater than 3 times the number in front of the "D" in the character's Funds attribute is a luxury purchase. A character may make one luxury purchase every seven days.

When deciding on the type of purchase, include in the difficulty breakdowns any modifiers due to an Advantage or Disadvantage.

Example: A character has 3D+2 in her Funds attribute. Her automatic purchases have a difficulty of 3 or less. Her average purchases have a difficulty of 4 to 9. Her luxury purchases have a difficulty of 10 or more. If the character also had Wealth (R1), she would add her bonus of +10 to each of these levels, giving her automatic purchases at 13 or less, average purchases between 14 and 19, and luxury purchases at 20 or more.

Failure on a Funds roll means that the character didn't have the money for some reason (maxing out a credit card, forgetting to transfer money to the correct account, leaving the wallet at home, etc.). Except when the total is abysmal, the character may roll again after a short period of time and attempting to fix the problem (switching credit cards, moving money, getting money from the safe, etc.).

Unless the gamemaster decides otherwise, players may not spend Character and Fate Points on Funds rolls.

The price difficulties given in the equipment descriptions in this chapter are suitable for most post-1940s U.S. settings. Those not available in pulp fiction settings are marked; modern setting prices are given for them. Nonetheless, players may use these as inspiration for weird science projects of that era. Prices do not reflect any modifiers the gamemaster may wish to include.

Gamemasters preferring to use cash over dice can generate prices by selecting reasonable monetary values based on the difficulty level given, or by rolling 3D and multiplying the total by an appropriate amount for each level. For example, to convert to U.S. dollars, use: $1 for Very Easy, $10 for Easy, $100 for Moderate, $500 for Difficult, $1,000 for Very Difficult, $10,000 for Heroic, and $100,000 for Legendary.

Breaking Things

Use the demolitions skill guidelines in the "Example Skill Difficulties" section for determining the effect of damage on items (page 88).

Price Difficulties

Cost of Item or Service	Difficulty Level
Cheap (less than $20)	Very Easy (VE)
Inexpensive (less than $200)	Easy (E)
Nominally expensive (hundreds of dollars)	Moderate (M)
Somewhat expensive (a few thousand dollars)	Difficult (D)
Expensive (several thousand dollars	Very Difficult(VD)
Very Expensive (tens of thousands of dollars)	Heroic (H)
Costly* (hundreds of thousands of dollars)	Legendary (L)

*"Costly" is hardly the top end, and gamemasters should continue adding to the difficulty for higher prices.

Minimum Item or Service Is...	Modifier
Common; average quality	0
Very common; local market is flooded; of slightly lower technological complexity than commonly available	-5
In high demand; limited availability; of slightly higher technological complexity than commonly available	+5
Not generally available to the public; of significantly higher technological complexity than commonly available	+15
Unusually high quality	+5
Damaged or low quality	-5

Relationship with Seller	Modifier
Has dealt with rarely or never	0
Pays on time; frequent customer; no complaints by seller	-1 or more
Rarely pays on time; problem buyer	+1 or more

Gear

Binoculars: +1D bonus to sight-based rolls for viewing objects beyond two meters in the daylight only.

Crowbar: +1D bonus to prying attempts, or does Strength Damage +2 in damage with bashing attacks.

Duct Tape: In the 1940s, duct tape (then called "duck tape," because it was made from cotton duck cloth) only came in military green, in modern times, duct tape comes in a variety of colors, strengths, widths, and reflectivity. It can hold about 90 kilograms (depending on how well it's secured to something else) and has a damage resistance total of 10.

Flashlight: A large flashlights reduces darkness modifiers by 2D in a cone-shaped area up to five meters from the user. Batteries have a price difficulty of Very Easy for two batteries.

Gas Mask: When worn, the gas mask provides a +2D to stamina rolls against gas attacks or negates up to 1D in relevant modifiers. (Use the game mechanic appropriate for the situation.)

Handcuffs: Requires the key or a Moderate lockpicking roll to remove; damage resistance total 15. Key comes with purchase of handcuffs.

Jungle Adventurer's Pack: Includes a pith helmet, insect repellent, and mosquito netting in a small knapsack. Provides a +2 to survival checks in the

jungle or heavy forest.

Iron Spikes And Piton: +1D bonus to climbing attempts; must be used with a rope. Each spike can inflict Strength Damage +1.

Lockpicking Tools: +1D bonus to lockpicking attempts only if the user has the lockpicking skill.

Marbles: When stepped on, the victim makes Moderate Reflexes or acrobatics roll per step (each step counting as an action) until he moves out of the area of marbles.

First-aid Kit: A small kit adds a +1 bonus to five to 10 medicine attempts, depending on how much material is used. A larger one costs a few difficulty points more and adds 1D to two to five medicine attempts, again, depending on the contents used.

Quick-draw Holster: A favorite among gunslingers, the spring-loaded quick-draw holster is only available for nonbulky handguns or melee weapons. With this holster, drawing the weapon does not count as an action, so characters may perform it in the same turn as using the weapon without penalty. In addition, when the character engages in a "quick-draw" contest, she can add 1D to her initiative. It does not provide any special initiative bonus during normal combat.

Rifle Scope: Attaches to a rifle and allows the user to magnify the target, thus increasing the accuracy at greater ranges. Adds 2 to marksmanship rolls for attempts at Medium or Long range. Must spend one round aiming in order to gain benefit.

Rope, Heavy (Hemp): Inflicts Strength Damage +2 when used in choking attacks; damage resistance total 5.

Rope, Light (Cotton): Inflicts Strength Damage +1 when used in choking attacks; damage resistance total 3.

Shovel: +1D bonus to digging attempts, or does Strength Damage +2 in damage with bashing attacks.

Signal Locator: This device, which has a restricted distribution, monitors the signals of tracking devices. It includes a small display to show direction of movement. Pricier ones can pinpoint the location on a map.

Telescope: Adds 2D to vision-based search rolls, though the user must take one round (and getting no preparation bonus) to focus the telescope.

Tool Kits: Contains tool (and possibly parts or storage containers) necessary for accomplishing basic related tasks. Adds 1D to relevant skill attempts only if the user has the appropriate skill (usually repair or tech, but investigation in the case of an evidence or archaeologist's kit, disguise in the case of a disguise kit, or certain applications of artist or forgery with the artist supplies).

Torch: A small, lit fire-torch has damage of 3D per round after the first when held in contact with a flammable surface for more than one round. A lit torch negates up to 4D (12) in darkness modifiers within several meters of the user.

Tracking Device: Used with a signal locator, this miniature transmitter electronically signals the location of whatever it's attached to over a distance. Active devices emit a signal, while passive ones wait for a signal to come to it before sending out a response.

Gear

Item (Availability*)	Price
Alarm clock (A)	VE
Archaeologist's tool kit (U)	E
Art supplies (C)	E
Backpack (A)	VE
Basic clothing (A)	E
Basic field rations, few days' worth (A)	VE
Binoculars (C)	E
Blanket (A)	VE
Camera, basic point and shoot (C)	E
Film, basic color or B&W (C)	VE
Carpenter's/construction tool kit (A)	E
Compass (C)	VE
Crowbar (A)	VE
Daily newspaper, weekly magazine (A)	VE
Disguise kit (C)	E
Duct tape, 10 meters (C)	VE
Duffel bag (A)	VE
Eating utensils (A)	VE

Item (Availability*)	Price
Electrician's tool kit (C)	E
Evidence kit (U)	M
Field radio (U)	E
First-aid kit (C)	VE
Fishing gear (A)	VE
Flashlight, large (C)	VE
Gas mask (U)	E
Gas stove (C)	E
Geiger counter (U)	E
Handcuffs (U)	E
Holster (C)	VE
Jungle adventurer's pack (U)	E
Iron spikes (8) and piton (A)	VE
Kerosene heater (C)	VE
Lantern (A)	VE
Lighter (A)	VE
Lockpicking tools (U)	VE
Marbles (A)	VE
Mechanic's tool kit (C)	E
Movie camera, small (U)	M
Movie camera film or tape (U)	VE
Parachute (U)	E
Personal hygiene kit (A)	E
Radio, portable (A)	VE
Rifle scope (C)	E
Rope, hemp, 50 meters (A)	VE
Rope, cotton, 50 meters (A)	VE
Sewing machine, small (A)	VE
Shovel (A)	VE
Signal locator (U/N)	D
Sleeping bag or bedroll (A)	E
Steamer trunk (A)	VE
Tape recorder (A)	E
Tapes for recorder (A)	VE
Telescope (C)	E
Tent, 1-person (A)	VE
Tent, 3-person (A)	E
Tracking device (C/N)	M
Typewriter (C)	E
Torch (A)	VE
Watch (A)	VE–E
Wood stove (A)	E

*Availability Key: A = almost anywhere / C = cities or mail order only / U = unusual or rare / N = not available prior to the 1990s

Protective Gear

Combining Protective Gear

A character cannot wear two suits of the same type, though he could combine some types. The listing below tells what armor may be worn with what other armor and the kind of bonus it can provide. Of course, layering armor assumes that the two pieces fit together — a character couldn't wear two helmets, even if they were made of different materials. For protective gear not listed here, use the type in this chart that the armor in question most closely resembles to determine what it can be combined with.

Each additional layer of armor increases Reflexes-based difficulties by +4 or more, depending on the joint flexibility of the pieces.

Except armor providing less than a full die of protection, any allowed combination offers the character the complete armor bonus for both layers, up to any maximums dictated by the game.

Hides and Fur, Bone and Hide: May be worn over any other type of armor. May not be worn under anything. Adds a maximum of 1 to the Armor

Value of the total combination.

Soft Leather, Canvas, Heavy Khaki: May be worn over or under any other type of armor. Adds a maximum of 1 to the Armor Value of the total combination.

Padded, Woven Metal Fabric: May be worn under any type of armor or over soft leather, canvas, heavy khaki, chain mail, padded, or metal fabric (though two armors of the same type may not be combined).

Chain Mail: May be worn over or under any other type of armor.

Plate Mail, Bulletproof Vest, Flak Jacket, Light Kevlar, Heavy Kevlar, Ceramic Armor: May not be worn under anything. May be worn over soft leather, canvas, heavy khaki, metallic woven fabric, or chain mail.

Encumbrance Option

Wearing a lot of protective gear can make performing certain actions challenging. For every full die in the Armor Value, the character gets a +1 to all Reflexes-based difficulties.

Maximum Damage Resistance Total Option

Some characters carry around their own protection, so it doesn't make much sense to add more to it. The maximum damage resistance roll a character can have before adding any negative modifiers, Character Points, or Fate Points but including Physique, protective gear and abilities, and other modifiers is 6D. Ignore any Armor Value above this. Gamemasters may adjust this depending on how effective they want protective gear to be.

Protective Gear		
Type	**Armor Value**	**Price**
Woven metal fabric (light)*	+1	E
Hides and fur	+2	
Soft leather, canvas, heavy khaki	+2	VE–E
Bone and hide	+1D	
Padded leather, flying jacket	+1D	E
Woven metal fabric (heavy)*	+1D	M
Hard leather	+1D+1	E
Chain mail	+2D	E
Plate mail	+3D	M
Bulletproof vest*	+3D	M
Flak jacket	+3D+1	M
Light Kevlar*	+2D+1	D
Heavy Kevlar*	+3D	D
Ceramic armor*	+3D+1	H
*Not available in a pulp fiction setting		

Weapons

Terminology

Damage: Damage is the amount of harm a weapon does per single shot (other settings, such as burst, modify this). Melee, thrown, and those missile weapons relying a person's strength to determine their power are enhanced by the character's Strength Damage (see page 60 on determine the die code). Weapons affected by strength have a "+" in front of their damage die code. Note that the damage is based on the rate of fire; most weapons have a rate of fire of once per round. See the "Combat Options" chapter for guidelines on other rates of fire.

Range: This factor takes into account that the weapon is less effective the farther it is from the target. The values given are the maximums, in meters, for Short, Medium, and Long ranges.

For generated values, roll the character's Physique or lifting. The modifier after "PHYS" indicates the number to take from or add onto the total. These totals,

in meters, determines the ranges the character can throw the item. If the total becomes zero or less because of the modifier, then the character cannot throw the item to that range. (Gamemaster who prefer straight values should multiply the die code in Physique or lifting by 4, then add the pips to get the "PHYS" value.)

Ammunition: The number of bullets or projectiles that the weapon holds. This is only included in firearms entries.

Types of Firearms

There are a lot of weapons listed here. Why would you not simply select the weapon with the highest damage score? In addition to the social ramifications, a weapon's range, its ammo use and capacity, and its various "fire options" are all things an adventurer needs to consider. The following explanations should help.

Handguns

Handguns are small and comparatively light, and usually easily concealable. In most game settings, most handguns are readily available and not illegal. In fact, in most modern game settings, they are the weapon of choice for most adventurers — carrying a .45 automatic or a .38 Special is a lot less conspicuous than a submachine gun or an assault rifle.

These weapons are for close-up work. Even though most handgun rounds travel a good distance with a high- impact velocity, they generally have a fairly short effective range.

Most handguns are good for close-up work because they are easy to aim and quick to fire. A target at close range gets less time to react. Of course, there are a wide variety of handguns — from the tiny .22 one-shot Derringer to the large .357 Magnum.

Most handguns hold between six and 15 rounds. Handguns may always fire once per round, and twice if they are semi-automatic and the user shoots at the same target (with the single fire as multi combat option). Handguns cannot fire full auto — a handgun that can do that is classified as a submachine gun in these rules.

Rifles

Single-shot rifles, such as most hunting rifles or the lever action .30-30, are also very common, and not overly regulated in most game settings. True, they attract considerable attention in cities, but most small towns in modern game settings don't have a problem with them — and they are perfectly acceptable in the wilderness.

Rifles tend to have longer effective ranges than any other weapon (barring the machine gun), and they have slightly better damage die codes than handguns, mainly because (in general) they maintain better velocities over distance and are capable of firing larger rounds.

While some rifles only hold single bullets, typical rifles hold six, nine, or even 15 rounds. Usually, higher damage score rifles have fewer rounds, since the bullets are larger.

As with handguns, rifles may fire once per round or twice if they are semi-automatic (using the single fire as multi combat option). They cannot fire on full auto, since that is the province of assault rifles.

Shotguns

Like rifles, shotguns are considered "civilian" weapons and are not usually overly regulated. They attract a lot of attention in highly populated areas, but only if they are out in the open.

The range on a shotgun is less than that of a rifle, but shotguns are slightly better "up-close" weapons. They usually shoot a spray of pellets, rather than a single round. So, they are more accurate at shorter ranges and they do quite a bit of damage as well. However, because the spray of pellets scatters quickly, they do not have the range of regular rifles.

There are many single-shot and pump-action shotguns available. The "double-barrel" shotgun can gain the single fire as multi bonus by firing both barrels at once.

Submachine Guns

These firearms fall into the "military/criminal" area. Submachine guns are illegal in most populated areas, and they attract attention anywhere. They are very effective weapons for adventurers, but can often cause more trouble than they are worth.

While most submachine guns hold around 20 or 30 rounds, their rate of fire is so high that they unload themselves quickly. A burst fires about one-fifth of the weapon's magazine, while a full auto shot discharges the whole clip. Even so, a full auto shot usually settles most differences between parties quite quickly.

Submachine guns may fire at up to three targets per round.

Assault Rifles

Seldom available in many populated areas, they are heavily regulated and usually only brandished by military organizations. They are marginally more acceptable than submachine guns (since they are less concealable), but they cause the same types of problems. Their ammunition is usually expensive and harder to get than normal rifle ammo.

These weapons are like a mix between submachine guns and rifles. They are larger and heavier than either type of weapon, making them bulky to carry, but also more accurate than submachine guns over longer ranges. Characters may fire them in bursts of three to five rounds (burst fire as single), single-shot, full auto, or single fire as multi. They may fire at up to three targets per round.

Machine Guns

These are truly "military only" weapons. A character with a machine gun had better keep it under wraps everywhere except the wilderness. It causes trouble and attention. Machine guns are usually hard to get, expensive, and their ammunition is not readily available.

These are heavy weapons usually fired from a vehicle mount or a bi- or tripod. A single character seldom can fire the weapon while holding it. As a result, reverse the range difficulties when using a machine gun (so that Point Blank is +10, Short is +5, Medium is 0, and Long is -5), since they are hard to swing around in a tight arc to "bring to bear" on a close, dodging target. They may fire at up to three targets per round.

Machine guns are almost always belt or drum-fed, meaning they can hold hundreds of rounds. However, many machine guns have cyclic rates of over 500 rounds per minute. They seldom fire on anything but full auto, unless they are loaded with only one round (because of their long range and high damage die codes, they are often used by snipers).

Energy Weapons

Like machine guns, energy weapons and their power supplies are difficult to come by and quite expensive. Some settings may consider them experimental at best, while others reserve them for the military and secret government agency offshoots. Their ranges are comparable to their solid projectile counterparts, sometimes longer, sometimes shorter depending on the design. Those relying on integrated power packs offer three or more times as many shots than a similar nonenergy weapon. Handguns and rifles may fire single shot or single fire as multi.

Multiple Targets

Users of weapons that may fire at multiple targets in a round do not gain the damage bonus related to the weapon setting when firing at multiple targets

Explosives

Explosives, the most well known of which are grenades, are one-use weapons that bear the same stigma as the machine gun, but they are easier to conceal. However, using or brandishing a grenade or explosive always attracts unwanted attention.

Using an explosive can get tricky. Even though a thrown grenade uses the throwing skill to hit, the character using the grenade should not actually aim at a person but, rather, a place. Grenades do not, typically, explode on contact — they explode after their fuse (usually three seconds) burns up and they damage anything in a given area. When throwing at a specific area, refer to the "Grenade Targeting" chart. If the grenade misses, the gamemaster determines where it lands.

Ranges for explosives and grenades represent how far a character can throw them, which is based on the Physique or lifting of the character modified by an additional value. As with other weapons, accuracy decreases as the distance to the target location increases.

Explosives also have an additional game mechanic: the burst radius. Anyone caught within the burst radius must take damage; the farther a character is from the center of the blast, the less damage she takes.

Three values, in meters, are given for each burst radius. Compare the attack roll to target the explosive against the defense total of characters not at ground zero; those who have a defense total greater than the targeting roll managed to dive for cover or protect themselves from the burst. Characters between zero and the first value take full damage. Those between the first and second values take half damage. Anyone between the second and third values take quarter damage. (Round all fractions up.) Characters farther away than the third value are relatively safe.

Characters who haven't taken their turn yet have a chance of getting out of the way of the blast. (Here's another instance of being able to move up a turn.) Technically, normal movement might do it, but this is a combat situation — the grenade thrower is timing his throw to catch a target in the blast radius.

The target has to beat a difficulty to get out of the blast radius of an explosive. The character makes a dodge or Reflexes attempt, with the result determining how far from ground zero the character managed to get.

A character who meets the difficulty exactly moves one blast radius zone away from where the explosive landed or was set off. For every four points above the difficulty, the character moves one more blast radius zone away. So, a character at ground zero (and thus in zone 1) of a grenade explosion needs to beat a difficulty of 23 to get completely out of the range, while a character in zone 3 requires only a 15. Once the character's final zone is determine, figure out how much damage he gets.

Types of Explosives

Dynamite is commonly used in mining, road construction, and other places where relatively cheap, quick destruction is needed. A blasting cap, fuse, or timing device is needed to set off this nitroglycerin-based explosive. Dynamite comes in sticks.

When fragmentation grenades explode, they send shrapnel out in all directions.

Plastic explosives can be formed like putty. The explosive is inert until an electrical current runs through it (which means that an electrical blasting cap is needed to set it off). Plastic explosives are small (and easily transportable), and can be used to open an otherwise reluctant door (such as to a safe). About two ounces generates the damage for plastic explosives.

Firearms   **Range**

Handguns	Damage	Ammo	Short	Medium	Long	Price (Ammo Price)
.30 M1 Carbine†	5D+1	8	45	450	600	M (E)
Colt Snub .38 revolver	4D	6	5	10	15	E (VE)
Colt .45 Peacemaker	4D+1	6	15	30	45	E (VE)
Glock 17 9mm† pistol	3D+2	16	8	16	24	D (E)
Luger P08 9mm	3D+2	8	10	20	30	E (VE)
Derringer .45 pistol	4D*	2	10	20	30	E (VE)
Smith & Wesson .38 revolver	4D	6	15	30	45	E (VE)
Smith & Wesson .357 Magnum	5D	6	20	35	50	E (VE)
Walter PPK 9mm short	3D*	7	7	14	21	M (E)
Rifles						
Blunderbuss**	4D*	1	12	20	30	M (E)
Flintlock musket**	3D+2*	1	25	40	100	M (E)
Springfield M1903 Rifle (.30-06)	7D	5	40	80	160	E (VE)
Remington Mod 30	5D+1	6	20	75	200	E (VE)
Winchester 94 lever action (30-30)†	6D+1	6	30	60	120	M (E)
Shotguns						
Mossberg M500 (12-guage pump) †	6D	5	20	40	60	M (E)
Remington 30 (12-guage side by side)	6D	2	20	40	60	E (VE)
Sawed-off (12-guage)	6D	2	15	20	30	E (VE)

*May not fire single fire as multi. **Requires eight rounds to reload or a marksmanship roll of 8 to reload in one round.

Assault Rifle†	Damage	Ammo	Short	Medium	Long	Price (Ammo Price)
Kalashnikov AK-47 (7.62x39mm)	6D	30*	45	85	170	D (E)
Submachine Guns Bergmann MP18 (9mm)	3D+2	12	15	30	60	E (VE)
Schmeisser MP38/40 (9mm)	3D+2	32	30	60	90	E (VE)
TEC-9 machine pistol (9mm)†	3D+2	30	15	30	45	M (E)
Thompson M1928/M1 (.45ACP)	4D+2	30/100-drum	25	50	75	E (VE)
Israeli Uzi (9mm)†	3D+2	30	20	40	60	M (E)
Machine Guns						
MG42 "Spandau" (7.92x57mm)	8D+2	500	300	600	1.2K	M (VE)
Vickers MK.1 (.303)	7D+1	250	150	300	900	M (VE)

Notes: Range values given in meters. Ammo prices are for 50 rounds of ammunition or one energy cell. See firearm type description for details on firing settings. Add one price difficulty level to get modern-day prices for items listed as available in a pulp fiction setting; add no modifier to those marked as not available in a pulp fiction setting.

Explosives   Range

	Damage	Short	Medium	Long	Price
81mm mortar	5D	400	750	1k	M
Dynamite (per stick)	5D	PHYS-3	PHYS-2	PHYS+1†	VE
Fragmentation grenade	6D	PHYS-4	PHYS-3	PHYS+3†	E
Plastic explosive*	5D	1	—	—	E
Smoke grenade, tear gas	‡	PHYS-4	PHYS-3	PHYS+3†	E

*Not available in a pulp setting. Price difficulty is for a U.S. modern setting. †Range equals the total in meters. Modifier is added or subtracted from the total generated. ‡Smoke grenades and tear gas give all within burst area a -1D penalty to all Reflexes, Coordination, and sight-based Perception rolls.

Explosive Burst Radius
Distance from Explosive*

	Zone 1	Zone 2	Zone 3
81mm mortar, fragmentation grenade	0–3	3–8	8–16
Dynamite	0–2	2–5	5–10
Plastic explosive	0–3	-	-
Smoke grenade, tear gas	‡		

*All values given in meters. ‡Smoke grenades and tear gas have a burst radius of 9.5 square meters.

Tear gas and smoke grenades do not explode. Instead, they release their contents through holes in a canister. The cloud they create quickly fills an area of 9.5 square meters. Armor provides no protection against this kind of attack, though a gas mask does. Both tear gas and smoke grenades give all within the blast area a -1D penalty to all Reflexes, Coordination, and sight-based Perception rolls.

Grenade Targeting

Range	Difficulty
Point Blank	0
Short	10
Medium	15
Long	20

Condition	Modifier
Character cannot directly see target area	+6
Target area is not "even ground"	+4
Target area is very hard (grenade will bounce)	+4
Target area is very soft (grenade will sink)	-4

PAGE 97

Muscle-Powered Weapons

Muscle-powered weapons include all those that depend upon a character's strength to get them to their target. Instead of having their damage die codes listed as a single number, muscle-powered weapons have damage adds.

Missile and Thrown Weapons

One benefit of missile and thrown weapons is their quiet operation and fewer government regulations on ownership. All such weapons take an action to reload, either to notch another arrow or pull out another dart. Generally, characters may reload in the same round as firing or throwing (with a multi-action penalty), except with crossbows, which require the character to replace the bolt and crank it in place.

Melee Weapons

Most muscle-powered weapons are melee weapons. Swords, knives, brass knuckles, clubs, and so on are all examples. All of these weapons require melee weapons to use. Gamemasters may allow characters to employ untrained such simple ones as sticks with only the Reflexes attribute.

Edged or pointed weapons do half damage when used to bludgeon instead of cut.

Improvised Weapons

When a character's up against something ugly and angry, and his favorite gun's back at his hideout, he grabs whatever he can to get the job done.

That means that gamemasters aren't always going to find established game mechanics for what their players want to use as weapons. When this happens, the best way to handle the situation is use the mechanics of something similar. Most items either serve as a dagger (such as a broken bottle) or a club (such as a table leg). Then modify the damage based on how sharp or heavy the improvised weapon is to the comparison weapon.

Improvised weapons always use either melee combat or throwing, and they always receive an improvised weapon modifier to the combat difficulty of +5 or more. On a card-played setback or a rolled Critical Failure when wielding the item, most improvised weapons break, the user hurts himself, or both — the greater the roll fails, the worse the situation is. (If the user ends up hurting himself, use only the weapon bonus — do not include the user's Strength Damage — to determine the amount of damage done.)

Generally, characters may rely on improvised weapons only a few times before they break (regardless of whether a Critical Failure or a setback occurred while using it), though ones designed to take abuse — such a heavy metal pipe, fire iron, or a screwdriver — can survive the battle (including Critical Failures) and continue to function as tools or armament.

Melee Weapons		
Type	Damage	Price
Awl, ice pick, household scissors, pocket knife, screwdriver, stake	+2	VE
Arrow, crossbow bolt, dart	+1	VE
Axe (large)*	+3D	E
Ball and chain*	+2D	E
Baton, night stick, fire iron	+1D+1	VE–E
Blackjack	+2	VE
Brass knuckles	+1D+1	VE
Bullwhip*	+1D	E
Club, baseball bat, large stick, walking stick*	+1D+1	VE
Hatchet	+1D+1	VE
Hedge clippers, garden shears	+1D	VE
Katana*	+3D	M
Knife (survival, large kitchen), dagger, bayonet	+1D	VE–E
Mace*	+1D+1	E
Machete*	+1D+2	E
Manrikigusari*	+1D+2	E
Nunchaku*	+1D+2	VE
Quarterstaff†	+1D+2	E
Rapier*	+2D	E
Sai*	+1D+1	E
Sap, hammer (tool)	+1D	VE
Sword, broad*	+2D+2	E
Sword, short	+1D+2	E
Sword, two-handed*	+3D+1	E
Tonfa	+1D+2	E

*Starred weapons or sets of weapons are longer than 60 centimeters and thus may incur an unwieldy weapon modifier.

†Allows user to attack at Point Blank or up to 2 meters away at Short range; incurs unwieldy weapon modifier of +5.

Missile and Thrown Weapons		Range			
Missile Weapons	Damage	Short	Med.	Long	Price
Blowgun and dart	1D2	10	40	100	VE1
Bow					
Composite and arrow	+3D+1	10	60	250	M1
Long and arrow	+2D+2	10	100	250	M1
Short and arrow	+1D+2	10	100	250	M1
Crossbow					
Light and bolt	4D	10	100	200	M1
Heavy and bolt (3)	4D+1	10	100	300	M1
Thrown Weapons					
Boomerang, heavy	+1D+1	5	40	100	E
Dart	+1	PHYS	PHYS+1	PHYS+2	VE
Gasoline bomb	6D+2	PHYS-3	PHYS-2	PHYS-1	VE
Javelin (4)	+2D	5	25	40	E
Rock, fist-sized	+1	PHYS-2	PHYS-1	PHYS	—
Throwing dagger	+1D	5	10	15	E
Throwing star (shuriken)	+1D	5	10	15	VE

1. Price is for firing part of weapon; arrows, bolts, or darts priced separately. 2. Blowguns commonly shoot poison darts; poison damage is in addition to damage listed. 3. Requires one full round to reload. 4. Longer than 60 centimeters, so may incur the unwieldy weapon modifier.

Vehicles

The accompanying chart introduces a few terms unique to means of conveyance:

Move: This is approximately cruising speed.

Passengers: The number of people, including the crew, that the vehicle can carry. Unless otherwise specified, the number of crew needed to properly operate the vehicle is one.

Toughness: This is the vehicle's base damage resistance die code. It can also serve as a reasonable measure of the amount of damage it can inflict. Players may not modify a vehicle's Toughness by spending Character or Fate Points on it.

Maneuverability: An indication of how easy the vehicle is to handle. Stunts are easier to perform in vehicles with higher die codes than in those with lower ones. The Maneuverability die code is added to the driver's or pilot's appropriate skill total when that person is attempting to do something fancy. (Vehicle stunts are further explained in the "Movement" chapter.)

Vehicle Type	Move (1)	Passengers (2)	Toughness	Maneuverability	Price
Land					
Bicycle (3)	See note	1–2	2D	+2D+2	E–M
Wagon, stage coach (4)	animal's Move x50%	5–8	4D+1	0	D
Motorcycle, small street	84 (60 kph)	1–2	3D+2	+3D	D
Motorcycle, large	98 (70 kph)	1–2	4D	+2D	D
Car, small	49 (35 kph)	3–4	4D+1	+2D	D
Car, mid-size	70 (50 kph)	5–6	4D+2	+1D+1	VD
Car, large	70 (50 kph)	6–8	5D	+1D	VD
Car, sports	107 (75 kph)	2–4	4D+1	+3D	VD
Minivan5	63 (45 kph)	7	5D+1	+1D	H
Van, full-size (with seats) (5)	63 (45 kph)	15	5D+2	0	H
Truck, pickup	63 (45 kph)	3(cab)	5D+2	0	H
Truck, delivery	63 (45 kph)	2–3 (cab)	6D	-1D	H
Bus, in-city	49 (35 kph)	81	5D+2	-4D	L
Bus, between city	49 (35 kph)	43	5D+2	-4D	L
Tractor trailer cab and trailer (5)	49 (35 kph)	2 (cab)	6D+2	-6D	L
Water					
Canoe	Physique or lifting roll	4	2D	+1D	E–M
Rowboat	Physique or lifting roll	6	3D+2	0	E
Sailboat, small Wind	+ 25% of piloting total	2	4D	+2D	D
Sailboat, large	Wind + 50% of piloting total	6–18 (2 crew)	6D	+1D	VD
Powerboat, medium (5)	42 (30 kph)	9	4D+2	+1D	H
Air					
Helicopter, civilian (5)	126 (90 kph)	5	6D+1	+3D	L
Prop plane, small	98 (70 kph)	4–8 (1–2 crew)	5D	+1D	L
Prop plane, medium	133 (95 kph)	6–20 (2 crew)	6D+1	0	L
Small jet (5)	308 (220 kph)	8–20 (2 crew)	6D+1	0	L

1. First entry is meters per round, followed by kilometers per hour. For entries indicating a roll, roll the skill and use that as the number of meters moved in that round.
2. Includes one crew member (unless otherwise specified). 3. Move equals character's Move plus Physique or lifting roll. 4. Use animal handling to maneuver the vehicle. 5. Not available prior to the 1950s.

Gadgets and Artifacts

Powers derived from some sort of device or weapons are Gadgets or Artifacts ("Artifact" is simply another name for a Gadget – it means that the device is not technological in origin, or it's at least very old or alien.) Your character may start the game with whatever Gadgets or Artifacts as he wishes without paying the monetary cost, as long as it fits the character concept. After character creation, you must pony up the bucks.

You build Gadgets just as if you were purchasing Powers for your character, with a few exceptions. Follow the few steps on the next few pages to build Gadgets.

Gadget Rules

STEP ONE: Buy Attributes

All devices have attributes just like characters. Some gadget attributes may be used by the character such as an exoskeleton suit that provided enhanced strength or a computer A.I. as an onboard computer system in a vehicle.

Below is a list of attributes and what they define when building a gadget. The first three attributes below are the ONLY attributes that a gadget may posses; they cost the same as they would for a player character purchasing them (4 points per 1D).

Reflexes: Measure of balance, limberness, quickness, and full body motor abilities.
Physique: Measure of physical power. Physique is not used to represent body points or damage resistance when incorporated into a gadget.
Knowledge: Measure of strength of memory and ability to learn. This attribute is used only in conjunction with an artificial intelligent item such as a computer and never takes the place of the character's attribute.
Toughness: This is the gadget's base damage resistance die code. In the

case of vehicles it can also be used as a reasonable measure of the amount of damage it can inflict. Toughness costs 2 points per 1D.

STEP TWO: Buy Skills, Powers, Advantages, and Disadvantages

Can the device track or perform first aid? Can it fly, shoot Energy Blasts – or does it give you Heightened Senses, or even make you ugly? The cost for the Skill or Power levels is figured as you were buying them normally.

Flaws purchased at this point generally reflect on what the device does to your character – read step #4 to purchase special Gadget-only flaws! Some Advantages or Powers can be bought twice, to either apply to the device or your character – for example, you could have Regeneration for yourself and Regeneration for your device.

Gadgets are divided into four different categories for the sake of clarity.

Masters: Beware of Fun Toys
Gadgets can get out of hand as soon as players figure out that building a Power into a Gadget is cheaper than purchasing the Power internally. As the GM, feel free to disallow Gadgets that don't fit the character's concept, or charge them extra for it. Also keep in mind that Gadgets have the potential of being broken or walked off with by villains – that's why they're cheaper!

VEHICLE

Move: This is approximately cruising speed. The type of movement must be chosen at the time of gadget creation. Multiple movement rates may be taken to give the vehicle many different types of mobility.

Ground Movement

Cost	Effect
1 point per	50 KPH movement

Water Movement

Cost	Effect
1 point per	30 KPH movement (this movement can be above the surface or submersible.
	If the vehicle can travel above and below the surface the point cost is increased to 2 per 30khp

Air Movement

Cost	Effect
1 point per	100 KPH movement
Special Ability	Hover
20 points	The vehicle can hover and has no need to taxi as normal aircraft do.

Crew: Crew represents how many people are needed to operate the vehicle properly. The minimum required is one unless the vehicle is artificially intelligent and can operate on its own. This attribute is purchased much like a flaw with points given back opposed to being spent.

For every crewmember under the minimum crew needed to operate the vehicle, the vehicle suffers a penalty of -1 to Maneuverability and costs the vehicle's operator one extra action while piloting. Common sense will tell you (I hope) that a small car or motorcycle doesn't need any more than one crewmember to operate it. Crews should only be taken for larger or more complex vehicles such as ships, planes or spacecraft.

Crew	Point Bonus
1 (minimum needed)	0
2	-3
4	-6
6	-9
8	-12
10	-15
12	-18
24	-21
48	-24
96	-27
192+	-30

Passengers: Passengers represent the number of people the vehicle can hold beyond the crewmembers. Passenger space can be used as cargo space; a vehicle can carry 100 pounds of cargo instead of one passenger.

Cost	Effect
3 points per	1 passenger accommodated, or 100 pounds of cargo

Cargo capacity: This represents how much the vehicle can carry. This does not include the weight of the crew, which is already factored into the cargo capacity of the vehicle.

For every cargo capacity level over the vehicle's maximum limit the vehicle suffers for a reduction in speed and a penalty to its handling – both are reduced by one level for every level over the cargo limit.

Point cost	Cargo Capacity
0	50 Pounds
2	100 Pounds
4	200 Pounds
6	400 Pounds
8	800 Pounds
10	1 ton
12	2 tons
14	4 tons
16	8 tons
18	16 tons

Maneuverability: An indication of how easy the vehicle is to handle. Stunts are easier to perform in vehicles with higher die codes than in those with lower ones. The value is added to the driver's or pilot's appropriate skill total when that person is attempting to do something fancy.

Cost	Effect
2 point per	+1D Handling
-2 points per	-1D Handling

Size: This attribute represents how large the vehicle is and also factors into how much damage it can take before it completely ceases to function. Vehicles that are scale 6 and above receive bonus dice to their toughness. Larger vehicles are more difficult to manage and receive a penalty to their maneuverability score when piloted. When a vehicle is in combat remember to factor in the scale value of the vehicle.

Cost	Effect
+1 point	Scale Value one (Small) - The size of a backpack
+0 point	Scale Value zero (Standard) - The size of an adult human
+1point	Scale Value 3 (Medium) - The size of a motorcycle. Maximum of 1 passenger.
+2 points	Scale Value 6 (Large) - The size of a car. +1D to the vehicle's toughness attribute. Maximum of 5 passengers.
+10 points	Scale value 8 (Great) - The size of large garbage truck. +2D to toughness. Maximum of 10 passengers.
+12 points	Scale Value 10 (Huge) - The size of a private jet. +3D to toughness. Maximum of 20 passengers.
+18 points	Scale Value 15 (Enormous) - The size of an airliner. +4D to toughness. Maximum of 150 passengers, minimum crew of 2.
+24 points	Scale Value 30 (Gargantuan) - The size of an Aircraft carrier. –2D penalty to maneuverability. +5D to toughness. Maximum of 1,000 passengers, minimum crew of 20.
+48 points	Scale Value 40 (Gi'normous)- The size of a Star ship. –4D penalty maneuverability. +6D to toughness. Maximum of 5,000 passengers, minimum crew of 100.

Range: This represents how far the vehicle can go before it needs to refuel.

Cost	Effect
-4 points	500 feet traveled before refueling
-2 points	10 miles traveled before refueling
+0 point	100 miles traveled before refueling
+2 points	500 miles traveled before refueling
+3 points	1,000 miles traveled before refueling
+6 points	10,000 miles traveled before refueling
+12 points	1 million miles traveled before refueling
+24 points	1 astronomical unit traveled before refueling
+48 points	1 light day traveled before refueling
+96 points	1 light-year traveled before refueling

Powers: Powers may be purchased as usual for the vehicle.

WEAPONS

Weapon Damage: Weapon damage costs 3 Points per 1D6. Bonus pluses, as in 1D6 plus (+) 3 are bought at a cost of 2 points per +1 up to a maximum of +3

Cost	Effect
3 points per	1D6 of damage
1 points per	+1 pip of damage (Max of +2)

Range: This represents how far the weapon can be effective without any range penalties. This attribute costs 1 point per 1 meter of base range. This base range is multiplied by 2 to calculate the medium range and quadrupled to calculate the long range.

Cost	Effect
0 points	Thrown/melee range
1 point per	1 meters of range

Radius (Rd): The weapon has the ability to affect an area beyond the point of initial contact. Everything within the area of effect (a radius measured from the point of impact) takes the listed amount of damage of the weapon. If the weapon's damage affects an area then add +2 points per 1-foot radius to the damage cost. Grenades have this attribute.

Cost	Effect
2 points per	1-foot radius to the damage

Ammunition: The number of bullets or projectiles that the weapon holds. This is not included in entries for explosives or weapons used in close combat. The point values on this chart are treated like a disadvantage for the weapon therefore the points are used to reduce the cost of the weapon. This cannot be taken in conjunction with the Gadget Modifier: Limited uses.

Cost	Effect
-20 points	1-2 shots
-16 points	3-6 shots
-8 points	7-14 shots
-4 points	15-30 shots
-2 points	31-62 shots
	Beyond this point the weapon is not eligible for an ammunition modifier.

Armor Piercing: Some weapons are better at penetrating armor than others. The weapon is very powerful or focuses the attack at a much smaller point of impact. Any attack with this Power Add-on halves the number of dice rolled for any armor or defensive Power the target has in effect.

Cost	Effect
3 points per die of damage	Negates half of the targets resistance value.

Burst Modifier: The weapon is capable of burst fire.

Cost	Effect
0 points	Single shot
8 points	Burst fire as single
12 points	Full Auto
16 points	Single Fire as multi

Powers: Powers may be purchased as usual for the weapon.

ARMOR

Armor Value: Armor Value is how much damage is reduced per attack. Defense ratings are bought as dice at a cost of 3 points per 1D6.

Cost	Effect
3 points per	1D6 defense rating
2 points per	+1 pip (maximum of +2)
-2 points per	-1 (maximum of -2)

Special Note on Armor Toughness: Armor uses its armor value as its Toughness score. Therefore there is no need to purchase the Toughness attributes for armor.

Reflex Modifier: The armor may be heavy and cumbersome to wear, causing the person donning the armor to suffer a reflex-based difficulty. For every full die in the armor value the armor suffers a +1 to all reflex-based difficulties. This modifier can be " bought" off at a cost of 3 points per +1 penalty

Powers: Powers may be purchased as usual for the weapon.

TOOLS AND GEAR

Tools and gear represent any item that is usually not armor, a weapon, or a vehicle. They may be things that help the character perform actions, or help in attribute based difficulties, or may just have a certain power that does not fit into any other category. Most items are pieces of equipment not attached to the character, which therefore can be taken away or stolen easier than a vehicle or a set of armor.

Tools/gear usually add a bonus to a particular skill, such as a gas mask adding a +2D to stamina rolls versus gas. All gear has what is called a Limiter. The limiter narrowly defines how the skill bonus is added to the skill – for example, the above gasmask only provides a bonus to stamina rolls when used against gas. Every bonus die added to a skill cost 3 points while pips cost 2.

Cost	Effect
3 points	Per 1D
2 points	+1 pip (maximum of +2)

It is assumed that the tool/gear is easily portable and can be carried without much fuss on the character. For every scale value above the character the gadget receives bonus points back in his favor.

Cost	Effect
1 points	Per scale value above 0

STEP THREE: Gadget Cost Multiplier

Total all the points from the Gadget and multiply by the most appropriate modifier. The total is the cost for the Gadget. All fractions are rounded up to the next whole number.

Point total X Modifier= modified cost

VEHICLE: Device is a vehicle and can be stolen.   Point total X 25%= modified cost

EQUIPMENT/WEAPON: Device is hand held or worn and can be taken away.   Point total X 50%= modified cost

ARMOR: Device is a suit and cannot be taken away in combat but stolen when not operated or in use.   Point total X 75%= modified cost

Example: The cost of a rocket launcher is a total of 24 points before calculating its modified cost. Since the rocket launcher can be taken away in combat its modified cost would be 12 points (24x50%=12)

STEP FOUR: Gadget Modifiers

Gadgets have their own special list of Flaws or Advantages to choose from, modified by the list below. The final total is the amount of points spent to purchase the item in character points – Gadget Modifiers are added or subtracted after the cost modifier! Modifiers can never bring the cost of a gadget below 1.

Fragile- Device is brittle or easy to break. The device takes double damage from kinetic energy or sonic attacks. -3 Point bonus

Cumbersome- The device is heavy or hard to wear. You receive a penalty of –1 per level to any Reflex action while using the device. -1 Point bonus per level

One of a Kind- The device cannot be replaced once it is destroyed, but must be bought again with points equal to the amount spent when created. -6 Point bonus

Device Regenerates- The gadget can somehow rejuvenate its body points and repair damage done to it like a normal living being. The device does regenerate Body Points at a rate of 2 per day and may be healed using the medicine skill or Healing power. Techno-organic devices have this modifier. +10

Obvious- If the device can be seen as the source of your Powers it is Obvious. Opponents can attempt to take the device away and it can be targeted for attacks. Most Gadgets have this flaw. -3 Point bonus

Limited Uses- The device has a limited number of uses per day before it has to be recharged or loaded.

21 shots and up	Any item that has more than 20 uses does not qualify for a point modifier
20 uses or 24 hours	-1 Point bonus
15-19 uses or 16-19 hours	-2 Point bonus
10-14 uses or 12-15 hours	-3 Point bonus
7-9 uses or 8-11 hours:	-4 Point bonus
3-6 uses or 4-7 hours	-5 Point bonus
1-2 uses or 1-3 hours	-6 Point bonus
1 Use ONLY (the device is destroyed once it is used and must be purchased again):	-15 Point bonus

Temperamental

Some gadgets are so complex and intricate that it is hard to keep them in good repair. Gadgets with this modifier have a higher degree of breakdown than other weapons or tools. Failure occurs when the character rolls a one on the wild die while using the gadget. When this occurs the character rolls the wild die and if another 1 is rolled the gadget malfunctions and stops working until it is repaired. The rank of the modifier dictates how easy or hard it is to prevent this. The wild die roll can not be augmented with Character or KA points.

Rank	Gadget point cost	Roll modifier
1	-5 Bonus points	-1 to the temperamental ro1l.
2	-10 Bonus points	-2 to the temperamental ro1l. The character also has a +2 difficulty her gadgetry roll when repairing the gadget.
3	-15 Bonus points	-3 to the temperamental ro1l. The character also has a +4 difficulty her gadgetry roll when repairing the gadget.
4	-20 Bonus points	-4 to the temperamental ro1l. The character also has a +8 difficulty her gadgetry roll when repairing the gadget. If the repair roll is failed the character cannot attempt to repair the gadget for days equal to how much the roll was missed by

Gadgets can be repaired using the rule for gadget repair found later in this chapter.

STEP FIVE: The Skill Roll

Once the gadget is assembled and the point cost is totaled the character must make a Gadgetry skill roll. The difficulty of the roll is determined by the point cost of the gadget listed on the chart below. The time taken to create the gadget is also listed

Gadget point cost	Difficulty number	Time to create
1-10	10	24 hours
11-20	15	48 hours
21-31	20	96 hours (4 days)
32-42	25	192 hours (8 days)
43-53	30	384 hours (16 days)
54-64	35	768 hours (32 days)
75-85	40	1,536 hours (64 days)
86-96	45	3,072 hours (128 days)
97-107	50	6,144 hours (256 days)

Taking extra time can reduce the difficulty. For every additional 24 hours of extra time taken, the character receives +3 to the Gadgetry roll, bringing the difficulty roll down (with a minimum of a 5 difficulty).

Gadgets can also be cobbled together in a rush if the creator chooses but the gadget skill difficulty goes up. For every 12 hours less taken the skill roll receives a penalty of +8 to the difficulty number.

The difficulty number is further modified by the research the character has done and equipment and facilities she has at her disposal.

The Laboratory Quality

Did the character scribble the plans on the back of a napkin or did she spend months researching and testing the device to be made? The character must have a plan of attack if she is going to build a working prototype of her device. The quality of the character's Lab or lack thereof will affect the speed and precision in which the character will create his masterwork. Someone in their garage is going to have a much more difficult time creating his underwater battle suit than the scientist in her high tech lab.

Laboratory Quality	Difficulty number
No lab	+10
Home Garage work area	+5
Basement of the Science building	-3
University lab	-6
Major corporation	-12
State of the art research & development lab	-15
Futuristic or advanced alien facilities	-20

STEP SIX: Monetary Cost

Gadgets or artifacts are expensive to create and maintain. At character creation the cost of the gadget is assumed to have been paid before the start of play.

Gadget point cost	Wealth Difficulty Level
1-10	Very Easy
11-20	Easy
21-31	Moderate
32-42	Difficult
43-53	Very Difficult
54-64	Heroic
75-85	Legendary
86-96	+5
97-107	+10

The gadget's cost can be modified by the type of gadget it is. A pair of binoculars isn't going to cost as much as a trans dimensional viewing screen. The Tech Level of the gadget will dictate what the modifier will be to the item

Tech level	Type of Gadget	Wealth Difficulty Mod
0) Primitive	Clubs, swords, and knives. Muskets and medieval siege devices, basic black powder weapons	-15
1) Most 20th century Earth technology	Light bulbs, pocket watches, Laser beams, Desktop computers, Cars	-10
2) Post Modern	Nuclear powered devices, Warm Fusion, Limited artificial intelligence	0
3) Advanced	Mecha, exoskeleton suites, Plasma weapons, Anti mater drives, Artificial intelligence, Bio Technology	+5
4) Superior Godlike technology	Singularity drives, matter teleportation, Time Travel	+10

Repairing or Rebuilding Damaged Gadgets

When a gadget is damaged it must be repaired in much the same way a character is healed by a medicine roll. The gadget is repaired using the gadgetry skill.

A character can build the same gadget if the 1st one is lost or destroyed with relative ease. Once she has the schematics for the gadget additional gadgets of that type are more easily reproduced. Also, gadgets that have already been created may be modified at a later time. When making a copy or modifying the equipment in question the character receives a +10 bonus to the Gadget skill roll if he created the device originally.

Modifying or Duplicating Existing Gadgets

The cost and time required of any device the character is trying to modify or duplicate…

If the character created the device she receives these modifiers:

- +10 to the gadgetry skill roll to duplicate or modify the device
- The time to create or modify the device is reduced to one-third the original time.
- The difficulty to recreate or modify the item is reduced by two levels.

If the character did not originally create the item these modifiers apply:

- +5 to the gadgetry skill roll to duplicate or modify the device
- The time to create or modify the device is reduced to one half the original time.
- The difficulty to recreate or modify the item is reduced by one level.
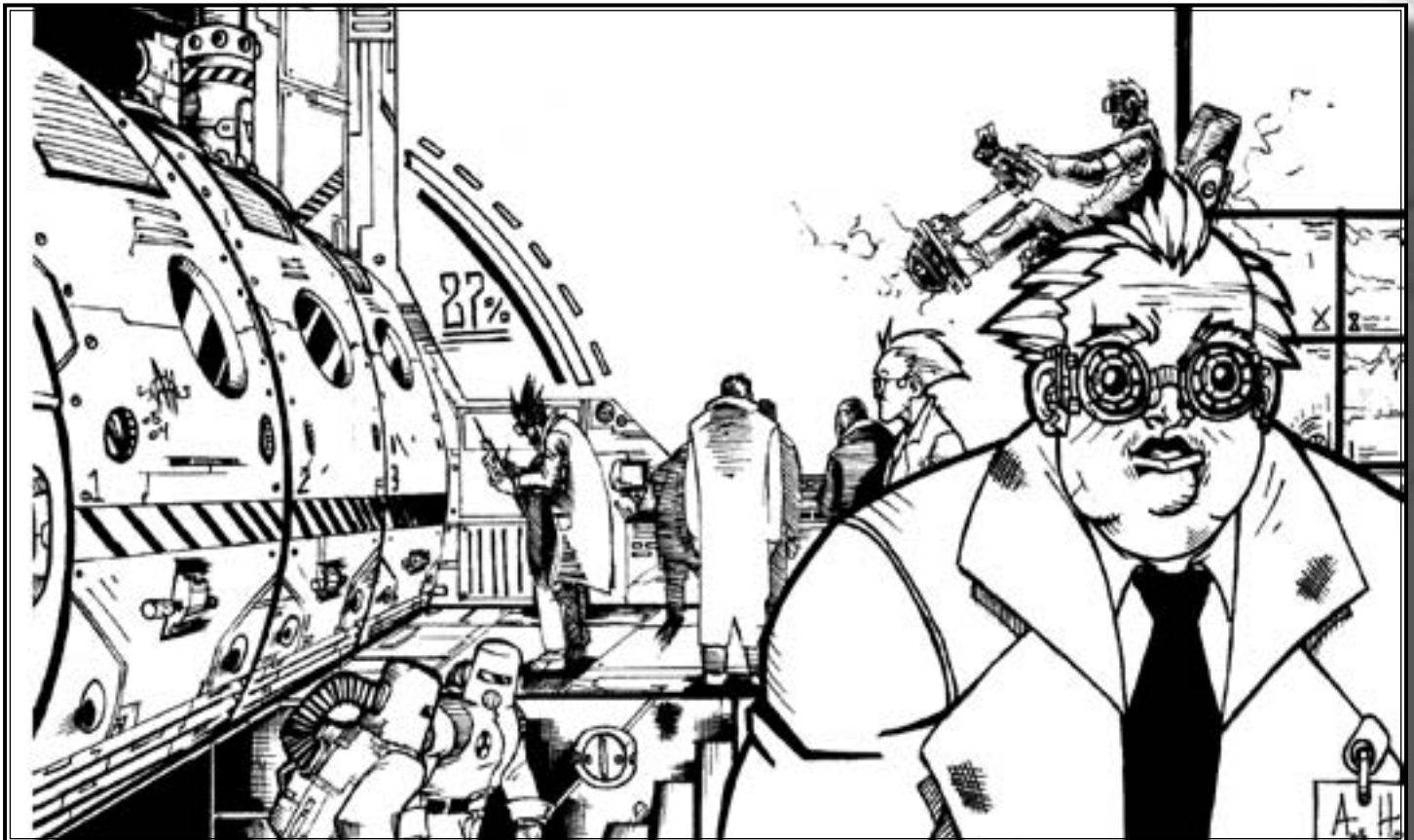
CHAPTER 7

GODSEND AGENDA

"The Elohim Empire, The Empire of Light, The Eternal Empire, this is our origin. We are the Elohim. It is a part of us; we are a part of it. As surely as our home planet of Araboth provided us with nourishment of body, the empire, stretching over multiple arms of the Milky Way, fed our minds and souls. It gave us our values, our sense of self. It tried to convince us we were gods. And in some strange way, we were gods. The emperor, El, a self-made, self-decreed deity bestowed his favor on us, and we in turn became divine. This is the story they would have us believe. According to the historians, this is the truth of the Elohim.

"The truth of the universe, however, is that we are merely mortal. We age differently than others, our bodies are more resistant to stimuli and trauma than others, but essentially, we are mortal. We love, hate, live, and yes, we die. What made us different was that we learned to use Ka, the omnipresent energy of the universe. El and the Elohim thought this made us divine. A few of us realized it only made us different. A small group of us accepted the responsibilities of our good fortune. We wanted to use our abilities to help, rather than to exert our superiority. Led by a visionary, Attis, we challenged the ideology of the empire."

AE -5

A group of scientists on the planet Araboth is researching the ability to manipulate the energy called Ka. El stumbles upon the secret, masters its use, takes over his world and declares himself emperor.

AE 0

The Elohim Empire is formed, and the Elohim empires calendar officially begins. The term After El (abbreviated AE) is used to track the passage of years

AE 1250

The Elohim take over a quarter of the galaxy and expands coreward, thousands of worlds falling under their heel. El creates a royalty caste, calling them the Seraphim, and teaches them the basics of Ka manipulation; Ka use by the lower caste of commoners is an offense punishable by imprisonment or execution

AE 3000

Due to the enormous cost of expansion the Elohim adopt a new way of conquering planets: the Godsend Agenda. 90% of the empires resources are freed up. El pronounces himself a god, and creates a warrior caste called the Angelos.

AE 3025

Attis is born, a Seraph that quickly learns the secrets of Ka manipulation. His innate understanding leads him to become the foremost authority on the subject, second only to El himself.

AE 3075

While expanding their borders the Elohim encounter a race of Ka-using beings called the Chimerans. This new race is bent on galactic domination like the Elohim, and soon the two empires clash. The Chimeran force is more than a match for the pampered Elohim army who, unaccustomed to actual opposition, are caught off guard. The borders of the empire are pushed back.

AE 3085

Attis' understanding of Ka allows him to formulate a way of neutralizing its natural flow. With a small force of ships and Seraphim, Attis travels to the Chimeran Hegemony home world and activates a device that cripples their centralized hive mind. The Chimerans sue for peace and halt any further aggressions towards the Elohim and their colony worlds. Attis is hailed as a hero and given the title of Light bringer by El himself.

AE 3097

Attis tours the empire and speaks publicly on the virtues of a common citizen's right to use Ka. El, hearing of the Light bringer's public speeches, quickly censures him. Fearing for his life, Attis and his followers go into hiding. El, intimidated by the young upstart's charisma, sends an assassin to kill Attis. The attempt fails, and Attis uses the assault as a rallying cry to openly oppose El.

AE 3099

Civil unrest quickly spreads through out the empire as citizens take sides. Angelos are sent to savagely quell any disturbances. Attis and his small group of rebels clash with the Angelos starting a full-scale Civil war.

AE 3102

Taking advantage of the social upheaval spreading through the Elohim Empire, the Chimeran Hegemony attack outlying civilian outposts. El finds himself in a terrible predicament, fighting wars on two fronts.

AE 3107

The Chimerans take deep cuts out of the Elohim Empire. El's resources are stretched beyond his considerable power, and he is forced to call a truce with the rebels, promising amnesty in return for help fighting the Chimeran menace. The Tide once again turns on the Hegemony as the Ka-using rebels join Imperial forces.

AE 3115

The Chimerans are pushed back beyond their original borders before the first war. El decides not to press on any further. In an act of treachery, he reneges on his pact with the rebels and imprisons them all aboard a prison ship with Chimeran POWs, to be sent to a penal planet called Sheol in the vast Ka-inert void between galactic arms. En route, the ship is attacked by a renegade Chimeran frigate and boarded. During man-to-man combat inside the ship, the Angelos captain becomes desperate and fires the singularity drive in hope of escaping. The ensuing tear in space draws both ships inside to parts unknown…

Both ships were thrown through time/space, and have no way of knowing when they arrived on Earth relative to the events described above – it is possible they were thrown back in time as well as through space.

4000 BC

The Elohim prison ship crashes off the coast of what will be known as Florida, the singularity drive making the area unstable. The Chimeran frigate is nowhere to be seen. The Elohim and Chimeran prisoners escape their captors and spread across the globe. The Angelos scavenge what they can and leave the area in search of their rebel prisoners.

The Chimerans who escape go into hiding and acclimate themselves to an Earthbound existence – the Celtic people of Europe call them the Fomor, on the Indian subcontinent they are called the Asura, and in Japan they are known as the Oni.

The Elohim prisoners flee to the Nile Valley and gather around Attis and his lieutenants for guidance. Attis suggests they use the Godsend Agenda to teach and nurture the world's inhabitants and, once they mature, teach them to use Ka. They spread out over the Earth and live as benevolent Gods.

3550 BC

Spread around the world, the highly-evolved Atlanteans observe Attis and his people, believing them to be the demons of their prophecies. The Atlanteans marshal their forces and set out to eradicate the Elohim. The war rages for a year before Thoth is sent to broker peace. Attis and the Atlanteans ally themselves together.

The Atlanteans, believing the threat is still out there, decide to build their own race of Ka-using to fight the coming menace. They seed humanity with a gene that will activate when this "Horde" arrives.

2980 BC

Thoth takes a young apprentice named Imhotep as a student, teaching him advanced engineering and mathematics.

2247 BC

The Angelos build a vast communication array in the land of Shinar (modern Iraq). The tower sends out a distress call in the hope that reinforcements will soon arrive. Attis and Typhon dispatch a few "gods" (Anu, Baphomet, and Shiva) to destroy it. A five-day siege of the tower ends with its destruction, and the Angelos retreat into hiding.

1628 BC
The new "gods" of Earth become decadent and war against one another. Typhon, one of Attis' trusted followers, conspires with some less enlightened "gods" to seek retribution against the Atlanteans for the war they waged over two millennia ago. He, with the help of 10 other Gods, sink the empire's thirteen islands. Only a handful of survivors escape, fleeing to the four corners of the Earth to start small communities, helping the primitive cultures that surround them. In Europe, many became known as the Sidhe; in the Hellenes, they were Titans, and in China some of the 10 Great Rulers were Atlanteans.

1950 BC
The Angelos use the Godsend agenda to create a monotheistic religion. Working through a human agent named Abram, the belief spreads throughout the Middle East.

1219-1209 BC
The Elohim of Greece bicker amongst themselves and soon drag the local humans into the dispute. The Trojan War starts.

1150 BC
Attis sees that the Elohim are not helping this planet, but hurting it. He discusses his options with his trusted companions Thoth and Typhon. All agree the flow of Ka to this world should be cut. Slowly around the world the "gods" lose the use of most of their Ka given abilities, a few dying at the sudden loss of their powers. But Typhon has an ulterior motive; he wishes to become the most powerful being on the planet. In the Libyan Desert he turns against the unsuspecting Attis, and the 7-day battle ends with both exhausting all their essence, to lie helpless in the desert sands. Thinking their god-kings are dead, a cult (latter known as the Rosicrucians) builds a large secret tomb and enshrines the two.

The Angelos take full advantage of the world's Ka loss and wage a religious war against all the "false gods." Some stand their ground, but most are killed or go into hiding, taking different names to quietly shape the course of human history. Others fight for their own causes or continue to play God in remote parts of the world. For a time it seems the Angelos have won, as no one has the power to stop them.

420 BC
A plague strikes Athens, killing tens of thousands, the product of cross-species viral infection caused by a human and Chimeran breeding program started by a renegade Atlantean sorcerer.

3 BC –29 AD
Jesus of Bethlehem is born. During his lifetime he manifests many Ka-like abilities, but reads as a normal human. Thoth and other Elohim cannot discern his true nature and he dies an enigma. Throughout his life the Angelos support his teachings and provide support and protection during his journeys.

361
The Library of Alexandria is destroyed.

542-594
The Chimeran plague flares up again at Constantinople and spreads across Europe, killing millions. It appears again in Europe killing tens of millions from 1347-1350.

1452
Elohim and Chimerans begin to reinsert themselves into positions of power. Thoth moves to Italy and takes the name Leonardo Da Vinci, greatly influencing modern thinking. Shortly thereafter, a Chimeran kills and assumes the role of a Wallachian ruler. As Vlad Tepes his rule is terrible and bloody.

1590
A Chimeran named Croatoan terrorizes a small American colony until the few survivors are rescued by a group of Atlantean wanderers.

1905
The man who will be known as Prime is born in northern Greece.

1908
The command section of the Chimeran frigate is finally spat from a wormhole over Tunguska, Siberia. Inside, the Russians discover three beings in stasis pods. They open one and a confused Chimeran walks out and takes human form. "Adam" soon manifests many different superhuman abilities and powers, and becomes a symbol used by Lenin and Stalin. Given the name the Red Hammer, he plays a large role in the Russian purge. During the Second World War he is a symbol of hope and a tool of defense for Russia.

1918
The Immortal-implanted gene, sensing the Chimeran arrival, activates. Many humans manifest powers, while others who cannot take the strain die. The public believes the symptoms to be a virulent strain of influenza. The plague sweeps around the world.

October 1918 turns out to be the deadliest month in America's history as 195,000 fall victim to the "influenza." The group known as Black October takes their name from this terrible month. Before the activation is over, five million people die worldwide, many from "spontaneous human combustion."

1919
Congress approves a special $1 million fund to enable the U.S. Public health service to recruit physicians and nurses to deal with the growing epidemic. The government quickly realizes what is going on, isolating the cause of the plague to a "Black Gene." As super beings begin popping up at an alarming rate, a special branch of the government is created to find out why. United States Eugenics Research or U.S.E.R. is founded in 1920 to look into the growing superhuman phenomena.

1939
Germany invades Poland.

1941
The German army captures a Russian installation in Kiev. Finding two stasis pods, the Nazis take them back to a German research facility in the town of Colditz. Breaching another pod, they discover another Chimeran, who emerges and morphs into the form of the German idolized dream: tall, blonde haired, and blue eyed. The Germans soon realize this being has powers beyond the scope of mortal men and train him to use his powers for the German War Machine, giving him the code-name Aryan Superior. The Germans set out to graft Aryan Superiors DNA onto a human host after efforts to mate the Chimeran with women of good breeding stock fail, usually with the woman's death.

The American U.S.E.R. program kicks into high gear after U.S. spies catch wind of the German Superman and their program to breed more. All the Black Gene manifestations are being whisked away by some unknown group, and the few super beings they do have control over are no match for Aryan Superior.

1944
During fighting in North Africa, a U.S. tank division happens upon a secret network of underground tombs. Thinking the Germans might be using them as a secret refueling station; the U.S. troops quickly secure the catacombs. Inside they find two bodies in perfect condition, both apparently alive. U.S.E.R. has both men shipped back to the States for testing, but the boat never makes it to America. Attis and Typhon awake and began their battle anew. During the battle, collateral damage sinks the ship and Typhon escapes. Attis rescues the survivors and flies off for parts unknown.

1945
The Allied army approaches Berlin from all sides. During the fighting, Aryan Superior and the Red Hammer meet for the first time. Aryan Superior is victorious, but barely, five square miles of Berlin destroyed as the body of the Red Hammer is broken. Aryan Superior escapes with several high-ranking officers to Argentina. The Americans capture the facility at Colditz and the last

of the Chimeran stasis pods is shipped off to America. A few months later, American Eagle emerges.

1947

The troop-carrier pods of the Chimeran frigate emerge from the wormhole and crash-land in Roswell. New Mexico. A wealthy industrialist named Malcolm Rhand finds the alien craft and strips the ship of all 100 stasis pods and much of the technology. The U.S. Government arrives much latter to find the alien craft gutted. What remains of the alien technology is taken to be researched.

1950

American Eagle disappears.

1951

The super team known as The Sentinels is formed. The terrorist group Black October is blamed for the destruction of an oil tanker in the Suez Canal.

1961

A giant Chimeran attacks the city of Tokyo. 2000 die and another 5000 are injured before a combined Japanese and American defense force drives the creature back into the sea.

1971

Black October steals a mothballed aircraft carrier, later to become their mobile strike base, called The Dark Horse.

1975

Hyperion makes his first appearance when he stops an avalanche in the Swiss Alps, saving thousands of tourists in the process.

1979

Typhon discovers a dimension that has enormous amounts of "wild" Ka. He and his followers travel there using the nuclear reactor at Three Mile Island as the power catalyst. A group of Elohim led by Attis attempts to stop him, and all involved are sucked in and trapped, beginning the "Mystic 'Nam." The accident is covered up by U.S.E.R.

1980

A three-man Sentinel team rescues American held hostages in Iran. During the escape the Sentinels destroy an entire Iranian fighter squadron attempting to cut off their retreat.

1983

Sentinels clash with Black October in downtown New York. Of the 10 Sentinels involved 4 manage to walk away with minor injuries, 2 are crippled, and 4 are killed. The 4-man Black October team escapes with only one casualty.

1986

Survivors of the Mystic 'Nam return home through a portal inside a reactor at Chernobyl.

1989

Sentinels: The Motion Picture breaks box office records.

1990

Attis and Typhon clash again in Houston Texas. Typhon destroys Attis, and the collateral damage kills over 100 people.

1992

USA1 (U.S. Android #1), the first in a series, goes online, becoming the first sentient android created by Karlas Johnson for The Sentinels.

1996

Hyperion forms a super team called The Guardians to combat the villainous Djinn X.

1998

The Sentinels locate and sink the Dark Horse in the South China Sea. 100 Black October members die during the assault. Prime suspects Elohim involvement.

2000

Djinn X attacks Los Angeles in what they call Y2Kill. The super team "The Brothers" stops them.

2005

Luna 1 and Hecate space station go online on the moon.

2007

Habitat modules and orbital refueling stations are launched to Mars for man's eventual visit scheduled for 2010.

2008

The Sentinels and Black October clash over an ancient cache of Orichalcum in the Yucatan. The battle lasts for 2 days, with both sides retrieving small amounts of the ore.

2010

Humanity manages to colonize space on a small scale. The United Nation has two space stations in long-range orbit above the Earth – the Elysia and Nirvana. The stations are used as research labs and manufacturing plants, housing over 500 technicians and other personnel, but are not self-sufficient, with relief shuttles arriving every week. They are highly productive, creating everything from microchips to vaccines. The assumption of most of the U.N. nations is that these stations will create product to help mankind.

Traffic in Earth orbit is very heavy, with shuttles and space planes taking passengers from one destination on Earth to another. America and Russia have jointly set foot on Mars, leaving behind robots to explore and send telemetry back to Earth.

Orbital telescopes detect a large object in deep space on an intercept trajectory with Earth. Preparing for its arrival in two years, U.S.E.R. assumes it is the Chimerans and increases their production of the A.E.G.I.S. serum.

The Godsend Agenda setting assumes that players will begin play in or around the year 2010. The following timeline is given as a guide to events that may unfold during the first six months of 2011, allowing you to use these events as background or adventure threads for your own campaign.

January
Jan 1st , 2011

An electromagnetic pulse blacks out the city of San Diego for six hours. Local scientific authorities blame the disaster on a time and spatial distortion in the downtown area.

Jan. 2nd, 2011

The U.N. forms a super human security force called The Titans, composed of super humans from around the world. Teams are used for many purposes, though usually for peacekeeping in war torn countries and relief efforts in disaster-ridden nations.

Jan. 3rd, 2011

U.S.E.R. begins work on Living Metal, a battle suit composed of nanite robots that react to the operator's mental commands. The suit is designed by Karlas Johnson and the USER A.I. called Homer, a personality construct created as an amalgam of the intellects of Karlas Johnson and William Stovall.

Jan. 5 th, 2011

Muslim terrorists hijack an Indonesian plane bound for India. The plane makes it to Pakistani air space before an Indian super group known as the Vedic

intercepts it. Pakistan is outraged at the Indian super human incursion into their airspace and demands that the prisoners be handed over to Pakistani courts for trail. The ten terrorists are held in India awaiting trail while the government refuses to allow any extradition to Pakistan.

Jan. 6 th, 2011

Covert Chinese super humans clash with an Angelos scout team in Taiwan over Elohim technology found there. The technology in question is a cache of Angelos' weaponry hidden in a large cave.

Jan. 15th, 2011

Large groups of misanthropic super humans (mostly Chimerans) migrate to an island off the western coast of Mexico when the President of the small island republic announces that it will be a haven for super beings. An ancient Chimeran elite named Dagon runs the island in the guise of the island's president. Tourism on the island skyrockets as people from all over comes to see the island's natural beauty and the gods made flesh that walk the island paths healing and providing wisdom.

Jan. 29 th, 2011

Muslim extremists in India botch an attempt to free their jailed cohorts. Most are captured and jailed. Two of the Muslim prisoners die mysteriously from minor accidents while awaiting trial.

February

Feb. 4th, 2011

A United States superhuman prison in Antarctica is made public when several inmates escape and take amnesty in Palau.

Feb. 6 th, 2011

The Kashmir peace talks break down after 5 years of constructive dialog because of the Muslim prison deaths. Pakistani and Indian military start a build up in the Kashmir area and along the borders.

Feb. 16th, 2011

Senator David Thrush of Idaho proposes a bill calling for mandatory registration of all masked vigilantes operating on U.S. soil. This type of law has already passed in countries such as Germany, Egypt, China, and many Arab nations.

Feb. 17th, 2011

Augustus Nemo, claiming to be the descendant of the mysterious 19th century criminal Captain Nemo, makes his presence known when he buys a small computer company. By the middle of the year the company will have a huge share of the microprocessor market. Atlantis Microsystems will move its headquarters to a small sovereign island 50 miles south of India where Nemo rules as king. His company quickly becomes a world leader rivaling Rhand Technologies in the fields of micronised mechanics, computer, and nanite technology.

Feb. 23rd, 2011

India's prime minister is assassinated by a Muslim super human calling herself the Hand of Fatima. The Muslim nations have never heard of this being and none condone her actions. Pakistan in particular distances themselves from her acts. Fatima escapes capture and flees towards the Pakistani border. The Indian national super team known as the Vedic pursues. The Pakistani open fire on the Vedic as they cross the border after Fatima. 40 Pakistani soldiers are injured, 3 jet planes and two tanks are destroyed defending their border. The Vedic return to India with two members dead and no Fatima.

Feb 28th, 2011

The U.S. ambassador Arty Santos tours Pakistan and India trying to smooth the strained relations between the two countries.

March

March 1st, 2011

A super human team known as the Shadow Cabinet are all found dead in the courtyard of Saint Anthony's garden, behind the Saint Louis Cathedral in the French quarter. Their bodies are arranged in an occult fashion.

March 4th, 2011

Aryan Superior takes over the nation of Argentina in a coup.

March 5th, 2011

Drilling in the North Sea awakens a huge serpent laying on the sea floor. The creature rears up and towers over 200 meters over the oil platform, spitting caustic poison venom and killing 43 crewmembers on the deck. The creature quickly submerges and vanishes into the sea. Hours later The Sentinels arrive to investigate but find nothing.

March 6th , 2011

A small nuclear explosion rocks the troubled Kashmir region, neither India nor Pakistan claiming any responsibility. A being calling himself The Avatar appears, claiming to be the reincarnated aspect of Shiva the creator. Announcing on Indian television that he is the sworn protector of India and its people, he proclaims that any more attacks on India and his people will be dealt with in the harshest manner.

March 8th, 2011

Limited skirmishes pepper the India/Pakistan border. Arty Santos, the U.S. Ambassador, disappears in India.

March 14th, 2011

The U.N. pressures India and Pakistan to end the conflict. The Sentinels send a team to search for the U.S. ambassador.

March 16th, 2011

Nuclear delivery systems are stationed on the borders between India and Pakistan. Afghanistan gives support to Pakistan and builds up a military presence on the northern border, ready to help invade the Kashmir region.

March 17th, 2011

The Pakistani and Indian prime ministers plan a meeting. Augustus Nemo provides the use of his small island nation as a neutral location. The Titans provide security along with the Chinese super team called The Krinn.

March 18th, 2011

The Hand of Fatima and a small band of super powered and high-tech extremist attack Nemo's island. Both prime ministers are marked for death, according to one extremist called the Hammer of Allah, but both are protected and delivered to their countries by the Titans and the Krinn.

April

April 4th, 2011

The battle of Seattle. The Brothers take on a being known as Epoch (a time traveling villain who claims to be from the future). Epoch unleashes a wave of mutants onto the city. With the help of other super humans, the crisis is stopped.

April 19th, 2011

The Titans clash with Black October in Barcelona, Spain. The battle soon becomes a three-way skirmish when the creatures Black October were following turn and attack both groups. The Titans and Black October dispatch the menace and the entire Black October team is taken into custody.

April 22nd, 2011

China moves warships into the China Sea near Taiwan. Pressure from the

Chinese government to reunite Taiwan with the mainland disrupts trade in the region. Taiwan responds by buying military technology from the United States.

May

May 10th, 2011

Covert Chinese superhuman activity is made public in Northern Korea when they clash with mysterious super humans over control of a cave complex.

May 13th, 2011

The space station Nirvana starts on plans to expand the habitat facilities by 2012. With the help of Atlantis Microsystems' nanite technology the station should be done by the end of the year.

June

June 4th, 2011

The United Nations begins work on a mass driver for the mining colonies on the moon.

June19th, 2011

Bolivian drug lords shoot it out in schoolyard of a church. Two angels appear and incinerate all ten members of the gang.

Welcome to the World of the Godsend Agenda

Welcome to Earth, 2010. Many things are familiar: there's a McDonald's in virtually every American town, the Middle East is fighting, the familiar wars of the past that we all know have been fought.

But this isn't the Earth you know.

World War 2 was fought in part by costumed super heroes (and villains). There was an influenza plague in 1918 that was not a case of the flu. And even before then, there were people walking the earth with super powers. Instead of being relegated to comic books and tall tales, these people were real. Some were not human. Many proclaimed themselves to be gods.

Were they? The hint, of course, lies in the title – What is the Godsend Agenda? The answer is complicated, and involves alien invasions, secret conspiracies, and power almost beyond human imagining. There's something very sinister going on – beyond the "gods" of tales, there are aliens that are distinctly not human, some here and some on their way to Earth. Only a handful of people know the truth about what's coming, and the rest of the world may not believe them until it's too late. Maybe that can be changed.

The power of the gods is mankind's for the taking, if they survive. As mankind matures, their past will come back to haunt them, and they in turn will have to confront a very dangerous future. Your character will be pivotal in this: you are a hero, one of those gifted with the power to feel the heartbeat of the universe, the eternal Ka, and able to learn the secrets of the ancients.

Hopefully, you'll survive the ordeal.

The World of the Godsend Agenda

The standard year setting for Godsend Agenda is 2010, two years before a Chimeran invasion and the apocalyptic battle between the warring Elohim. Five different factions connected by the use of the energy called Ka race to save the Earth from one another. Each sees the world colored by their past, and each is motivated by what they consider an ideal future.

This section includes the running story of the campaign world, and the five groups that have shaped the modern world. Your job as the Game Master is to pull all the factions together and tell a story that is rich in background, dynamic in approach and expansive in scope.

Origins of Powers

Your character's powers could have any number of strange origins; there's a myriad of examples from the many comic books and novels out there (a classic example is "was bitten by a [insert whatever radioactive critter here]"). In turn, your character will tend to define his powers by what he got first or "how" he got them. The truth of the matter? As discussed and hinted at when determining "Ka Pool," there is an ultimate source for your character's powers: Ka, the underlying current of the Godsend universe. But it's doubtful that, unless you're playing someone associated with one of the few groups that knows this (or your character is unusually powerful and knowledgeable) your character won't have ANY clue that this is the truth.

Keeping this in mind, remember to think about how your character thinks he got his powers. For example, a character who was struck by lightning, survived, and gained the power to throw lightning (Energy Blast), might in turn manifest resistance to electrical-based attacks (Energy Shield) or even be able to turn part or all of himself into electricity (Elemental Sheath). However, such a character would probably not manifest the power to cause ice to suddenly appear – it's a little out of his realm. Likewise, a character who views his powers as magic is unlikely to have a power where he doesn't have a requirement of flailing his arms around or chanting (Power Flaws like Incantations or Gestures).

Even knowing Powers that have the word "Ka" in them doesn't mean your character instantly understands the fundamentals of his universe. Someone might have the Ka Manipulation Power because they realize they can change their Powers with some work... but they don't realize that they're outright changing the way they interact with the stuff of the universe. Such a person, if asked what "Ka" was, might reply with "A new form of coffee?"

Eventually, your character could be taught about the ultimate origin of his abilities. In such a case, it would take time for the entire concept to sink in – understanding the principles of the universe takes not just raw intelligence, but a bit of spiritualism and wisdom – but given such time, a character could teach himself ANY Power. Well, that is, if he really believes the crazy explanation he's been fed, he could figure out a way to teach himself. Again, however, this is all ultimately up to your Game Master. It simply boils down to this: can you justify your character and Powers to yourself and your GM?

NO! A METAPLOT! Why didn't you tell me about this???

Heads up! There's a plot to this world. That doesn't mean you have to stick with it. Plans exist for more books detailing the changes that will come over the Godsend universe over the next two years, but that doesn't mean that this written history is the gospel of your game.

Especially if you're running a pre-modern campaign, you're not expected to follow the metaplot perfectly... or even at all, for that matter. It's very likely that your players will read this Game Master section that players are not supposed to read (hint) and know what's supposed to happen. So throw them that "curve

ball" and do something else instead. Maybe the Chimerans will invade in 2020, instead. Maybe they'll never show up, and it will be a war between the Angelos and the Elohim instead. That's up to you, the Game Master. It's your game.

A "Mini-History" of the Universe

The Godsend Universe, while on the surface appearing much like the Earth of the real world, has a history rich in differences. It is greatly affected by an alien race, very similar to humans, who learned to tap into the powerful ultimate force of the universe. This race is known as the Elohim, and their power – a birthright of humanity, as well as Elohim – is known as Ka.

The following is a "high speed history" of this universe, mainly highlighting the differences between Godsend Agenda and the real world. Happenings in the Elohim calendar are recorded as "AE," or After El, which is used for earlier dates referred to in this "mini-history." Occurrences on Earth are recorded as BC or AD, according to the standard archaic method of recording human history.

The Elohim History

Approximately –5 AE, a group of scientists on the distant world of Araboth discovered a method for manipulating Ka. One of the scientists, named El, managed to acquire this power for himself. He then spent the next five years taking over Araboth, declaring himself Emperor, and resetting the calendar to his name.

With the powers of Ka at his disposal, El easily expanded his Elohim Empire across the galaxy. Though he was nearly omnipotent, he was not omnipresent, and El needed assistance. He soon organized an elite class of nobles, the Seraphim, who were taught the basics of Ka. The lower castes were forbidden from obtaining this training; it was an offense punishable by imprisonment or death. With their help, thousands of worlds, both inhabited and not, fell to them. It took the Elohim Empire more than a thousand years to conquer a quarter of the galaxy, but by AE 1250 El was utterly immortal and had power absolute in his territory.

However, within a few thousand years the Elohim Empire's conquests had stretched their resources thin. Even with such awesome power as Ka, the Seraphim needed a new method of conquest, or they wouldn't be able to hold what they had. Having observed thousands of primitive worlds, they seized upon a new idea – the Godsend Agenda. The Agenda dictated that a handful of Seraphim were sent to a primitive world; there, they used their Ka powers to set themselves up as "gods," dictating their will to the people, manipulating them into perfect servitors for the Elohim Empire. The Agenda was successful beyond anyone's dreams; it freed nearly ninety percent of the Empire's resources, allowing an age of prosperity and power. El pronounced himself a god to his many worlds, and engineered a new warrior caste known as the Angelos to help him enforce his rule.

Around this time, a Seraph named Attis was born. A prodigy of the manipulation of Ka, a man powerful enough to nearly rival El, he quickly rose up in the ranks of the Seraphim. No less than fifty years after his birth, the Elohim encountered another race capable of manipulating Ka – the Chimerans. This powerful, alien race of shapeshifting beings was bent upon control of the galaxy. The two empires clashed immediately, but the Elohim quickly lost ground – whereas only the most powerful Elohim could use Ka, most Chimerans could wield it with ease. The Elohim rapidly lost territory.

However, in AE 3085 Attis discovered a way to neutralize the natural flow of the Ka energy. Leading a small force of ships, Attis found the Chimeran homeworld and activated his device. The Chimerans, connected by a hive mind, depended on Ka for communication, and without it, they were helpless. They quickly sued for peace and turned back from the Elohim Empire. Attis was brought home a hero, and given the title of "Light bringer" by the great El himself.

Attis, however, was not content to just be a hero. In 3097, he turned toward his fellow citizens and began speaking in favor of all citizens learning to use Ka. El quickly censured him, and the younger Elohim took his followers

into hiding. The "god" of the Empire, however, was intimidated by the amount of charisma and sway Attis had over the citizens, and rather than openly attacking Attis, sent an assassin after him. The assassination failed, and Attis used the assault as a rallying cry to openly oppose El. Within two years, the Empire had broken down, as colony worlds fought against their servitor status. The Angelos were sent to savagely quell any disturbances, but Attis and his rebels did their best to stop them, causing a full-scale, empire-wide civil war.

The entire situation took a turn for the dire when in 3102, taking advantage of the social upheaval spreading through the Elohim Empire, the Chimeran Hegemony attacked outlying civilian outposts. El found himself in a terrible predicament fighting wars on two fronts, one of the fronts being his own territory. By AE 3107, the Chimerans had cut deep into the Elohim Empire. El's resources were stretched beyond even his considerable power, and he was forced to call a truce with the rebels. He promised amnesty in exchange for help fighting the Chimeran menace. The tide once again turned on the Hegemony as the Ka-using rebels joined Imperial forces. Eight years later, the Chimerans were pushed back beyond their original borders, and El decided not to press on any further. He instead turned to his native problems.

In a cunning act of treachery, he reneged on his pact to give the rebels amnesty, and imprisoned them all aboard a ship with Chimeran prisoners, to be sent to a penal colony called Sheol, in a vast, Ka-inert void between the galactic arms. While en route, the prison ship was attacked by a renegade Chimeran frigate and boarded. During a bloody melee combat inside the ship, the Angelos captain became desperate and fired the ship's singularity drive in hopes of escaping. The ensuing tear in space drew both ships inside to parts unknown. (At this point, the "time line" breaks down – the ships were thrown through space, and possibly time, ending up on Earth.)

Welcome to Earth

By the modern Earth calendar, it was in approximately 4,000 BC that the Elohim prison ship crashed off the coast of what would become Florida. The Chimeran frigate, which was also drawn through the warp, was nowhere to be seen. The entire area was badly disrupted by the broken, unstable singularity drive of the ship (the disruption remains to the current day – it is known as the Bermuda Triangle). The Angelos scavenged what they could from the ship, and began searching for their Elohim and Chimeran prisoners, who had escaped their captors and spread across the globe.

Although cut off from their full hive mind, these Chimerans were cunning and ruthless, clever enough to go into hiding while acclimating themselves to their new existence. They would continue to war with the Elohim throughout human history, never quite forgetting their past. Legends of demons and the like grew up around them – the Celtic called them the Fomor, in India they were the Asura, and in Japan they were Oni.

The Elohim ex-prisoners fled to the Nile Valley, and gathered around Attis and his lieutenants for guidance. Attis suggested that they could start fresh on this world – he wanted to nurture the world's inhabitants, and once they were evolved enough, he wanted to teach them to use Ka. The Elohim would use El's Godsend Agenda as a tool for teaching the primitives and guiding them along the way. Attis told them to spread out over the Earth and live as benevolent gods. It did not work out as he had planned.

The Elohim and Chimerans were not alone with humans on their newfound world. By 3550 BC they discovered a group of humans far surpassing the normal primitives of the world. Spread across the globe amongst a dozen or so scattered islands lived a very highly evolved race of humans ruled by 13 immortal sorcerers. These Atlanteans had a prophecy that some day a race of demons – the Horde – would one day arrive to enslave the races of Earth and destroy all the Atlanteans held dear. Having observed Attis and his people, the Atlanteans decided that these aliens were those of legend, and marshaled their forces to eradicate the Elohim. The war raged for a year before one of Attis' followers, Thoth, was sent to speak to the immortals. He told them that the Elohim were not here to destroy Earth, but to protect it and see it grow. Fortunately, the Atlanteans believed him, and the war was settled. The two groups allied to protect and guide the Earth.

But the Atlanteans believed, very certainly, that a threat was still out there

on its way to Earth. They took it upon themselves to build their own race of Ka-using beings, soldiers who would fight the coming menace, by seeding humanity with a gene, (later to be known as the Black October Gene), that would activate when what they called the "Horde" arrived. It would take thousands of years to confirm that the Chimerans were this great threat, and that some were already on Earth, plotting.

The Elohim moved on with their plans for advancing all humanity, not just their Atlantean allies. Across the world, steps were being made (particularly in China and Egypt) to advance human knowledge. The brilliant Thoth took in the Egyptian young as students – one of his most famous students was Imhotep, who advanced the Egyptian understanding of engineering and mathematics, and built the first Egyptian pyramid.

The Angelos, however, were still around and working to recapture their prisoners. By 2247 BC, they had built a vast communications array in the land of Shinar (modern Iraq), designed to send out a distress call to the Elohim Empire, in the hopes that reinforcements would be sent. Attis and one of his followers, Typhon, learned what was occurring and dispatched a few fellow "gods" –Anu, Baphomet, and Shiva – to destroy the tower. A five-day siege ended with the tower's destruction, later to be recorded in history as the fall of the Tower of Babel. The Angelos retreated and went into hiding, and the escaped Elohim believed there was no one left to threaten them.

Making the Ancient World

By 1628 BC, the new "gods" of Earth had been about their business managing the people of their respective lands for some time, and things had been going well. Too well. The Elohim became decadent, and began to fight each other. Typhon, one of Attis' trusted followers, conspired with some of the less enlightened "gods" to seek retribution against the Atlanteans for the war they waged over two millennia ago. He, with the help of ten other "gods," sank the empire's islands. Within a few hours, nothing was left. Along with some of the 13 Immortals, a good many members of the Atlanteans' lower castes escaped the cataclysm. Some of these survivors set out alone, but many followed the Immortals to distant lands to hide, starting small communities, helping the primitive cultures that surrounded them. The Atlanteans had many names among the primitives they encountered: those in Europe were called Sidhe, while in Greece they were Titans. In China in particular, the Atlanteans had heavy influence – at least some of the ten great legendary rulers were Atlanteans.

The height of arrogance amid the Elohim "gods" came when two factions began a brutal war, wiping out a city and a culture – the legendary Trojan War. This war, from approximately 1219 to1209 BC, brought to the fore the situation of vanity and greed amid the "gods" that had so beneficently begun. Attis realized that it was time to stop this situation; humans were progressing well enough that "gods" were no longer strictly necessary. He saw clearly what was happening to his people, and it pained him when he realized that they were not helping this planet, but hurting it. Attis discussed his options with his trusted companions, Thoth and Typhon. All agreed the flow of Ka to this world would be cut, just as they had cut the flow to the Chimeran home world, years before.

Attis cut the power, and slowly around the world the "gods" lost the use of most of their Ka given abilities – a few even died at the sudden loss of their powers. But Typhon had an ulterior motive; he planned to help Attis turn the power off for everyone but himself, therefore making him the most powerful being on the planet. And so, in the Libyan Desert, Typhon turned against an unsuspecting Attis. For seven days the two fought, neither giving any ground, and the battle ended with both men exhausting all their remaining essence, to lay helpless in the desert sands. Their followers, a cult that would one day be called the Rosicrucians, thought their "God-Kings" were dead, and built a secret tomb where they enshrined them until they could some day rise again.

Around 1950 BC, the Angelos had come up with a new twist on the Godsend Agenda, and decided to create a monotheistic religion based on their devotion to El. Working through a human agent named Abram, this belief had spread throughout the Middle East – with some strange repercussions some time later. Now, the Angelos took full advantage of the world's Ka loss and waged a religious war against all the "false gods." Some Elohim stood their

ground and fought back, but most were killed or went into hiding. Some fought for their own causes or continued to play god in their remote part of the world, while other "gods" and Atlantean Immortals, mere shadows of their former selves, took different names, choosing to more quietly shape the course of human history. For a time it seemed the Angelos had won, for no one had the power to stop their use of the Godsend Agenda – the Angelos were dependent on technology, not Ka.

From Ancient Times to the Medieval World

The Angelos' manipulations subtly turned against them, however. From approximately 3 BC to 29 AD, Jesus of Bethlehem, a man who seemed to be divinely born, lived died and was apparently resurrected. During his lifetime he manifested many Ka-like abilities, but all Powers read him as a normal human. Thoth and other Elohim could never discern his true nature, and he died an enigma to all of the aliens. Throughout his life and afterwards, the Angelos supported his teachings and provided protection during his journeys – with little explanation as to why.

Plague also rocked the ancient world. In 420 BC, one such plague struck the city of Athens, killing tens of thousands, the cause thought to be a cross-species viral infection stemming from a human-Chimeran breeding program, possibly started by a renegade Atlantean sorcerer. From 542 to 592 AD, the Chimeran "plague" again flared up, killing thousands across the Middle East, many in Constantinople. This plague would appear in another eight hundred years, as the infamous "Black Plague" that wiped out a third of Europe.

However, for the most part the Dark Ages and Middle Ages were remarkably quiet – here and there, a number of the various aliens cropped up to interfere, but it was a rare occurance. For example, in 1452, the Elohim once known as Thoth took the name of Leonardo Da Vinci, attempting (and succeeding) at furthering human thinking. Just a few years later, a Chimeran killed a Wallachian lord and assumed his position – the infamous Vlad Tepes was terrible and bloody, even as he was successful at saving "his" country from the Turks. And in 1590, a Chimeran named Croatoan terrorized a small American colony, just a few survivors being rescued by a group of Atlantean wanderers before disappearing, never to be seen again.

Other Nations
Outside of the U.S. Government, most other nations are seemingly unaware of what is going on (if they have any involvement, it has not yet been made clear). The two major nations that would have the most interest – China and Russia – have other problems, at the moment. China undoubtedly has many people with some ability, and a great deal of people with the Black Gene (activated or otherwise). However, this latter group of people is regularly rounded up by Black October. Russia has too many economic problems, still recovering from various economic and social problems, to really care. In many cases, Russian super heroes move to America or Europe to make money off of their power and fame.

Revolution and the World Wars

The relative peace ended in 1908, when the command section of the Chimeran frigate was spat from a wormhole somewhere over Tunguska, Siberia. The Russians, who were loosely controlling Siberia at the time, didn't know what to make of it. Inside the ship, they found three beings in stasis pods – Chimeran Elites, who had not yet been released to adapt. (See the section on the Chimerans for more details about their unusual natures.) Taking the pods back to their base, they manage to open one, and a confused Chimeran walked out and took human form. "Adam," as they would call him, soo manifested many different superhuman abilities and powers, and during the Russian Revolution, the Soviets acquired him. The "Red Hammer" soon became a symbol used by Lenin and Stalin, playing a large role in the Russian purge, and later, during the Second World War, when he became a tool of defense for Mother Russia.

Although up until this point super powers were rare, the world utterly changed in 1918. The Atlantean-created implanted gene sensed the Chimeran "Horde" arrival on Earth (triggered by elements from the frigate dissipating through the atmosphere), and activated. Many humans manifested Powers, while others who could not take the strain died. The "plague" swept around the world, the public at large believing the symptoms to be a virulent strain of influenza. October 1918 turned out to be the deadliest month in America's history, as 195,000 fell victim to the "influenza" – Black October would later take their name from this terrible month, their origin in history. Before the initial activation was over, five million people died worldwide, with more thousands of "flu survivors" dying in mysterious cases of spontaneous human combustion as they went straight into the phase of "Shining"— their bodies releasing long-stored Ka destructively.

The next year, Congress approved a special $1 million fund to enable the U.S. Public health service to recruit physicians and nurses to deal with the growing epidemic. The United States government, already quietly aided by some super humans, quickly realized what was going on. They isolated the cause to a hereditary "disorder" that became known as the "Black October Gene" many years later. Shortly thereafter, in 1920, a special branch of the government – United States Eugenics Research, or U.S.E.R. – was founded to look into the growing superhuman phenomena.

In 1942, three years into the Second World War, the German army captured a Russian scientific installation in the occupied city of Kiev – and found the remaining stasis pods from the Chimeran ship. The Nazis took the pods back to a German research facility in the small town of Colditz, and studied them for many months. When the scientists finally opened a pod, a Chimeran Elite emerges and adapted to fit the Nazi ideal, as taken from the impressions of those around it – tall, blonde-haired, blue-eyed, "perfect." The Germans soon realized that this being had powers beyond the scope of mortal men, and trained the Chimeran to use his powers for the German war machine. He was given the code-name "Aryan Superior." Instead of opening the last stasis pod (why mess with perfection?), the Germans set out to graft Aryan Superior's DNA onto a human host, after efforts to mate Aryan Superior with women of good breeding stock failed – usually with the woman's death during the gestation period.

The American U.S.E.R. program kicked into high gear after U.S. spies caught wind of Aryan Superior's existence and the Nazi program to breed more. However, in a devastating blow to their efforts, all the Black Gene manifestations were whisked away by an unknown group, and the few super beings the government did have control over were no match for Aryan Superior. Soon thereafter, during fighting in North Africa, a U.S. tank division happened upon a secret network of underground tombs. Thinking the Germans might be using them as a secret refueling station, the U.S. troops quickly secured the catacombs. Inside the tombs, they found two bodies in perfect condition – both apparently alive. U.S.E.R., thinking this could be the answer to their prayers, had both men shipped back to the States for testing, but the boat carrying the two Elohim never made it to America – Attis and Typhon awoke and began their battle anew. During the battle, collateral damage sank the ship and Typhon escape, leaving Attis to rescue the survivors before flying off for parts unknown.

By 1945, the war in Europe was essentially over – the Allied army approached Berlin from all sides, and Hitler knew he had lost. During the fighting, Aryan Superior and the Red Hammer met for the first time. Aryan Superior was victorious, but just barely. Five square miles of Berlin was

Malcolm Rhand

Malcolm Rhand is a millionaire industrialist – at least according to the false records and birth certificates that leave a paper trail as far back as 1900. In reality he is the thirteenth immortal Magus of Atlantis. He knew the Horde would eventually come, so he set out to find exactly where they would land on Earth. Through intricate, arcane magics, he discerned the invasion force would arrive after a smaller force had crashed on the planet years before. He located the crash site – Roswell, New Mexico – and waited. After the crash, Rhand took the stasis pods back to a secret facility in Nevada, where he studied the technology and the Chimerans in stasis, patenting some of the technology and earning billions of dollars. Rhand Technologies became the world leader in the computer and aerospace industries.

After almost twenty years of study, Rhand finally opened one of the stasis pods. By now he fully understood the malleability of the Chimerans and knew he could adapt them to anything he wished. With the first of the Chimeran troops, he created an assassin that he named Hydra. Rhand used Hydra for several assignments to track down the other immortals sorcerers and kill them. Rhand planned to be the only immortal magus left – and he would control both a Chimeran army and the Immortals' army of Black October. What Rhand didn't count on was that Hydra would evolve a conscience. She rebelled against Rhand and escaped from his organization. With Hydra gone rogue, Rhand created a better assassin with the next Chimeran pod, named Violet. Today he slowly works toward his terrible goal, knowing that the full Chimeran invasion is very soon.

destroyed during the battle, and the body of the Red Hammer was never found. Seeing what was happening to his country, Aryan Superior escaped with several high-ranking officers to Argentina as Americans captured the facility at Colditz, shipping the last of the stasis pods off to America. A few months later, the last Chimeran Elite would emerge – the superhero known as American Eagle.

Modern Disasters

The famous Roswell, New Mexico incident is significantly different in the world of the Godsend Agenda. Chimeran troop carrier pods from the missing frigate emerged from the long-thought-lost wormhole and crash land. A wealthy industrialist named Malcolm Rhand (see the sidebar) found the alien craft and stripped the ship of all one hundred stasis pods and much of the technology. The U.S. Government arrived much later to find the alien craft gutted, taking what little remained to be researched.

Only a few short years after this strange disaster, the American Eagle disappeared without a trace. In response, U.S.E.R. quietly founded a team called "The Sentinels," keeping their connection hidden. Their timing was good – within a few months of the formation of the new team, the Black October group struck, sinking an oil tanker in the Suez Canal for unknown reasons. Soon thereafter, a mothballed aircraft carrier project, sitting in a New Jersey naval yard, was stolen. The U.S.E.R. later traced the theft to Black October. The carrier would later reappear as the organization's mobile strike base, the Dark Horse.

One of the ironically hushed and often-parodied incidents of superhuman power occurred in 1961, when a gigantic Chimeran, which adapted under bizarre circumstances, attacked the city of Tokyo. The apparent "giant lizard" killed two

thousand people, and injured another five thousand, before combined Japanese and American defense forces drove the creature back into the sea. The bizarre creature appeared a few more times, to the delight of moviemakers and the chagrin of Tokyo city planners.

Such a trend of the super powered becoming rich and famous in the public eye became increasingly common. As more strange events continued to happen, and research was done into the past, more and more heroes came out and at least took on a public façade to make money and help humanity. Super heroes were practically commonplace by 1975, when Hyperion made his first appearance, stopping an avalanche in the Swiss Alps and saving thousands of tourists in the process. In 1996, Hyperion would follow the trend and turn his strength towards a group, founding the super team called the Guardians to combat his foes, known only as Djinn X. The Guardians and groups like theirs spread across the world to help mankind stave off disasters, both natural and unnatural.

One of the largest man-made disasters of the 20th century was more than man-made – it was Elohim-made. In 1979, Typhon discovered an alternate dimension that had enormous amounts of "wild" Ka, and used the nuclear reactor at Three Mile Island as the power catalyst to teleport his followers and himself to it. A group led by Attis attempted to stop him. In the ensuing battle, all involved were sucked into and trapped in the "Wild" space dimension, the true nature of the reactor accident quickly covered up by U.S.E.R. This was the beginning of the "Mystic 'Nam," named after the more mundane, but equally disastrous, Vietnam War. It took seven years for those involved to return to Earth – through the critical nuclear accident at Chernobyl. Realizing the repercussions of nuclear power, many scrambled to decrease its usage across the world – but for many Elohim, the use of nuclear havoc to obtain Ka was seen as the answer to increasing their long-weakened powers. Most realized that this would also strengthen any Chimerans, so most remained hesitant to act. But after four years of recovery, Attis and Typhon again clashed in Houston. Ultimately, Typhon "destroyed" Attis, and the collateral damage killed over 100 people. Attis' followers desperately scattered. It would take years for them to recover.

Are All Humans with Super Powers Black October, Children of the Gods, Etc.?

No. In fact, a good number of characters might not have any of these groups as the origin of their powers. At many times throughout history, humans have manifested powers. Some called them witches, others were known as heroes of legend. Those in the know theorize the reason there are so many super beings now is because they all have some aspect of the Black Gene, and with the coming of the Chimerans, a "recessive" Black Gene is the catalyst. There is no exact answer.

However, there are clues. Attis found latent Ka abilities in many humans – not just the Atlanteans (who are, in reality, merely a branch of humans who were already an advanced, Ka-using civilization when the Elohim and Chimerans crashed on Earth). Some humans might just be naturally blessed by evolution, and thus able to use Ka energy without the Immortals' Black Gene. These people suffer no ill effects of long-term Ka usage, like members of Black October (they don't die at 30, for instance). The remaining Atlantean Sorcerers theorize that humanity, like the Atlanteans, has evolved to a point where they can manipulate Ka energy on their own. It just took longer.

As far as Super Powered humans being members of organizations, a number of smaller ones also exist outside of those covered in this book. These smaller groups are becoming more common and more powerful as the world progresses. Some of them – that is, potential player characters' teams – have great potential to change the world.

Standard Human Character Package

In the GODSEND Agenda world, the alien beings on the planet seem to far outstrip the humans – if it weren't for humanity's vastly superior numbers, the aliens would have overrun the Earth years ago. To offset the obvious edge these other factions have, human characters get one advantage.

Ka Focused Specialization

At character creation, humans may buy any ONE power at half price, or two powers at 3/4 price (a 25% discount). The only powers exempt from this are Manipulation powers (which are 25% off for one power, or 10% off for two). A character can mix and match different categories, but if a Manipulation power is picked it must adhere to the above restriction. For example, one power could be purchased at 25% (a non-Manipulation power) and the other at 10% (a Manipulation power). Note: USER agents DO NOT receive this bonus in addition to their USER advantages.

In the midst of these tragedies, the Sentinels made great strides for powered humans, further encouraging others out there. In one incident, a three-man team rescued Americans held hostage in Iran. During the escape, the Sentinels destroyed an entire Iranian fighter squadron attempting to cut off their retreat. Things came to a head for the Sentinels in 1983 when they clashed with Black October in downtown New York. Of the 10 Sentinels involved, only 4 managed to walk away with minor injuries: two were crippled, and another four were killed, while the four-man Black October team escaped with only one casualty. Though the incident didn't ruin the Sentinels' reputations, U.S.E.R. began rethinking their training and tactics, but not before the Sentinels' movie, released in '89, broke box office records.

The Sentinels were also bolstered by the addition of Karlas Johnson's creation, USA1 (United States Android #1), the first in a series of sentient A.I. androids. Following upon their technological success, and assisted from outside (mainly from the Angelos), the U.S.E.R. actively hunted Black October. Finally, in 1998, the Sentinels located and sank the Dark Horse carrier in the South China Sea. A hundred Black October members died during the assault, Black October's current leader, Prime, suspecting Elohim involvement.

Sickening puns were cut loose with the new millennium, as Djinn X attacked Los Angeles in what they called the Y2Kill. However, rather than Hyperion's Guardians, a new super team nicknamed "The Brothers" stopped the villains, closing out a millennium of massive disasters on a positive light.

As the new millennium dawned, Earth finally reached and held onto space, with the help of some superior-to-real-world technology and super powers. The stations Luna 1 and Hecate went online on the moon in 2005, and within 2 years habitat modules and orbital refueling stations were launched to Mars for man's eventual visit. Grand plans were made for orbital stations to help the moon colonies. With the U.S.E.R.'s greatly increased knowledge, they latched onto the space program, and were able to observe closely the machinations going on below, firmly entrenched in the system by 2008. They managed to send the Sentinels to intercept Black October, the groups clashing over an ancient Atlantean cache of ore (Orichalcum) in the Yucatan jungle. The battle lasted for two days, ending with both sides retrieving small amounts of the ore.

Thankfully, none of the major secret groups of Godsend chose that moment to strike – they were quietly waiting for the real enemies to appear on the scene.

The Coming of the Horde...

By 2010, humanity has managed to colonize space on a small scale. Traffic in Earth orbit is very heavy, with shuttles taking passengers from one destination on Earth to another. The Mars program succeeds early – America and Russia jointly setting foot on Mars and leaving behind robots to explore and send telemetry information back to Earth-bound scientists, who are eagerly planning trips further into space. The United Nations has two space stations orbiting in long-range orbit above the Earth: Elysia and Nirvana. Though not completely self-sufficient, with relief shuttles arriving every week or so, it's a grand leap. The stations are used as research labs and manufacturing plants, housing over 500 technicians and other support personnel. They're also highly productive, creating everything from microchips to vaccines.

All of this is interrupted when orbital telescopes detect a large object in deep space, on an unmistakable direct course for Earth. It is estimated to arrive in two years – U.S.E.R. (along with others) assumes it is the Chimerans, and increases their production of the A.E.G.I.S. serum, which can give some people Powers. And Black October begins a frantic scramble for the end, hoping that others do not sabotage their efforts.

Earth. Some are ancient, hidden and subdued in the modern age, but still powerful, such as the Angelos and Elohim, who have been warring for ages. The Black October group, on the other hand, is a recent phenomenon – though it is descended from the meddling of the ancient Atlanteans. Finally, there's the U.S.E.R., a branch of the United States government that's getting directly involved in super-powered affairs. They're young, new, and powerful, and only just learning what's going on. Along with each of these major groups, there are notes in the sidebars, discussing minor groups and story ideas.

The Major Players: Godsend's Secret Factions

The following is information on the major groups that have affected the Godsend world and made it significantly different from the real, mundane

Law Enforcement.

The world's police forces have had to gear up to deal with super powered menaces that threaten the safety of the planet. Almost every modern police force in the world has a special unit that deals exclusively with super human threats.

Most active members are culled from elite police forces such as anti-terrorism squads or SWAT teams and are trained to be the very best. The most successful law enforcement agencies are trained in the United States by local law enforcement and private businesses that have sprung up in the last thirty years to handle such problems. Highly rigorous physical and technical training puts theses elite forces on parity with U.S.E.R. field agents.

Most law enforcement organizations use some sort of motorized power armor and gyro-jet or laser pistols, usually manufactured by either Rhand Technologies or Lemurian Microsystems. To detain these threats, law enforcement agencies use several types of power inhibitors and cerebral anesthetizing devices.

Below is a list of devices used by SWAT teams or their equivalent around the world. Most of these devices are meant to be non-lethal and are primarily used to subdue criminals. The weapons are high-powered and very rare. Most team members will only be equipped with gyro-jet rifles or some sort of low yield energy weapon.

A list of the weapons used in the apprehension of super humans can be found in the USER section on page 251

The Media   Super-humans have taken full advantage of the media's attention, with many having incredible lucrative movie, TV, music, and book deals.

The Silver Screen

Hollywood, on the other hand, has taken full advantage of having super human stars in their action movies. Celebrities like Richard "The Rush" Inferno and Angela "Widow Maker" Dominguez have made huge fortunes making blockbuster movies and fighting crime part time (but only when the paparazzi are around). TV shows like Inside Hero and Titans exist solely to exploit the celebrity of public super men, much like their counterparts Entertainment Tonight and Extra. Some others with minor Ka abilities become daredevils and stunt men making full use of their super human strength or invulnerability, or get involved in televised fighting. Ultimate Brawling Championships are fought regularly in Thailand, but these blood matches are outlawed in the United States and Europe. Most other organized sports have made it illegal for owners to use Super humans in sporting competition where "normals" are involved, but some sneak through the cracks…

Print Media

The most popular newspaper, The Weekly World Oracle, details the adventures of super teams around the globe. Published in Florida and printed in over 100 different languages,it has a circulation of millions worldwide. But it carries a secret – the Oracle is actually run by an Atlantean named Claus, and is used to clandestinely provide information to other Atlanteans around the world. Hidden within each edition is a coded message that only Atlanteans know to look for.

Sadly the comic industry has not been able to take full advantage of their popularity. Most children would much rather read about their favorite hero's exploits in the pages of People or Time magazine. Comics mostly fall into the genres of pulp fiction and sword and sorcery, and the occasional pirate book (a la Alan Moore's Watchmen, published by DC comics).

Music

Music exploded in the 1990s with super powered rockers like DjinnX, D.O.G. (Daughters of God), and Molly Millions taking center stage over less glam heavy (but more artistically inclined) groups such as Sonic Youth, Nirvana, and Skunk Anasie. The craze died about a decade later when audiences wanted

The Final Frontier

The United States government in the Godsend Agenda has several small stations orbiting the planet, all named after U.S. presidents. The purposes of these stations are two-fold: to protect U.S. interests with an array of orbital weaponry and detection devices, and to watch for extraterrestrial menaces. U.S.E.R. has made a point of stationing at least one of their superhumans on each station. They know that an alien menace exists and that it is only a matter of time before it arrives. In fact, they have already lost one of their stations to some unknown threat.

The station Andrew Jackson was online for only several hours before it suddenly suffered a full-scale decompression. All hands abandoned ship and as the last crewmember left, the station disappeared. The United States told the public that the station was lost because of a collision with space debris. The Angelos' base of operation was moved to Earth orbit after stealing this space station – orchestrated with the help of deep cover agents working on the station. After the station was secured, a cloaking device was installed, making the space station seemingly disappear.

more that just flashy glam rock shows laden with over the top theatrics and poor musicianship. The music industry (although still in love with super humans) let most of the "power groups" as they were called fall by the way side. Only a few group survived the "great purge" of the 90s and still rock into the new millennium, these bands include Fallout (a German industrial group), Monkey Kill Man (a neo reggae punk group), Molly Millions (a cross between Tori Amos and Sid Vicious), and The Grip (Hip hop rapper/movie star).

One of the view screens lit up in Mih Kal's monitoring room. The man on the other side of the screen glanced into the camera. He was wearing the amusing garb of the humans, a coat and tie over a dingy, once-white shirt. The ridiculous hat capped his head and reminded Mih Kal of an indigenou⬚

introduce some sense of fashion to these cretins one day. After all, His Divine Radiance's image should not be tarnished by having such barbaric-appearing subjects as these!

Sound quality from the concealed microphone suffered due to the planet's atmosphere, but Mih' Kal could easily understand his operative through the static. "Sir, may His Divine Radiance illuminate you.

"The operative known locally as John Henry has succeeded in infiltrating the human settlement, and his skills have proven a great boon for our cause. As you w⬚

affects upon our physiology. He was much gratified to learn that his work has been introduced to further empower our efforts."

A crowd of humans was gathered around a large, dark skinned man. Just looking at him Mih' Kal could not believe the humans were so easily deceived. John Henry ⬚

other man's⬚s mind.

Now humans looked to him as a prime example of what they could be. Try as they might, humans could not seem to escape being foolish.

"Today, Henry is striking another blow for the greatness of The Emperor of Light. As per our standing orders, we have all been diligent in retarding human technological expansion. John Henry today, is attempting the boldest public stroke taken to date."

Panning across the landscape, the camera traced a trail of formed iron sitting upon a bed of rock and timber. "The humans are developing a transportation syst⬚

able to develop a steam-driven engine. We think the heretic Attis or one of his followers introduced this technology centuries ago. Now humans are using steam to power large engines designed to pull heavy loads across the land. The engines run upon rails, and are not efficient at climbing steep slopes." The camera ceased motion and focused on a line of tracks that stopped at a shear cliff face. "As such, tunnels are being bored through mountains to allow the train's passage. John Henry has already helped in dissuading the humans against mechanizing the construction of the track. He has been able to display that he is more efficient than machinery, and therefore, human labor is almost exclusively used in laying track."

The view slid across the face of the cliff for several feet until it revealed another set of tracks, this one with a large machine set upon it. The machine had an intricate series of gears attached to a conical device mounted on the front. A man was shoveling load after load of coal into a furnace within the mac⬚

and complexity of the creation; he would definitely need to insert personnel into this new government. Perhaps, he thought, he could slow down technological and social advancement, not by force and cunning, but through bureaucracy. It would be something to think upon.

Mih Kal was snapped from his reverie as the voice returned. "Today Henry intends to do the same with the tunnel boring machines. He has boasted that he will be⬚

the humans will not be able to accomplish if his ploy succeeds."

Again the camera's perspective changed, focusing again on John Henry. He kissed a human female, then removed his shirt. As he walked to the cliff, he stooped to retrieve a large miner's pick. Panning back, the camera displayed a man taking position between Henry's track and the track with the boring machine.

Henry and⬚

from his pocket and raised it above his head. When the cloth dropped, a deafening noise blasts from the speakers. The machine lurched forward, chipping a large gouge in the wall. Henry swung his mighty pick, scoring the wall himself.

Moments passed as the machine churned forward and John's pick stripped the rock. Mih Kal toggled a switch and the image on the screen changed. A light haze cloaked the picture. Slowly, the area around John Henry began to transform. Through his filter Mih Kal watched as Henry began to draw in Ka from his surroundings. The haze became denser, the strikes hit harder.

Within minutes, the machine had moved noticeably forward, but Henry was close behind. The image of Henry was completely obscured through the monitor as Ka flowed to him and was shaped to his will. Rock chipped, broke, and pulverized under the blow of the pick and Ka. Henry swung hard, then harder until each swing gained him a step. The machine roared within its wall. Soon each was fully within their respective tunnels. The noise from one became indistinguishable from the other.

Minutes passed as the engine groaned and Ka raged. A climatic explosion rocked the ground and steam poured from the machine's tunnel. Men ran from the tunnel as flame erupted close on their heels. And still Ka surged.

The humans cheered as John Henry was declared the victor. And still Ka surged.

Henry stumbled out of his tunnel.

And still Ka surged.

Henry fell to the ground.

Ka surged.

Henry's girlfriend held him and kissed him.

Ka surged and winked out, taking with it Henry's life.

Mih Kal turned his monitor off and stroked his chin. Impressive, that. That should help arrest this human need for technology. When I am reunited with the Emperor I will list Henry as a martyr, but in the meantime we should investigate limiting Ka for the less talented.

Heavenly Origins

As El began to consider expanding his empire, he became aware of a minor, but growing flaw in his plans – dissent from within, as he looked outward. While he could foresee most threats from outside the empire, and move to quell them, he was not always able to pierce the veil of a Ka-using mind such as his own. This was particularly true among those skilled in Ka usage, such as the Seraphim, and a growing danger as his empire spread, and those skilled in the use of Ka moved further beyond his immediate influence.

To feel secure from within and without, El determined that what was needed were soldiers, police and bodyguards that he could count on, absolutely, without the need to monitor their behavior on a moment-to-moment basis. He first searched among his own people, but found them wanting. He then turned to the other planets in his small, but growing empire, but discovered that he did not truly know then well enough to trust them, or they him. Thus, not able to find the right individuals within his empire, he decided to make them from scratch.

Starting with raw genetic material from among the lower, non-Ka using members of his society, El created a race of warrior-beings he dubbed the Angelos, quickly cloning them until he had tens of millions of soldiers. Unable to master the use of Ka, nearly invulnerable when working together, and nigh on immortal within their battle armor, they proved to be the perfect loyal military force, whether policing within the empire or defending its borders.

As Elohim were dispatched among nearby systems to convert other cultures with the Godsend Agenda, it was the more numerous Angelos (at least one Host of 5,000 Angelos per system) who provided the transportation, protection and other support functions for their "superiors." At the same time, they also acted under a far less widely known agenda, secretly moving to quash any budding technology on these new planets to keep them more primitive and thus easily controlled.

Among these new planets, the Angelos were seen as magical, unstoppable beings, assistants to the Elohim "gods" and proof of their divinity. System by system, El's empire grew, with each seeing he as their one true god. However, within the Arabothi system, home of the El empire, the Angelos were increasingly seen as unwelcome brutes, unfeeling and absolute enforcers of El's law. Their protection was seen by those on other planets as oppression, millions forced to leave their homes, being relocated to other systems or "protection camps" during the process of assimilation. With the help of his Angelos, El had indeed become nearly omniscient and omnipresent, able to see all that transpired, and effect control and change almost instantly.

Certainly, the Elohim felt a sense of safety and security, wreathed within a protective aura of Angelos. But as the years passed, and no tangible threat emerged, dissent grew, and the general opinion was that El's Angelos were little more than a means to spy on and control his own people. The Angelos perceived this rise in dissent, and reported it to El as it was observed, but they were unable to understand it. For them, El was truly their god and creator. Without him, they would not exist. They owed their lives to him, and thus there was nothing to give back but their own lives, through total allegiance and obeisance. The thought of rebellion was a foreign concept.

It would not be for long.

A Star Is Born

In the years during the empire's greatest expansion, a seraph named Attis was born. Even at a young age, he quickly surpassed his classmates in the use of Ka, and by the time he had reached adulthood, whispered rumors had begun to circulate among the masses that only El himself was greater. El was well aware of these rumors, but he was distracted by an unforeseen assault on the empire's distant borders – the Angelos had encountered the Ka-using Chimerans, and war had erupted. Well-prepared for battle, but unable to counter the use of Ka themselves, the Angelos were gradually forced to retreat. Worlds fell daily to the Chimeran menace.

Choosing to kill two birds with one stone, El chose to put his most powerful Ka-using citizens to the task of countering the Chimeran threat. Not only did he hope that they would find a solution, but it kept his most dangerous citizens occupied, far from home and surrounded by the "protection" of several Hosts of Angelos. Years of research ensued, and many millions died as the Chimeran

threat crept closer to the Elohim home world, but ultimately Attis was able to discover a way to neutralize the flow of Ka energy within the Chimeran home system.

A daring strike deep into enemy territory ensued, with Attis commandeering a small force of Angelos battle ships to accomplish the task. The mission was successful, and as the defeated Chimerans sued for peace Attis welcomed the praise of the Elohim people, hailed as a hero and dubbed "Light bringer" by El himself. Several Hosts of Angelos were nominally assigned to his command, but Attis himself knew that this was just a means to keep him under control and constant observation. After all, if Attis could dampen the Chimeran's Ka, he could do the same to El and the Elohim.

As the years passed, Attis grew more dissatisfied with his situation, and began to openly defy El in public speeches, preaching the right of all Elohim to learn the use of Ka. As suspected, his Angelos "protectors" quickly worked to quell his opinions, at first surreptitiously, and then openly and obviously. Attis had had enough. He gathered his most loyal followers and absconded with an Angelos ship, sabotaging the other ships to avoid being followed. Infuriated, El deemed this an act of open rebellion and sent one of his Angelos to assassinate Attis. The assassination failed, and, dodging Angelos pursuit, Attis began to incite open rebellion across the empire.

As full-scale civil war erupted, El assigned more of his Angelos to defeating Attis and his rebels, pulling them from distant outposts. None dared question him, even though their leaders understood that this would give the Chimerans an obvious opening to renew their attack. They took it; soon El and his Angelos were fighting a war on two fronts – from within and without. Having only one choice, El called a truce with Attis and the rebels, and promised amnesty and equanimity in return for their service in fighting off the Chimeran menace. Choosing to hope, rather than to accept a lifetime of dodging Angelos assassins, Attis agreed, and soon he and his rebels had helped the Angelos defeat the Chimeran army once more.

But El had no intention of living up to his promise, and rather than welcome the Elohim as victors once again, they were surrounded and overwhelmed by Angelos troops. Herded onto a prison ship, two entire Hosts of Angelos were assigned to guard them as they headed for Sheol, a Ka void where they would be helplessly imprisoned for the rest of their existence.

En route, a Chimeran frigate attacked the ship. Though the Angelos fought valiantly, they were soon boarded, and without the assistance of their Ka-using Elohim prisoners, they could not survive the battle. Their chief pilot knew that his prisoners must not escape, and the Chimerans must not capture Angelos technology. He thus determined that there was only one course of action, and fired the ship's singularity drive even though the ship was currently docked to the Chimeran frigate.

In the chaos that ensued, nearly a third of the Angelos assigned to the ship perished, burned and vaporized instantly as the ship, Attis and all aboard fell through space and time, to crash on Earth.

The Fallen Host

The Angelos never questioned what they should do while trapped on Earth. From the very moment they regained consciousness, they began an immediate pursuit of their escaped prisoners. For many centuries, they found the task nearly overwhelming, but they continued to do what they could. And then they had a breakthrough.

Approximately 4000 years ago, the Angelos decided to use the Godsend Agenda to help accomplish their mission, injecting a thread of monotheistic belief into Middle Eastern culture to help counter the growing Elohim menace. Somewhat to their surprise, and with the assistance of several unexpected events (such as the dampening of Ka energy by the rogue Elohim Attis), this belief system spread and gradually overwhelmed the polytheistic threads that had previously dominated the globe. In so doing, the Angelos themselves became the Angels of legend, and were particularly fond, in Biblical times, of making appearances to believers, pronouncing miraculous births and, on occasion, destroying entire armies in broad daylight. In recent years have made

efforts to cloak themselves from view more thoroughly, lest they themselves become objects of worship.

That all changed in 1975, when their leader Mih Kal chose to contact the U.S.E.R. through his envoy Gab Riel. The reason for this contact was twofold: first, to notify the humans of the coming Chimeran threat, to give them adequate time to prepare for it, and secondly to engage in the trade of technology, which the Angelos desperately needed to bolster their own diminishing resources. Better access to increasingly complex technology has also allowed the Angelos to move out of their ancient base beneath Mount Ararat, in Iran, and onto the stolen U.S. space station Andrew Jackson, giving them an increasing edge on their "competition." Knowledge of their existence, and of the truth surrounding the Godsend Agenda, has primarily been limited to those working in a military capacity. Even among the higher levels of the government, it is hardly common knowledge; the President himself has never been made privy to the total truth, in part because his job is for, at most, eight years (whereas those in the upper echelons of the military are often in for life).

Mih Kal has also used the alliance as an opportunity to plant agents within the U.S. Government, as a means of better keeping tabs on all those the Angelos have to deal with, friend and foe alike. These agents, at Mih Kal's urging, have been able to subtly shift American policy over the years as befits their own cause, manipulating legislation involving the Middle East (birthplace of monotheism), helping to direct strikes against rogue Elohim targets, and gradually moving the government as a whole towards a more pro-monotheistic stance. This is an important task for the Angelos in the modern era, where, surrounded by a vast array of religions and beliefs, they have come to realize that the monotheistic system they set up thousands of years ago to advance the cause of El has eroded and fragmented. They have done everything in their power to attempt to hold together some semblance of a unified religion, as a centralized power base gives them much more ability to guide and shape policy to their own advantage. This is to say nothing of the fact that to the Angelos, El is, indeed, their Lord and Creator, and they much prefer to see the humans believing in their version of events, as opposed to the Elohim version.

The Angelos have also revealed themselves to some degree to members of the Roman Catholic Church, portraying themselves as what they are – Angels in service of the one true Creator. Exactly whether or not the Church itself is aware of the truth behind the Godsend Agenda, and if so, how they perceive that truth, is unknown. Also unknown is whether or not rumors are true that several among the upper ranks of the organization (including several Cardinals) are either Angelos or Nephilim, inserted to help shape policy and gain Church support for actions against Elohim and Chimerans, seen by the religious as demonic entities and other minions of Satan worthy of destruction.

The resources and manpower available to the Roman Catholic Church, as well as the vast amount of real estate they own around the world, means that the Angelos thus have access to money, land and people beyond that which is available through the relatively slow process of slogging through U.S.E.R. red tape.

The Angelos also maintain contacts with religious leaders in the Jewish and Islamic communities around the world, although they are somewhat dismayed at the degree of infighting amongst factions, particularly in the Middle East. They have worked through other governments to attempt to broker peace but have avoided getting directly involved in the conflict, particularly since the area is also a hotbed of Elohim activity, which is higher on their agenda. Though militant themselves, the Angelos as a whole tend to frown on the more radical wings of Jewish, Christian and Muslim peoples, much preferring that the humans leave the fighting to them.

Today, the Angelos still hold out hope for a rescue, despite no answer to their repeated calls for assistance. Their unshakable faith in El has given them no reason to fear. They are confident that one day El will send reinforcements, and give them a directive on what exactly to do with humanity as a whole.

Those Who Would Be Angels

Philosophy:

The Angelos are unwavering servants of El, their Lord and Creator, loyal to a fault and willing to die, if necessary, to complete their mission. Raised in tanks and trained from birth to be loyal warriors, they have known nothing except performing military duties in service to El. Generally this has meant spreading his word and destroying his enemies; more recently, it has meant capturing rogue Elohim and hunting down Chimerans. Though free-thinking and capable of cunning, independent action when necessary, Angelos have no real concept of betrayal or deceit. They feel that the actions of the rogue Elohim were traitorous and worthy of divine justice, which they are still prepared to mete out. To this end, they ceaselessly hunt down their escaped prisoners. Furthermore, the Angelos still see the Chimeran horde as an enemy to be wiped out, utterly, and they will set aside all other missions to accomplish this task whenever possible. In the absence of any further directive from El himself over the past six thousand years, the Angelos have simply continued to perform the same tasks, without question.

Appearance:

True clones would appear completely identical to one another, but Angelos are not. While they come from the same genetic stock, they each contain minor variances, which means that while nearly identical in physical capacity, they differ in physical appearance. They are on average taller than humans, skin color ranging from solid black to pure white, eyes varying in shade from coppery to purplish. Angelos generally wear suits of powered armor when on missions (which is most of the time), and are fond of wielding swords and other archaic weapons. Behind their heads, a halo of excess Ka is bled off and vented, a fiery nimbus which grows or diminishes based on the activity level of the Angelos, ranging from a gentle wavering "heat mirage" to a veritable ring of fire. When enraged, such venting can spread out and waft behind the Angelos as they fly or charge into battle, drifting out behind them in nearly invisible fire-tinged wings. Angelos technology is constructed to make use of this vented Ka, so when an Angelos appears in full gear most of this fiery discharge may be invisible to the naked eye.

Personality:

The Angelos have never truly experienced the concept of free will, although they understand that most humans they exist among believe in it. They have always been loyal followers of El, their creator, knowing nothing but police action, military campaign and the occasional "grey ops" mission, all performed with unswerving and unquestioning allegiance. Angelos are almost always "on the job," striving to accomplish the threefold task that was set before them thousands of years ago: to recapture their escaped Elohim prisoners and deliver them to justice, to destroy any Chimerans they encounter, and to spread the word of El's glory among humanity, through awe, manipulation and any other means necessary. However, when they have the time, they enter into recreation with the same fiery devotion that they approach all tasks with, whether they are painting a picture, writing an epic poem or playing a sport of choice.

Although Angelos are dedicated to the service of El, they do occasionally take "time off." Indeed, spending one day in seven on hiatus is one of the commandments handed down to them by El, who realized that even loyal, cloned servants needed to take a break to rest and recuperate. Some Angelos choose to follow the "one day in seven" stricture literally, spending one day every week on their own. Others take stretches of time to themselves, spending weeks or months on vacation from their duties.

Names:

Almost all Angelos derive their names by choosing an Arabothi phrase and tacking on "El", in honor of their creator, although many also adopt more "human" names for use in interacting with their lessers. Their names are always unique, and so no Angelos would dare use the name of an archon (see below). Example Names: Adoan'el, Adri'el, Ara'el, Araqa'el, Barachi'el, Cama'el, Jophi'el, Raqua'el, Razi'el, Salathe'el, Shachaqi'el, Sidri'el.

Archetypes:

Most Angelos are Dark Avengers or Warrior archetypes.

Starting Power Level

Levels 3 or higher

Angelos are low powered compared to Elohim, but still stand out among the humans. They are physically built much better than any human, and could easily pass for an Olympian. Coupled with the amazing technologically advanced gear at their disposal, the Angelos are unbelievable foes.

Advantages

Allies

Angelos are a tightly knit fighting force and never hesitate to help a brother or sister in need. They double the effectiveness per rank of any allies they buy. This means they can either have more allies, or a smaller group of allies at a higher point value

Gadget Bonus

Angelos get a break when buying any type of gadget. After building the gadget the player may subtract an additional 20% from the gadget's point, construction time, and monetary cost. This represents the fact the Angelos have access to many types of gadgets and can acquire them at a moment's notice. NOTE: The gadget's point, construction time, and monetary cost can never be reduced to below zero.

FLAWS

Devotion
(The character receives double the points for this disadvantage)
Angelos have a deep dedication to their God King El and the work he has them do. No Angelos has ever forgotten their duty.

Enemy
Angelos usually take Chimerans as their enemy and try and kill them on sight.

Ka Bleeder (R4)
(All Angelos have this Flaw)
Angelos have been Ka stunted by genetic engineering. They cannot channel Ka like their Elohim cousins. Angelos cannot manifest super powers on their own, and must instead rely on their extraordinary equipment.

Secret ID
(The character receives double the points for this disadvantage)
Angelos are hunted by Elohim, Chimerans, and all manner of human agencies, all while trying to maintain their version of the Godsend Agenda. Secrecy is paramount if they hope to survive and operate within the world as they have for millennia.

POWERS

Angelos do not have Powers in the common sense but do have astonishing abilities that are classified as such due to their genetically enhanced physical abilities. Angelos pay only one point for these Powers:

Ambidextrous
Combat Sense
Endurance

EQUIPMENT

All Angelos begin play with a standard combat kit. This equipment has been kept in tip top condition since the Angelos landed on Earth thousands of years ago.

- Angelos Body Armor
- Angelos Combat Rifle or Torch Saber

First Wing, Communications and Human Interaction – con, persuasion
Second Wing, Technician and Medical Specialist - medicine, tech, gadgetry
Third Wing, Tracking and Threat Removal Specialist - hide, tracking
Fourth Wing, Pilot and Tactical Specialist – flying, piloting, tech
Fifth Wing, Infantry Specialist - intimidation, stamina
Sixth Wing, Three-Dimensional Combat Specialist – flying, dodge
Seventh Wing, Law Enforcement Specialist - intimidation, investigation

Angelos Soldier

This rank-and-file Angelos is a hardened (and somewhat psychotic) follower of El, his Lord and Creator. His mission is to hunt down escaped Elohim, kill any Chimerans encountered, and to continue to monitor human activity and prepare for rescue. All other concerns are but an afterthought.

Archetype: Warrior or Dark Avenger
Angelos
Reflexes 3D, brawl 5D, dodge 4D, flying 5D, melee combat 5D, Piloting 4D, sneak 4D
Coordination 3D, marksmanship 5D, throwing 4D
Physique 4D, running 5D
Presence 3D, command 4D, willpower 4D
Knowledge 3D, demolition 4D, security 4D
Perception 3D, search 4D, tracking 4D
Advantages:
Disadvantages: Devotion (R3), Enemy (power level 3, large organization, uncommon), Ka bleeder, Secret ID
Powers: Combat Sense, Endurance
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 6, **Body Points**: 36
Equipment: Angelos Body Armor, Angelos Combat Rifle, and Torch Saber
Power Level: 1 (88pts), with equipment power level 3 (134pts)

Angelos Command Officer

Chosen for his skill, leadership qualities and creative thinking, this officer is a little less straightforward in his thinking than most Angelos, although he still works to accomplish the same primary goals.

Archetype: Protector

Angelos

Reflexes 3D, brawl 5D, dodge 4D, flying 5D, melee combat 5D, Piloting 4D, sneak 4D

Coordination 4D, marksmanship 6D, throwing 5D

Physique 4D, running 5D

Presence 4D, command 6D, intimidation 5D, willpower 5D

Knowledge 3D, demolition 4D, security 4D

Perception 3D, search 4D, tracking 4D

Advantages: Authority (R2), Extra Body Points (R2)

Disadvantages: Devotion (R3), Enemy (power level 3, large organization, uncommon), Ka bleeder, Secret ID

Powers: Combat Sense, Endurance

Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 8, **Body Points**: 45

Equipment: Angelos Command Body Armor, Angelos Combat Rifle, and Torch Saber

Power Level: 2 (103 pts), with equipment power level 4 (169pts)

Sarai'el

Angelos Archon
Archetype: Icon
Angelos
Reflexes 4D, brawl 5D, dodge 6D, flying 7D, melee combat 8D, Piloting 5D, sneak 7D
Coordination 4D, marksmanship 7D, throwing 5D
Physique 4D, running 5D
Presence 5D, command 8D, intimidation 6D, willpower 7D
Knowledge 4D, demolition 5D, security 5D
Perception 5D, hide 8D, search 6D, tracking 8D
Advantages: Authority (R3), Extra Body Points (R3), Good Looks (R1), Hard to Kill (R3)
Disadvantages: Devotion (R3), Enemy (power level 3, large organization, uncommon), Hindrance (R2) Angry loner: charm, con, persuasion, Ka bleeder, Secret ID,
Powers: Combat Sense, Endurance
Move: 10 **Strength Damage**: 3D. **Fate Points**: 2. **Character Points**: 10, **Ka Points**: 10, **Body Points**: 65
Equipment: Angelos Command Body Armor, Angelos Combat Rifle, Torch Saber, Angelos Gauntlet, Distortion Belt, assorted Arcanum Rings
Power Level: 3 (140 pts), with equipment power level 5 (217 pts)

Organization

As Angelos are clones, they are equal in all things when they are created and enter the ranks of the Angelos army. No one Angelos is physically or mentally superior to any other. The difference comes in training, when Angelos are exposed to different tasks and challenges that others do not encounter. Thus, while all Angelos are equal in potential, not all are equal in skill, and it is along these lines that they align themselves.

The Angelos as a whole are organized into hundreds of Hosts, each numbering some 5,000 individuals, for a total army numbering in the tens of millions. Only two Hosts fell to Earth, however, and only 7700 of those who fell survived to reorganize themselves into seven "Wings," roughly aligned according to traditional seven-tiered Angelos military structure, each "Wing" overseen by a single archon, all below him (or her) reporting either to an assigned command leader (chosen by an archon for their skills) or directly to the top. Their body armor is often painted, and their bodies tattooed, with insignia and symbols that personally identify the Angelos, as well as his Wing.

First Wing - The Shamayim, or "Herald Angels"

This Wing of Angelos has traditionally been responsible for most closely interacting with the peoples and planets they come across in expanding El's empire. As such they are the most prominent implementers of the Godsend Agenda, and the least likely to be encountered in a strictly military scenario. On Earth, they are also tasked with keeping up communications between the Angelos and those humans they have chosen to reveal themselves to, and with making sure that the truth is never revealed to the media at large. As not many of the Angelos who crashed to Earth were among this Wing, this group is a conglomeration of Angelos from other Wings. Under the heading of a young female archon named Gabri'el, they have slowly become an effective force. They are the smallest group, numbering only about 200. They bear an insignia consisting of a single line, although this line may appear in many forms – a simple bar, a Moebius strip, or even a spiral. The personal insignia of Gabri'el includes a single line which spirals in and out in a three dimensional pattern to form an approximation of a horn.

Second Wing - The Raqiyim, or "Healing Angels"

These Angelos are the backbone of the army, acting as technicians, engineers, navigators, doctors and support staff for the more militant members of the organization. It is they who maintain and, when necessary, develop the Angelos further, a mission which has become critical since they've been marooned on Earth with rather limited resources to work from. Some 400 Angelos work under the tutelage of Rapha'el, their archon, originally a navigator responsible for steering the Angelos prisoners towards Sheol, now (since that task is no longer a priority) tasked with repairing Angelos technology, and healing Angelos, damaged in battles with Elohim and Chimerans on Earth. Their insignia consists of two lines in various patterns and shapes, such as two parallel bars (an = sign), a plus (+) or a chevron (^). Their leader Rapha'el's armor bears a simple red cross.

Third Wing - The Shehaqim, or "Dark Angels"

The smallest of the Angelos' Wings devoted to military pursuit, these Angelos operate in the shadows of even the strictly-structured environment of El's army. They are trackers, scouts and, when necessary, assassins, assigned to penetrate enemy territory, lead others to that territory, and take out prime targets quickly and quietly. On Earth, they are also assigned with the surprising, but thankfully rare, task of having to enforce this "final law" on other Angelos. The 1000 or so are overseen by Sarai'el, a once-subordinate female angel

with mottled skin and a more mottled personality. Dark Angel insignias are constructed of three lines, most commonly represented by a triangle or pyramid shape. Their leader Sarai'el bears a three-pointed starburst.

Fourth Wing - The Machanim, or "Heavenly Angels"

These are the elite space force of the Angelos, pilots of the Wyvern battle craft as well as the larger frigates of the fleet, including the prison ship that crashed to Earth. Also trained to defend their craft against boarding attempts, these are well-trained naval warriors, well suited for both hand-to-hand combat in close quarters as well as the manning of mounted weaponry. Not given much opportunity to fly craft any more within Earth's atmosphere, these 1500 Angelos have gradually assumed more command responsibilities. They have worked from various locations over the years since abandoning the prison ship, most recently calling the cloaked and retrofitted space station Andrew Jackson their home base. Their leader, Mih Kal (aka Micha'el), was nominated leader of the Angelos on Earth by the other six archons, partly because his skills as a pilot were not needed, whereas his skills as a tactician and solider were highly prized. He and his Angelos are strong, sturdy warriors, constantly acting in police actions to try and track down the Elohim prisoners that escaped from their ship. Machanim insignias are four-lined or four-sided, generally consisting of a square or an eight-pointed star (four lines crossing in the center), as with Mih Kal's armor.

Fifth Wing - The Matheyim, or "Avenging Angels"

Comprising the bulk of the Angelos army, these were the core shock troops, the "marines" sent in to take on the brunt of the battle. They were well known for their often brutal tactics, for, given no limits on their actions by El, and lacking any true sense of cruelty or compassion, they would unleash hellish vengeance upon any who crossed them. Their leashes are somewhat shorter on Earth, and their archon Uri'el, a sniper who rose through the ranks from the bottom up, has tried to impose a sense that a clean, quick kill is better than a much noisier and flashier demise. Most of the 2500 or so Angelos in this Wing agree with him. These Angelos mark themselves and their armor with five-sided figures, most often represented by the pentagon, pentagram and pentacle (five sided star, better known as the Star of David.) Uri'el bears a black pentacle on his armor.

Sixth Wing - The Zebulim, or "Void Angels"

Trained for combat in a vacuum, these 500 or so Angelos see little action on Earth, and are usually encountered around the space station that the Angelos now call home, and escorting shuttles to and from Earth as needed. They are deadly warriors both in and out of the atmosphere, however, well trained in the use of their powered armor and fond of combating land-locked foes by hurtling down upon them from the air. Their leader, Remi'el, is one of the biggest proponents of such tactics, boasting the destruction of several entire armies by plummeting down upon them from great heights and wreaking terrible vengeance with Angelos technology. Zebulim wear insignia marked by six sides or points, typically seen in the six-pointed star, also known as the Seal of Solomon. Remi'el himself wears a hexagon.

Seventh Wing - The Arabothim, or "Home Angels"

Named for their home planet, these are the Angelos once tasked with protecting El, monitoring the people of Araboth, and, ultimately, with following

and restricting the behavior of Attis and the rebel Elohim. On Earth, they have been relegated to a no less important role: protecting Micha'el and the other Angelos from attack, enforcing behavior among the Angelos themselves, monitoring prisoners, and, when necessary, acting to put down attempts at infiltrating Angelos bases, or stealing Angelos technology. The 1500 or so are archoned by Ragu'el, a somewhat militant angel who enforces the law of El with an iron fist. Arabothi typically bear the seven-sided star (also called a Morning Star) as their insignia. The archon Ragu'el is no exception, though his insignia calls to mind the weapon of the same name, more than the heavenly symbol.

Anakim and Nephilim

Although forbidden by El to reproduce amongst themselves, thousands of years out of the sight of their Lord led some of the Angelos to bend the rules a bit. As a result, many hundreds have chosen, over the years, to take human mates. Most choose to keep these dalliances secret, since those who do so are generally looked down upon by their fellow Angelos, and are dubbed Anakim, from an old Arabothi word meaning "One Who Does Not Sleep" (a thinly-veiled reference to what other activities one might perform at night when not sleeping).

Anakim are always members of another Wing, and are treated as such for all intents and purposes, but they differ from most of their brethren in that they are much more likely to be encountered among non-Angelos from time to time, and are possibly more playable by players as regular characters. They should be created using the standard Angelos archetypes as a starting point, with any additional points spent on Gear (as Angelos cannot have Ka powers).

Human legends have garbled the truth about their offspring, confusing the Angelos interbreeding with that of the Elohim (who create Atenmest through their couplings). In the case of Angelos, their half-angel offspring are referred to as Nephilim. In ancient times they were marked among the many great heroes and villains who walked the Earth (and who were allegedly destroyed in one of the great flood myths). Nephilim are often ignorant of their parentage, but are generally quite aware of their own superiority to normal humans, generally flaunting their abilities quite publically, for good or ill, as super hero or super villain.

Players interested in playing Nephilim should simply create them as normal characters, explaining their powers via their background. Common abilities shared among most Nephilim include enhanced strength and stamina, regenerative capabilities and the ability to use Angelos technology in its powered form. Nephilim also bleed Ka like their Angelos parent, albeit to a lesser degree.

Saints and Sinners

Among the monotheistic faiths spawned by the Angelos version of the Godsend Agenda, there appear from time to time great individuals seemingly possessed of some supernatural insight, power or capability. Many of these, dubbed Avatars, Saints, Gurus or Prophets, are apparently able to bend Ka to their will with greater skill than normal humans, even though they themselves are not touched by any extraterrestrial blood. Some are said to have power over animals, others the ability to prophecy the future, and still others the apparent ability to summon locusts, part bodies of water and call down angels of death. While much of this is the fanciful invention of believers, some of these people do exist, and should a player desire to craft a super heroic character in this light, they may simply create one with the appropriate powers.

Within the context of a world where Angelos and Elohim are aliens, their offspring can possess seemingly supernatural powers, and the supposed "one true god" is their self-proclaimed leader named El, it can be interesting to speculate about the particular characters centric to each of the three major monotheistic branches. However, even as truths come to light about Elohim, Angelos and their intergalactic struggle, little is known about these individuals. As the three monotheistic threads they started are important to the Angelos version of the Godsend Agenda, key events in their lives are summarized here, but no conclusions about their nature or the origin of their powers is implied, left to players to (perhaps) discover over time. These summaries can also serve as an example of the sorts of "superhuman" characters in alliance with the Angelos worldview that an individual might play.

Moses (Judaism)
The infant Moses was set upon the Nile and discovered by the Egyptian Pharoah's daughter. He grew up under the noses of the Egyptians for decades, and one day got into a conflict with an overlord, killing the man and fleeing for his life. In self-imposed exile, at the age of 80 he was contacted while tending sheep by a disembodied voice, speaking from a fiery bush upon a mountainside, and convinced (along with his brother Aaron), to return to Egypt to free the Hebrew slaves there. The story has various angels protecting him on his journey, bringing plagues upon the Egyptians and at one point striking dead the first born of every Egyptian family. During their flight from Egypt, Moses parted the Reed Sea to enable escape, and had food rain down upon his people as they wandered in the desert. When it became clear that the people were falling back into polytheistic tendencies, at one point reverting to worship of Baal, Moses was given Ten Commandments, which he in turn gave to his people to live by. Leading his 600 thousand followers to their final homeland, Moses died before entering Canaan at the age of 120.

Jesus (Christianity)
Born of a virgin named Mary after her encounter with the angel Gabriel, the child Jesus displayed extraordinary intelligence, even teaching his elders at one point. Having entered the desert at one point to find himself, he was tempted by Satan and asked to prove himself by calling upon angels for protection. Refusing, he proclaimed himself a shepherd of men and the Son of God and began to wander the area preaching a message of love and compassion. Charismatic, he attracted a devoted band of followers, and proved himself in the eyes of many by performing miracles such as curing blindness, healing disease and walking upon water. He was ultimately seen as too much of a threat to both the polytheistic Romans and many monotheistic Jews, and at the age of approximately 34 he was tortured and crucified, then buried after his apparent death. Within three days, however, his body had disappeared from his tomb, and his followers proclaimed that he had risen from the dead, and appeared to many of them in the days that followed before finally ascending into Heaven.

Muhammed (Islam)
Born in the year 569, Muhammed suffered the loss of many of his relatives as a child, at the age of eight being given to the care of an uncle where he took to tending sheep. He soon became known as an upright, honorable individual among his people. At the age of 40, an angel contacted him, and after a three-year gap he was contacted again and given a series of revelations intended to help revitalize his people's monotheistic faith. Those who still followed paganistic, polytheistic practices tortured his followers, and so he and others fled the country. After several years in exile, he was given a vision of Heaven, after which he returned with renewed vigor to spreading his message. After years of struggling to convert the city of Mecca, he eventually took the city in a bloodless coup at the head of an army of ten thousand. After several years of spreading the faith, he died at the age of 62.

Angelic Commandments
Angelos operate under a strict code of conduct, handed down to them by El and enforced, when necessary, by the Arabothim. These laws are most familiar to those of monotheistic belief systems as the Ten Commandments, handed down by Moses, although they have since suffered repeated translation, retranslation and mistranslation into other languages. The following rules of conduct for Angelos are fairly close to the original intent of their native language:

1. I am El, your Lord and Creator. All Angelos are bound to me, and shall bear allegiance to no others before me.

2. Do not make any graven image or likeness of El. Though you may come into his presence, none other shall be so honored as to witness the glory of El in all his majesty.

3. Do not use the name of El as thy own. You shall share the name of El in your own name, and that shall mark you as mine before all others, but you shall not proclaim yourself to be he who created you, nor put yourself above him.

4. Six days in seven shall you devote to El, and labor for his name, but the seventh shall be kept for rest.

5. Honor your brother and sister Angelos, for they like you are of El, one and the same, and in honoring them you honor your father and creator, El.

6. Do not commit murder, nor kill any without cause, and only in the name of El, to serve his cause and command.

7. Do not reproduce among your own kind. You were created by El, and El alone shall create.

8. Do not bear another into servitude or slavery, for yourself or for El. You serve El, and all shall serve El, but none shall serve you but yourself except your brothers and sisters, through assistance freely given.

9. Do not desire, nor take of, the possessions of others. El provides all you have need of, and he alone shall sustain you through all.

10. Be vigilant, and assist your brethren in keeping these commandments before El, and if they should stray then they shall be brought before El's justice and cast out. But he who bears false witness against another in this shall himself be cast out from the heavens.

For those who violate these commandments, there is but one punishment – being cast out of the Host. Angelos who are proven guilty of even a single violation are stripped of their Angelos equipment and sent away in what amounts to a death sentence. Thus bereft of protection and any ability to communicate with the rest of the Host, the Angelos becomes known as a "Grigori," meaning "those who watch" (the implication being that they can only look on from without, and never more be part of Angelos activities.) Without Angelos armor or weapons they can do nothing but bleed off their remaining Ka and, eventually, die, either of Ka loss or other natural causes.

Music of the Spheres

In order to facilitate communication amongst the millions of Angelos moving about the cosmos, El endowed one of his cloned archons with the ability to focus Ka, rather than bleed it off. Stripped of physical substance, this Angelos, dubbed "Metarchon" (from meta archon) or "Metatron," became instead the sole means of communication between El and his Angelos, and even among the many Angelos themselves, a single system capable of coordinating the entire grand Host at once. Utilizing the radio noises created by planets and stars, (the literal "music of the spheres") as a means of relaying messages across vast distances at light speed, the Angelos were capable of acting as a single unit.

Now trapped on Earth, presumably in the past, the Angelos have been cut off from this central communication system, having been forced to rely on their Squad Leaders to coordinate their communication via Angelos technology. Unable to communicate as a whole, they are now limited to direct linkups between only 5 to 10 Angelos at a time, or, when necessary, actual spoken commands.

The Angelos have adapted to speak whatever Earthly tongues are necessary to accomplish their goals. In addition, they speak the language of the Elohim (Arabothi) as well as their own particular dialect. In general, Angelos do not vocally communicate with one another when performing a mission (especially within combat), trusting on thousands of years of experience and direct mental communication (via their Squad Leader) to see them through as a well-oiled machine of destruction and vengeance; this utter silence while going about their business can make an encounter with them even more disturbing. Some Angelos have not spoken in hundreds or thousands of years, simply having not had any reason to do so. However, when they do deign to speak to humans, they are often able to charm listeners with their beautiful voices.

An Average Angelos Encounter

Angelos command structure is fairly flat, with seven Archons at the top overseeing Wings of from 200 to 2000 Angelos. Among each wing are Command Officers, chosen for skill and creativity (sometimes permanently, sometimes for particular missions), each of whom oversees a Squad of between 5 and 10 other Angelos. It is one of these Squads which will most likely be encountered by player characters, while the Angelos are out on a mission. Mission parameters are always the same: First, accomplish the specific task at hand; second, attack to kill any Chimerans in the area; third, capture or kill any Elohim.

An Angelos squad leader is generally equipped with a special set of Angelos command armor which allows silent, instant communication among the squad. Thus, Angelos generally do not speak during such encounters, making them somewhat eerie and uncomfortable to be around. The armor also boosts the recycling of the Angelos' bled Ka in a gestalt fashion, giving all Angelos technology used by the squad enhanced capabilities. Truly, Angelos are evidence that there is "power in numbers." Individually they may easily fall prey to an Elohim enemy, but as a unit they can collectively use their power and tactics to easily take on any threat.

Angelos will strike quickly, moving into an area seemingly without warning, although in reality they may have been planning the movement for hours, or even days, mentally mapping the area out in their head and preparing beforehand for ever possible outcome. They are also intelligent and capable enough to strike simultaneously, numerous Angelos focusing on a target while others keep watch or neutralize unexpected problems. When their task is accomplished, or the mission deemed a failure for one reason or another, the Angelos will also flee in unison, scattering to the four winds to help break off concentrated pursuit. Angelos will fight to the near end, but are not suicidal – if flight will allow them to better prepare for the next time, they will choose that option over certain death and defeat.

Angelos Gear and Technology

Although their technology is truly ancient, the Angelos still possess some of the most advanced technology in the galaxy. Primarily consisting of equipment salvaged from their crashed prison ship (now inaccessible, buried beneath the mud, water and churning chaos of the Bermuda Triangle), these bits of technology have been carefully cared for, repaired and in some cases enhanced over the centuries. Combined with an attempt to slow down human technological progress, this has kept the Angelos at the cutting edge of technology for six thousand years, and although others are now catching up, the Angelos remain on top for the moment.

Angelos technology, like any technology, suffers not only from being damaged from use, but normal degradation over time. Few things are built to last for ten thousand years, and some of the Angelos technology on Earth is rapidly approaching this milestone. Angelos technicians have thus far been able to mostly stave off the effects of time, gravity and decay, but some of the Angelos artifacts are beginning to show signs of wear and tear around the edges. Much of these flaws are easily covered or supplemented with materials gathered from around the planet, but it is nevertheless a growing concern for the Angelos as a whole.

Most Angelos gear (in particular, their armor and weapons) has been constructed to be powered specifically by the Ka that Angelos bleed off, in essence being powered by the Angelos' own "flaw." This means that while non-Angelos could potentially gain some benefit from using captured Angelos technology, they would never be able to use it to its full powered potential as an Angelos could. By recycling their own bled Ka into their armor and weapons, Angelos also prevent enemies such as the Elohim from drawing on such Ka in vampiric fashion; the Angelos armor, in using the Ka for power, distorts it in such a fashion that others cannot use it. Without their equipment, Angelos simply bleed off their Ka into the atmosphere without any ability to shape it. It is their own technology that keeps them alive and gives shape to their rage.

Note: Angelos follow the same rules for requisitioning and requisition levels as U.S.E.R, and since the Angelos have shared technology with U.S.E.R., their technology is fairly interchangeable. More gadgets may be found in the U.S.E.R. section of the book (page 251).

WEAPONS

Angelos Chain Whip

A seven-section whip chain fastened to a small black handle that, in addition to damaging enemies normally, can also be used to grapple and electrocute an opponent. When the button on the handle is pushed the entire chain is energized with electricity.
Toughness: 2D
Damage: +2D (armor piercing)
Gadget Modifiers: Equipment, Obvious
Point cost: 4
Angelos Cost: 3
Requisition level: 3

Angelos Combat Rifle

Among the finest weapons in the galaxy, this combat rifle is actually a miniaturized railgun, firing bolts of superheated magnetic material that can shred flesh and armor at great distances. The weapon only fires in single-shot mode, but that's generally enough considering the devastation it can wreak. The weapon can fire 50 times before needing to be repaired and reloaded, neither of which can be done in the field.
Toughness: 3D
Damage: 6D+2
Range: 20
Burst modifier: Single Shot
Ammo: 50
Gadget Modifiers: Equipment, Obvious
Point cost: 19
Angelos Cost: 15
Requisition level: 15

Angelos Dart Pistol

A small hand held energy weapon generally worn as a sidearm but also used as a primary weapon for teams requiring mobility and stealth. The gun launches a small neuron-disruptive needle at its opponents, unsettling their nervous systems.
Toughness: 3D
Power: Bio energy Blast 5
Range: 20
Burst modifier: Burst Fire
Ammo: 10
Gadget Modifiers: Equipment, Fragile, Obvious
Point cost: 20
Angelos Cost: 16
Requisition level: 16

Angelos Gauntlet

The battle bracer, worn on the user's left arm, houses a plasma thrower and personal shield generator. As the Angelos prefer melee to ranged battle in many cases, these versatile gauntlets offer both options – not only can they launch streams of fire, but they are strong melee weapons as well.

Toughness: 3D
Power: Flame jet 4, Force Shield 3
Range: 5
Ammo: 7
Gadget modifiers: Equipment, Obvious, Temperamental (R2)
Point cost: 1
Angelos Cost: 1
Requisition level: 1

Angelos Inferno Brick

These compact devices resemble small black bricks, roughly 1foot long and 6 inches wide. However, they are actually incredibly powerful explosives, each containing a small magnetically sealed piece of antimatter. The brick can either be set to explode at a designated time, or physically thrown at its intended target (or dropped, as in the case of Sodom and Gomorrah).

Toughness: 1D
Damage: 20D (area Affect 50)
Gadget Modifiers: Equipment, Obvious, One Use
Point cost: 38
Angelos Cost: 30
Requisition level: 30

Angelos Sundering Lance

The Angelos use this heavy weapon when opposition seems incredibly stiff. The large (over 4 meters long) cylinder is attached to a small black Ka capacitor, then mounted and braced on a tripod and targeted using a small computer system.

Toughness: 3D
Damage: 8D+2 (area Affect 10)
Ammo: 7
Range: 20
Gadget Modifiers: Equipment, Cumbersome (R3), Obvious, Temperamental (R1)
Point cost: 106
Angelos Cost: 85
Requisition level: 85

Angelos Throwing Chakram

A discus-sized golden ring with edges several molecules wide, able to cut through almost any material on Earth. The onboard computer navigates the ring back to the thrower.

Toughness: 3D
Damage: 2D+2
Range: Thrown
Gadget Modifiers: Equipment, Obvious
Point cost: 4
Angelos Cost: 3
Requisition level: 3

Angelos Torch Saber

Merely an empty handle until it is plugged into a suit of Angelos armor, this sword is capable of forming a blade of pure focused Ka, as bled off from an Angelos and then filtered through the armor into a useful form. Being pure, fiery energy, it is capable of cutting through any physical material. The blade itself can take many different forms, depending on the particular Angelos, how focused he is on his particular task, and how many other Angelos are working together in concert.

Toughness: 3D
Power: Ranged Energy Attack Flame jet 4(no range, persistent effect)
Gadget modifiers: Equipment, Obvious, Temperamental (R1)
Point cost: 5
Angelos Cost: 4

Requisition level: 4

Angelos Vibro Pike

A large pike mounted with a vibrating blade, several molecules wide. The blade seems to "sing" when activated, a warning to keep even the most heated enemy at bay.

Toughness: 3D
Power: Ranged energy attack Vibration (no range)
Gadget modifiers: Equipment, Obvious, Temperamental (R1)
Point cost: 8
Angelos Cost: 6
Requisition level: 6

ARMOR

Angelos Body Armor

Though somewhat bulky, the genetically engineered Angelos are quite capable of moving and flying with ease within this armor. Generally bright white underneath, these identical suits of armor (Angelos are clones, after all) are typically personalized with paint, etchings and engraved insignia (see above) by the Angelos. However, aside from such minor cosmetic alterations, the armor is not invulnerable or self-healing, and must be regularly repaired at the Angelos base (on the Andrew Jackson). When worn by an Angelos on a regular basis (at least once a week), the armor has a side-effect of vastly prolonging the Angelos' life by recycling some of their bled Ka back into the Angelos at a steady trickle; while it does not make them immortal, it has kept the Angelos alive for six thousand years already, with no signs of fading. The most noteworthy side effect of the armor is that when the Angelos is in flight, the armor vents their Ka behind them as nearly invisible, fiery wings.

Armor value: 4D+2
Reflex Modifier: -2
Powers: Life Support 2, Longevity, Infrared Vision 3, Sonar 2, Flight 4
Gadget modifiers: Armor, Obvious
Point cost: 34
Angelos Cost: 27
Requisition level: 27

Angelos Command Armor

Worn by officers only, this is identical in appearance to normal Angelos Body Armor. Internal enhancements within the headpiece, however, allow direct mental communication with all other Angelos in their squad. Further enhancements in the helmet's visor offer enhanced vision into the infrared spectrum, and automatic light-dampening capabilities to counteract the effects of sudden flares of light. Command armor also has the effect of acting in a sort of Gestalt fashion, effectively boosting the capabilities of all Angelos technology used by a single squad within line of sight.

Armor value: 5D+2
Reflex Modifier: -2
Powers: Life Support 10, Longevity, Infrared Vision 4, Sonar 4, Flight 5, Telepathy (Angelos Only) 10
Gadget modifiers: Armor, Obvious
Point cost: 62
Angelos Cost: 50
Requisition level: 50

Angelos Scout Armor

This is a more agile version of standard combat armor, sacrificing protection for speed.

Armor value: 2D
Reflex Modifier: 0
Powers: Life Support 2, Longevity, Infrared Vision 8, Sonar 4, Flight 10, Super Senses (Hearing, Sight only) 5
Gadget modifiers: Armor, Obvious
Point cost: 61
Angelos Cost: 49
Requisition level: 49

Angelos Shield

Not worn except by Angelos expecting certain combat, this shield generally bears the Angelos' personal insignia to help differentiate him within battle. Such shields are typically large enough to cover about 75% of the Angelos' body when necessary, are impervious to most archaic missile weapons, and will stop most bullets and other weapons in their tracks. This is one of the few pieces of Angelos technology that is not directly powered by Ka bleed-off, and as such it is much more vulnerable to damage and gradual degradation over time.

Armor value: 2D
Reflex Modifier: -2D
Parry Bonus: +1D
Gadget modifiers: Equipment, Obvious
Point cost: 2
Angelos Cost: 1
Requisition level: 1

Story Idea: New Toys

While the Angelos have shared technology to a limited extent with the U.S.E.R. since 1975, they have tended to keep most of their gear and information to themselves. However, Angelos are not hermits, and as such they do interact with the rest of the world from time to time, opening up many possibilities for their technology to fall into the hands of non-Angelos individuals – including the player characters.

An Angelos squadron could be sent to observe the characters in action to determine whether or not they are working for Elohim or Chimerans, or an Anakim (see above) could be masquerading as a normal "hero" while using Angelos gear. In either case, if a non-Angelos character should happen to wind up with a piece of Angelos gear, they're going to become one of the most wanted people on Earth very quickly. This can be particularly fun if the characters have no idea what they've stumbled across, and are suddenly being assaulted by strange winged figures wielding swords.

Another possibility is that a player character is given a piece of Angelos technology (possibly knowingly, possibly not), perhaps as part of a government arrangement, or perhaps because the character (or one of their ancestors) is actually a Nephilim and doesn't know it. In either case, you can be sure that there's going to be a price to pay. Note that since Angelos technology uses "Ka bleeding" as a power source, most non-Angelos will not be able to use the equipment to its full potential. The Nephilim are one notable exception, since they bleed Ka like their Angelos parents.

Angelos Void Armor

This is slightly more bulky than standard combat armor, with additional space provided for space habitation and heat shielding.

Armor value: 5D+2
Reflex Modifier: -5
Powers: Life Support 10, Longevity, Infrared Vision 8, Immunity 5 (Heat), Flight 7
Gadget modifiers: Armor, Obvious
Point cost: 79
Angelos Cost: 63
Requisition level: 63

EQUIPMENT

Angelos Arcanum Ring

This device is a small golden ring the size of a bracelet. When spun on its side the ring activates an information storage matrix that can be accessed by asking questions out loud. The interior artificial intelligence will answer questions to the best of its ability. Over the span of years a ring may develop a personality.

Toughness: 3D
Skill: Scholar or some other knowledge based skill (must pick a subject) +5D
Gadget Modifiers: Equipment, Fragile, Obvious
Point cost: 5
Angelos Cost: 4
Requisition level: 4

Angelos Distortion Belt

Used to bend light around the wearer, these belts do not make the user invisible, but instead make them appear to be several feet away from where they actually are. In flight, this makes the Angelos nearly impossible to hit with ranged effects (as one would have to guess where he really was), and in melee combat gives the Angelos a decided advantage for at least a few critical moments. When the Angelos is not moving rapidly, the belt's effect shifts to merely help mask the Angelos' appearance, making them able to blend in with normal humans (though they may still be perceived as unusual by a trained eye).

Toughness: 1D
Powers: Chameleon 5, Illusion (only hides the Angelos alien nature) 2
Gadget modifiers: Equipment, Obvious
Point cost: 4
Angelos Cost: 3
Requisition level: 3

Angelos Jump Ring

This device is a small platinum ring the size of a bracelet. When spun on its side it creates a small (10' diameter) spatial fold linking two points in real space, capable of moving large number of troops quickly between two points. Note: the rings are not always accurate or easily operated.

Toughness: 3D
Power: Spatial Warping 10
Gadget Modifiers: Equipment, Obvious, Temperamental (R2)
Point cost: 30
Angelos Cost: 24
Requisition level: 24

Angelos Visage Ring

This device is a small silver ring the size of a bracelet. When worn on the arm, it will change the wearer's normal Angelos features to a preset (usually no more than 2) appearance. The ring will also hide the fiery nimbus of flame that is emitted from the base of the Angelos skull. The ring is activated and deactivated by waving a hand over it.

Toughness: 1D
Powers: Illusion (only hides the Angelos alien nature) 8
Gadget modifiers: Equipment, Obvious
Point cost: 2
Angelos Cost: 1
Requisition level: 1
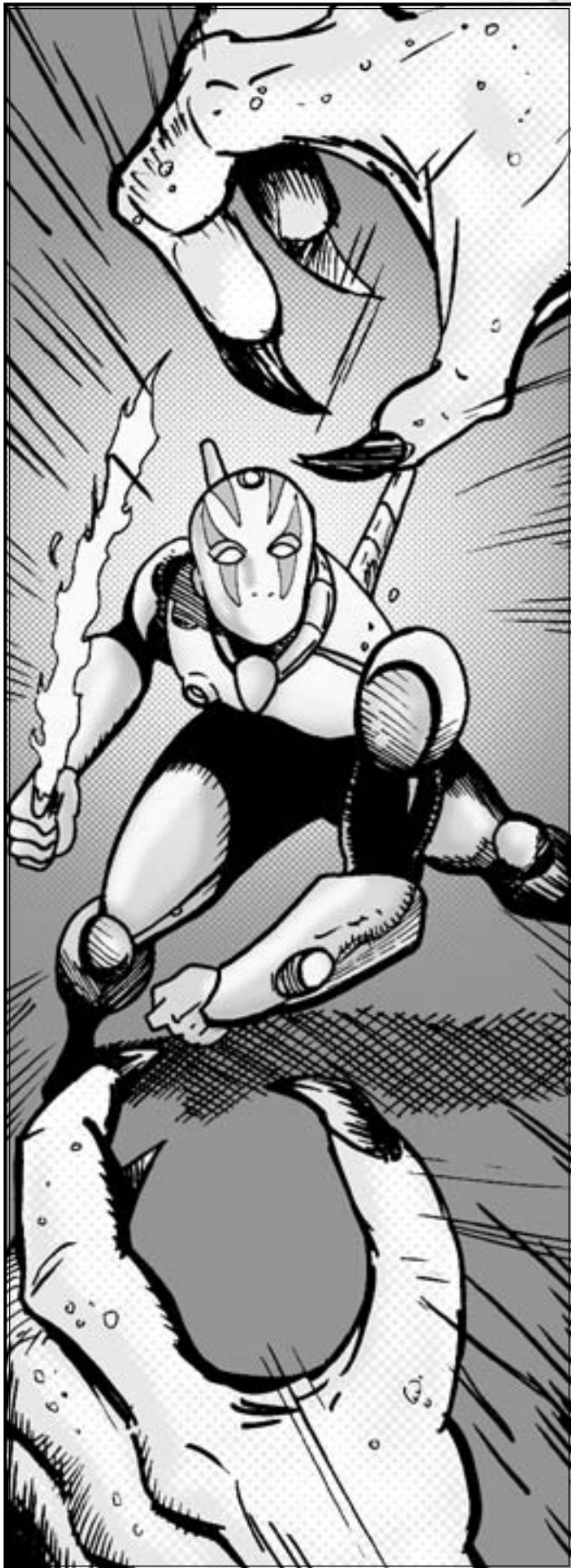
Wyvern Battle Craft

The spacecraft used by the Angelos are less like a vehicle, and more of a large weapon system that attaches to the back of an Angelos. The weapon systems onboard the Wyvern are extraordinarily formidable with the capacity to destroy capital ships alone.

Toughness: 6D
Crew: 1
Passengers: 0
Cargo Class: 200lbs
Maneuverability: +2D
Size: 6
Range: 10,000 miles
Powers: Energy Blast 8 (sweep attack), Super Sense 5(Sight and Hearing only), Flight 14, Immunity 5 (Heat), Infrared Vision 6, Life **Support** 10
Gadget modifiers: Vehicle, Obvious
Point cost: 46
Angelos. Cost: 36
Requisition level: 36

From Ararat to Andrew Jackson

As their sunken prison ship was inaccessible, it was only a short time after the Angelos crashed to Earth that they decided to establish a base from which to operate. After setting up several smaller, temporary bases around the planet, they eventually focused on Mount Ararat, in Iran, gradually excavating a base deep within the stony foundation, masked from enemy eyes and giving them a good central location from which to launch forays. Though excavation and modification has been ongoing throughout the entire period, the basic layout of the base, dubbed "Heaven," has remained fairly stable.

Heaven's construction is split into seven levels, matching the basic structure of the Angelos army on Earth. At the highest level, near Mount Ararat's peak, are the Angelos' communication devices, as well as the basic means of entrance to the base itself, well hidden among the mountain's natural features. Fiery ventings concealed beneath stones have occasionally ignited bushes and foliage, but for the most part have gone unnoticed by those who've traversed the mount. Lower down within the base are wings devoted to technological development and the infirmaries (level 2), weapons storage and training areas (level 3), basic command and coordination areas (level 4), dormitories (levels 5 and 6), storage facilities (levels 6 and 7) and prison facilities (level 7). Though the base has been mostly evacuated in recent years, a contingent of Angelos still uses it.

In 2006 the Angelos moved their main base onto the former U.S. space station Andrew Jackson, which was due for decommission. Using some trickery and stealth, they effectively made the station cease to exist to human eyes, giving them a perfect spot to invisibly watch events on Earth unfold right beneath their eyes. Working within the station has also proved to help in the repair and maintenance of the Angelos technology – free of gravity, and surrounded by the cold vacuum of space, Angelos technicians are able to store equipment in conditions more ideal for the long-term.

Much smaller than their previous command center, the Andrew Jackson (aka "A.J.") is only large enough to maintain a staff of several hundred Angelos at any one time, and is usually only manned by half that number. The station consists of a large central command center, with wings for navigation, communications and weapons systems, surrounded by a single large ring containing dormitories and storage facilities. A single docking area at the station's north pole can handle linkups with two shuttlecraft at any one time. In general, the station's contingent of Angelos is split half and half between "command personnel" and guards, most of them equipped for vacuum combat or prepared for the unlikely even that the station is boarded.

Though it us unlikely that any non-Angelos would have the opportunity to enter either of these bases, except as a prisoner, it is possible. In either case, both bases will be defended to the death by any Angelos guards present, troops supplemented by automated defense systems varying from non-lethal (stun guns, sonic blasts, immobilization foams, etc.) to utterly lethal (toxic gasses that the Angelos are immune to, energy weapons, etc.). Both bases are completely wired with silent proximity and intrusion alarms, alerting all Angelos instantly should anyone come near the base, but giving no obvious warning to intruders that they have been detected.

Summoning Angels, and the Power of Prayer

It is known that Ka energy exists in all things, that it can be dampened by manipulating the energy from nearby stars and that it can be shaped by those trained in its use. What is generally unknown is that even those who are not able to actively use it can help shape it on a mass scale through the power of directed prayer. While individual prayer may not be capable of generating a tangible amount of Ka, mass gatherings on organized days of worship at specific times can create a larger gestalt effect, massing many small bits of unfocused Ka into a much larger amount that can be tapped and used by those capable of doing so.

In ancient times, such effects were much more limited, since the Elohim were mostly concerned with their polytheistic religions, which had worshippers directing energy in many different directions. Thus, the Elohim were never able to fully tap into this vast reservoir of power. In the modern era, with an increase in global population and a general increase in the number of followers of monotheistic religions, however, the potential is greatly increased. Every Sabbath, be it Saturday or Sunday, millions of Judeo-Christian worshippers gather in prayer, generating as a whole large amounts of Ka that could be tapped by those aware of it and capable of doing so. Among Muslims, the effect is even greater, with larger numbers of worshippers consciously directing their prayers towards Mecca five times a day.

Some within the Angelos Host are aware of this potential, but as they as a species are Ka Bleeders, they have thus far been unable to realize a means to consciously focus such energy to their advantage. However, they can all perceive it to some degree, and strong, focused prayer can be seen as a means to call upon Angelos in some cases. While they are hardly at the beck and call of humanity, they do occasionally respond to great outpourings of Ka, which often signal a great need, and thus potential suffering caused by the enemies of the Angelos.

There are also those who hold that one can summon Angelos through the use of mystical incantations and inscriptions. In biblical and medieval times, various prophets, kabbalists and alchemists gradually constructed a vast library of arcane writings, listing names of Angelos, their spheres of influence, the symbols they used to identify themselves and even the colors, stones and scents associated with them. While there are certainly grains of truth to be found amongst these many writings, in no case were the Angelos ever able to be "forced" into appearing. Certainly, an Atlantean, Nephilim, Atenmest or even a Ka-empowered human could learn to focus their Ka enough to attract the attention of an Angelos, as above, but in no case is it possible to bind an Angelos to ones' will.

A Week In The Life Of An Angel

DAY 1. Awoken at 0300 for patrol duty, a twelve-hour shift. Pretty standard, really. Not much action around here lately. But then, no one really expects an Angelos enclave to be located in the middle of San Francisco's Chinatown, so it's not like we're swarming with Elohim rebels. Rumor has it, however, that several Elohim – Prime, and possibly Attis himself – have been spotted in the Central Valley, and could be headed this way. Certainly they're not aware of our activities here, but they could be trouble nevertheless. Best to be vigilant, walk my rounds and then spend the rest of the night maintaining my equipment. And catching up on Tivo, of course. My life is devoted to El, but I can't help wonder why he never saw fit to give Araboth television. There's no need to stray from his commandments when one can experience sin vicariously through these imaginary characters. Not that I enjoy it. Not at all. But these shows do give me insight into the humans, which helps in my dealings with them. Besides, I need to see who gets voted off the island this week.

DAY 2. Last night, the power to the base was cut off around 2200 hours, which sent the alarm systems into a frenzy. Dari'el and Jorai'el were on duty with me at the time and we immediately began to trace our standard route, ever-widening criss-crossing circles to determine any point of enemy entry into the base. I'd guessed it would be gang members, possibly a rogue Chimeran hunting in the alleys for food, and was a bit disappointed when it turned out to be rats gnawing through the wiring at the end of the block. Raza'el, our resident Raqiyim, was woken up to fix the problem, which took him the rest of the night. Which meant, of course, that I missed my programs, since the power was out. Couldn't even surf the web. So the three of us settled in for a few hands of Hearts to pass the time, which turned out to be difficult seeing as the emergency lights were red, which turned the Hearts and Diamonds into invisible blurs. We played anyway, just because. We finished just about the same time as the power came back up, and almost immediately spotted something on the internal monitoring system, near the weapons locker. It only took us about twenty seconds to scramble a squad and get there, but it was already too late. Ragu'el, our archon, was standing in the locker, glaring at us. While he's correct that our failure tonight will make us stronger and more aware tomorrow, I can't help but feel we'd have been better off if it had been a real intruder. Then we could have been the ones dishing out the punishment, instead of receiving it. We'll find out what our penance is tomorrow. I pray they don't take away my television privileges. Again.

DAYS 3-5. Horror. Our entire squad was "chosen" for the "honor" of escorting Ragu'el offworld to the Andrew Jackson space station. 22,500 miles, sixty of it bumpy atmosphere. The actual trip up and down only took a few hours each way, but between preparations, the flight to the launchpad, the shuttle ride itself, and then the return trip (which encompassed all that in reverse), we spent the greater part of two whole days essentially sitting around staring at the walls. I'd have killed for a workout room, or a firing range, or even a stack of my old Archie comics to leaf through, but we had nothing to do but meditate on our failings the night before. Which was probably the point, come to think of it. The day spent aboard the station itself was fairly interesting, though I'm not too eager to go back. It's far too cramped, smells of stale air, and the quarter-gravity gyroscope they have aboard makes me wish they'd just turn it off and let us roam like we used to, back in the old days. Almost wished I could have spent my time outside the station with the Zebulim, but instead I got to guard a door for ten hours. The only bright spot of the whole trip was the fact that Ragu'el stayed behind, so we got to mock him mercilessly on the way back.

DAY 6. We returned to our base around 0230 to find it was no longer there. We'd apparently missed the explosion by just a few hours, but it was massive enough to still be burning when we arrived. Luckily, most of our gear was still stashed in the van, so Jorai'el and I hopped out to mingle with the crowd, and find out what happened, while the others turned around and headed for our fallback position, down in Excelsior. Standard Operating Procedure. It felt good to fall back into old habits after a long down time, although without any weaponry we were careful not to fall too deeply. When I get amped up with adrenaline and Ka I have a tendency to want to punch through walls, but in this case there wasn't any call for that. So we played it cool and just sort of surfed, looking for loose ideas and checking out scenery of the female persuasion. Unfortunately, the police weren't giving anything up for free (and neither were the women, truth be told), but Jorai'el noticed a few caped and cloaked silhouettes lurking suspiciously on a nearby rooftop. I could smell the Ka even over the smoke billowing from our wrecked base. They spotted us about the same time as we spotted them, and by the time we managed to haul ass over to the building and up ten flights of stairs, they were long gone. Which was probably for the best – without our armor, we're no match for a full-blown Ka-user.

DAY 7. I'd just come on duty when I heard Dari'el shout from the other side of the block – surprise, mixed with pain. The Ka channeled through my armor and gave me flight, and so it was that I took the Empusa by surprise as I came over their heads and brought the fury of El down upon them. They'd apparently tracked us from Chinatown last night, intent on burning this base as well. These half-Chimeran she-bitches would be the ones to burn. Dari'el had gotten one before the other two had nailed him, but I was feeling the burn and had no problem shredding the other two with blasts from my gauntlet, finishing the job with my blade while uttering a prayer to El. It felt good to bathe once again in the contemptible blood of my enemies. Speaking of which, the three dead Empusa were taken to the lab for study, after which they'd be burned – a fitting end. Dari'el was taken to the infirmary, where I'm told he's recovering nicely. And I earned the rest of the night off, which I spent, at long last, sorting my Betty and Veronica comics and catching up on television. All in all, not a bad week's work.

Angelos PLOT HOOKS

- The characters are stationed at an Angelos' stronghold called Masada. Troops and Ka-using humans loyal to the Elohim of Rome have surrounded the fortress and have laid siege to the area. The characters spend several nights helping their human troops secretly move out of the citadel, using their superhuman abilities. Soon, the characters have to make a stand when the Elohim Mars shows up to finally take the stronghold. This is best suited for an ancient campaign.

- The characters are an Angelos special espionage unit sent to find a renegade U.S.E.R. scientist with a batch of experimental A.E.G.I.S. serum – a serum derived from Elohim and Chimeran DNA. The scientist, Doctor Ezekiel Segovia, and a group of chemically augmented mercenaries have flown to a small island off the coast of India ruled by a fanatically religious warlord. Having a safe haven to continue his work, Segovia plans on creating an army of mindless super soldiers using his powerful new, but flawed and dangerous, serum.

- The characters are Angelos scouts traveling in Eastern Europe. They discover in their travels a band of half-breed Chimerans (Empusa), who are enslaving the local inhabitants and making them build a large temple to their "god." The temple is actually a fortress for a Chimeran Brood Mother needing a place to nest. Slaves are being fed to the Brood Mother for their genetic material after they have outlived their usefulness. She hides in the maze-like catacombs underneath the temple preparing for her first birthing cycle. This is best suited for ancient times.

The Dance Of Time

The sinewy creature below staggered in a futile mockery of a death-charge, dripping tears of agony, an inky blot of muscle and blood silhouetted against the sand. It could not focus on its would-be executioner, despite the man's ludicrous glittering apparel and his concerted efforts to goad the beast; it was color-blind anyway, even were it not for the poison that they had rubbed into its eyes beforehand. The crowd screamed in a perfect circle around it, not for blood but for entertainment, and the killer preened and posed because he knew it was no fight.

Raoul sat alon□

one of the Romany in beautiful rags and cracked leather. Even fewer would sit next to him. Like the bull to the fighter, they were blind to his bright colors. Raoul's mood radiated from his shoulders like the heat-haze from the coliseum sand. When he arrived here he was sullen; now he was angry.

He knew where the Gods were, in the secret places beneath the city. He knew how to find myriad creatures of myth, secreted as they were around the worl□

calling itself "Katie." The shadows of the sun-drenched balustrades, the wriggling reflections of clear water on cool rock, the view across the sea that men once th□   Yet still

he □   . Every single

time made him angrier than the last.

Someday he wo□

– Meniotor, leape□

"bullfighter." Someday he would relive the sport of his youth, when the bull stared back with life and anger. No salt in its eyes then, oh, no. No bleeding it first to ma□

glorious dance of living celebration. The bull would not even die. But the fighter who dared to challenge the beast, oh yes, he could die. It was one of the only ways the people of Thera could meet death. It was holy to sacrifice one's immortality to the dance.

That was a time of enlightenment indeed. A time that would inevitably live again when the circle of time turned in full. The cycle would be complete, soon, for those who would survive the coming of the Fifth Sun. For now was the history, as well as the legacy, of the people of Atlantis. The glorious natio□

of Atlantis – assuming, of course, that they survived. The thought always put Raoul in mind of the Ourobouros, the snake that eats its own tail. The thought that the snake must be getting smaller never failed to send a chill down his spine. He stood to leave, barging through crowds too enraptured by the confectionery colors of the "fighter" to notice his passing.

Madrid had changed. The whitewashed walls and red tiles still remained in many places, as did the shadowy gardens, cobblestones and steep hills. But the skies were darker, cluttered by high-rise buildings that loomed overhead. The old city had become a pretty growth between the toes of giants. What had once been sun-kissed was now lit mostly by neon bullfighters, signs for beer, fluorescent billboards and scrolling electric signs. The sleek, so-21st-century logo of Rhand technologies dominated one particular plaza that Raoul avoided out of spite. It was as though somebody had taken the city and colored it in with glowing crayons.

Raoul had watched cities change before, in every country on the globe. Two World Wars, the Industrial Age, the Renaissance . . . he remembered all the ages of man, in a way that scholars could never know, remembered even a time before human cities were even conceivable, before the Elohim arrived and called themselves gods, crushing the past underfoot to make way for the future. But dwelling on the past was a wasted effort – the wheel was turning towards the future. Longevity brought with it a unique perspective for the larger picture. So unique, in fact, that it was sometimes hard to keep an eye on the finer details.

Raoul found himself taking a slow route through one of the long, curving alleyways that wound around the side of a slope. On each side were high white walls, broken along their length by several years' worth of posters. There were no exits from this path until its end, where it opened out into the plaza in front of a multiplex. Only the sounds of weekend traffic echoed down into this roofless wormhole. It was the perfect place for an ambush. As if reading his mind, a wind that Raoul did not feel roused the litter that had gathered in the edges of the street. He felt the Chimeran's presence before he turned the corner.

He turned the corner anyway.

She was like a snake in a suit of skin, wearing dark glasses and an expensive white trouser suit, and stood well over six feet tall with a respectable build for it. Without a word, Raoul fingered the charm that he kept in his pocket. After a tense standoff, the monster flexed her fingers as though they were stiff, and spoke:

"Don't try to run, Meniotor."

"Call me Raoul."

"My employer wishes to know what you were doing in Malta. Raoul."

"The same thing I'm doing in Spain, senorita." He grinned. "Seeing the sights, maybe a little dancing. Shall I show you how we used to dance in Atlantis?"

Before she could answer, Raoul leapt, taking off like a bird, his

baubles jangling like wind chimes as he stepped on her shoulder and somersaulted past her head. Too late, the assassin flinched and lashed out at where he had been, spinning around to try again as he touched the ground. But again Raoul ducked and tumbled, his right fist glowing softly from within, and the monster only managed to eviscerate a paper matador, taking part of the wall with him. Brick dust fell away from the Chimeran's hand to reveal a set of bear-like claws, crackling with neon-blue light. Then he was behind her again as she turned, her talons cutting the air so close to his nose this time that he felt a breeze. Raoul continued hopping backwards, again and again, just outside of the monster's deadly reach.

"Tell your employer," he said between steps, "that my business is my own. As is that of my people. And also tell him--"

His words were cut short by her hands on his throat. It had been a long time since he had danced with the bulls on Thera, and he had lost his rhythm. Wordlessly, with brutal force, she threw him backwards into the wall, and he felt a rib crack, noting through the pain that the light around her hands seemed to intensify, growing warmer. Frantically he began to chant, a flimsy mutter from a starved windpipe.

The she-beast leaned into his face. There was meat on her breath.

"He told me that I should kill you if you refused to cooperate. I was going to try to squeeze some more out of you, but seeing as you've already started praying, I think it would be a shame to deny you your God."

The glow from her fists flared, and Ka poured into Raoul's body like boiling water. He squeezed his eyes closed so tightly that it hurt, chanting faster as his consciousness ebbed, and with one final burst of willpower finished his incantation.

His eyes sprang open.

"Tell him that I am not yet ready to sacrifice my immortality to the dance."

With a flash of light, the Chimeran's energy discharged uselessly into empty air as Raoul's body disintegrated and wound itself into a swirl of arcane forces before twisting away silently into the sky. Where Raoul had stood there was now only a shimmer, like the heat-haze that rises from the bullfighter's ring, an after-image of the Atlantean's silhouette burned into the wall.

The assassin frowned. She had gained nothing but dust on her suit and an unpleasant debriefing. Never mind. She would live, and they would meet again. Next time she would crush him underfoot like the relic that he was. The Chimeran turned and waked away, through the old city to the new, and then home.

The Elder Race

"Any sufficiently advanced technology is indistinguishable from magic."

— Arthur C. Clarke, "Technology And The Future"

The original Atlanteans were an island-dwelling people, spread out across the Mediterranean and the Atlantic Ocean amongst thirteen islands. Most lived on the island peninsula of Atlantis, which would later be called Thera by historians, and the broken isle of Santorini. Spread out as it was, their Empire was isolated and remote, putting the advanced Atlanteans far away ideologically, and in many cases geographically, from their primitive human cousins. Their civilization reached a refined state before other humans were even using tools, and they lived for the most part in peace – ironic, for the oldest records of Atlantis date back to the time when they started to rebuild the Empire following a bloody civil war.

Each of Atlantis' thirteen islands was ruled by its own noble House, each headed by (and descended from) an immortal Magus, one of the original Atlanteans who arrived with the great god Poseidon, ruler of the sea and provider of bounty. Initially most members of a given House were related distantly to most of the others. This was not as inbred as it sounds; most marriages occurred between couples who were from different families within a large House, and would often be between members of different Houses. One half of the couple would then be officially accepted into the other's House. Over time this kind of coupling widened the gene pool, yet each House still maintained many bloodline characteristics, developing its own physical and mental attributes alongside socio-cultural distinctions.

The people of Atlantis were incredibly long lived in general, thanks to their mastery of Ka energy through what they call sekhem. The Atlanteans used Ka energy to manipulate their surrounding environment to better serve their needs, treating this technology as a part of the world, inseparable from religion and magic. To them, all forms of knowledge are part of a whole, a universal truth composed of all other truths. Likewise, all arts are part of one great art. Knowledge and art are wheels, circular spectrums that correspond to each other and to the stars. The advanced Atlanteans realized that astrology and geomancy, the art of Ka manipulation, were closely linked. Each house has a sign, each sign a position on the great wheels of knowledge and art. This theory applies equally to everything in the universe – including time. Central to the Atlanteans' belief system is that time is a cycle that repeats over and over. Past and future are inseparable in the pattern of time. This belief, through the Atlanteans' influence, entered Mayan culture and defined their calendar. Archaeology has preserved this belief, which has again become fashionable in the New Age world.

The structure of the Empire was essentially feudal. Each House was governed by its senior family member, the Magus, with one's rank and title decided by birth or marriage. Low-ranking families performed mostly physical labour while the privileged settled into academia (though this is a sweeping generalisation – House Mnesues, for example, had little use for academics, while Cleito had no significant use for carpentry). As the standard of living increased with the size and accomplishment of the Empire, manual tasks became easier and education became more common and accessible. Titles were given to those who had made great achievements or contributions, and marriage between different social castes became acceptable. It was some time after the successful repulsion of the Nibiru (see the section on the Nibiru, elsewhere in this chapter) that Atlantis became truly great, as only the strongest survived to make use of the newly-discovered sekhem, the magical arts that Atlanteans would go on to master.

As Atlanteans wandered, seeing the world with the ancient eyes of trees and mountains, they found themselves using their advanced knowledge and technology to aid primitive human cultures in Asia, Africa, Europe, and the Americas. Soon legends grew among humans about the creatures who were like them, but had great power and wisdom, who brought magic from far away and changed their lives. Little did the Atlanteans realize, but their own lives were about to change in a similar way.

The Words of the Prophets

The most important aspect of Atlantean life is prophecy. Their belief in the cyclical nature of time means that to them the past will eventually become the future. They devoutly watch the heavens and the cycles of the stars, seeing these movements as the language of the universe. This obsession with astrology pays off in that the Atlanteans have a great skill for fortune-telling. As well as using astrological prediction, they often have visions and waking dreams that show them glimpses (or sometimes protracted episodes, even lasting for several days) of the future. The Atlanteans believe that they see these things in their unconscious because they are so tuned-in to the patterns of the heavens.

One particular prophecy stands head and shoulders above all others in its importance to Atlantean civilization. It appeared in a waking dream suffered by all Atlanteans, a dream that lasted for seven days. Such was its intensity that thousands were killed through shock, exhaustion, dehydration, and other pitfalls. The dream was the same for all: a great race of beings would come to Earth and ravage it like a swarm of locusts. These creatures would be as powerful as the Atlanteans, armed with the power of Ka, and they would come in their thousands to destroy everything in sight and enslave not only the Atlanteans, but the entire human race.

After recovering from the dream, the Atlanteans continued with their daily

lives and quietly prepared for the coming of what they called "The Horde." They continued to watch the heavens for hundreds of years, this time with even more fervour and dedication, as they knew that sentient life on Earth depended on it. They spread out, taking their civilization and their protection to civilizations across all continents. When the Elohim prison ship crashed on Earth some six thousand years later, around 3550 B.C., the Immortal Magi considered it the sign for which they had been preparing. Atlantis prepared its war machines and waited.

The Beginning of the End

For several years the Atlanteans watched the intruders as they settled on the planet. They tracked every move and noted that some fought against one another. Soon they had distinguished three separate factions among the invaders: the Elohim, the Chimerans, and the Angelos. The Atlanteans felt that the perfect opportunity to exercise a surprise attack was while the fighting between the otherworldly factions was at its hottest. A great war ensued that spread across the globe, entering the collective unconscious of human culture through their mythology, retold as legends of the gods fighting Titans or Giants in battles of such scale that mountains and seas were created where they fell. On and on it raged, on a world-shattering scale.

It was Attis, the leader of the Elohim, who chose to make peace with the Atlanteans. He came waving a white flag of truce and, with his followers Thoth and Typhon, met with the Thirteen Immortals in a quiet place that history has forgotten. Attis stated that they were not here to ruin the land but to improve it. They did not wish to conquer mankind, but to better them. This was a difficult case to make. The Atlanteans already occupied such a position in the world – why should they allow a group of warlike extraterrestrials to usurp their role and risk changing everything? More to the point, why should they trust these violent strangers who had brought with them such destruction? It took a lot of work to convince both sides of peace, but after a month of talks wisdom prevailed. The Atlanteans realized they were working for the same goal and, with the help of the Elohim, they discovered the true nature of the Chimerans who had escaped from the wrecked Elohim prison ship. These elusive creatures, which had by now spread across the globe and brought wrath and terror to human civilization everywhere, were the first true harbingers of the Horde.

The Atlanteans now knew that their prophets were correct in foretelling the arrival of a great race of invaders, but they did not know when the actual invasion would occur. They gathered together in the Haven, their secret conclave in Antarctica, to discuss what should be done. This turned out to be the most drastic, world-altering decision in their history. They realized that the humans would be the ones to do the majority of the fighting, being many times more populous than themselves. The Atlanteans could help, and they could lead, but they could not fight in place of the humans, who were genetically too weak to be able to effectively battle these monsters. But the Atlanteans could change this . . .

Over the course of the next several decades the Magi used their great knowledge to map the human genome. It was not long before they had found the genes that enabled the use of Ka, and they set about adjusting them. They created hundreds of different mutant variables, all of which affected the Ka gene. They did not wish to mutate the humans now, though, as it would create chaos among their people in a time when superstitions were high and monsters were so very feared. Instead, they used their magic to set a conditional effect on the mutation. Since they had no known date for the arrival of the Horde, they chose to make its physical proximity the catalyst to activate the gene. Whenever a human who carried a mutated Ka gene in its dormant state came close enough to a Chimeran, the gene would activate and he would manifest certain powers to combat the monster, and should the Horde arrive in great number, the manifestation would occur across the world. Satisfied that their plan would help humanity, the Atlanteans set about seeding the humans' genetic stock all over the planet with their alchemical formulae.

Where Was Atlantis?

Part of the reason scholars cannot agree on where Atlantis actually was, is that it wasn't in any one place. The Empire of Atlantis consisted of thirteen islands, and more than a hundred other settlements. Sea journeys took weeks back then, sometimes months, and it was difficult to keep track of all the settlers. Even those who survived their excursions would sometimes lose contact with their motherland. Many of the details of these settlements were lost in the civil war that later destroyed many of Atlantis' records, but those who study such matters are certain of the existence of the four islands that survived until the physical destruction of the Empire.

The largest, named Thera, was filled with a lush and hilly jungle full of color and life, rising at the center into a cluster of mountains rich in orichalcum. Thera was also the name of the capital city, whose white marble towers dotted the island like trees and could be seen for miles around. The capital was dominated by the Imperial Palace, perched like an eagle on great Mount Tengu, the highest peak on the island, overlooking the great arena at the center of Theran culture. Industry was based on mining and processing orichalcum, as well as its distribution to the rest of the Empire.

Kefitiu, the second largest island, was conversely very flat, and thick with the evergreen trees that Atlanteans used as a building material, in particular for the manufacture of boats. It was a major fishing port and eventually became the nexus of trade between the islands. In the latter days of Atlantis, Kefitiu housed the mighty fleets of House Mnesues. Habitation was mostly limited to the bustling towns built along the shore, but a number of small towns dotted the forests inland. The capital of Kefitiu was Aigaion, a sprawling coastal city dedicated in name to the seagoing god of Atlantis.

Metai and Malune, the other two islands to survive until the empire's fall, were located far from the others, situated much closer to the nearest foreign continent than either of the larger islands were. As such, Atlanteans used them as a stopping point on their way to and from the mainland. As a result, the culture on Metai and Malune became slowly influenced by human civilization, and by the attitudes of the sailors who passed back and forth. All travelers would report directly to the Imperial House on Malune upon their return to Atlantis, and the people of the Twins (as the islands were known, due to their proximity to each other, their matching oval shapes, and their similar temperate climates) would often receive news before the capital. Thelini and Arolas, the respective capitals of Metai and Malune, were twin metropolises of forward thinking and primitive multiculturalism.

The End of the Beginning

Devoted to their preparations for the coming cataclysm, and trusting their Elohim allies, the Atlanteans were unprepared for the tragedy that awaited them. Some Elohim had not forgotten the savage greeting that they had initially received upon arrival on Earth. Foremost among them was Typhon, Attis' trusted lieutenant. With the help of a few very powerful but rogue Elohim, he approached Thera one calm summer night with murder in his eye. The island was annihilated. Typhon and his fellows then moved on across Atlantis' other settlements, causing each of the islands on which the Atlanteans had built their ancient homes to volcanically erupt, destroying them in one nightlong conflagration.

For the first time they could remember the Atlanteans knew how it felt to be the helpless species. The Magi, though powerful, were not as powerful as the Elohim who attacked them. They only managed to get a fraction of their people to safety amid the bloody holocaust. Those that escaped scattered to the far corners of the Earth to hide among the people they had sworn to protect, now for the most part just as frightened and vulnerable as their cousins. Typhon and his renegade Elohim, ever heartless in their revenge, even managed to track down many of these small pockets of Atlantean refugees and slaughter them on sight. Roughly five thousand survivors were left after the wrath of Typhon eventually cooled – less than five percent of the once great Atlantean civilization. They huddled down into the secret places in human civilization, using their powers to help themselves now as much as anybody else, and slowly began to assist mankind as leaders and guides. They constructed pyramids, great batteries of Ka energy, in places where ley lines crossed. Their mythical reputations returned. They had become sidhe, oni, Titans, and Immortal Emperors. They were scattered, disoriented, and disorganised. But time was on their side.

The Atlanteans have never forgotten who ruined their homeland, and to this day they still look for the culprits. Many realize that only a handful of renegade Elohim, not the race as a whole, caused the disaster; many are also simply angry with the Elohim as a whole and seek revenge – any revenge – for the death of their people.

Black Legacy

With their legacy left in humanity's genetic makeup, the Atlanteans continue to wait for the arrival of the Horde. In 1918, towards the close of mankind's greatest conflict to date, the Ka gene triggered en masse. The first "Black Gene carriers," as human authorities called them, were successfully spawned . . . but the price was monstrous. The majority of carriers could not take the sudden mutation at their stage of life and were killed painfully as their bodies tried to cope. Human medical science was nowhere near advanced enough to be able to cope with what they thought was an influenza pandemic, and so the activation of the Black Gene eventually caused a greater loss of life than even the war itself. Since that time the Atlanteans have carried a great weight on their shoulders. (See Black October, in this chapter, for information about the genetic legacy of the Atlantean magi.)

In the eyes of early humans the Atlanteans were gods, prophets, elves, and sorcerers. They felt that they were responsible for their primal human neighbours. This school of thought has survived among most remaining Atlanteans. Today their philanthropic efforts are far more subtle: they have too many enemies in the world, and the human mindset has changed too much, for them to risk being brazen. Instead they work behind the scenes. They fight secret wars with Chimerans and Elohim, and they set Black Gene carriers against one another for the sake of humanity's – and their own – continued survival. Many of the Magi have begun to disappear within the last few years. Much debate is occurring between the rest of the Atlanteans as to what this means: some suggest that they have gone into hiding during the final days; others believe that they have returned to the Haven and are preparing a surprise, another secret weapon to use against the Horde when they finally arrive on Earth. (The sidebar on Malcolm Rhand explains some of the sinister recent events.)

Whatever the truth is, this is a clear sign that things are changing. Only two years remain until the predicted arrival of the Chimerans. That is when the future – and the past – will be decided.

The Fifth Sun

The Atlanteans' belief in the cycles of the universe is woven inseparably into their lifestyles and their perception of the universe. They determined through astronomy that the Sun's position in the stars at the vernal equinox (the date at the end of Spring when the Sun passes south across the celestial equator) changes over a cyclical period of 26,000 years due to the slow axial wobble of the Earth. This cycle, known as the Great Precession Cycle, began in 23,524 B.C. when the equator was parallel to the Milky Way, the "Great River of Poseidon." Atlanteans believe that this date marks the beginning of time, insofar as time has a beginning for them, and thus they associate it with their arrival on Earth. This cycle also represents five Sun Cycles, which are 5,125 years in length.

The beginning of each Sun Cycle means both destruction and renewal, the beginning of a new age on Earth, and is always heralded by significant events. The earliest known history of Atlantis begins in 13,264 B.C., the start of the Third Sun, when their race was almost destroyed in the civil war. This date also marks the approximate end of the Ice Age and the start of humanity's rise to dominance. The Fourth Sun began in 8,139 B.C. with the prophecy of the Horde. The current cycle, the Fifth Sun, began in 3,114. This was the year that the Elohim-Atlantis war began, changing Atlanteans' lives forever. A few years later the first human city was built in Uruk, Mesopotamia (now Iraq) by seven wise men. Nobody is sure whether or not these wise men were human.

This calendar system has bled into several human cultures through Atlantean influence. It has survived completely intact in the Mayan civilization, while Hindus have been in the Kali Yuga – the "Age of Iron" – since 3,102 B.C. The Kali Yuga is said to be the final age and the darkest of all. The Atlanteans

Orichalcum

Orichalcum is a fabled ore found only on the islands of Atlantis. It was abundant on Thera before the peninsula sank into the ocean, and to Atlanteans it is more precious than any other metal on Earth. Not only is it closely tied to their lost homeland, it is also a source of magical power, for orichalcum is capable of storing and manipulating Ka energy. For all their known history the Atlanteans have incorporated orichalcum into their magical practises, developing over time the ability to power items constructed from the ore with spells.

The metal features prominently in Atlantean religion as a gift from their God Poseidon, bringer of all life. As the element that represents the sun to Atlanteans it is also spiritually connected to the notion of the Fifth Sun and the cycle of time. This and its mnemonic value make orichalcum very precious to any Atlantean with the slightest spiritual bent. More obviously, orichalcum is also valuable for its magical applications. Wealthy Atlanteans often do business using orichalcum instead of cash, while the dishonest variety often find the metal at the centre of their crimes; though it has mostly been worked already, orichalcum ore in its raw form is so rare that many unscrupulous or driven Atlanteans feel it is worth killing over. Such is the power of Atlantis' memory.

Physically orichalcum is a deep, coppery red and glows a rosy hue when struck by strong light. It is very distinctive, impossible to forge even without taking into account its Ka-conductive properties. The metal can be worked with other stronger metals to make fine jewellery or weapons. Some enterprising individuals have even tried using it in machinery, with varying degrees of success.

are undecided as to the truth behind this statement: many believe that there are more cycles to come, while just as many believe that this will be the last. Whatever the answer, we will all find out soon enough. The Fifth Sun and the Great Precession Cycle both end on December 21st 2012, a mere two years into the future. The consensus among most Atlanteans is that this date will mark the coming of the Horde and a war like no other. They have spent the whole of the Fifth Sun preparing for this day, but soon they will be out of time. Soon the Earth will have to face the end of an age, ready or not.

Secret History - The End of An Age

The majority of Atlanteans know nothing of their history prior to the civil war that almost destroyed them, save for what they have retained in their myths and religious practises. The truth, were it to become known, would shatter the Atlanteans' perception of themselves and bring home the unthinkable truth of their belief in the cycles of time. The truth is that the Atlanteans are not the ancestors of humans after all, but the children of the last survivors of mankind.

If history repeats itself, as it has before, then sometime in the distant future there will be only a handful of humans alive on the planet Earth. The prophecies say that this is inevitable. The Horde will come, and they will render the Earth a war zone, and only the mighty will survive. Elohim, Black October, Angelos, Chimeran, USER, and every other Ka-user on the planet will fight tooth and claw to be the last faction standing, but whoever wins, humanity is lost. The Chimeran army will do to homo sapiens what boiling water does to ants. The humans are not their real targets, though, and somehow the last remnants of humanity survive into the far future while the aliens war among themselves. Long after the fallout of the apocalypse has settled and the world has started anew, mankind begins again. Eventually their near-destruction is forgotten as they claw their way back up the food chain and prove their inimitable resilience in the face of annihilation.

But fate seems always to have war in mind for the human race, and war it finds once more. Unknown centuries pass before the arrival of the Nibiru, a dimension-hopping race of extra-terrestrials whose society requires a rare ore to survive. Earth is abundant in this metal, called orichalcum (see sidebar). The Nibiru's arrival sparks off a war that decimates both sides, their desire for orichalcum so great that it cannot be soured by the deaths of thousands. The humans, perhaps remembering in their blood the days when creatures alien to the Earth almost caused their extinction, fight back with equal determination. But the Nibiru's technology and sophistication is far ahead of their own, and the conclusion is foregone.

So it seems that, after surviving the global cataclysm of the Horde and rebuilding, humanity is once again doomed. But before the last fifty human beings are annihilated and their species eliminated from the gene pool, Poseidon arrives on the scene. Poseidon is an Elohim warrior of known heroism with the power to manipulate time, but at considerable expense of Ka. In a last-minute effort to redeem his race for the war they brought to the Earth, he offers to take as many people as he can through a "gateway," as he calls it, into the space-time continuum. It's risky, because he's unsure where the passengers will end up and it's a one-way trip. He can also only take a certain amount of mass, and it's nowhere near enough for all of them.

The people agree unanimously: take the children.

So Poseidon prepares the gateway, and the thirteen children say hurried goodbyes to their doomed families, and in a rush of coloured light and tearful cries they are gone. The last survivors of the human race flee back in time, refugees in the temporal continuum. They land in Earth's distant past, more than twenty thousand years B.C., in the waters of the Mediterranean Sea, and they swim to shore.

Back In The Past

The Atlantean children were alive but shaken, though they were hardened by a life of constant war. But they grew strong quickly in this relatively peaceful time, and learned to survive, and took Poseidon on as their teacher and pastor. As their leader he shaped their young lives in his own image. By teaching them of the stars and the cycles in the sky he attempted to ensure that they would remember how they had got here; by teaching them of the laws of nature and

of the forces of the universe he hoped to make them strong. Poseidon and his form became central to the Atlanteans' culture and belief system, even as they became strong and built a civilization from the ground up. They were happy. Poseidon was happy. Peace reigned. And then one day, several generations into the birth of Atlantis, their god walked into the sea and did not return.

Eventually the Atlanteans realized they had been abandoned. Soon some began to panic. Civil disorder loomed, the thirteen houses bickered and ranted and argued around the clock, and the best astrologers struggled to come up with an answer. Had they been left alone like baby birds, old enough to cope on their own without help from their mother? Or had they been jettisoned by their great leader because he knew they would soon face a threat that even he could not defeat? A cultural renaissance grew in Atlantis as the people decided that they were masters of their own fate. Their civilization quickly grew all around the lip of the Mediterranean bowl. They became advanced, and created great works of art. They began to take control, to explore the world, to apply Poseidon's teachings and develop their own.

Then, as they had before (and would again), came the Nibiru. The Atlanteans had no memory of these saurian creatures from another dimension. To them the Nibiru were just as alien the second time around. They arrived in the ocean in a huge city-fortress that floated on the water, and they attacked before the Atlanteans could recover from the surprise. Though they were badly outnumbered, the Nibiru managed to decimate a huge portion of the Atlantean population before any kind of a serious defense could be mustered. They were shockingly advanced compared to the Atlanteans, fighting with the same kind of magic that Poseidon used. Wherever they raided they took captives, enslaving vast numbers of people and sending them to work in the strange mines they built all over the continent. But the Atlanteans were determined, resourceful, and remembered in their history the events that had led to their ancestors' exodus. They would not lose this war so soon after their god had set them free. They started mounting guerrilla attacks, wearing the Nibiru down in strategic locations, fighting strange magic with swords and spears and superior tactics. They turned their numerical advantage into victories by striking at the right targets. And, most importantly, they studied their Nibiru captives to try and unravel the secret of the sekhem – the magic power.

It took a long time for the humans to learn even a few of the secrets of sekhem. The Nibiru captives were not co-operative, nor did they speak a common language. But slowly, over decades of warfare that scorched and stained the prehistoric landscape, the young Atlanteans began to unravel the truth. They learned that the Nibiru had begun to master the subtle energies of the planets, and that this was what powered their floating fortress. They had stopped here in order to mine a precious metal known as orichalcum that they used for a power source. They had travelled to Earth after a war with a race they called the Annunaki, whom they inexplicably associated with the Atlanteans. They never found out the truth: that these were the Atlanteans' own ancestors, the remnants of humanity who had rebuilt civilization in the far future only to be once again decimated, this time by the Nibiru.

At first the Atlanteans tried to make peace with the intruders, but communication was nigh-impossible even after a few had learned to speak their language. The war had spread out all over the Mediterranean bowl and the Atlanteans had no way of acting as a whole. Scattered pockets who had not heard about the peace talks continued fighting even after such talks were attempted. The Nibiru meanwhile had been so decimated by the "Annunaki" that they could not see past their fear and hatred for long enough to establish a dialogue. There was no possibility of either culture surviving on the Earth at the same time as the other. There could be no compromise in this war.

So it was that the Atlanteans began to strike back. They raided orichalcum mines and stole the Nibiru's vital power source. They freed the human slaves and supplied them with stolen Nibiru technology. They sent legions of their own, armed with the power of sekhem, to destroy the Nibiru wherever they could and to eventually drive them from their great fortress-city. Slowly they closed the technological gap and used it to carefully regain their numerical advantage. The Nibiru were decimated. The final battle took place on the other side of the gateway that the aliens opened in order to flee at the last. Unlike the thirteen children of Atlantis' birth, the Nibiru did not land safely on the other side. A team of Atlanteans followed the survivors through the dimensional gate and were never seen again.

Civil War

Following the evacuation of the last of the Nibiru, Atlantis was a changed Empire. Sekhem, the ways of magic, became closely incorporated into their lifestyle as a divine art. This magic represented total mastery over the environment and was a key factor in the expansion of the Empire. They had stolen the secret of longevity as well as the art of sekhem, and they used it to ensure long and peaceful lives for their people. With their newfound knowledge the Atlanteans settled in the island chain of Thera, a spot that had been hotly contested for years as the Earth's major source of orichalcum. The nation had newfound confidence that allowed it to quickly and assuredly grow and assume the position of humanity's guardians.

But this tranquil state could not last. The longevity of the Atlantean people and their ability to use sekhem to protect themselves caused them to become crowded and overpopulated. Soon the population outweighed their ability to supply the whole Empire with orichalcum. Dissent began to grow among citizens of the provinces. The tension built until finally a united group of provincial governors marched on the capital with the intention of redistributing orichalcum supplies for the masses. The invasion was a failure. The two sides were too evenly matched, fighting each other to a standstill until the capital was razed and the population decimated. Libraries burned and teachers died. The Empire lost control of the provinces and in the absence of their leaders they became wild and lawless. The lore of Atlantis was reduced to ashes before their eyes of its people, but still they fought. Peace did not prevail until almost a whole generation had died.

And so the history of Atlantis was reduced to stories. The people knew about a saviour named Poseidon who had brought them from the sea and left them to fend for themselves. They had a legend about the monsters who had come from the heavens and tried to steal the life-giving orichalcum, and how the magi had defeated them and stolen their magic. Their origins were lost to this cycle.

Today, the scattered Atlanteans have no idea what happened before the civil war that almost destroyed them, or what has become of their god Poseidon. They do not remember the war with the Nibiru (although the Lumerians, a group of refugees, settled in their floating fortress after the destruction of Atlantis). They know nothing of their origins, though their belief in cyclical time tells the whole truth should they ever have reason to take it literally. Chances are they never will, though, and their history will remain forgotten. And, eventually, only the last few humans will remain.

Playing an Atlantean

Atlanteans are a varied bunch. After all, they have enough imagination to portray fairies, demons, sorcerers, prophets, gods, titans, and more, and they can be found all over the world, an all kinds of positions and relationships. They are not necessarily all part of the same group, or always on the same side of a conflict. In fact, some find themselves diametrically opposed. They battle each other subtly, with the patience of the Earth itself, over all kinds of things. Some conflicts are deadly, while others are like the sparring of sorcerous kittens.

There is, of course, such a thing as an evil Atlantean (such as Malcolm Rhand); in context, though, most Atlanteans have more to fight for than their own selfish gain: the survival of their species and that of humanity, for one. They know that the Chimerans will not likely differentiate between humans, Atlanteans, Elohim, and Angelos, when they arrive at the end of this cycle. Pretty much everybody will be on the same side when that happens. And as a homeless people, Atlanteans mostly band together instinctively when they can anyway.

Traits that all Atlanteans tend to share include a powerful sense of honour, a perception that the universe moves in patterns, and a deep-set belief in philanthropy. Most are patient folks, having lived for hundreds – if not thousands – of years. Another common trait is a feeling of deep racial guilt over the events of October 1918. It was their ancestors who tampered with the genetic structure of human beings in order to create an army under their command. It was they who caused the deaths of hundreds of thousands when the so-called Black Gene activated. In Atlantean eyes, the reward had better be worth it. Most

Atlanteans feel that it is their responsibility as a race to care for the Black Gene carriers, just like they once did for humans, acting as leaders and guides and sharing their experience with these fellow refugees. Others seek to manipulate them from behind the scenes, crossing wires and fighting a war that its soldiers cannot see. Still others seek to abuse the carriers' inability to refuse their commands, forcing these human weapons to obey them for their own ends. Fortunately, such unscrupulous individuals are rarely born to Atlantean parents.

From a Gameplay perspective, the immortal Sorcerer Atlanteans frankly aren't playable: they cost as many points as some Elohim and would likely seriously unbalance the game. Only in a truly over-the-top or ancient game would one of the older Atlantean sorcerers be an appropriate character; otherwise it's best if they're left in the hands of a Game Master. Thus, most player character Atlanteans will be younger and less experienced – a younger Atlantean, of pure Atlantean heritage, might be playable on 100 points.

If raised in an isolated part of the world, like many are, an Atlantean character will probably have a weird bent on society and be prone to misinterpreting things around him. Atlanteans are like fish out of water in the modern world; lack of exposure to its wonders will give a character a lot to think about. This culture shock is a minor but interesting element of Atlantean characters. Their mindset is removed from that of human beings and, in fact, from all other creatures in the world.

Atlanteans generally interpret their Powers as a form of magic, and will probably have Power Flaws like Physical Gestures, Focus, and Incantations (see the Powers section below). Likewise, Atlanteans who are new to modern civilization may interpret certain technology (lighting, elevators, robotics, etc.) as being based on Ka energy. What with the expansion of Rhand Technology and Industries, this occasionally turns out to be the case.

Atlanteans have a history of attracting danger and a nasty habit of interfering in other people's business. Thus, an Atlantean will often have an Enemy. This is usually one of the renegade Elohim (and worth a lot of points), but Chimerans, Angelos, agents of USER, Black October cells, and other Atlanteans are possible candidates. Most Atlanteans also possess Hatred towards either Chimerans or Elohim. Known Publicly is a very dangerous Flaw for an Atlantean – it makes it possible that his heritage will be revealed.

Many Atlantean characters also have connections with Black October (read their section for more information) as either Contacts or Allies (They're not quite appropriate as Support Staff, unless they're taken as more competent than the character). Unlike the Atlanteans, Black October are a close-knit, highly organised, specialised outfit who are heavily experienced in military operations. Genetically engineered to serve the Atlanteans by defending humanity during the coming Chimeran invasion, Black October can be relied upon more than almost any other Allies. In fact, it is physically difficult for them to refuse. The relationship between Atlanteans and Black Gene carriers is an excellent storytelling device, but it should be considered carefully. It is a classic double-edged sword, as Black October is famously considered to be the enemies of mankind. The more one associates with them, the more trouble they bring to one's doorstep. Being recognised as a friend of the organisation will drag a character quickly – and often fatally – into the world of international warfare and politics. Of course, Atlanteans tend to end up in these predicaments anyway.

Other Atlanteans also make great Allies. Members of the ancient race often band together for the sake of safety and to share memories and thoughts that only other Atlanteans can understand. They will often share company even when they do not like each other or are politically opposed. This is because their sense of honour influences them to behave as gentlemen despite their conflict, as well as for the simple fact that they are reminded of home when in each other's company.

Finally, an Atlantean character can purchase, or later acquire, items made from the mythical ore orichalcum.

The Atlantean character Package

Appearance and Makeup

The Atlanteans are simply a breed of human being that has advanced into the next stage of evolution (some jokingly refer to themselves as homo Atlantiens). They have a naturally longer lifespan, ranging in thousands of years – unfortunately, in turn, they have a low birth rate. The average Atlantean stands about 5'5" to 6' tall with a dark brown complexion and wavy black hair.

Atlantean Character Package

Personality: Owing a great responsibility by having the gift of Ka, Atlanteans are calm, rational, even-tempered and never turn away from someone in need. Atlanteans are kind to humanity, but cautious to other races. The Chimerans, to them the dreaded Horde, are sworn enemies. The Elohim and Angelos are a more complex issue. On one hand, they see the Elohim as powerful and benevolent, but on the other hand they also remember the day Typhon and his rogues destroyed their great homeland. Likewise, they associate the Angelos with the Elohim.

Example names: Aayrt, Aeson, Aerope, Agathon, Akhu, Arihems, Baq, Baseka, Cleothera, Clytia, Djaou, Nayaari, Paralos, Shedou, Tak, Urarath, Xenophon, Zeno

Atlanteans have a unique set of advantages, flaws, and powers that help benefit and define their characters. Most of the list below is not mandatory for making characters, but it will help in the character creation process. To reflect the fact that Atlanteans have a higher proclivity for certain advantages, flaws, and powers, the points per level will in some cases be altered for the powers listed.

Archetypes

Atlanteans think of themselves as protectors of humanity, but many other archetypes fit the persona of the Atlantean. Many have been rogues, Adventurers, or even revenge driven dark avengers.

Starting power level

Levels 3 and up

With such long lifetimes come many years of experience making Atlanteans are very competent characters.

Advantages

(Atlanteans pay one point less per rank usually resulting in them having at least 2 ranks of these advantages)

Contacts

Most Atlanteans live lives that take them to parts of the world where they meet many different types of people. They are also long-lived, meeting many people and cultivating many friendships. This advantage reflects the Atlanteans' ability to have their fingers in many social pies.

Efficient Ka

Atlanteans are masters at storing and manipulating Ka energy.

Laboratory

Atlanteans are great tinkerers and artificers. Many keep large archaic alchemical labs that function better than anything at MIT.

Quick Study

Atlanteans are very fast learners

Disadvantages

Devotion

(Atlanteans receive double the points for this flaw)

Most Atlanteans have some sort of code of honor pertaining to helping humankind. For countless centuries they have been the seneschals of humanity and take this oath seriously, going out of their way to help where they can. Atlanteans feel very strongly about things and will often swear oaths to correct a quandary when something strikes them as immoral or unreasonable.

Enemy

Most Atlanteans have been taught from an early age to despise the Horde invaders. This hatred for Chimerans is almost hardwired into their collective psyche after years of anti-Chimeran rhetoric. The Elohim are also sometimes subjected to the Atlanteans' vitriol, after Typhon's rogues caused the destruction of their beloved island home.

It's suggested that if an Elohim is taken as the enemy that they decide which one Elohim it will be, usually one person at power level 4 or higher. In the case of the Chimerans the character can take the entire race as an enemy with a power level of 3 of higher.

Powers

The Atlanteans manipulate Ka energy by rote. They have all been taught certain ways to manifest abilities, calling them disciplines, and they do so from an early age in the same way that human children are taught mathematics and geography. Atlanteans see no difference between science and magic (aka sekhim), both being different words with essentially the same meaning; this viewpoint manifests itself in their Ka-manipulation methods, which almost universally involve mystic rituals and seemingly supernatural techniques. Atlantean characters are capable of using any power available to normal characters, but have an affinity for seer style influences. Their most famous and most common abilities involve prophecy and seemingly magical manipulations.

Longevity

(Atlanteans pay one point for this power)

This a mandatory must have for all pure-blooded Atlanteans. Millennia ago the Atlanteans found a way to stave off the affects of aging so that their life spans were greatly increased. This power is not required to have any type of power disadvantaged such as incantations or physical gestures.

Postcognition
1 point per rank

Precognition
2 points per rank

Psychometry
3 points per rank

Power Disadvantages

Regardless of the powers pick at character creation they must all have one or more Power Flaws synonymous with spell casting. Atlanteans have become very powerful and adept Ka users but have the misconception that the powers must be coaxed or invoked using arcane and eldritch knowledge.

The Power Flaws are as follows:

Activation Roll
Cost Ka to Activate
Extra Time
Focus
Incantation (One of the two most common)
Physical Gestures (the other most common Power Flaw)
Uses life Force

Orichalcum

4 points per rank

This metal can store Ka energy from a character's Ka pool for later use. The metal is bought as a Gadget/Artifact costing 4 points per rank. The device can store 5 points of Ka energy and has as 1D of Toughness per rank purchased. The metal also inflicts damage on Chimerans with a touch, doing 1D per two ranks. This damage is also Armor Piercing, but only to Chimerans.

Orichalcum can also be built into other Gadgets/Artifacts, but this makes the item slightly more expensive. Once the item's cost is figured add the levels of the Orichalcum artifact to get the final character point cost. Orichalcum artifacts are always one of a kind.

At the Game Master's discretion, all Atlanteans may start out with a free level 1 Orichalcum artifact that can be "bought up" at character creation to a higher level. The artifact is usually a personal item of some sort such as a ring or amulet but it is not unheard of for a weapon to be made of the ore. Generally, only Atlanteans should have Orichalcum, but it is possible, at your (the GM's) discretion, for another character to have some, probably by pure chance.

Atlantean plot hook

A band of traveling Atlanteans in pre-American Revolutionary times arrives in Virginia. Noticing a mob of Chimerans harassing the local Native Americans and the English settlers in the area, they spring into action. The settlers and natives have barricaded themselves within the confines of the colony and ward off the attacks of the Chimerans at night. The Oracle with the group of Atlanteans has foreseen that one of the Indians will have a descendant that will be instrumental in the coming Horde invasion – therefore, the characters are sent in to help, if they haven't already tried something.

Colossus

"... if a man were gifted by nature with the frame of ... a Briareus, with his hundred hands he ought to be able to throw a hundred darts." [Plato, Laws 795c]

The Atlanteans knew better than to attack the Elohim head on in an all out confrontation, and to this end they created the enormous battle suits called the Colossi. Ranging from 25 to 150 feet tall and fueled with a heart of pure Orichalcum, each Colossus was created to match blows with the mightiest of the Elohim or Chimerans enemies they encountered. These war machines were not only lethal killing machines but unique works of art created by craftsman during the height of Atlantean civilization. Each war suit was crafted specifically for its pilot, most coming from house Atlas and Gadeirus. These warriors were proud and haughty with egos and to match their incredible fighting ability.

Only one hundred were created, and most were part of an elite group called the Hecatoncheires. These were spread out among the Atlantean troops and used as heavy support weapons when the enemy resistance seemed great. The greatest known battles using the Hecatoncheires occurred in the lands of Norway and Scandinavia when a small group assaulted the mountain stronghold of the Elohim in that area (though eventually the Atlanteans were beaten back in this area and retreated south). During the fall of Atlantis, the Hecatoncheires defended the island as the survivors escaped, and most died during that battle. However, some survived, and during this dark period the Hecatoncheires scattered to protect the great houses as they fled the brutal Elohim that hunted them. Some banded together and became mercenaries that sold their services to the highest bidder – even helping the Elohim of Greece during an internal squabble over power in the early days of that pantheon's rule.

Most of the other colossi were hidden in secret weapon caches because of their high profile. Some were left abandoned when their power source ran out, most notably the Colossus of Rhodes and Bamiyan statue in the heart of the Hindu Kush mountains. Surviving colossi come in a variety of different shapes and sizes, with styles ranging from classical Greek to Olmec primitivism.

Sample Colossi

Talos. The giant bronze war suit was famous through out the Mediterranean.
Vehicle gadget
Toughness: 6D
Movement: 50khp land
Physique: 10D (Enhanced throwing range)
Crew: 1
Passengers: 3
Cargo: 800lbs
Scale: 10
Skills: throwing +3D
Powers: Life Support 2, Infrared Vision 3, Sonar 2, Body Armor 3
Gadget modifiers: Obvious, one of a kind
Points: 20pts

Creusa. A large emerald scaled construct in the form of a woman.
Vehicle gadget
Toughness: 4D
Movement: 50khp land, 60 khp water (above and below)
Physique: 10D (Enhanced throwing range)
Crew: 1
Passengers: 2
Cargo: 800lbs
Scale: 8
Skills: throwing +3D
Powers: Amphibious 6, Life Support 2, Sonar 2, Water Manipulation 3
Gadget modifiers: Obvious, one of a kind
Points: 27pts

Gorgons. The Gorgons were an elite group of three suits, smaller than the average colossus (only standing 3 meters tall) but unique in appearance. They were snake-haired, had great tusks like swine's, brazen hands, golden wings, and the comely and shapely form of women. The Gorgons were used as fast attack and scout missions, and possessed the ability to turn to stone those who beheld them.
Armored suit
Armor value: 4D+2
Physique: 6D (Enhanced throwing range)
Scale: 6
Reflex Modifier: 0
Powers: Life Support 2, Infrared Vision 2, Paralyze Body 5, Flight 5
Gadget modifiers: Obvious, one of a kind
Points: 60pts

The Thirteen Houses

The Thirteen Immortals and their houses are each represented by an astrological sign except for the thirteenth, the House of the Moon. Following are brief outlines all of the Houses, including their familial characteristics, current activities, the names of their leaders, and the locations of their greatest concentrations.

Note that in the 21st century, the concept of the House has changed somewhat. With the scattering of Atlanteans all over the globe, and their desire to conceal their existence, Atlanteans rarely indulge in political marriages. They do not, by and large, think of each other in terms of Houses anymore, except for some of the more insular families like House Autochthon. This has caused an increase in the number of inter-House marriages and births, which in turn has caused the lines between the Houses to blur further. There are also many Atlanteans whose blood has mixed with ordinary humans, so that the characteristics of their House have been diluted. The end result of this and many other changes in Atlanteans' lifestyles is that in 2010 there are roughly as many Atlanteans as not who still have a particular House allegiance.

Atlas, the Warriors

In the old days of Atlantis the warriors danced with beasts under the sun, and the dancers of House Atlas were the greatest in the land. Atlas was a province off the coast of what is now North Africa, a land that has always been full of deadly creatures. The Atlanteans there developed a martial art based on the behaviour of the beasts around them, trying to remain a natural part of the ecosystem and live the way Poseidon willed. They honed their instincts and harmonised their technology with their environment so as to disturb as little as possible, calming themselves to a state of spiritual simplicity. They embraced death, renouncing magic that would protect them at the expense of the world around them. As a result House Atlas became mighty, but peaceful, warriors. With centuries in which to practise, their simple but deadly art became many, each teacher having his own highly-nuanced style. Their environment remained just as dangerous, if not more so in recent times. The many wars and conflicts in which the Atlanteans have been caught have taken their toll on House Atlas too, so that they are now the least numerous of the families still known to exist.

Members of this House are known for their patience, politeness, and grace, and their ability to accomplish a task with precision and ruthlessness. They have a very strong ability to focus their ka, but they tend to eschew its more powerful applications in favour of subtlety. They are still mostly based around Africa, though America and South-East Asia have recently become popular destinations for migrant members of House Atlas. House Atlas is currently led by Watu the Lion, an elusive mystic with no human pseudonym and no fixed abode.

Autochthon, The Craftsmen

The Atlanteans of House Autochthon are more skilled than most in the ability to craft magical artifacts. Before the civil war they were the trusted guardians of Thera's orichalcum supply (see the section on this metal, elsewhere in this chapter) and the arbiters of its magical use. This forgotten task seems to have survived in their racial memory, as they are now known as the craftsmen of Atlantis. They exhibit strong leadership and organisational abilities alongside their ability to manipulate orichalcum, and in the modern world they gravitate towards tasks of great responsibility. Less socially-oriented Autochthons wind up in the military or in big business, whereas those with "people skills" tend to become teachers or craftsmen.

A vital element of the Autochthons' organisational ability is in the trafficking of orichalcum. Many offer their services as magical craftsmen to other Atlanteans in exchange for goods, favours, and sometimes more orichalcum. They are among the most tightly-knit Houses, and this formidable group organisation means that they dominate the global supply and control of orichalcum. Most of the orichalcum on the planet passes through the hands of House Autochthon at some point, and some of it usually stays there. It would be dangerous to try to cross them or attempt to break their monopoly on the orichalcum trade, though. They close ranks very easily, and they let this be known to all those with whom they do business. House Autochthon is currently under the command of Lucas Pirelli, real name "Menifa," an Italian stockbroker with a nasty reputation.

Azaes, the Consanguine

Atlanteans of House Azaes are in possession of a unique gene that passes only through the pureblooded of their families, and then only in rare cases, giving them the ability to receive Ka energy directly from the blood of others. This mutation had only just appeared in one of the thirteen Immortals who walked from the sea, a final defiant act of evolution before the human race disappeared, and it has managed to survive in his family for countless generations. The use to which this mutation was originally put has been lost. It would have allowed the carriers to survive more easily in a ravaged Earth with thin numbers and little resources, and would have been of no small advantage in the first days of the Immortals' arrival in the past. The truth is not known. What is known is that since Atlantis recovered from the civil war so long ago, House Azaes have developed this unique trait into an art. Their rituals revolve entirely around blood magic, and they have learned to use their own blood as part of their mystical rites. The drinking of blood worked its way into their marriage ceremonies and their religious practices, and is seen as a sign of kinship. In some quarters, though rarely in the days of Atlantis, members of House Azaes have even been known to indulge in cannibalism and blood sacrifice. These practices are thankfully rare, and frowned upon by most Atlanteans (even the more orthodox members of their own House). As for the vampire stories… yes, it is probable that they owe at least some part of their origins to House Azaes.

House Azaes have mostly settled in Russia and Eastern Europe since the sundering of Atlantis. Though generally as benevolent as their brethren, they have always had difficulty relating to humans and to other Houses. They enjoy isolation and the company of their own. House Azaes is led by Doctor Natasha Bczynski, a Haematologist from the Urals whose real name is "Akara." Her influence allows the trafficking of blood to and from her people all over Eastern Europe.
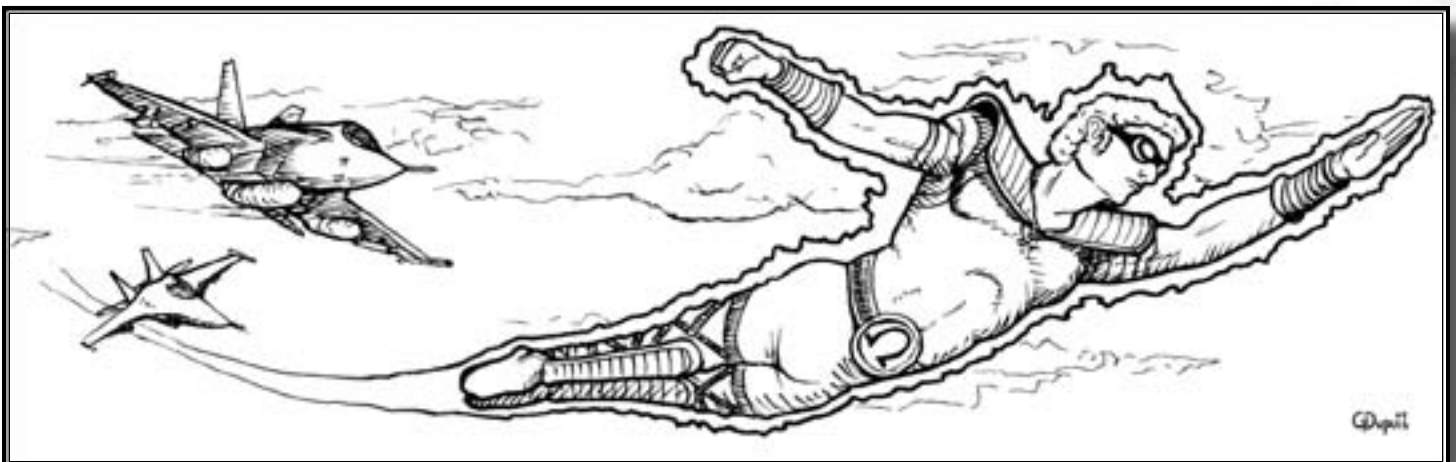
Cleito, The Alchemists

House Cleito today owns three of the most accomplished medical research and pharmaceutical companies on the planet, though few people are in a position to realize this. They are based in South-East Asia, where they have thrived since their arrival. In feudal times they posed as priests and alchemists, peddling potions, spells, and wisdom to the needy. Since the modernisation of Japan they have instead focused on making their magic appear as ordinary science, guiding human technology to the level of their own. This has not been easy, owing to the Atlanteans' natural tendency to think of their art as supernatural, but they are making significant progress. They communicate secretly using ancient codes that date back to the days of Thera, when Cleito were the alchemists of Atlantis, comparing notes in secret while publicly maintaining a veneer of rivalry and business acumen.

House Cleito is perhaps the most modern of all the houses, having shown a remarkable ability to adapt to changing culture. Some Atlanteans find this distasteful, while others admire it. Cleito's somewhat insular nature ensures that they care little for what the other Houses think. The leaders and spokespersons of House Cleito often talk of "bringing the world into the future." They are very mindful of their people's influential nature in history – it was the ruling family of House Cleito who oversaw the project that created the Black Gene carriers – and wish to continue to play a leading role in the progress of civilization. They are not afraid to interfere with any aspect of human life for the sake of the whole, as their history suggests. As they are, after all, the ones who understand the carriers' nature best, more of House Cleito is in contact with Black October than any other House. More disturbingly, Cleito are also rumoured to have dealings with U.S.E.R, though the nature of this possible relationship is not known.

The Alchemists are led by Daniel Chan, a Hong Kong industrialist with close ties to several unpleasant groups of pirates and Triads. The police of several countries have been watching him for years but have managed to collect no evidence. They suspect that he is behind something big and nasty, but they have no idea what it is.

Diaprepes, the Pyromancers

All of the Houses of Atlantis have an affinity for ka manipulation. Some have a particular use or philosophy to which they apply the magical arts, while others have no predilection towards any one method over the others. The Atlanteans of House Azaes have had the choice imposed upon them by nature. A quirk in their DNA means that descendents of this House began to manifest a particular skill with pyromancy – that is to say, fire magic – within a generation of their arrival in the past. The strange thing about the Diaprepes gene is that it is dominant; carriers are more likely than not to pass this mutation on to their offspring. The number of pyromancers within House Diaprepes has thus been steadily growing since ancient times, and the gene has even been known to manifest in Atlanteans from other Houses. Although there have been no recorded examples of humans bearing the Diaprepes gene, by no means does this mean that there have been none. Members of the House often argue that this must be the next stage in Atlantean evolution. The obvious counterargument is that the Atlanteans could easily use their abilities to choose their own evolutionary path.

Many members of the House are skilled in other forms of ka manipulation as well as pyromancy, but the majority choose to focus on their fiery arts and let the other Houses handle the rest. As a result, their magical ability has become very narrow: there are few masters of any other arts within House Diaprepes. Members often gravitate towards warm, dry environments. Their greatest concentration is in Australia, where the deserts are endless and the bush fires magnificent. Some also occupy the Middle East, Africa, and parts of North America. The Pyromancers are usually softly-spoken and controlled individuals; those who break this stereotype tend to attract too much attention to themselves and their dramatic art.

The ruler of the Pyromancers is Doctor Dragon, an Australian performance artist with a brazen approach to his magical skills. His real name is a closely-guarded secret among the House.

Elasippus, the Geomancers

House Elasippus is famed among the other Houses for the architectural accomplishment of its members. Once, before its fall, they were the great architects of Atlantis. They were the artisans who combined the grace and majesty of their Atlantean souls with the power of the sekhem to create works of magic and beauty that humans have only imitated. House Elasippus oversaw the construction of the pyramids of Egypt, Asia, and South America, and even today they are at the forefront of the effort to prepare the Earth's geomantic energies for the coming of the Horde.

This plan to harness the ka of the entire globe was implemented around 2,000 B.C.. With the help of humankind, the Elasippi would build a network of pyramids to divert, manage, and store the geomantic energy. They would turn the Earth itself into a fortress and an enormous source of power that was theirs to control. By 1500 A.D. they had built pyramids all over the globe: Egypt, the Americas, Turkey, Greece, Mesopotamia, Australia, Indonesia, Angkor Wat, and countless others. Stonehenge was constructed as a giant astrological timepiece that controlled the entire network in preparation for the end of the Fifth Sun. The project was set back centuries when Typhon and his rogue Elohim chose to destroy the Atlanteans. Most of the energy conduits were broken and the pyramids left without power.

The task of House Elasippus has become much harder in the modern world. The Atlanteans are pariahs, fighting battles on several sides, and the Elasippi geomancers have too many enemies to create great magical works in the open, particularly without the permission of the humans who own the land. With few resources and the network in disarray, these days they concentrate on protecting the pyramids that are operable or at least repairable, using both physical and magical means, preparing them for use as batteries when the day comes.

The Elasippi have members or agents all across the globe. Their networking ability is necessarily highly advanced, and they communicate via every method from evocation to e-mail. They see the Internet as a sign that their goal of a global energy network is achievable, and many even meditate upon the subtleties of this infantile piece of technology in order to gain insight into their great task. They are highly skilled at manipulating the flow of ka around buildings and earthworks, the study of "dragon lines," and the storage of energy. House Elasippus is currently led by Professor Marlon Manchester, an Alaskan shipping magnate and playboy explorer who has also published several adventure novels.

Evaemon, the Artists

In the old days of Atlantis the Evaemon were entertainers. Their job was to remind the people of the ways of the Earth through song, dance, theatre, and all other forms of entertainment. Over time their art incorporated all the knowledge that the Atlanteans gained as they grew. Every part of Atlantean culture was represented somewhere in the sacred dance of the Evaemon. The civil war changed everything. House Evaemon took the side of the provinces and marched with the others on the capital of Thera. Nine out of ten who fought were killed, and only a few remained who knew the dance. Those few were the young and the infirm, those who either did not yet know all the arts of House Evaemon or had little time or energy to teach them. Besides, no one had ever known all of the dances, all of the plays, and all of the songs of Atlantis. With their written records gone, the history of their civilization was reduced to scattered collections of performances and parables. And still the Evaemon danced, though the symbolism was lost . . . perhaps forever.

House Evaemon have kept every piece of art they know alive in exact detail since the civil war, out of grim determination that no more should ever be lost. They have been constantly adding to their repertoire, preserving the history and culture of Atlantis through subtle means. They create plays, songs, books, and all other kinds of media, all of which contain information meaningful to Atlanteans everywhere. A handful has even become famous, though nobody has ever associated them with Atlantis – they never contain any direct references. But the Atlanteans all know what they mean. Read The Fall Of The House Of Usher through Atlantean eyes. Was it written by House Evaemon? No. But now you understand.

Atlanteans of House Evaemon are nearly all accomplished artists of some kind. The arts of Atlantis are mostly performance-based – dance, acrobatics, theatre, song, etc. – though plays and songs need to be written, and there are no shortages of artists, sculptors, and other kinds of writers among the House. They generally have good memories, inquisitive natures, and strong senses of detail and precision. They live mostly around the Mediterranean bowl, but they are travellers at heart and find themselves reaching all corners of the globe in their efforts to teach and learn the lore of their people.

House Evaemon is currently under the command of the Lady of the Bells, a master performer without whose blessing none of the other members of the House may practise their arts. The name "Lady of the Bells" is actually a ceremonial title, passed down through the females of the Imperial line. The Lady's real name and identity are abandoned upon adopting the position of leader of the House, which is done in secret. Nobody knows how old the current Lady of the Bells is, or how long she has held the title. Her traditional place of dwelling is in Venice.

Emelus, the Pastors

Legend tells of Emelus, the progenitor of the House that bears his name, learning the language of the animals when he lived in the jungle as a child. The poets of House Evaemon insist that this is a metaphor, meant to illustrate the way humans move apart from the other animals as they grow and forget how to speak to nature. House Emelus do not care if it a metaphor, a parable, or a literal recollection. As far as they are concerned, they can talk to the animals. They acquired the art of magical (psychic) communication centuries ago, along with all the other rites of sekhem that the Atlanteans possess. It is not known when they also began to master the application of this ability to animals, as it was before the civil war that destroyed most of Atlantis' records, but master it they have. Other Atlanteans have tried many times to achieve more than rudimentary magical communication with animals, but none can come close to the affinity that House Emelus have for the animal kingdom. It is truly as though they are speaking the language of the beasts.

Members of this House understandably tend to live close to the wilderness, if not right in the middle of it. They are scattered all around the globe but still maintain close contact with other Atlanteans, language and communication being such a passion of theirs. House Emelus is under the leadership of Linda King (real name "Karmet," an environmentalist, animal rights campaigner, and constant thorn in the side of those who abuse the planet or its creatures. She has tremendous sway over several groups of more extreme anti-capitalists and environmental campaigners.

Gadeirus, the Guardians

It is perhaps the greatest honour of House Gadeirus that it was they who masterminded the ceasefire that ended the civil war in Atlantis. The earliest records show members of this House, which was far more numerous at the time than most of the others, taking charge of the negotiations and organising the rebuilding. For a long time they dominated the Empire simply by virtue of their will to do so, leading the way forward until Atlantis had returned to its former health. It is not known whether they already had the taste for authority before the war, but it became their defining characteristic. When they realized they could not remain the dominant House in Atlantis they soon turned their sights to the rest of the world. Humans have always proven to be easily led by the more powerful races, and so House Gadeirus became the most active House in the protection and advancement of the human race. Almost all Atlanteans believe they have a responsibility to guide and protect the human race, but House Gadeirus simply cannot stand to be uninvolved in the process. They must take charge, or at least have some responsibility, wherever possible.

This passion for leadership is a double-edged sword. There is intense rivalry and politicking between members of this House, and their relationship with other Atlanteans is strained by their need to control everything. Gadeirus is the most heavily-dispersed House of all because of this territorial social outlook. They have also been known to stretch to outright tyranny when their obsession gets out of hand, staining history with acts no Atlantean wishes to repeat. Due to a handful of isolated renegades, House Gadeirus are among the least popular and least trusted Houses.

House Gadeirus has not been led by any one person for several years now. Leadership of the House is always contested at every opportunity, and it is next to impossible to get them all to agree in the end. There are always rogues, dissenters, and outright rebels among their ranks. There are currently at least five serious contenders vying for control over the House, and they are warring with all the subtlety and patience of their race.

Mestor, the Visionaries

Throughout their history, House Mestor has been at the forefront of technological discovery in Atlantis. They are uniquely competent at science and engineering, both mundane and magical, and they constantly strive among themselves to provide the greatest contributions to the betterment of mankind. They are also accomplished politicians and civil engineers, since they see both roles as an integral part of the application of science. The College of Universal Arts on Thera was their greatest achievement in Atlantis, taking on students from all around the Empire before its eventual destruction in the civil war.

Mestor are characteristically scholarly and verbose, analytically-minded, and prone to long and complicated arguments about what might be the noblest course of action. In some rare cases this can turn into arrogance, narrow-mindedness, and extreme interventionism. Either way, there are very few members of this House whose politics can be considered moderate. Atlanteans of House Mestor occasionally clash with those of House Cleito, whose usual approach to science involves more action than words, and frequently find themselves indulging in espionage and cold war tactics with them. Very rarely does this rivalry become truly dangerous – except, of course, for those humans whose lives become pawns in their battles.

House Mestor's current leader is Chief Inspector Lenny Chan, an officer with the Hong Kong police. His record is exemplary and his methods textbook, and he always gets his man. But he won't rest until he's uncovered something on Daniel Chan. There must be something out there that they can pin on him.

The Lost Houses

Ampheres, the Seers

Ampheres was the House of the Moon, the mystical thirteenth family of Atlantis. Their greatest skill was in prophecy and they produced and trained the greatest seers the world has ever known. Since House Ampheres' destruction at the hands of Typhon, the Atlanteans' ability to foresee the future has suffered greatly. House Ampheres is not, however, as extinct as most Atlanteans believe. Metnu Resah, their immortal leader in ancient times, lives on in the guise of the industrialist Malcolm Rhand. His relationship with the other Houses has changed somewhat in recent centuries as a result of his sinister plans and motivations. Very few Atlanteans are aware that he is still alive, and Rhand sees to it that this remains the case.

Mnesues, the Fishers

House Mnesues has changed more than any other family in Atlantean history. Once they were the merchant princes who commanded the fishing fleets of the ancient islands, sailors and explorers, heralds and ambassadors, messengers and, sometimes, warriors. Honest and pious like no others, those of House Mnesues together were the essential backbone of Atlantean economy and the heralds of their civilization. They were a force to be reckoned with in times of war, too, though they hated fighting and took joy in the honesty and simplicity of the ocean.

The civil war divided their loyalty down the middle, literally setting brother against brother, and they more than any others strove to maintain peace ever after. So it was that, when Typhon exacted his spiteful revenge upon Atlantis, House Mnesues refused to fight back and simply chose to aid the evacuation of

the islands. Their fleets were as swift as ever, but they were hardly swift enough to escape the Elohim. A dozen ships escaped from Atlantis before it sank. Nearly all of the refugees who made it out of Atlantis alive did so aboard House Mnesues' vessels. They carried their passengers to whatever safe piece of land they could find, and then they sailed off together into the night.

What happened to House Mnesues next is a mystery to all but the unlucky few who have since encountered them. They sailed aimlessly across the seven seas for years, only touching shore long enough to gather supplies before setting out again. They drew solace from the same ocean into which their home had sunk, wallowing in the irony of the ocean-going life they had chosen. They could never return home to dry land, because the land from which they had spent so much time apart was gone. They lived like ghosts on the seas for nearly three decades before they eventually discovered their new home: Mu, the abandoned fortress-city of the Nibiru. Mu was the perfect safe haven for the House of boatmen. It was a giant floating fortress large enough to house a small civilization, equipped with all of the arcane technology that the Atlanteans had reverse-engineered from the Nibiru so long ago. The Mnesues had no idea of its significance to their people's history – they saw it simply as a gift from Poseidon to the children of the sea. They quickly settled in, adapting and repairing the fortress and reactivating the technology. They named it Lumeria, and called themselves Lumerians. Houses were irrelevant to them now that Atlantis was gone.

It was not long before the Lumerians decided to take the next step to bring themselves closer to their beloved ocean and their god Poseidon. Among the trophies left to them by the Nibiru was the alchemical equipment necessary to alter the structure of any creature as they saw fit. They began to use this technology to adapt their children to the ocean, growing gills and thick, rubbery skin. Successive generations saw more mutations – chitinous shells, tentacles, luminescent eyes, tentacles – until the Lumerians were totally unrecognisable as Atlantean.

Not only had the Lemurians changed physically, but their mentality had undergone a dramatic upheaval. Long years alone on the seas had given them plenty of time to contemplate their stance of non-aggression and its consequences. Their unwillingness to fight had played a part in the destruction of their original home. More Atlanteans might have been saved had they chosen to fight instead of fleeing. But they could not be sure. What they could be sure about, however, was that they would never again flee from their enemies. Lemuria was a gift from Poseidon, and it was sacred. They had found peace and security in their new home, and no one would take it away from them. The final step in their marriage to the ocean was thus the adaptation of Lemuria itself. They sealed the entrances, rebuilt the engines, and sank the city to the bottom of the Indian Ocean, where they defend it with a fanatical xenophobia. Intruders are met with zero tolerance, whatever their intentions.

Pacal, the Stargazers

House Pacal were the greatest astronomers and mathematicians in Atlantis. They created the Atlantean calendar, and recorded the way the patterns of the cosmos affected the Earth and its energies. It was House Pacal who first applied the stars to the Atlanteans' gift of prophecy and began to associate precognition with the natural cycles of the universe. Over time this science became an obsession of the Pacal families, so powerful it was often described as a curse. Seers and astrologers of the House would often be driven mad by their studies into the cycles of time, or become so obsessed that they were effectively cut off from the outside world. Rumour has it that a few ancient members of House Pacal even managed to achieve total oneness with the fifth dimension and transcended time itself. Whether or not these are mere legends will never be known. House Pacal was utterly annihilated in 750 A.D. when Typhon discovered them in South America.

Before they were wiped out, House Pacal had time to leave a great influence on the human cultures around them. To the Mayan people they were gods, bringing wisdom and power to them in the darkness of the jungle. House Pacal gave them calendars, astrology, and partial knowledge of the future. They built pyramids with the help of House Elasippus, and taught the humans how to use them for harnessing the energy of the Earth. Much of this influence remains architecturally preserved for today's world, and is enjoying resurgence in New

Age culture. The rest is forgotten today, or looked upon as superstition, and has become merely a curiosity in the eyes of historians and fodder for the New Age. Even the legacy of House Pacal is close to dying, and the other Houses mourn them all the more for it.

If House Pacal were around to have a leader, that leader would be Melissa Huntington, real name "Medea."

Sample Atlantean: Medea, an Immortal Oracle

Medea is one of the thirteen Immortal Magi of Atlantis, though her House, Pacal, is no more. She resides in a large but lonely apartment in Manhattan overlooking Central Park, surroun⬚

others. These things are memories. They remind her of both happy times and times so tragic that she cannot allow them to be forgotten. As she watches her people become less numerous, and as the past disappears under the constant onslaught of entropy, these things become more important to her by the day. The past must be remembered, for soon it shall come around again.

Medea is called upon by other, lesser Atlanteans from time to time to use her prophetic abilities. As one of the Thirteen these abilities are pronounced to a degree that others of her kind can only imagine. They also come to her for information, for her skill at associating the future with the past is legendary. But mostly she just waits for the moment the Chimerans will arrive and bring with them the destruction that was once rained down upon Atlantis. She tends to wear only combat-ready clothing wherever she is, remaining within the confines of modern fashion for the sake of avoiding negative attention (a mean feat for an albino).

While exploring in the Middle East with her off-and-on companion, a British fellow named Roland, Medea encountered an ancient Chimeran named Tiamat who was terrorizing a small Kurdish village. In a battle that was worthy of Arthurian legend, Medea and Roland succeeded in driving off the monster. In the aftermath they discovered young orphaned girl and took her under her wing. They did not speak a word of each other's language, but the name that Roland calls all women – "Bird" – has stuck. That was in 1995. Since then, Bird has remained Medea's ward. Together they prepare for the end of the cycle and the coming of death.

Alias: Melissa Huntington
Age: 3752
Archetype: Icon
Atlantean
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D
Coordination 4D, marksmanship 5D
Physique 3D, swimming 4D
Presence 4D, charm 5D, con 6D, persuasion 6D, willpower 6D
Knowledge 5D, languages 7D, medicine 6D, Scholar (poison manufacture) 8D
Perception 4D, investigation 5D, search 5D, streetwise 5D
Advantages: Contacts (R4), Efficient Ka (R3), Wealth (R4)
Disadvantages: Culture (R3) Atlantean, Secret Id, Enemy (Typhon, one man, power level 5, uncommon), Devotion (R2) to helping those in need. Ball and Chain (R2) Bird, Strange Appearance (R1) Albino
Powers: Longevity, Cosmic Awareness 10, Healing 4, ESP 4, Precognition 5 * all powers Extra time 1, Incantations, Physical gestures
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 16, **Body Points**: 31
Equipment: Orichalcum necklace level 3 (12pts)
Potion of Cockatrice breath
Toughness: 1D, Poison Secretion 4(ranged, area affect), Obvious, Fragile, One use that last for 4 hours (1pt)
Potion of Love
Toughness: 1D, Mind control 5, Obvious, Fragile, One use, last for one day (1 pt)
Potion of the seven-league stride
Toughness: 1D, super speed 4 Obvious, Fragile, One use last for 4 hours (1 pts)
Power Level: 4 (162 pts) 177 pts with equipment

Sample Atlantean group: the Soho Three

The Soho Three is not by any means an "organization." The group met by accident in London on half a dozen occasions in the last hundred years and, against all the odds built a strange kind of friendship. They meet once a year on Christmas Eve in a tiny pub in the East End to share a drink, swap stories, and talk about life. On this one night they have a rule that nobody is allowed to "talk shop": no politics, no business, no sorcery, no Chimerans. Just normal things. Trust grew between them until they started calling on each other for help, advice, and the kind of company that only a fellow Atlantean could give. They trust each other on a fundamental level for reasons that only they can understand. When there is a crisis that calls for people in the know to do the right thing, they know that they can rely on the others to pick the right side. Because that is how to keep Atlantis alive, and Atlantis is the memory they share.

Kenny Scarab

Kenny Scarab, real name unknown, is a traveller. He has not had an official address for as long as anyone remembers, and there are people who remember him from three hundred years ago. Instead he spends his life on other people's sofas and floors, in squats, at all-night parties, at raves and in illegal campsites. He has a caravan somewhere in which he keeps his personal effects, heavily protected by magic spells. The caravan's location is a closely-guarded secret, for that is where Kenny keeps his supplies. Kenny is an orichalcum dealer.

Blessed with an uncanny magical ability to "find things" (he is probably a member of House

Autochthon, but he never tells anybody that much about himself), Kenny uses a combination of traditional Atlantean mysticism and highly-developed detective skills to find sources of orichalcum for other Atlanteans. Of course, most of his supplies come from other Atlanteans already. That just makes Kenny's job more interesting – or so he claims. As a result of his employment, Kenny's social life can be very complicated. Lots of people are willing to employ him. Many are also willing to put him up for a night or two and feed him, just in case they need to be friendly with him later. But not a soul is prepared to trust Kenny Scarab. Kenny's existence relies on his being able to lie, negotiate, manipulate, buy, and sell, his way into one piece of danger in order to shake off the last. Thus, Kenny has no friends.

Strange, then, is his relationship with the rest of the Soho Three. Kenny himself cannot explain the particular kinship he feels with these two. Annabelle is all right by him, but it is pretty certain that he and Summers will never see eye to eye. Still they keep returning to the same places and confiding in each other, finding in each other this memory of home that they do not see in other Atlanteans. Kenny just shrugs and blames the stars.

There are a lot of rumours surrounding Kenny's origins, such as one in particular that suggests he was involved in the Russian revolution. Kenny has been around for a lot longer than that, though; he is almost nine hundred years old, and unlike most Atlanteans his age shows on his face. He wears long greying dreadlocks and has the craggy face of someone who has no need for comfort. He appears to only have the one outfit, and its colour is starting to match that of his consistently filthy skin. He also covers himself in cheap homemade jewelry. None of it is orichalcum, though. He always sells that.

Real Name: Unknown.
Age: ?
Archetype: Rogue
Atlantean
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D, sneak 5D
Coordination 4D, lock picking 5D, marksmanship 5D, sleight of hand 6D
Physique 3D, running 4D
Presence 3D, charm 4D, con 6D
Knowledge 3D, business 4D, forgery 5D, languages 5D, security 6D
Perception 4D, investigation 5D, gambling 7D, hide 5D, search 5D, streetwise 7D
Advantages: Contacts (R2), Skill Bonus (R1) rogue skills sneak, hide, and lockpicking
Disadvantages: Secret Id, Infamy (R1)
Powers: Longevity,
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 31
Equipment: none
Power Level: 3 (112 pts)

Real Name: Amidyra of House Evaelon.
Age: 371
Archetype: Adventurer
Atlantean
Reflexes 3D, brawl 4D, dodge 4D
Coordination 4D, lock picking 5D, sleight of hand 7D
Physique 3D, running 4D
Presence 3D, charm 5D, con 6D, persuasion 6D, willpower 6D
Knowledge 3D, security 6D
Perception 4D, artist 4(stage magic specialization +3D), investigation 5D, search 5D, streetwise 7D
Advantages: Contacts (R4), Efficient Ka (R3), Wealth (R4)
Disadvantages: Secret Id,
Powers: Longevity, Ka Manipulation 4 (incantations, focus, physical gestures)
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 14, **Body Points**: 27
Equipment: none
Power Level: 3 (149 pts)

Annabelle Armand

The small, dark theatres of Soho are plastered with, among other things, posters, some for shows that have been, and some for shows that are still to come. Many are posters for Annabelle Armand, a stage magician, and an extremely competent one at that. Though she only plays to small crowds and has not yet broken television or even the national circuit, she is happy. This is what she has done for three centuries. Original, witty, stylish and self-deprecating, Annabelle is truly a master entertainer. Perhaps the most astonishing thing about this Atlantean performer is that her stage magic is just that: stage magic. Although she is a talented sorcerer and knows many things about Ka, Annabelle would be a fool to use such talents in public. Besides, she doesn't need them. Her sleight of hand is as extraordinary as her confidence and her imagination.

Annabelle is the binding force behind the Soho Three when they are together. Morton is decisive, honest, forthright, and bold, while Kenny is underhanded, deceptive, slippery, and indirect. Annabelle is the pragmatist who brings balance to their two opposing forces, managing their natures and taking charge of their operations. Annabelle is a small and unremarkable woman with dark hair and eyes and olive skin. She appears strangely ageless, anywhere between about eighteen and thirty-eight, and dresses smartly both onstage and off. She is quiet, bright, and elegant in nature, but a powerful and subtle enemy when crossed.

Morton Summers

Morton Summers is a very rich man, a London property developer of high standing, a masterful negotiator and shrewd businessman who conceals the vitality of youth behind the wits of an old man. He is also disappointingly honest and charitable; a well-known but reclusive philanthropist. Morton Summers is in fact so happy in his philanthropy and his honest, hard-working success that some people hate him for it. He has more enemies than most crooked businessmen.

But Morton still has secrets. For starters, he is an Atlantean. He exists too much in the public eye to be safe in this age, and he knows it. That is the price of power. Morton firmly believes that it is still the duty of the Atlanteans to protect humanity, whether humanity understands this or not. So he plays at being the millionaire philanthropist, building his resources and his influence, doing what he can until the day of reckoning comes. He is simply doing what he can with what he has; what he has are the heart, mind, and body of an Atlantean

and everything that comes with them. His only sacrifice is the freedom to enjoy his wealth and his longevity in the face of an overwhelming sea of guilt. Morton's ancestors helped to design the mutagen that created Black Gene carriers. Morton has not been the same person since 1918 and the "influenza" outbreak: the weight of what he saw weighs more heavily on him than on most Atlanteans, and he does not know how to make amends. He secretly aids Black October with millions of pounds' worth of funds, and he spends his life helping the poor and the needy, but nothing alleviates the guilt.

Summers' public persona is extremely slim. Nobody knows how old he is, or much more about him at all, save for a few Atlanteans. At only four hundred years old, Summers is young for an Atlantean. But already he is one of the most powerful in London. It is fair to predict that when he reaches middle age – if he reaches middle age – he will be a force to be reckoned with. Summers' game is one in which you must grow powerful or die. His friends in the Soho Three, Kenny and Annabelle, are the only people in the world whom he trusts in the slightest. Despite this, he and Kenny bicker all the time about business ethics and moral pragmatism. He is so relentlessly gentlemanly with Annabelle that she finds it tedious, though she loves him like a baby brother and would never tell him.

Morton is tall, dark, handsome, and physically fit. He dresses in designer suits while working and wears extremely casual, scruffy clothes outside of the workplace. He says he only wears expensive clothes at work because he does not need to impress people outside of the office. He lives alone in a large but very empty apartment on Canary Wharf.

Real Name: Tygon of House Cleito
Age: 476
Archetype: Protector
Atlantean
Reflexes 3D, climbing 5D, brawl 4D, dodge 4D, melee combat 4D, Piloting 4D, riding 4D, sneak 5D
Coordination 3D, marksmanship 5D, throwing 4D
Physique 3D, running 4D
Presence 3D, charm 5D, persuasion 6D, willpower 6D
Knowledge 3D, business 5D, languages 5D, navigation 5D, security 6D
Perception 4D, investigation 5D, gambling 7D, search 5D, streetwise 7D
Advantages: Contacts (R4), Wealth (R6)
Disadvantages: Secret Id, Quirk (R2) guilt over the Black gene eruption tragedy
Powers: Longevity,
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 31
Equipment: none
Power Level: 3 (121 pts)

When we were children, we used to think that when we were grown-up we would no longer be vulnerable. But to grow up is to accept vulnerability... To be alive is to be vulnerable.

Madeleine L'Engle (1918 -), "Walking on Water: Reflections on Faith and Art", 1980

The Shining Wall

There was no shade here from the Serengeti sun, a rabid cell of near-white fire that spread across the sky like– Prime stopped himself from thinking "like influenza." He just stared, wishing he could feel it burning his skin, wishing even for cancer if it meant he could feel something.

The construct before him was the most amazing facsimile: a 3-dimensional live-feed video, complete with touch, smell, sound, and even taste, (should he want to know what the grass tasted like in Africa). It wasn't as if it wasn't real in a very technical sense of the word – it was real, even if only as data, fed directly into what he refused to call his brain any longer. But the curse of being reproduced flawlessly in a computer, as an electronic copy of his own brain, was that Prime could still remember exactly what it was like to stare unprotected at the sun. He had done so once as a child. His mother, whom he had thankfully forgotten long before his brain had been preserved as electrons, had told him not to. Naturally, he had disobeyed almost immediately. The reddish-black spots on his corneas had lasted for several fascinating minutes. This simulation, however wonderful, did not do the same.

"Hey Prime, you there, man?" The voice, young, further broke the illusion.

"Yes, Joshua, I'm here. How are you feeling?"

"Oh, no. No you don't. None of that 'Joshua' shit, man. My name's Urban Myth. Joshua died fifteen years ago when his balls dropped. You told me that."

Prime smiled humorlessly within his mental prison.

"So I did. Well then, Myth, how are you feeling?"

"Like a star, man. Like a star."

Even through the static on the uplink feed, the young man looked unwell to Prime. Not in a strictly physical sense, of course: he stood nude in the middle of a field, his clothes in a heap behind him, and like all members of Black October he was in the condition of an Olympic athlete. Physically speaking, he was a magnificent example. No, the sensation of wrongness was based on the fact that Myth was glowing with the unstable color of plutonium that told Prime of imminent destruction.

"You are a star, Myth. You're one of a generation of legends–"

"That's not what I meant, man." Myth pointed to the sky, to the sun, where Prime had been looking a moment ago. "That kind of star. Only older. I'm going supernova, man."

Prime grunted. It wasn't the first time he'd heard that metaphor.

"The resemblance doesn't end there," he added. "You've given life to a lot of people. You and all the carriers before you."

"Yeah, man. And I'll leave nothing but a black hole behind me."

"That's not true, Myth. You'll be remembered. I promise."

The glow was getting stronger. It couldn't have been Prime's imagination; he didn't have one anymore. The man who had become Urban Myth was expelling the last of his Ka in order to reach the critical point when it would overload and destroy him. He was choosing the moment of his own death. But he had more to say, first.

"Remembered? By who? The world thinks we're the bad guys. They'll never know our names."

The Ka discharge was beginning to interfere with the signal from Urban Myth's communicator. The signal – sight, sound, and all – was breaking up quickly as his spectacular power sheathed his body in eldritch shapes. Normally they were feathers, rainbow-colored like a peacock's, only sharper and dangerous-looking. In his death throes they looked more like the flames of a phoenix.

"I will, Myth. I'll remember!" Prime shouted, trying to make his last words to the young man audible, but he would never know whether or not he succeeded. The uplink died suddenly in the lethal flare of Urban Myth's final fire. Prime's world returned sharply to the mentally-projected image of his office. He was back inside his own mind. Quickly, before he sank into the dark mood that seeing the shine always brought, he commanded his environment to change.

The thing that had replaced Prime's body almost a century ago – the Monolith – was really just a supercomputer that housed a copy of his mind. He knew his surroundings were not real, just as he knew he was not really himself, but rather a perfect copy. This was both utterly maddening and strangely liberating, for it allowed him to create whatever artificial living space he desired for his mind to occupy, the only limitation his considerable mental power. He "moved" now, instantaneously, commanding himself with a single thought to access a place that was really just a complex memory.

The Shining Wall loomed before him, taller than a man and longer than a football field. It was simple black marble. Etched upon it in fiery yellow gold were more names than he wished to count.

Prime walked slowly, reverently, along its length until he came to the last entry. Barely a day had passed since its addition. He moved in closer and, with total concentration, began to write meticulously in the spot underneath it:

"Joshua Michael Emmett, 'Urban Myth'.

Born January 16th, 1982. Died October 21st, 2010."

After what seemed like a very long time, the entry was complete. Prime stood back and fell into a stony silence. He recalled the words of his mentor, Enosh – Prime was just a child at the time, but he was turning so quickly into something else.

"The others will die," Enosh had said. "They will die young, and they will die brightly in the dark. But in order for them to be remembered, you must live. You must keep their names until after the cataclysm. When humanity does not fear its guardians any longer, then you may tell their names to the world. Then they may be remembered. Until then, you must be the keeper of the names."

Not a single day had passed in a hundred years that Prime had not heard those words repeated in his mind. He must be the last, no matter what. But in recent years he had begun to see changes in his surroundings – things moving in his imaginary office, colors changing, and, chillingly, the letters on some of the older names on the Shining Wall beginning to fade. At first he had thought it was the Monolith aging, its components suffering after a century of use. But he knew better than that. This was Atlantean technology; there were centuries left in it yet. No, it was not the hardware, but the software that was at fault.

Prime himself was deteriorating.

No. In truth it was not even that. This consciousness, this creature that inhabited the Monolith and pretended to be a human with a soul, was nothing but an artifice. The real Prime had died and left behind an electronic ghost in a box. He felt like the real thing, but he was not. He was a first-generation copy which was inevitably decaying. But Prime, or whatever he really was, had to carry on. He had to be the keeper of the names. He had to kick and fight and struggle for however long it took to see the children of the Black Gene through the coming apocalypse. Only after that day had come could he give up. Only then could he step down as the leader of Black October. And his would be the final name – if only he hadn't left it behind in another life.

Survivor's Guilt: the Black October Story

Bane of the Black Gene

"I had a little bird,
Its name was Enza.
I opened the window,
And in-flu-Enza."
- Children's skipping rhyme, 1918.

In 1918 the world said a bitter farewell to the most terrible conflict in recorded history. More than eight and a half million were confirmed dead, millions more wounded in combat, and a vast number of those who survived would never be the same again. But at last the conflict was over. Peace could return to the free world – if not for the pestilence that quickly moved in to replace the war.

Towards the end of the very same year in which World War One ended, this second blight struck out across the world to destroy more than twice as many lives. The mutant influenza epidemic that later became known as La Grippe or Spanish Flu (after its early prevalence in that country) struck out at the world suddenly and mercilessly. The final days of the Great War acted as a catalyst, the movement of vast numbers of men around the globe helping the virus to spread, until the whole world was affected. The total number of fatalities is thought to have been somewhere between twenty and forty million. America was hit especially hard; some estimated 657,000 Americans died from the virus shortly after the war, and some half of all American casualties in Europe died from influenza.

Scientists worldwide struggled to cure this disease of unknown origins and biblical proportions. Its onset was unnaturally sudden, the young adult mortality rate twenty times higher than for previous incarnations of the disease, and virology was far too young a science to stand a fighting chance. The experts were in over their heads, and they could do little other than watch the world dying around them. So it remained a mystery: where had this affliction come from, why was it so powerful, and when would it end? Many speculated that it was the result of clandestine germ warfare, others that it had arisen as a result of vile living conditions in the trenches of Europe. None came close to the truth: that the virus, which had proved more deadly than the Great War, was the result of an effort by the Atlanteans to save the future of mankind.

Thousands of years ago, the Atlanteans shared a waking vision that one day the Chimerans would arrive on Earth, bringing with them a war that could spell destruction for themselves and the human race. They knew they were the only beings capable of preparing for this invasion, and so their leaders – the thirteen Magi – took it upon themselves to undertake drastic measures. Using their prodigious ability to manipulate Ka, they began to engineer humanity's gene pool. Their ultimate goal was to produce a generation of warriors whose power could stand a chance against the Chimerans; a subspecies of living weapons, theirs to command and sacrifice for the good of the planet and its occupants. They bred a plethora of Powers into the carriers of this gene, designed to activate during puberty, in order that future generations would have an increasingly superior pool from which to draw. Roughly one in ten million people would carry this "Black Gene."

The Magi, fearing that their creations would grow too powerful and become a danger to the world they were created to protect, also implanted a failsafe device into the carriers. They designed them to be unstable in the long term, incapable of controlling the flow of Ka long into their adult lives. Ultimately each carrier would reach the critical point and be destroyed by his or her own Powers, the onset of this lethal flaw usually beginning at around age twenty-five, giving the average carrier a life expectation of little more than thirty years.

In October of 1918 the gene activated for the first time, triggered by the arrival of Chimerans on the planet. The sudden change in their physiology was too much for most of those who had already entered puberty, and so they began to die from symptoms that resembled influenza but were far more lethal. The Magi could do nothing to prevent the millions upon millions of deaths that followed. The events of Black October, as it became known, are still a bone of contention between many Atlanteans today. Some believe these deaths were an unavoidable sacrifice in the face of the coming onslaught, while others – mostly younger members of the race – feel that slaughter on such a scale is unforgivable.

Today, many with the Black Gene are organized under a group named for the period in which it activated, a highly organized and ambitious force known as Black October. The group is led by the powerful being known only as Prime, an unusual survivor of the initial Black Gene pandemic who started life as an ordinary child in a remote rural village somewhere in Eastern Europe. After discovering his new abilities in the early days of the influenza epidemic, the child who would be known as Prime was ostracized by his village and left alone in the world with no home, and no refuge from the death that surrounded him or the bizarre physical changes that he was undergoing. He wandered the fringes of civilization, living on scraps of food that humans were afraid to touch, until destiny introduced him to the man called Enosh.

Enosh was one of the thirteen Atlantean Magi sworn to protect the Earth from the coming Chimeran invasion. He and his Atlantean kin had already chosen this child to be their lieutenant, their champion of mortals. According to their prophecies he would be the one to bring this and future generations of warriors together, for better or for worse. Thus, their only option was to act as guides and attempt to tutor him in their ways, so that he might use their ancient wisdom to unite their mutant army for the power of good. Out of the thirteen, Enosh was the one chosen to find the child and recruit him. He explained to the young mutant that he was among the first of a new race of secret warriors, and that it was his responsibility to seek out others like him and bring them all together. The Atlanteans had prepared for them a secret underground facility on the island of Malta, where they would be trained as an army in preparation for the coming war. It was Enosh who named the child Prime, as he was the first of many. The abandonment of his old name was a symbolic gesture as much as a device to help him forget the loss of his loved ones.

Over the course of the next few years Enosh began to educate Prime in the subject of the Immortals and their long history, their confrontation with the Elohim, and the coming of the Horde. Under his tutelage Prime worked hard to find and recruit those with the Black Gene, fighting enemies on all sides and growing up many times faster than a boy should. The progress they made together was heroic, but compared to that which lay ahead it was a grain of sand in the desert.

As if their task was not already Herculean, the reaction of the world when they discovered the truth behind the pandemic would forever work to hinder and endanger Black October. People were afraid of the deadly power of this new race that had emerged from nowhere, slaughtering millions with its inception and seemingly bringing death and pestilence in its wake. Many people formed groups to hunt anyone unlucky enough to have the Black Gene abilities, on the basis that their very existence was a threat to humanity. World governments

Tick Tock…

As has been mentioned, The Black Gene was first activated in October of 1918, triggered by a Chimeran ship crashing on Earth. But when the Atlanteans first introduced the gene into humanity, Chimerans were already on the planet, and had been for many years. Why didn't the genetic time bomb go off immediately? Because the Atlanteans were quite aware of the existence of a certain Chimeran element on the planet, and took that factor into account when creating the gene. It would lie dormant until Chimeran technology was detected in the atmosphere, in the form of some sort of spacecraft. While true that Chimeran technology is actually composed of individual Chimerans, modified for just such purposes, the Black Gene was sensitive enough to distinguish, and thus able to wait patiently until the right moment.

treated carriers of the Black Gene as a biological threat, placing them into quarantine camps or slaughtering them in secret. Prime, Enosh, and their growing number of recruits raced against the tide of hatred to bring their kind together before humanity's superior weight wiped them out. For every member that Black October managed to enlist, another fifty were killed by angry mobs or panicked government bodies. Even today, many nations treat carriers as inhuman creatures to be destroyed or incarcerated. The vocal minority of the general public has a tendency to spew hatred and ignorance in their direction. This is not helped by the fact that there are many super-powered individuals who are a threat to their safety, such as the Chimerans and Angelos. The average person has no way of differentiating between any of the many creatures who use Earth as a battleground; even those with insight often fail to see why they should be caught in the middle.

Tragedy struck Black October's efforts one day when Enosh disappeared without a trace, leaving the teenage Prime in charge of the entire operation after only five years. He carried on the work with which the Immortals entrusted him, knowing that one day soon he would Shine and another must take his place. By 1928 he had built a formidable legion, but he knew his days on Earth were coming to an end. He began to delegate his major responsibilities, putting the tasks of recruiting and training into the hands of his younger members, and applied all of his time and his superhuman abilities to the task of extending his life.

To fund Black October's operations, Prime takes what funding and equipment he needs from Earth's many nations. Squads of specialists within the organization are devoted to acquisition in this manner, and after three or four generations they have become rather good at it. Prime justifies this theft as being a kind of tax, as this relatively small tithe will pay for the protection of the entire planet when the Horde finally arrives. Unfortunately this has done nothing for Black October's sinister reputation: as well as being thought of as mutants and freaks, they are now considered to be international terrorists. They have few real allies in the world.

Ironically, their neutrality regarding whom they choose to steal from has helped Black October to survive, as the enemy of one's enemy can often be considered to be one's friend, however temporarily. At any given moment, Black October is stealing regularly from any number of countries and receiving shelter and aid from their enemies. Poorer countries in particular are wont to occasionally support the organization in private. Even some governments are unaware of factions within their own parties that consistently aid Black October, trading resources for information or help with special operations.

There are even rumors within Black October of an international coalition of major politicians and businessmen whose combined influence protects Black October from the armed forces of the world. This hypothetical cabal, known as "Century" by those who support the rumors, consists of extremely powerful men and women whose primary interests lie with the continued well-being of the planet. They have members in lofty positions within many of the world's superpowers, both corporate and governmental, and they supposedly act at great personal risk to sabotage any efforts by their respective countries to hinder or apprehend members of Black October. Speculation suggests that Century is closely associated with the Atlanteans. No evidence actually exists, however, to prove or disprove the existence of this organization. Century continues to be a legend.

The Crumbling Monolith

Prime was already starting to shine when he and his associates finished work on the extraordinary device he called the Monolith, a huge techno-organic computer created by Prime and several other Black Gene carriers, and calibrated to Prime's DNA using techniques that were decades ahead of their time. Shortly before his body died, Prime used the cognitive Powers of one of his most trusted friends (Jason Jackson, codename Encephalon) to create a copy of his brain's electrical signature and transfer it to the machine. Though Prime may be dead, his mind lives on in perfect facsimile and continues to lead Black October well into the twenty-first century. All of the people who originally worked on the Monolith are long dead, preventing the technology from being reused, and the machine is far too complex to be reverse-engineered by anybody without the Powers of its original designers.

Recently, after a century living inside a machine, Prime has begun to act strangely. His commands have started to become slightly erratic and his demeanor is changing slowly from that of the calm, determined leader to something altogether more frightening. Even those who are closest to him do not know him well, so it is hard for anybody to speculate as to the cause of this apparent change. There is no scientific precedent for the psychological trauma that such living conditions must cause, and Prime himself tells no-one his innermost thoughts.

Rumors of his growing madness have spread throughout Black October's upper echelons and are beginning to reach the new recruits. These youngest members of the organization are teenagers, angry and rebellious, and keeping them in line was hard enough before the "old guard" themselves started losing faith in their mysterious leader. As it is, dissent is becoming more of a problem than ever before. Even worse, a kind of resentment is emerging among certain operatives who have lost friends and allies to the shine. Prime is the only Black Gene carrier ever to have cheated death and survived adulthood, to a degree that surpasses any mortal. Many believe that he has exceeded his right to live. The combined elements of Prime's longevity and his increasingly erratic persona are creating friction between himself and those who seek a successor to his "throne."

The timing of this growing schism could hardly be worse. As the prophesied invasion of Earth draws ever closer, its last line of defense is becoming more and more fragile. Though Black October is at its strongest in terms of resources and physical power, as an organization it is close to the breaking point under the pressure of the opposed loyalties that are growing within. As if their relationship with the rest of the world weren't Machiavellian enough, Prime's own star pupils – the master spies who manipulate their enemies and maintain the organization's secrecy – are starting to turn their skills upon their own kind. Black October has become a maze of intrigue. Nobody yet knows the sincerity or determination of those who would see a regime change, nor does anyone profess to know the lengths to which the various rebellious parties will go. Most importantly, nobody admits to knowing how much Prime himself thinks. All that is certain is that the real damage has not yet begun.

Unknown even to the highest authorities within Black October, one cell has already chosen to leave the organization and pursue the Atlanteans' agenda without Prime's guidance. Prime himself is fully aware of the rogue cell's departure, but as far as the rest of Black October is concerned they have simply not been in contact. Many of the "London Underground" cell's old allies are beginning to worry about their welfare, and some are starting to suspect the truth about their treachery. They have even tried to make contact with a few individuals whom they believe could be convinced to join them. Such activities

are slow and difficult, though, and full of paranoid danger. The Underground have no real idea who, if anyone, they can trust within Black October. They are resolved to the possibility that they may be the only ones who are prepared to face the coming onslaught without the madness of Prime to taint them. Their patron, the Atlantean known as Orestes, is everything that Prime is not: charismatic, pragmatic, and uniquely wise, but he is just as mysterious as Black October's mutant leader, and his true motivation is yet to be revealed.

The Womb

When Enosh first showed the specially-prepared underground base to the child who would become Prime, it was little more than a secret cove beneath the Mediterranean island of Malta. Atlantean technology had turned it into a defensible living space, far in advance of anything the human race was capable of producing, but their resources and manpower were limited. For the first few years it was akin to a smuggler's lair, all jury-rigged electronics and makeshift living arrangements. Over time, though, Black October's resources overtook their expenses and the obstacles they encountered to acquire them. With the help of the growing legion of disciples Prime slowly turned the secret base, which he christened "the Womb," into a state-of-the-art headquarters.

Enosh shrewdly kept the location of the Womb a secret from the other Atlanteans, and Prime has done the same. Not even Black October's closest allies know where their headquarters is hidden. Most do not even know its name. Prime's master spies spread so much misinformation on the subject that it is impossible to separate the rumours from the facts: among other, more plausible theories, several important world leaders currently believe that Black October operates from within an orbital space station.

Physically speaking, the Womb is a strange juxtaposition of classical and modern styles. The architecture of the complex is somewhat Greco-Romanesque, reminiscent of the lost Atlantean island of Thera, and makes heavy use of white marble and water features. Frescoes and mosaics decorate walls and floors, offset by state-of-the-art modern electronics throughout. The entire structure is powered by Atlantean technology, converting the natural geomantic energy of the Earth and the surrounding ocean into super-efficient electrical power (this was one of the first arts that Enosh taught the young Prime, and he has applied it well). The highest point of the structure, besides the elevator shafts that lead down from the surface of the peninsula, is a mile beneath sea level. The rooms of the Womb are pyramid-shaped, connected by corridors at precisely calculated angles and aligned according to the Earth's electromagnetic field. Practicality and comfort have been sacrificed in places in favour of this concept, but the complex on the whole is more than comfortable and amazingly efficient.

The majority of the complex is taken up by training facilities. The enormous central sports gymnasium is capable of catering to more than fifty athletes simultaneously, the live firing range contains both still targets and automatons that simulate real foes on a replicated city street, and two dozen virtual reality simulators are capable

of training and testing members without them ever having to move or be endangered. Black October scientists and engineers are constantly coming up with new methods and devices for training recruits, many designed with only one individual in mind. Ingenuity is necessary when dealing with as many unique creatures as are members of Black October.

As well as the physical training facilities, there is also a network of up-to-the minute computer equipment that is used for normal educational purposes as well as for intelligence-gathering. Though the average agent is educated only to high-school standard, in this day and age an increasing number of graduates are showing a prodigious level of skill with information technology and computer science. Black October's considerable resources and skills, combined with the ancient Atlantean technology that they have utilized and reverse-engineered since the founding of the organization, have therefore allowed the Womb's engineers to develop one of the most sophisticated computer arrays in the world. Their ability to retrieve, process, and analyze data rivals that of NASA or the semi-mythical Majestic-12. Pieces of technology exist within Black October's headquarters that the rest of the world considers to be theoretical. There are others that, if human scientists conceived of such things, would be thought of as impossible. Examples include the geomantic power conduits that are one hundred per cent efficient, the quantum storage devices, and the short-range DNA analyzers attached to the doors.

Also worth mentioning are the advanced security features of the complex. When Prime first arrived, the Womb had Atlantean security devices installed that prevented those without either the Black Gene or Atlantean DNA from entering the complex. This technology is still in place, but these days it represents only the first in a series of defensive measures. Firstly, the Womb can only be accessed via one of three hidden entrances: a secret door in the catacombs of St. Agatha in the city of Rabat, an underwater passage off the coast of Gozo (the westernmost of the three Maltese islands), and the dungeon of the Inquisitor's Palace Museum in Vittoriosa (the palace conveniently entered the hands of the Museums Department in 1928, which by that time had been infiltrated by Black October for precisely this kind of purpose). To one who does not carry the Black Gene, these portals are all invisible and will remain so. Whenever a carrier or an Atlantean approaches one of the entrances, a concealed device reads his DNA and verifies it with the Womb's central computer. If the signature is marked as approved then the door will open when the visitor states the current password. A non-approved signature or an

alternatively emphasize the notion that these are children who are robbed of both their childhood and their future. Black October operatives grow up fast, and never have time for games; their adulthood starts at adolescence and finishes with an early death. There is plenty of scope to play a character filled with angst, bitterness, and self-destructive revenge. After all, the organization is even named after the period of catastrophic that spawned its heroes.

Another important element of the complex palette that colors the spirits of Black October is the feeling of resentment that some harbor towards the Atlanteans. After all, these immortal mystics designed the genetic flaw that will destroy each and every one of them. They are directly responsible for the deaths of millions, and they have intentionally programmed violent destruction into the bodies of the warriors whom they are using as a shield in the coming apocalypse. While many of Black October's operatives understand – or at least accept – the need for such drastic measures, many feel cheated of their lives, and act out of a combination of nihilistic desperation and their genetically-programmed obedience towards their ancient masters. Ironically, this compulsion that robs them of their will to disobey fuels all the more resentment among those who would rebel.

There are also many carriers of the Black Gene who are not members of the organization. Some are lost, unknown to Black October, dealing with their abilities as best they can without knowing where they came from or what kind of destruction they will ultimately bring. Others are free agents who have found out about the coming war and are preparing for it on their own terms. Some are powerful, some are famous, but all are doomed biological time bombs, subjected to the same genetic manipulation as members of Black October. Though for the time being they have tremendous powers that make them far mightier than ordinary humans, sooner or later the Shine will touch them, and when it does they will likely not be prepared. This is why Prime and his Black October agents concern themselves greatly with the acquisition of new blood. Every Black Gene that slips through their grasp is a tragic waste of life, whether its host dies alone or takes others along in the conflagration.

incorrect password sets off an alarm that alerts both Prime himself and the duty security officer so that appropriate measures can be taken. All three entrances are watched by cameras that provide a 3-dimensional image relay. These same cameras are concealed within the landscape and architecture all over the three Maltese islands, as well as under the water around the perimeter. Black October engineers are particularly proud of the innocuous robot fish that patrol the ocean and relay images and DNA readings to the central computer.

Playing a Member of Black October

Members of Black October exist forever in the realm of epic tragedy. They are on a race against time, not only against a foe that they hardly understand, but also against themselves. Every one of these cursed heroes spends his nights wondering whether his own power will destroy him before he has a chance to participate in the apocalyptic battle for which he was intended.

Not only are they fated to die a spectacular death, they are doomed to live in hatred. In the political climate of the modern world they are seen by the public as faceless enemies, most of civilization blinded by their official status as terrorists. A combination of genuine facts, post-modern paranoia, and official propaganda have convinced the world at large that Black October are nothing more than anarchists and thieves, and they do nothing to fight this image. In a world where such labels carry enough weight to demonize entire countries, there seems little point in engaging in public relations. Black October will never be accepted by the public and they know it.

They make great player characters though, especially if the entire group is a Black October squad. No member of Black October is going to be over thirty, so it's a great way to play a bunch of anime-style kid heroes, or an adolescent superhero team along the lines of the early X-Men or the New Mutants. Black October may be an international team of superhuman warriors, but most of them are barely adults. Even the eldest among them are still in their prime, with thoughts and feelings to match. Soap-opera style misadventures and romance work well for Black October characters, particularly with the air of impending tragedy that lingers over them all.

If you'd rather not play up the youthful nature of the characters, you can

Black October's Agenda

According to the general public, and according to most of the world's governments, they are a violent and powerful terrorist organization. This image arises mostly from their willingness, under the guidance of the mysterious Prime, to steal from the world's governments in order to fund their operations. The tendency of Black October to clash violently with armed forces, as well as with the enemies from whom they profess to protect the world, exacerbates the public's perception of the organization as dangerous.

Primarily, then, Black October's operations have four main goals:

Acquisition of resources.

This area is where the majority of stealth and espionage elements come into play, as the priority behind any acquisition exercise is to be clean, subtle, and safe. Although agents will likely meet armed resistance, it is imperative that they cause as little injury or collateral damage as possible during the course of the mission. They may have a reputation as terrorists, but they are not. Killing the representatives of the people they are trying to protect, even in self-defence, is strongly discouraged. Operatives involved in acquisition will therefore make use of stealth, infiltration, misdirection, and advanced information technology in order to achieve their goals. This is by far the most difficult field in which Black October agents can operate, and those who do so are usually highly specialized and highly experienced. Exceptions occur within the realm of computer crime, which requires little physical ability and by its nature attracts youthful operatives.

Apprehending other carriers of the Black Gene.

As well as the organization's desire to recruit new members as early as possible before they die from the Shine, agents of Black October see it as their responsibility to protect humanity from other carriers. Many who were born with the gene discover their powers without any sense of context or restraint,

knowing nothing about why they are different or what they should do about it. Some are entirely benevolent, some are dangerously self-destructive, and a worryingly large proportion is nihilistic or even psychotic. Many of those who refuse to join Black October are harmless. If so, then the organization will grudgingly leave them alone. Some of those who remain free agents even work with Black October occasionally out of a genuine sense of altruism, despite their unwillingness to join the organization. The majority, however, are the enemies of society that the public perceives Black October to be. If they cannot be recruited then they must be pacified, and if they cannot be pacified then they must be neutralized. In the end even those whose intentions are pure will someday Shine, and this fact poses a lethal threat to all around them. Black October may be tragic heroes, but the carriers who are not discovered early enough can redefine the term altogether.

Evading the authorities.

Unfortunately for them, and for those they intend to protect, Black October members are treated as international criminals by the governments of the world. Some leaders, and some organizations, and some factions within those organizations, are actually aware of the true nature of these "terrorists." Where they can, several of these parties provide aid to Black October or turn a blind eye to their activities. International politics being what they are, however, especially in the early twenty-first century, such co-operation is inconsistent at best. Black October has few allies who can be trusted for long. Even some Atlanteans, many of whom occupy positions of great power and influence, have been known to betray their organization. Agents of Black October have therefore learned to be highly resourceful and independent, staying one step ahead of the world's authorities at all times. They achieve this through the use of a network of spies and informants, sometimes managing to plant their own agents inside government organizations, and by taking advantage of the inherent treachery of international politics to play countries off against one another. While one country is actively hunting them, another is always harboring their agents and hampering the first country's efforts. Prime, who is old enough and mysterious enough to have gained a reputation among world leaders, trains promising young apprentices in these Machiavellian arts and sits at the centre of their complex spy network. But even these measures are not enough to prevent Black October from being demonized, discovered, and attacked. Every once in a while the balancing act fails and they find themselves fighting for their lives once more.

Fighting the Chimeran threat.

This is the hardest and most important task set before the children of the Black Gene. Indeed, it is the task for which they were created. The threat posed by the impending Chimeran invasion is so mighty in the eyes of the Atlanteans that they saw fit to sacrifice the youths, the futures, and the entire lives of millions of humans in order to fight it. The weight of this responsibility cannot be underestimated. When they are not actively combating known Chimerans, or indeed other superhuman factions, they spend as much time as possible training and recruiting. All other activities count towards this one goal. Black October also clash with the Elohim on occasion, in particular Typhon and his cronies. Typhon has some kind of sinister agenda involving the Black Gene carriers, and in recent times his activities have led him more and more into conflict with Black October.

With all that in mind, the first thing to decide when creating a Black October character is what, if anything, will be his or her specialty. Your character could be a stealth specialist, an intelligence analyst, a master of infiltration, a recruitment officer, a close assault operative, a master thief, a vehicle and transportation specialist, a linguist, a jack-of-all-trades, a weapons expert, or one of any number of far more esoteric vocations based around his or her Powers. Operatives are trained to an Olympic standard and educated to high school level while working for Black October, so they can conceivably learn any skill or ability that might be useful to the group. Many also possess unique or interesting skills that they picked up before they became members of Black October, depending on where and how they lived before their Powers manifested. Most agents are suited to one particular combat application and never specialize beyond that; after all, that is what they were genetically modified to be able to do.

The agent's theatre – i.e., his base of operations – is also an important consideration. Agents are allocated to individual cells according to the degree of usefulness they can provide in a particular location; often they remain in their country of origin so as to blend in more easily, particularly in the xenophobic and paranoid world of the twenty-first century. If the PCs are all playing Black October agents then it is probably wise to have them all be members of the same cell. Choosing a location therefore becomes either a group activity or the referee's decision. Take care when choosing an operational theatre: the role of a cell in upstate New York is likely to differ severely from that of a team in Zimbabwe, as is that team's ethnic makeup and choice of Powers.
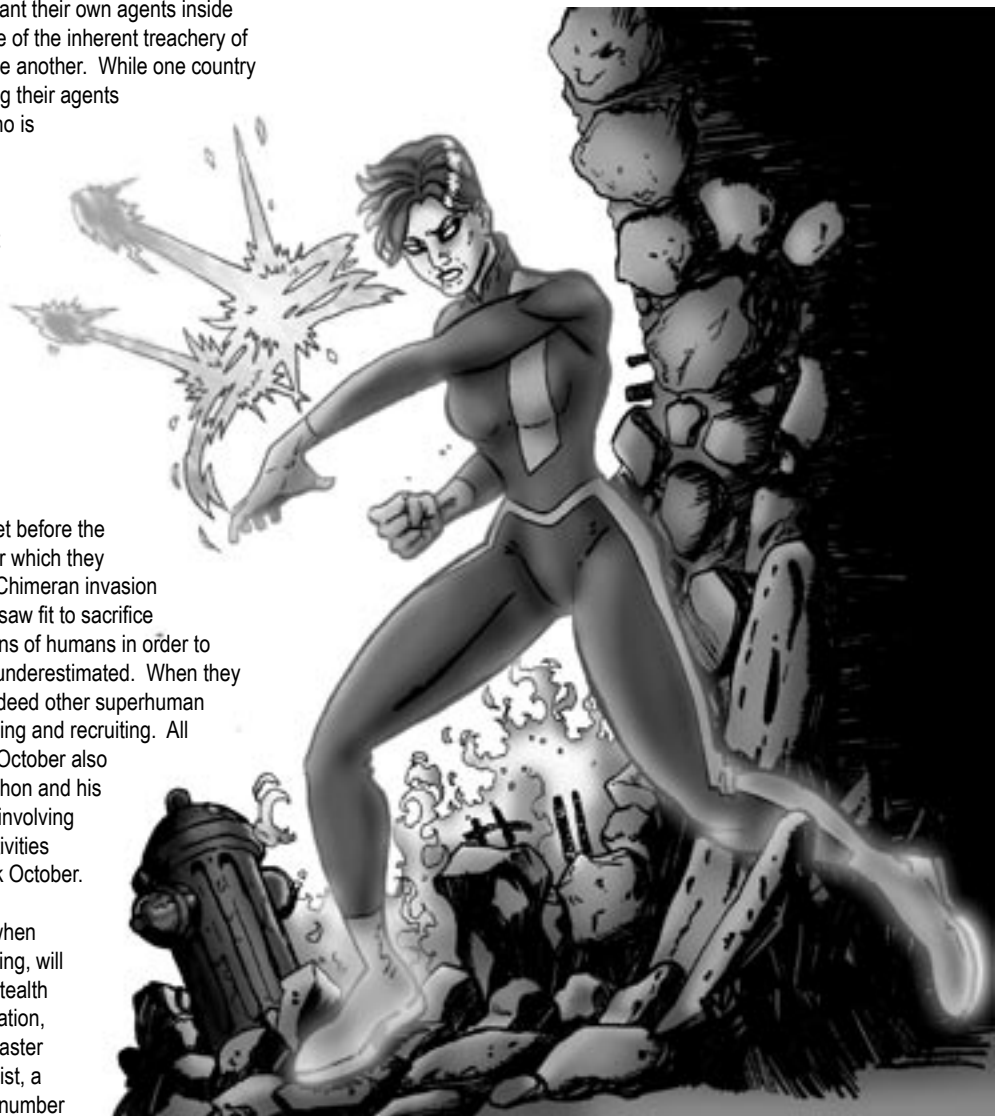
The Black October Package

As the cliché goes: "feared and hated by the world they have sworn to protect." That is the mantra that goes through every Black October member's head when they help the helpless and get nothing but fear and derision for their gain. They are truly thankless champions of the world forever fighting the good fight from the shadows.

Archetypes

Being hunted by most of the world's law enforcement organizations Black October members are the epitome of the Outsider archetype. Protector and Warrior are also valid archetypes for children train since adolescence to fight for humanity.

Starting Power Level

Levels 3 and up

Black October agents are very powerful and adept characters. Being a living reservoir of Ka energy gives these characters many options.

Advantages

Synergy (R4)

(All Black October members have this advantage for free)

All Black October members are train from their inception into the organization to work as a team. This is important since their ranks are relatively small and the opposition almost always outnumbers them. Prime knows that when the Horde arrives on Earth they will number in the millions. Because of this Black genes are trained thoroughly to work as a team.

Black October members receive a special team bonus when working together. For each member beyond the 1st the group receives a +1 to their dice rolls where applicable, including combat rolls (this comprises attacking, defending and damage) with a maximum of +10. This bonus ONLY applies to Black October members and cannot be gain by those not trained by this "terrorist" group.

Grim Resolve

(Special Black October advantage only)

Black October members are trained to fight to the death, taking as many enemies with them as they can. Prime knew very early on that a tenacious fighter could beat ten times as many warriors if they knew they had to fight to the end.

Grim Resolve (R1) At Rank one of this advantage a character can ignore the dice penalty from the Stunned wound box.

Grim Resolve (R2) At this rank the character can ignore the penalties associated with the wounded damage level.

Grim Resolve (R3) The character's mental fortitude is such that she can ignore the wound penalties of both stunned and wounded box. The character also gains a bonus +1 for every die of willpower they posses when making a consciousness roll.

Grim Resolve (R4) At this level the character is an extremely difficult opponent to put down. The character receives a +1 bonus per die of will when they reach the mortally wounded box and are still conscious. This bonus can be used on any one die roll per round including damage.

Disadvantages

Secret ID

(The character receives double the points for this disadvantage)

Black October members are hunted by world governments as criminals and terrorists. They do everything within their power to keep their identities secret.

Short Lifespan

(Mandatory, The character receives double the points for this disadvantage)

Their nature makes these tragic souls very short lived. All Black October members MUST take this disadvantage.

Quirk (Obeisance) (R1-3)

(Mandatory, The character receives double the points for this disadvantage)

Must follow the commands of the Immortal rulers of Atlantis. When confronted with a true Atlantean the character must try to obey the commands given to her. This compulsion was hardwired into the genetics of all Black Gene active humans.

NOTE: this disadvantage can be really abused if one person in the playing group is Atlantean and another is a Black October member. The game master and all involved parties should discuss this drawback and its possible exploits!

The Shine (Special Black October Flaw) (R4)

(All Black October characters have this Flaw. If players wishing to be Black Gene active but not a part of the organization wish to take this flaw it is considered a Rank 4 flaw. This disadvantage must be taken in conjunction with the Short Lifespan disadvantage.)

All carriers of the active Black Gene have a very limited lifespan, usually twenty-five to thirty years. Most members are approached in their early teens in order to maximize their training and effectiveness.

When a character nears the end of his brief life, she begins to Shine. The equilibrium that has sustained the character's Power for her whole life starts to fail, causing his personal Ka reservoir to overflow as she fails to contain the powerful cosmic energy. This becomes increasingly obvious as the condition progresses and her stability deteriorates: she begins to glow, leaking excess Ka power and causing her to be easily noticeable at night. Her powers also start to behave erratically, some growing more powerful while others decrease. In game terms 1D6 Powers are affected randomly, increasing by 1D6 levels each, while others decrease by a like amount. A GM can choose the Powers affected or simply leave it up to chance.

Sooner or later, the excess Ka will become too much for the character's body. The exact time that the energy reaches a critical level cannot be predicted, but it will happen suddenly when the character attempts to release her Ka. The first time she uses the newly augmented Power and rolls a critical failure, the energy will surge uncontrollably in a lethal explosion if she does not resist the sudden gush of wild Ka energy. The character must succeed in a stamina roll with a difficulty of 10; if she is successful she may continue on with no ill effect. The next time she rolls a critical failure she must make another roll, this time at a difficulty of 13, and so on, the difficulty of the rolls going up by three until the character finally fails and explodes. The radius of the blast is equal to the character's Body Points in feet, the damage dice equal to the character's maximum Ka Points.

It is possible by chance alone for the character to survive for some time after she starts to Shine. It is a lottery at that point, though, so the tension will increase dramatically every time the character uses her Powers. Agents of Black October who have begun to Shine will usually find themselves taking suicide missions and going on highly dangerous solo expeditions into hostile territory. Some even leave the organization to die alone without endangering those around them.

Powers

Required Powers: Detect (Chimerans) (1 pt per rank cost)

members of Black October have the ability to channel Ka in some way or another. These abilities are unique to the individual, but they all share in common the ability to detect Chimerans within a good range.

ELECTRA

The girl who would become ▯ Black October is the only family she h▯ team▯

Electra truly believes in the cause for which she fights. She would gladly give her life if she thought it would make a difference, but is smart enough not to waste it. All that ▯ life▯

She has no real hobbies, and her allies within Black October find it difficult to get close to her. An unkind observer might even speculate that she sees herself not as a person, but as a Chimeran-like resource to be used by the organization.

Recently Electra has begun to notice the increasing irrationality of Prime's command. She has always looked upon Prime as a kind of father figure, but as she nears her own final days she is harboring second thoughts about his fitness to lead. Prime is becoming paranoid – he has called for a few vicious attacks on civilian targets, which has left Electra shaken – and her own psychology leads her to believe that if he is no longer fit to lead, he must sacrifice himself or step down. She is unsure what she should, or will, do if he turns out to be incapable or unwilling.

In addition, Electra knows she will start to Shine soon. The fear is growing in her mind that she will leave this world before she has done enough for the cause, and she is starting to exhibit signs of irrationality herself. She cannot see this, but her team-mates can: they fear for her safety and theirs, especially among rumors that Prime is starting to show similar signs of instability.

Real name: Kate Johnson
Age 23
Archetype: Outsider
Reflexes 3D, brawl 4D, dodge 5D, flying 5D, sneak 4D
Coordination 3D, marksman 5D,
Physique 3D,
Presence 3D, command 5D, con 4D, charm 4D, persuasion 4D, willpower 5D,
Knowledge 3D, demolition 4D, language 4D, medicine 4D, security 4D
Perception 3D, hide 4D, investigation 5D , search 5D, streetwise 4D

Advantages: Extra Body Points (R2), Good Looks (R2), Synergy, Grim resolve (R2)
Disadvantages: Secret ID (R2), Short Lifespan (R2), Quirk (Obeisance) (R3), Shine (R4)
Powers: Combat Sense, Detect Chimerans 3, Elemental sheath (electricity) 3, Force Field (can attack through) 3, Flight 4, Energy projection (lightning Blast) 4, Bio energy Blast 6
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 47
Equipment: None
Power Level: 4 (177 pts)

Black October Uniforms

Color key
1 Black
2 Orange
3 White
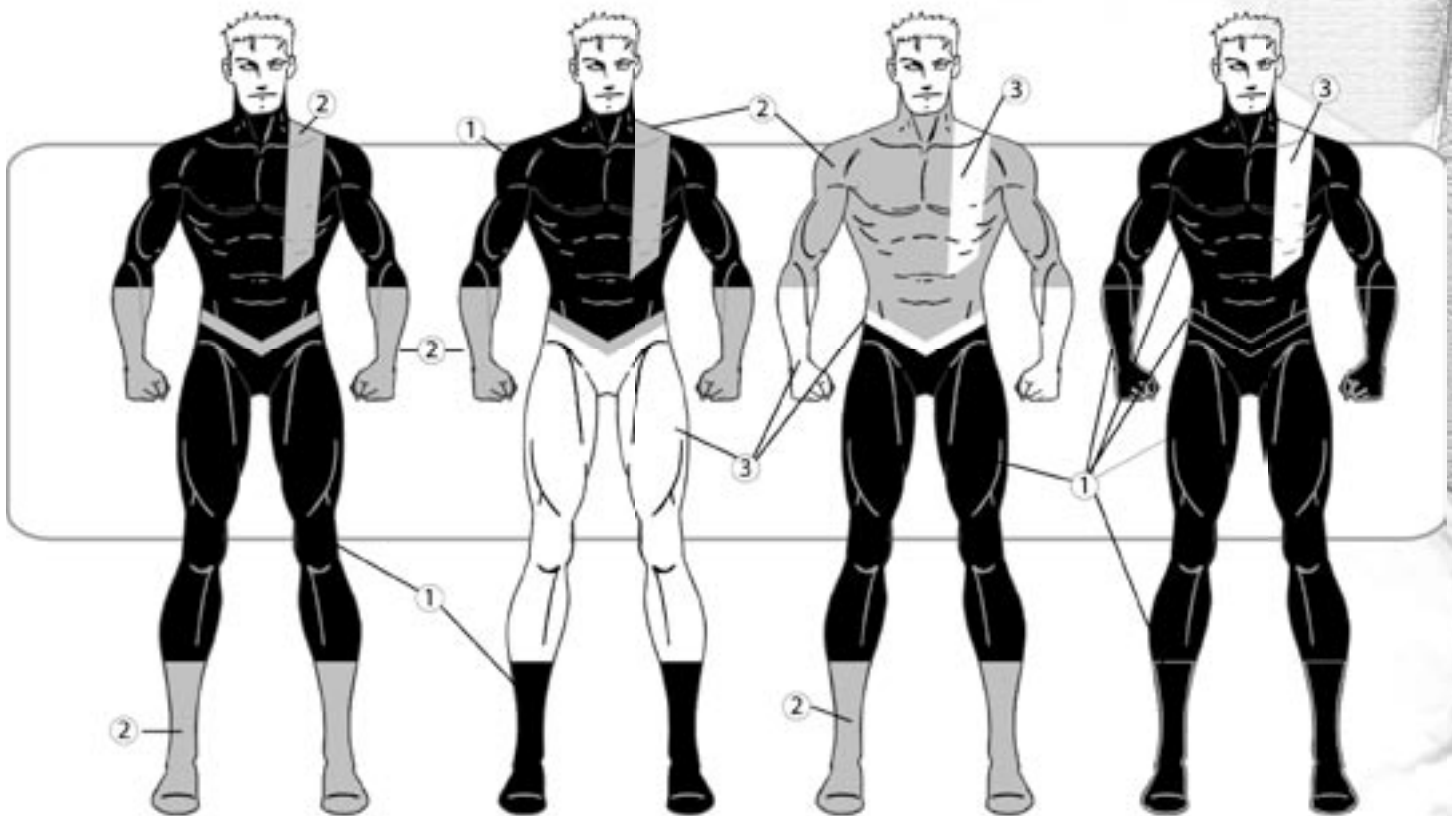
ECHELON
ALPHA
Standard issue

ECHELON
BETA
Team leader

ECHELON
GAMMA
Group Leader

ECHELON
OMEGA
Shining member

The London Underground

The London Underground is a cell of rogue Black October agents that operates out of the city of London, England. The members of the Underground have chosen to split from the organization at the behest of Orestes, a mysterious young Atlantean. Orestes has successfully portrayed himself as a superior leader to the detached Prime, and has motivated the team in ways that Prime never could. Prime himself has only recently realized that they have gone rogue. It can only be a matter of time before he investigates.

The cell has not long been active in its current incarnation. Big Smoke, their last field commander, recently died in combat. It was only Orestes' considerable charm and leadership skills that pulled them from the splintered mess that they had become after his death. He successfully turned the team from a collection of lost teenagers into an elite fighting force through a combination of Zen-like Atlantean wisdom and old-fashioned dirty tricks. They were once a typical team, doomed to protect the world. Now they have the teeth to be something more.

Firefly

The young lady known as Firefly is living proof that softly-spoken individuals often hide the strongest hearts and the most dangerous minds. Firefly has been the field commander of the Underground since the previous commander, Big Smoke, was killed in action two years ago. At fifteen years old she is a young leader even for the heroes of Black October, but her quiet demeanor and her diminutive physique hide a level of pragmatic ruthlessness that has been known to shock even certain foes among the Angelos. This capacity for violence beyond her years is almost considered a secret weapon by her companions. It has also helped Firefly to gain the respect of the rest of the team, who are mostly older than her. Already a tiny and delicate-looking girl, when she uses her powers of flight and energy projection she glows and shrinks to the size of an insect.

Firefly's post-skater-era look allows her to blend into any crowd of youths in central London; here, even her artificially flame-colored hair does not stand out. She is quite a social animal and has more contact with ordinary humans of her age than the rest of the cell. She therefore tends to act as the cell's "face" whenever a façade innocence (something at which Orestes is unskilled) is called for.

Real name: Renee Jawoski
Age 15
Archetype: Protector
Reflexes 3D, brawl 4D, dodge 4D, flying 4D, sneak 4D
Coordination 3D, marksman 5D,
Physique 2D,
Presence 3D, command 5D, persuasion 4D, willpower 4D,
Knowledge 3D, security 4D
Perception 3D, hide 4D, investigation 4D, search 4D, streetwise 4D

Advantages: Synergy
Disadvantages: Age (R1), Secret Id (R2), Short Lifespan (R2), Quirk (Obeisance) (R2), Shine (R4)
Powers: *Flash Attack 3, *Flight 4, *Energy projection (Bio energy Blast) 5, Size manipulation (shrinking only, size does not affect attributes) 6
> *Miscellaneous Power Flaw: -1 per rank to all powers.*
> *Firefly can only use powers when shrinking power is in effect.*

Move: 10. **Strength Damage**: 1D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 6, **Body Points**: 32
Equipment: None
Power Level: 3 (125 pts)

Count Zero

Count Zero – although everybody just calls him "Zero" – is a young boy with the power to manipulate time. This unusual Power is more of a curse than the rest of the team knows, and the struggle for Count Zero to keep his sanity becomes harder every day. The nature of his power makes him feel locked out of the universe, detached from ⬚

the possible futures that he has witnessed first-hand and then averted; on more than one occasion he has reversed time shortly after watching Redcap descend into an unstoppable rage and commit horrific acts of violence. The rest of the team know that Zero gains his insight into their minds from the dark futures that he has circumvented, and they know that he has saved their lives by doing so on dozens of occasions. Wisely, he chooses never to talk about his experiences with alternate timelines. One experience weighs heavily on his mind, though: the time when he believes Orestes, their Atlantean patron, betrayed them to MI5. Zero successfully reversed this future ⬚

any evidence appeared to confirm Zero's suspicions. To this day Count Zero wonders whether or not he betrayed them and, if so, whether or not he knows how Zero found out.

Zero spends all of his spare time studying the potential uses and dangers of his Power. He is extremely learned through self-education in the subjects of physics, philosophy, and religion. Zero wishes someday to go back in time and prevent the deaths of his parents, who were killed in a train wreck long before his Power manifested. He does not know what would happen to this timeline if he did; the slow decision, and his continued studies into the cause and effect of time travel, represent the struggle in his mind as he tries to imagine what life would be like if his parents had never died. Zero is seventeen now, and he knows that the life of a Black Gene carrier is short. Every day brings more pressure to make a decision one way or another, whatever the risk.

Real name: Eric Coleman
Age 17
Archetype: Protector
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D
Coordination 3D, marksman 4D, throwing 6D
Physique 3D, running 4D
Presence 3D, willpower 4D, time manipulation 5D, willpower 4D
Knowledge 3D, security 4D
Perception 3D, hide 4D, investigation 5D, search 4D

Advantages: Synergy
Disadvantages: Secret Id (R2), Short Lifespan (R2), Quirk (Obeisance) (R2), Hindrance (R1) Has a hard time relating to others, Shine (R4)
Powers: Time Manipulation 4, Precognition 5
Move: 60. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 29
Equipment: none
Power Level: 3 (121 pts)

Hark

Thirteen-year-old Hark possesses the power of flight. He is incredibly fast, agile, and precise, as well as a crack shot with thrown weapons (though this owes as much to his misspent childhood as to his Black Gene). Hark's almost limitless energy is a fiery combination of his Power and his teenage hormones. Even when relaxing, he is incredibly hyperactive and talks far too much. He is mischievous besides, and his somewhat physical sense of humor leads to a lot of arguments. The flip side of the coin is that young Hark is the centre of the team's social activity and adds vital levity to their daily life.

Before he joined the team Hark was a delinquent, a troubled orphan who spent his childhood moving around between various foster homes. By the time his Power manifested he was already a known juvenile offender. When his Black Gene activated early, the then eleven-year-old almost went off the rails entirely. Luckily for him, and for those around him, he was discovered by Prime's agents and taken in by Black October. It was not until long after he was later returned to his home country as a field operative, however, that Hark realized he now had a family he could trust. This was the first time he had ever felt at home. Since Orestes' arrival on the scene, Hark has treated him as a kind of "cool older brother" figure. This currently borders on embarrassing for the other members of the team.

Real name: Harkin Smythe
Age: 13
Archetype: Comedian
Reflexes 7D (dervish defense), dodge 8D, flying 8D
Coordination 7D (accuracy), marksman 8D, throwing 8D
Physique 3D, running 4D
Presence 3D, persuasion 4D, willpower 4D,
Knowledge 3D, security 4D
Perception 3D, hide 4D, search 4D, streetwise 4D

Advantages: Synergy
Disadvantages: Age (R1), Secret Id (R2), Short Lifespan (R2), Quirk (Obeisance) (R2), Shine (R4)
Powers: Detect Chimerans 3, Flight 3, Super Speed 3
Move: 60. **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 6, **Body Points**: 35
Equipment: Steel marbles (damage +2)
Power Level: 3 (120 pts)

Trish

The agent known simply as "Trish" is the most all-round physically adept of the group, with the ability to metamorphose any part of her body into a melee weapon. An eighteen-year-old punk rock chick of epic proportions, her love of body modification secures her work as a successful, if unorthodox, model. She has only recently joined the Underground, having been discovered after the group's rebellion, and therefore knows little about Black October or their foes. Before she met Orestes she was in danger of attracting too much attention with public usage of her Power – she was just about to be ambushed by USER, but the Atlantean rescued her. The rest of the team are slowly educating Trish in the secrets of the world and the coming cataclysm.

Trish comes across as a brash, loud-mouthed, stubborn rebel. The truth is that Trish's sense of identity is vital to her, particularly in this stage of her life. She has always believed that her passion for body modification and the evolution of the flesh was an inherent part of her, and her Power corroborated this when it manifested. Now that she knows she is a part of something more significant, and that she has been this way since birth, Trish thinks it is more important than ever that she maintain her sense of self. This is why she has kept her real name instead of adopting a pseudonym. Her story, of course, is that she thinks codenames are stupid (which is actually also true). The fallacy of her tough exterior also shows up in her affection for Redcap, her super-strong berserker team-mate. Publicly the pair is constantly bickering; privately they have been lovers for almost six months now. Each of them has an unorthodox and liberal interpretation of beauty; one that they see manifested in the other.

Real name: Patricia Hanson
Age 19
Archetype: Bravo
Reflexes 4D, brawl 7D, dodge 6D
Coordination 3D,
Physique 4D, stamina 5D
Presence 3D, charm 4D, intimidation 4D, willpower 4D,
Knowledge 3D, streetwise 4D
Perception 3D, artist (modeling) 4D, hide 4D, investigation 5D, search 4D

Advantages: Good Looks (R1), Grim resolve (R2), Synergy
Disadvantages: Secret Id (R2), Short Lifespan (R2), Quirk (Obeisance) (R1), Hindrance (R1) rude punker chick attitude, con, charm, and persuasion, Shine (R4)
Powers: Ambidextrous 3, Combat Sense, Natural Weaponry 4, Body manipulation 3
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 40
Equipment: none
Power Level: 3 (120 pts)

Redcap

Redcap is a super strong guy and very angry berserker – the team's "tank," if you will. His name originates in folklore, a subject that has always interested him, particularly since he discovered in recent years that much of it is real. As a matter of fact, Redcap is the most well-read of the whole group. He had an uncomfortable childhood as the class nerd because of a glandular condition – or so he thought – that made him extremely tall and fat, and therefore unpopular in his inner-city school. He turned to the less social pursuit of learning for fulfillment, reading hundreds of books and taking a special interest in the mythological creatures with which he identified.

When Redcap's powers manifested, shortly after his sixteenth birthday, he was both shocked and somehow vindicated. The reason he was a freak was that he was inhuman to start with. He briefly considered indulging in a killing spree of the school soccer team, then decided very quickly that he must try to keep this thing under control. He knew all too well what happened to the monsters when they started killing people. He'd read Beowulf. Of course, this berserk temper that had apparently come with his newfound strength needed some work, or he'd soon find himself on the wrong end of that sort of thing.

Black October turned out to be the solution to his problem. Big Smoke, the then-leader of the London Underground, discovered Redcap in a fight outside college. He used his mind-control Power to settle the confrontation peacefully and to disguise Redcap's use of his super strength, and then recruited him into Black October. The members of London Underground are the only friends that Redcap has ever had, and Big Smoke was like a brother to him.

Real name: Brett Thomas
Age 18
Archetype: Bravo
Reflexes 3D, brawl 5D, dodge 5D, jumping 6D
Coordination 3D,
Physique 8D (Thunder Clap), lifting 10D, stamina 5D
Presence 3D, intimidation 4D
Knowledge 4D, scholar 5D, streetwise 4D
Perception 3D, investigation 4D, search 4D
Advantages: Size (R1), Hard to Kill (R1), Grim resolve (R3), Synergy
Disadvantages: Secret Id (R2), Short Lifespan (R2), Quirk (Obeisance) (R1), Quirk (R1) angry, Shine (R4)
Powers: Omnivorous, Super Jumping 5D
Move: 10. **Strength Damage**: 8D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 62
Equipment: none
Power Level: 3 (120 pts)

Real name: Timothy Bain
Age 19
Archetype: Protector
Reflexes 3D, brawl 4D, dodge 4D, sneak 6D
Coordination 3D, marksman 4D, throwing 6D
Physique 3D, running 4D
Presence 3D, willpower 4D
Knowledge 3D, security 5D
Perception 3D, hide 6D, investigation 5D, search 4D

Advantages: Synergy, Grim resolve (R1), uncanny aptitude (R3) bonus to all reflex related skill in the dark
Disadvantages: Achilles' Heel (R3) allergy to strong light sources, Secret Id (R2), Short Lifespan (R2), Quirk (Obeisance) (R3), Hindrance (R1) Void has a hard time relating to others (charm, con, persuasion), Shine (R4), Strange Appearance (R2) voids has non-reflective, featureless black skin
Powers: Darkness projection 5, Entangle 3 (only in shadows), Natural Weaponry (shadow tentacles) 3 (only works in shadows), Stretching (only through shadows) 4, Teleportation 7 (from shadow to shadow only. The shadow must be big enough to accommodate the size of a person)
Move: 60. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 29
Equipment: none
Power Level: 3 (139 pts)

Void

Void, the eldest of the team at nineteen years old, is a controller of darkness. His whips made of pure darkness are lethal in close combat, and he can teleport from one shadow to another. In fact, because of his inability to pass as human, shadows are his habitual dwelling place – Void's skin is totally without color and absorbs light like a black hole. This makes him a perfect stealth operative, capable of invisibly infiltrating almost any compound. The price he must pay is his humanity, detached as he is from the rest of the world by this mutation. Void has no friends outside of the Underground, and if he had any before "the change" then he isn't telling. He is fanatically loyal to the team as a result, even though he has no skill at expressing his emotions.

Void comes across as cold and quiet, though he is not as depressed or as morbid as his reputation suggests. He is simply very used to living in darkness. He also sees the mastery of his infiltration skills as his responsibility towards his friends, and so he studies them obsessively at the expense of talking to them. His team-mates tend to think of him as aloof, although Firefly at least realizes to some degree that Void cares far more about them than he does about himself. Secretly he is looking forward to the Shine: he has been made of darkness for years, and would quite like to emit light in his final days.

Real name: Orestes
Age 575
Archetype: Rogue
Reflexes 3D, brawl 5D, dodge 5D, jumping 4D
Coordination 3D, marksmanship 4D, lock picking 5D, sleight of hand 5D
Physique 3D
Presence 4D, command 5D, con 7D, charm7, persuasion 7D
Knowledge 4D, forgery 6D, languages 7D, scholar 5D
Perception 3D, gambling 4D, hide 4D, investigation 6D, search 5D, streetwise 6D
Advantages: Contacts (R2), Cultures (R3) Atlantean
Disadvantages: Quirk (R2) never tells the complete truth
Powers: Longevity, Cosmic Awareness 3 (focus, extra time 1, incantations), Precognition 7(focus, incantations), Speak with Animals 5(focus, extra time 1, incantations), Telepathy 8 (physical gestures)
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 40
Equipment: Orichalcum bracelet rank 3. Toughness 2D, Good Luck, Equipment (16 pts)
Power Level: 3 (143 pts), Level 4 (159) with equipment

Orestes

At a mere five-and-three-quarter centuries old, Orestes is what most Atlanteans consider to be a young and arrogant fool. To most humans he is a charming antihero who enjoys mood-altering drugs, such as the classically decadent absinthe, and fancies himself as somewhat of a scoundrel, and Orestes spends a lot of effort cultivating this image. But he also has a serious reputation in the London counterculture, as well as in several other cities around the world (in many of which he is no longer welcome) as a magnet for chaos. Orestes enjoys the finer things in life and isn't above cutting a purse – or, according to some rumors, a throat – to get at them. He has no qualms about using his various charms, and his considerable skills as a confidence artist, to get what he wants. Like most Atlante⬚

Despite all this, Orestes is the glue that holds the Underground together. His particular brand of anarchic wisdom occasionally saves their hides and provides each with the insight to learn about him or herself. Orestes' position as the team's unorthodox mentor, combined with his seemingly endless supply of charisma, barely makes up for the number of time⬚
about his motivations for leading the team into such danger, but in the end they always feel that they have achieved something worthwhile (or, at least, something more worthwhile than they would have done under Prime and his organization).

The truth is that Orestes is a genuinely dangerous character, as much to his allies as to his enemies. His crafty demeanor hides a dark past that he is not sharing with anybody. Sooner or later it will catch up to him, and chances are he will do anything – or sacrifice anyone – to save his own skin. It is becoming clearer as time passes that Orestes ha⬚
Atlanteans, or just himself, will be answered in due course.

The Black Monolith

Eight feet tall, ten feet long, five feet wide, the black bulk of the machine dominated the room. Various monitors flashed quick messages too fast for the human mind to comprehend. With the lights turned off, the monitors gave the room the appearance of a bizarre disco with an impossibly huge stage. Except for a low ambient hum, the room was silent.

As with so many things, human senses impaired understanding of everything happening in the room. Within the metal shell of the Monolith a much smaller machine performed more functions per second than all the computational power of the top five major software companies in the world. Secondary systems shunted the energy known as Ka, releasing it back into the universe. Yet other systems serve as life support, because rather than merely being a high-powered machine, the Monolith was the largest man-made life form on the planet. This sleek black box was the last remnant of a man known as Prime, the leader of Black October.

When the telepath known as Prime began to Shine, as all members of Black October do – due to Ka usage and bleed-out – he decided to do something about it. He gathered the best minds, mentally enhanced them, and subtly bound them together, using a true version of what modern business people term "synergy." He had them create the Monolith. This self-contained system had now been his home for too many years to count. What he envisioned as a great liberating feat that would allow him to lead his teams indefinitely has become more akin to a prison. More liberating than a coffin, yet more confining than solitary confinement, the Monolith performed its functions even more efficiently than he could have imagined. Now he just wished that he had had a better imagination when he designed it. In hindsight he would have made many changes.

Within his cell, Prime slowly pounded his "head" against his "desk". Sometimes it still amazed him that he "felt" the impact. Every sense, thought and experience he has had for so many years was nothing more than the controlled manipulation of electrical current. Maybe it isn't so strange, he thought to himself, after all, isn't that all that happens in a body?

Perhaps, but he didn't have time to dwell on it now. He had members in the field. And they were late returning. For perhaps the millionth time he thought about mentally probing his agents, but again discarded it. He didn't know who might be listening for telepathic chatter. So he returned to bouncing his head on his desk. News channels had no information -- which could be good or bad. Either they have kept a low profile as the mission briefing suggested, or they were killed before they arrived.

Just as his head began protesting being pounded against the desk, his sensors indicated a Ka flux with in the compound. He activated the room's monitor and watched as a shimmering ball formed, then expanded and hollowed. The hollow inner circle showed a scene from halfway across the world. Five people, dressed in skin-tight, multicolored suits jumped through the portal. The sixth came through a moment later, carrying the seventh. Prime activated more monitors -- all seven were alive. Talon, the one being carried, was merely unconscious. That wasn't too uncommon lately, as the Shine had become greater and the Purge instinct caused him to push more Ka than he could handle. The readings indicated that he would recover – this time. He really needed to start therapy, though. They needed a good trainer, and Talon needed downtime.

In the monitor he saw the portal close. The team checked each other quickly, looking for injuries. It was easy to lose touch with your body during the heat of combat, so they made a habit of checking each other as a precaution. Everyone looked fine. Prime smiled to himself as the others patted one another on the back and gave each other "high five's". He watched as Blake hugged Teresa – they had recently become engaged.

Prime froze the frame, then let it fade. How many years? With everything I have, the only thing I want is to touch another person. Solitude can drive a person crazy. This was not the first time he had had this thought. Somewhere in the mechanical structure that was now Prime, the computer noted that this thought was becoming more frequent.

Prime
Age: 112
Archetype: Protector
Reflexes 1D,
Coordination 1D, marksmanship 5D
Physique 1D,
Presence 5D, command 8D, persuasion 6D, willpower 8D
Knowledge 7D (Great Insight), languages 8D, security 8D, tech 8D
Perception 5D, investigation 7D, know-how 7D, search 6D
Advantages: Efficient Ka (R3), Patron (R3) The Atlantean Sorcerers, Secret Hideout (Small Island, high-tech), Support Staff (army, elite)
Disadvantages: Hindrance (R4)(no physical body, all, physical skills at zero), Quirk (R3) paranoid schizophrenic, Reduce Attribute (R2) Reflexes, Reduce Attribute (R2) Physique, Reduce Attribute (R2) Coordination
Powers: Detect (Chimerans) 3, Longevity, Ranged Power attack mental Blast 5 (Sweep attack), Confusion 3, Cosmic Awareness 6, Empathy 3, ESP 5, Language Comprehension 4, Mind Control 5, Mind reading 5, Mind Shield 3, Telepathy 10
Move: 0 **Strength Damage**: 0. **Fate Points**: 2.
Character Points: 10, **Ka Points**: 18, **Body Points**: 25
Equipment: none
Power Level: 5 (300 pts)
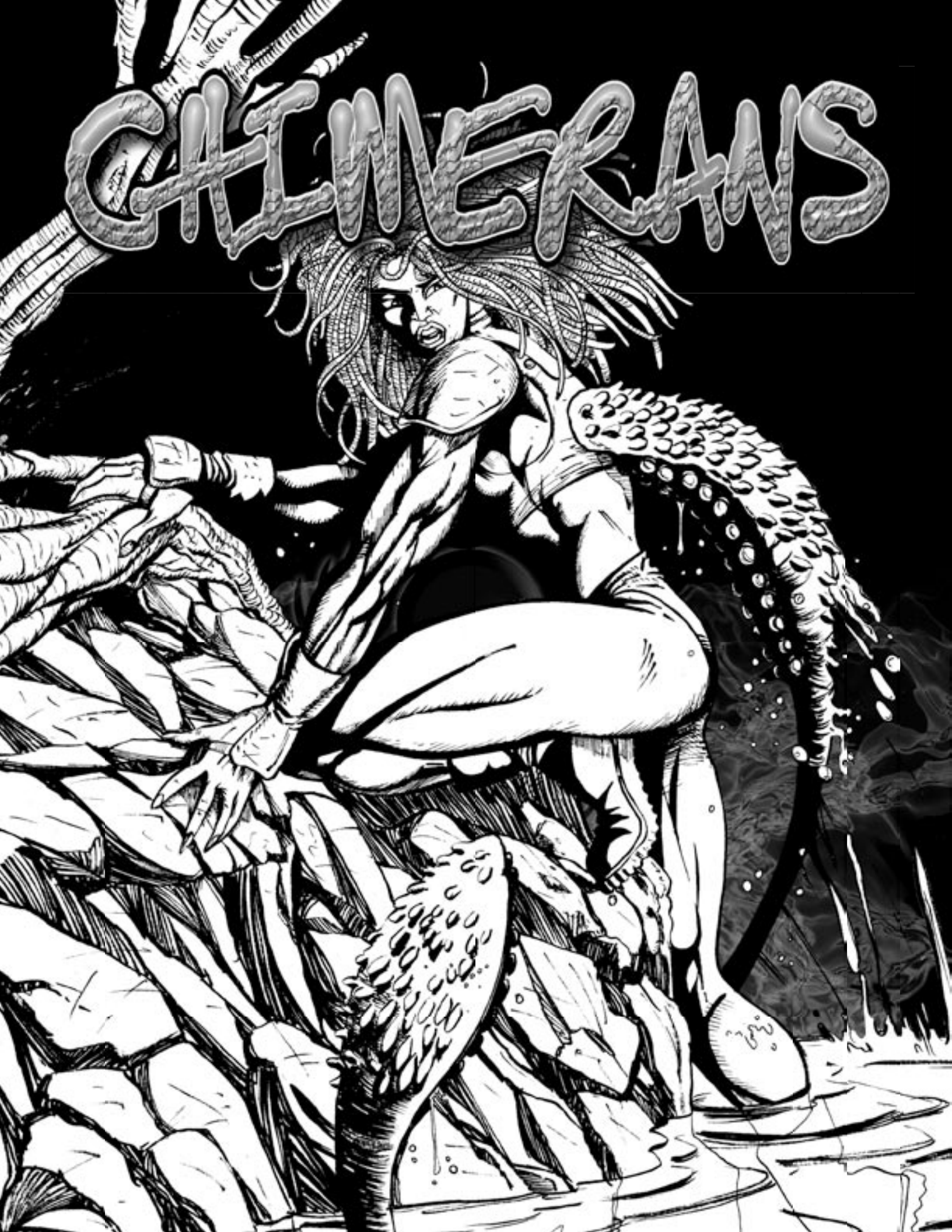
The two men in lab coats muttered as they huddled around the strange device, fresh in from the field. Kantz risked a glance back over his shoulder at the men watching through the room's plate glass window – beside the final member of the research team, there were two strangers. One, in a black coat marked with lightning bolt insignia, was an SS officer for sure. The young blonde woman beside him was presumably one of his assistants.

The lab microphone popped into life, startling him back to his senses, as Sieffers flipped a small metal toggle switch on the table and spoke aloud in German: "Doctor Sieffers, twelve November, nineteen forty-one. Colditz Detention Area, Research Facility Three. Assisted by Doctor Richmond and Lieutenant Kantz. Appropriate observation personnel are present." He broke off for a moment, running his fingers over the object, then continued.

"Object is approximately two point five meters tall, point seven five meters in depth. The front face has two doors approximately one point three seven meters in width. Although the object is at room temperature, glass panels on the door are frosted with what appears to be ice. Lieutenant Kantz has found a mechanism which he believes will open the doors." He switched the microphone off and nodded to Kantz, who stepped forward.

Even with all the technical training he had received in his service to the Third Reich, Kantz could not begin to formulate a guess at the composition of the box, much less its purpose. The SS was convinced the box contained a new toxin, possibly similar to mustard gas, which the British were trying to deliver to their troops. Kantz was not so sure. Field photographs showed this box, and another like it, sitting in a crater at least three meters deep with a diameter of almost thirty meters. Both boxes appeared to have been undamaged by the impact. No aircraft dropped these, he was certain.

He stepped to the box, slowly sliding back the small covering mounted just above the doors to reveal the button below, encircled by letters no one could decipher, perhaps (if the SS theory was correct) some new British code. Kantz nodded to Sieffers, who toggled the microphone on again and spoke: "Lieutenant Kantz has accessed the switch, labeled SW-1 on the technical documents. I will leave the microphone on for the remainder of the procedure."

Kantz snuck another glance at the SS officer, wiping sweat from his forehead. He had been specifically ordered not to wear contaminant protection as he opened the device. The SS wanted to see what it would do. Kantz secretly hoped the button wouldn't work, or that it neutralized whatever was within. Or at least that whatever leaked out would get the SS officer as well.

Kantz held his breath as he pressed the button, jumping away from the box as the doors opened a centimeter or so, sliding straight out, not on hinges as he had guessed. A thick mist poured from within, spilling onto the floor. His heart raced as he unconsciously backed away, but a pounding on the window shook him out of his panic. The SS officer glared, pointing at the device, insisting he approach, his hand lingering on his sidearm. Kantz snuck a glance at the blonde assistant, as frightened as he, yet determined to retain her composure. He gathered strength from her resolve, gave her a smile, and turned back to the device, intentionally blocking the view of the SS officer as he did so.

The mist, now roiling along the floor like a fog, still poured out of the device's door. Within, a thin layer of what appeared to be dirt or saw dust covered the floor of the box. Kantz reached towards it and touched the door, which slid open another 40 centimeters or so. Instantly, the mist thickened around his hand, and a denser fog began to pour out, Sieffers relaying everything he saw directly to the microphone.

"…is gathering somewhat around Lieutenant Kantz's hand, but is also forming a think layer on the floor. Movement, such as shuffling my feet, does not appear to disturb the fog. Lieutenant Kantz is now going to probe the dust-like material in the box."

Kantz looked up as if to say "I am?" Sieffers only gave an apologetic shrug, and nodded his head slightly toward the window to indicate the officer's presence.

Reluctantly, Kantz pulled his sleeve up and reached towards the dust. Instantly, the mist began to coalesce within the box, and through the dim lighting Kantz watched in horror as his hand began to dissolve. His scream died with a strangled choke, however, as he realized with a start that he felt no pain. It seemed that this should hurt. He turned to relate this to Sieffers, but found he could not speak. The fog had swept down his throat. He backed away in horror, but stumbled and fell to the ground as his legs vanished from beneath him, watching helplessly as the fog rose to fill the room, watching until his vision dimmed, his eyes dissolving.

Somehow, through all the confusion, he could still hear, as Sieffers tried desperately to relay what was happening, until his voice broke off and he slumped to the floor. With a whistle, the speakers in the chamber came on, and he heard the confusion in the observation booth, the SS Officer demanding to know what was happening, his assistant screaming, stumbling in her attempt to escape the sealed booth. And then even that was gone, and Kantz felt the last of himself dissolve. Kantz ended… and something began.

Four Months Later

"…the fog receded, and there were two piles of clothing, where Kantz and Sieffers had been. And inside the box was a pile of dust, and beneath the dust, a human form," Geistmann concluded. He gestured beside him. "The rest, of course, you know."

"The Fuehrer sends his personal congratulations and commendation," said General Cloust, offering his hand to the new Colonel. "You have given us our most successful test subject, surpassing his nearest competitors in all physical and intellectual criteria by a minimum of twenty-five percent." Geistmann smiled at the praise. His prodigy, dug from beneath the dust in that strange box in Colditz, was truly superior. He laughed aloud, considering the time and resources the British must have used to create such a perfect specimen of humanity, only to have it turned against them.

Beside him, Aryan Superior smiled as well, though for different reasons. The billions of microscopic Chimeran spores had found human DNA remarkably simple to emulate and replicate. From that point, using telepathy to determine what was expected, and then manifesting physical abilities just in excess of the expectations, was a simple matter. Yes, so long as these men did not discover that Aryan Superior was holding back, this could be a very prosperous form, for a long while to come.

The Chimeran Hegemony

The Chimeran Hegemony is a Ka-using race, somewhat like the Elohim – but this is where most similarities end. Their home world of Thule has two stars that give off an enormous amount of Ka energy, and the large amounts of Ka energy coupled with their malleable genetic nature – they are something like a mold or fungus in their unaltered form – has made the Hegemony a formidable force in the galaxy. All Chimerans have some sort of Ka ability, which they use to advance their species. They couple this with what they regard as the one reliable resource they possess: their bodies

The Chimerans use very few mechanical or electronic devices, reflecting their biological preferences, instead engineering a member of their race to perform the task. For example, the Chimerans live in a constant telepathic link with one another – a link forged by millions of Drones, whose sole purpose is to act as telepathic relays. Other Chimeran drones are bred to fill the roles of star cruiser components, weapons, and even power storage devices. When emerging from a Chimeran hatchery, all Chimerans are immediately assigned a purpose.

There are no aimless citizens in the Chimeran Hegemony, all being driven members of one powerful being – the Echidian, their master and progenitor. All Chimerans can trace their ancestry back to this immense primordial being. The Chimeran manifesto is very simple, as far as the Echidian is concerned. The goal of the Echidian is to constantly expand the Hegemony by conquering worlds and stripping them bare of any and all resources. The inhabitants of these worlds are taken to "processing" planets where their genetic material is distilled down to base materials to be used by the Echidian to create more Chimerans, who fall into three different sub-species:

The Brood Mothers:

A Chimeran whose task it is to propagate the species, the Brood Mothers are simply large, telepathic birthing machines. Brood Mothers' bodies are bloated sacks, immobile and sprawling over an area equivalent to several square blocks. The Echidian inseminates them with a huge amount of genetic material, with which they create hundreds of eggs a day. As far as anyone is aware, none of these made it to Earth.

Elites:

These Chimeras are the taskmasters of the Hegemony. The Brood mothers' guardians and capable Ka users, they are bred to be the Hegemony's army generals. Unlike most Chimerans, they are very self-aware and can act independently of the hive mind. Only the Elites are given the privilege of true independent thought.

Soldiers/Drones:

The workhorses of the Hegemony. These Chimerans assume roles to fill any need that the Echidian may have need for – many are not even recognizable as "sentient" beings, instead acting as a sort of living machine. The Drones are somewhat self-aware, and can act independently of the hive mind if needed, but will generally die if not given at least some supervision at all times.

Chimerans have arrived at least twice in Earth history: when the Chimeran Elite prisoners crashed with the Elohim, and when a Chimeran advanced command pod crashed on Earth in 1918 with its cargo of Drones.

Role-playing Chimerans

The Chimerans' malleable genetic nature allows them to react and adapt to their environment. No two Chimerans will ever look alike, and may have any physical appearance or Ka abilities. Chimerans leaving birthing pods immersed in an aquatic environment might adapt by becoming amphibious, while in a volcanic environment they might adapt by having heat resistance and fire manipulation Powers. Once the adaptation has taken effect, a Chimeran is essentially set in that form for life. Elites can modify their appearance and function by creating a self-made cocoon pod in the environment they want to adapt to, but this is time consuming and does not allow as great a change as their initial birthing does.

The Chimeran Elites marooned with the Elohim have made the best of their situation on Earth, some choosing to live solitary lives, using humans and other life forms as food. Knowing of the Elohim Godsend Agenda, the Chimerans have

used it to their own benefit, going on to become known as the monsters of myth and legend, such as Dragons, Rakshasas, and Fomor.

Chimerans that arrived on Earth during the 20th Century were still in their birthing pods when they crashed, and thus have a clean slate. These beings have no memory of the Hegemony and know nothing of the Echidian or its purpose. The three known Elites among them were raised by three different government organizations that colored their views of the world. These Elites also have no idea that other Chimerans exist on the planet – or, for that matter, what a Chimeran is. They initially reacted on instinct, to adapt to the desires of those around them.

In addition to the three Elites, a man named Malcolm Rhand found a troop Drone pod in the New Mexico desert. These Chimerans think they are the creation of Malcolm Rhand and serve him out of loyalty. They follow the commands of Rhand without question and serve as his secret army, waiting for him to reveal their purpose. Some of these have escaped the thrall of Rhand and made their own way in the world. Some have become heroes, while others have used their abilities to further their own agendas, a reflection on the humans that they are around and from which they took their forms – although the Chimerans Rhand obtained were Drones, they are exhibiting the distinct ability to think freely.

Monsters We Are… – Chimeran Free Will

Chimerans are creatures with destruction hardwired into their soul. Derived from their master, the Echidian, the Chimerans are a race built to serve, all tied into one great hive mind. They don't hate, love, feel remorse, or anything else, for that matter. They do what is necessary to fulfill the needs of their master and progenitor. However, the Chimerans who fell to Earth are slightly different from their space-bound brothers. Without the telepathic enthrallment of the Echidian crushing any independent thought, the Chimerans have become free-willed. Chimerans on Earth have to think on their own. Making their way on a hostile world, outnumbered by the enemy, has made the Chimeran survivors very capable and very independent survivors.

The original Chimerans initially had a huge problem with the concept of independent thought, but most of the survivors were fully sentient and free-willed Elites who adapted quickly, even using their enemies' colonization doctrines to assimilate into their new home. Being capable of many wondrous feats, the Chimerans terrorized or ruled over ancient humans in remote parts of the world, crude and brutish when dealing with humanity, often demanding human sacrifice. Some found this new life intoxicating and forgot about the Echidian and his single-minded need to consume. Others longed for his psychic enslavement and schemed and prepared for his eventual coming. Those that survived these early debacles are very cunning, or at least very dangerous.

The Chimerans stored in stasis that crashed in Siberia thousands of years later never knew the embrace of the Echidian's yoke around their necks. The only masters they knew were the humans that poked and prodded them during experiments, their view of the world colored by the governmental ideologies they were raised in. These Chimerans have no idea what they are or what they are fully capable of – they have completely embraced the human race as their own, and they act and react as humans.

The third group of Chimerans on Earth – the Drones that fell to Earth in

New Mexico – have a mode of thinking that is similar in a lot of ways to the Siberian Elites, except they have their own "Echidian," in the form of Malcolm Rhand. This group has one single driving purpose – they believe that Rhand is their creator, and they exist only to serve him, having no reason to believe otherwise. The Chimerans under Rhand's sway love him like a father and are loyal to a fault. However, while they may have a deeper agenda and bond, they are not mindless slaves, and are generally free to act as they will on a day-to-day basis.

It is also possible to play some other Chimeran who has somehow gotten cut off from the hive mind, possibly by some quirk of genetics when "hatched" from their pod – like those on the Ka-weakened Earth. Their mind would develop independently of the Chimeran control factor. Such a character should only be played with careful thought – if they are ever linked back to the hive mind, they are likely to be loyal to the Chimerans and dangerous to other characters.

Why haven't the Chimerans grown a ship and gotten off the planet?

They have. Both the Chimerans and Elohim have tried to get off Earth and find their way home, but where do you start looking for home in an infinite galaxy when you have no reference points from which to navigate?

Around 600 B.C. a small colony of South African Chimerans left for the stars after being ousted from their rule of the indigenous population by Atlanteans. Three hundred Chimerans gathered aboard a metamorphosed Elite and headed into deep space. The Chimerans made it as far as Mars before a terrible accident aboard the ship marooned them on the red planet. The Chimerans lost their only Elite in the crash (the ship itself) and soon died out. Remnants of their colonies, mostly large stone buildings, are all that's left of them.

In 1541, a powerful Chimeran Elite opened a warp gate to the moon of Ganymede and left with 100 Chimerans and several hundred Empusa. The colony has not been heard from since. Many speculate the great Stardust war of 1892, when space faring aliens invaded Earth, was really an attack by this lost Chimeran colony.

Chimeran Character Package

Chimerans come in many forms, with a myriad array of powers and abilities that help benefit and define their characters. But Chimeran characters have a tough time, in spite of their abilities – the race has the stigma of being unholy monsters bent on mankinds, or any other races', destruction. The list below is not mandatory, but will help in the character creation process. Points per rank will in some cases be altered, to reflect that Chimerans have a higher proclivity for certain Advantages, Disadvantages, and Powers.

Personality

Chimerans are a hive mind race controlled by the primordial being Echidian. When the exiles crashed on Earth, they were forced to think on their own. Finding this difficult and frustrating, the Chimerans share the same personality quirks of the race they mimic, the humans.

Physical Description

The Chimerans are unique to the GODSEND Agenda universe. Once hatched from the birthing pods Chimerans take on a range of appearances.

Examples of traditional Chimeran names: Gog, Magog, Azbuga, Abeko, Kazdeja, Ouzza, Zevebe

Archetypes

Depending on their function within the group Chimerans have a wide variety of archetypes. Most that crashed to earth were either the warrior or protector archetype.

Power Levels

Power level 3 and above.
Chimerans have the potential to be extremely powerful.

Advantages

Hard to Kill
(Chimerans pay one creation point less for this for this advantage. The character must purchase at least rank two of this ability when purchasing)
Just like the classic creatures of monster movies, Chimerans can take a licking and keep on ticking.

Metamorphosis
(Chimeran-Only, no point cost. All Chimerans have this.)
Chimeran physiology allows them to adapt and change to better suit their environment, making them a dangerous and extremely versatile foe. The Chimeran cocoons herself in a substance made from a thick layer of molted skin cells and gelatinous fat deposits, then goes into a coma-like sleep. In this state, the Chimeran is completely vulnerable to attack. While in the cocoon, the character can alter the make up of her Powers and physical Attributes (Reflexes and Physique) by shuffling any of her character's points around that are already "locked" into these abilities, or may discard Powers and purchase new ones. Skills may not be changed in this manner.
For instance, say the character has 30 points of Powers in Energy Blast 4 (12 points), Flight 6 (12 points), and Telepathy 4 (4 points), the player can take

those points and reconfigure them into Poison Secretion 4 (16 points), Stretching 2 (10 points), and Sonar 2 (4 points).
The change takes place over a period of months equal to the character's Ka (the more powerful the character, the longer it takes). When the change is complete, the Chimeran rips free of the cocoon, her body altered and able to channel Ka in a different form. The character may now also have a different appearance, if the player chooses. Some Advantages and Flaws may not be appropriate to change, and final judgment is left to the GM. The GM may also decide that the change alters some existing Advantages and Flaws, at his discretion.

Disadvantages

Strange Appearance
(All Chimerans except Elites must take at least 1 rank of this Flaw. The character gets double the points for this flaw.)
Chimerans can never fully control or hide their alien ancestry. However, Strange Appearance doesn't always mean the character is horrific – many beings with Strange Appearance simply look different from the human norm. (In an ancient campaign, they may even look like some slightly abnormal member of another species.) As usual, the more ranks, the more extreme the Flaw. Three ranks of Strange Appearance can mean a hulking behemoth with open sores that drip molten fire, or a blue-skinned nymph with butterfly wings.

Quirk (R1-3) Angry
(Very common disadvantage. The character gets double the points for this flaw.)
Chimerans not under the telepathic thrall of an Elite must think for themselves., and many suffer from stress because they are not used to being a free-willed race – this Flaw reflects that problem. Sometimes not having the yoke of the Echidian around her neck is a blessing; other times it's a curse.

Powers

Reduced Power Costs - Certain Powers seem tailor-made for the Chimeran concept. At the GM's discretion, these Powers have a discount point per rank cost listed below:

Mimicry
(6 points per rank)
Chimerans are naturals at mimicking other species.

Shapeshift
(2 points per rank)
The Chimeran cellular makeup allows them to alter their physical appearance with relative ease.

Telepathy
(1 point per Rank, Chimerans only)
All Chimerans share a minor telepathic link with one another, always hearing a constant buzz in their heads. Elites generally have stronger Telepathy, used to guide Drones in their duties. The power is limited, in that it is only usable with other Chimerans. If the player wishes to have a normal version of this power as well, they must purchase it at the normal price.

Empusa

Chimerans can literally breed with anything that can reproduce, animal or plant. When they do, the Chimeran DNA grafts onto and mutates the other DNA, creating a cancer-like growth on the "mate" subject, effectively mimicking gestation. The organism usually gestates in a period normal to the host's reproductive cycle. In humans, the growth usually attaches itself to the stomach lining or uterus and grows for 9 months, at which time it rips itself from its protective pouch. It may kill its host, using it as a food source by eating it from
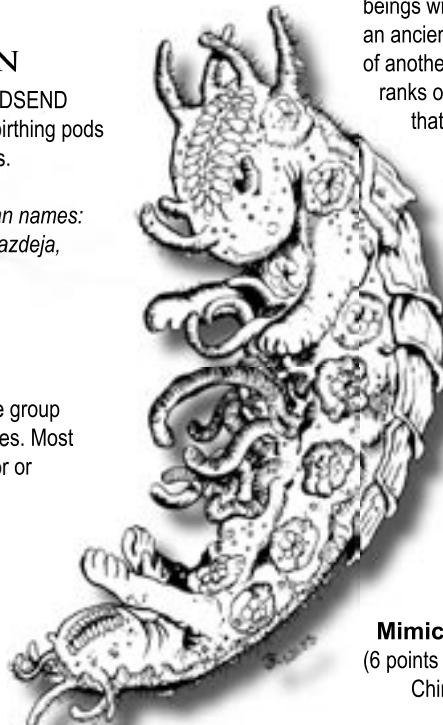
Sample Chimeran: Tiamat

Age ?
Archetype: Outsider
Chimeran Elite
Reflexes 3D, brawl 5D, dodge 5D, flying 4D
Coordination 3D, marksmanship 4D
Physique 10D (Thunder Clap), jumping 11D
Presence 4D, command 5D, intimidation 5D
Knowledge 4D, forgery 6D, languages 5D, scholar 5D
Perception 3D, gambling 4D, hide 4D, investigation 5D, search 5D
Advantages: Extra Body Points (R3), Hard to Kill (R3), Size (R4), Metamorphosis
Disadvantages: Quirk (R3) angry, Strange Appearance (R3) large black dragon
Powers: Natural Weaponry 4, Extra Limbs 5 (wings and tail), Flight 4, Shape Shifting 4, Range Power Attack (acid) 5, Darkness Projection 4
Move: 10. **Strength Damage**: 10D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 97
Equipment: none
Power Level: 4 (190 pts)

Tiamat was one of the original groups of Chimeran Elite marooned on Earth with the Elohim. During the time when the Elohim were assuming the roles of gods, Tiamat used the Agenda for her own ends, carving out an empire in the Middle East. Although ancient Babylonian legends state that she died, Tiamat quietly lives on, wreaking havoc on humans that annoy her. She is cunning, ruthless, and vicious.

way to get the new genetic material they need. Empusa may buy the Vampirism power at 2 points per rank, instead of the normal 5 points per rank, in compensation for the required Genetically Unstable Flaw.

New Power

Blood Mimicry (Empusa Only)
Duration: Activated
Range: Point Blank
Base Damage Value: n/a
Managing Skill: none
Cost: 5 Per Rank

The Empusa may extract special abilities or even Powers from the blood they imbibed. Empusa who have processed the blood – or, at the GM's option, some other special fluid or material – of a host may mimic her Powers or Advantages for hours equal to their Blood Mimicry Power rank. The stolen Power or Advantage rank is less than or equal to the Empusa's Blood Mimicry Power rank, but the ranks may be split between different stolen Powers, with the total combined ranks equaling this Power's rank. The Empusa may not mimic Skills – only Powers and (logical) Advantages. In order to use this Power, the Empusa must draw sufficient blood or material from her victim – that is, Body Points equal to the ranks of Powers she wants to steal. The Empusa has access only to ranks equal to the amount of blood drawn out of the victim.

Example: The Empusa known as Calus has Blood Mimicry 6, but only manages to get 4 Body Points of blood from a victim. Calus can only use her Mimicry power at rank 4. If the victim had 8 ranks in a Power, Calus could only use 4 ranks of that Power, or 6 (her rank in Blood Mimicry) even if she did 8 Body Points of damage.

within ררר–but living birth doesn't always kill the host, and with a cursory amount of medical attention the host will survive.

Whatever the origin, an Empusa is the result. Half-Chimeran, half-whatever.

Empusa embryos are very malleable. They can be easily manipulated to create virtually any desired effect, if a being with the basic knowledge of their makeup is present. The fetus can be altered to be taller, aquatic, or any thousands of variations. All Empusa have at least one rank of Strange Appearance and at least one rank of Short Life Span. Most Empusa are sterile, but some Empusa can breed. Their traits breed very weakly, however, and second- and third-generation have almost none of its Chimeran ancestors' physical or Ka-related traits. Past this stage, the creature is pretty much a normal member of its non-Chimeran ancestor species, with only a few genetic quirks.

Empusa-Only New Flaw

Genetically Unstable
(No points. All Empusa have this Flaw.)

Empusa, regardless of their non-Chimeran heritage, are genetically unstable. They cannot produce certain materials naturally, and have a constant need for genetic material, usually in the form of blood. To subsidize their diets, Empusa usually evolve the vampiric quality of blood sucking to replenish their body's dwindling stores of genetic material and other nutrients.

Empusa Powers

Reduced Cost Powers

Vampirism
(2 Points per Rank)

Most Empusa have some sort of need for blood, since it is the easiest

Be Fruitful and Multiply!

Can two Chimerans reproduce? Yes... and no.

Brood Mothers (which are not found on Earth) are inseminated by the Echidian with enough genetic material to fertilizer her for the rest of her life, which is usually only two to three years. During that time the Brood Mother is a living manufacturing plant; Drones constantly feed her, shoveling organic matter into one side and tending to the eggs, numbering 80 to 100 per clutch, being spat out the other side every two days. These eggs may hatch into either Elites, Brood Mothers, or Drones.

Without a Brood Mother around, Chimeran Elites (or one Elite and one Drone) have the ability to breed with one another create a Drone, with an even chance that either one will carry the pregnancy. Drone offspring created in this manner, however, are unable to breed. In either case, the gestation period is approximately six months, and the Chimeran becomes a fully functional member of the Hegemony a month after birth, provided it is not defective (lacking the mind link) or in some other way cut off.

Chimeran Drones cannot breed with other Drones; they can, however, breed with another creature to create an Empusa.

Timeline and history for the Chimeran Hegemony
As compiled by Aether, Chimeran historian

Primordium Prodigium 0

The Thule system, birthplace of the Chimerans, catches a nearby rogue star. Both stars orbit one another creating a binary system. Over a period of several years, primitive life evolves on Cocytus, the 5th planet in the system, after being washed in excessive Ka radiation. The simple life forms of the planet interweave into a multi-celled organism with a single conscience, calling itself the Echidian. The Echidian, having consumed all life on its planet, goes dormant awaiting more food.

P.P. 100

An Elohim expeditionary ship experiences multiple system malfunctions and crashes on Cocytus. Every crewmember except the Seraphim commander dies in the crash. While searching the planet, the Elohim encounters the Echidian and is quickly eaten, his genetic material and consciousness consumed by Echidian

and made its own. Quickly learning the fundamentals of Ka use. the Echidian uses some of its own genetic material to give birth to a small telepathically-linked brood of what it calls Chimerans. Drawing upon the Elohim tactics it now knows of, the Echidian builds an expeditionary force of its own to conquer the two other worlds in the Thule system which possess life. Meeting stiff opposition over a period of years from the more advanced civilizations, the Echidian creates a new class of Chimeran called the Elites (or Magog). It quickly consumes and distills this new genetic material, creating even more need for planets to be consumed.

P.P. 150

The Echidian creates an order and hierarchy within his domination, to allow more systematic consumption. He calls his empire the Chimeran Hegemony and expands his reign to other systems.

P.P. 531-541

The Hegemony encounters the Elohim Empire, and war erupts between the two. The war ends with a devastating attack against the Chimeran home world of Cocytus., the Echidian injured as it loses much of its Ka ability. As the Chimeran Hegemony quietly moves its empire head to a new system, deeper coreward, a Chimeran Elite from an outer colony (cut off from the Echidian's telepathic control) begins to evolve independent thought. Infecting his cadre of Chimeran fighter Drones with his theories on independent thought, they fight their way off-world, defending themselves against those who oppose them. The Elite patterns himself after the "Scourge of Cocytus," Attis the Light-bringer. Convincing a Chimeran frigate to flee with him, the Elite, calling himself Aether, makes it his mission to liberate other Chimerans from the thrall of the Echidian.

P.P. 545

The Echidian sends a spy named Phorcys into the Elohim Empire's sphere of influence, who learns of the "Light-bringer" and his growing popularity. Phorcys relates to the Hegemony that this Light-bringer will try and over throw El and his powerful empire. The Echidian responds by birthing Brood Mothers to gear up for another Chimeran invasion into Elohim space. Most of the Drones are kept dormant and hidden on worlds bordering Elohim space.

P.P. 550

The Echidian decides that Cocytus and the Thule system are not viable seats of government, being Ka inert. The Hegemony begins an unheard of birthing plan; Brood Mothers create millions of Chimeran Drones to act as pieces of an enormous world-ship.

P.P. 557

With civil war raging in Elohim space, the Echidian activates his dormant Chimeran Drones and begins his attack. Worlds are set upon by the Hegemony and stripped of every living thing. Entire systems are left barren heaps of inert rock, while the Echidian devotes worlds to housing legions of Brood Mothers pumping out soldier Drones. Aether and his now massive crew of free-thinking Chimerans encounter the Echidian's powerful

telepathic presence, and mutiny occurs as Chimeran Drones fall under the sway of their former master. Aether and a few of his still-loyal Elites fight off the lesser-willed Drones, but during this battle, they are intercepted by an Elohim War frigate and taken prisoner.

P.P. 570

The Elohim Empire, bolstered by the Light-bringer's rebel forces, change the tide of the war, pushing toward the planet Araboth. The combined Elohim counter-assault and a lack of genetic resources to fuel its nihilistic campaign halt the Echidian's aggression. The Chimeran Hegemony tries to hold its position, but is pushed back beyond pre-Elohim borders. The war ends in stalemate as an Elohim prison ship, containing Aether and his loyal band of followers, heads into deep space. It is intercepted by a large, fully manned Chimeran frigate and boarded. Both ships are thrown through time/space to Earth.

4,000 B.C.

Crashing on a Ka-rich planet, the Chimeran at first band together, but a lack of direction splinters them into many different groups. It takes centuries for them to regain order.

3,000 B.C.

Chimerans found Bab edh-Dhra and Numeira (better known

as Sodom and Gomorrah), which soon become a crossroads of culture. The human populace is treated well… by Chimeran standards. As long as the Chimerans are placated with offerings (mostly animal, sometimes human) the humans are left alone. Two factions exist: the free-willed Chimerans (led by Aether), and those who wish to pave the way for an invasion.

1,898 B.C.

Angelos and Chimeran forces fight the Battle of Gomorrah. The battle ends when Gab'Riel uses low-yield atomic weapons to decimate the city. The survivors scatter.

10 B.C.

Aether, running for his life, hides near the Sea of Galilee and begins a metamorphosis.

434 A.D.

Saint George battles and slays Tiamat's legendary Chimeran consort, Kingu, an Elite with the body of a large winged serpent.

600 A.D.

In South America, Chimeran efforts to escape the planet earth lead their Nazcan subjects to carve immense navigational lines on the Earth.

1200 A.D.

Chimerans usurp power and massacre the ruling Atlanteans of South America. The Chimerans rule from then on until the arrival of the Europeans, led by Angelos, who will assure an end to the Chimerans' brutal and bloody rule… replacing it with their own.

1455 A.D.

An Elite takes the form of a dead Wallachian prince, Vlad, son of Dracul. He rules the small country well, but an Angelos-led army soon topples his regime, and he flees. Vlad appears again 400 years later, finally to be killed by an Orichalcum-wielding Atlantean going by the name of Quincy Morris.

1590

English settlers stumble across a group of Native Americans under the thrall of a Chimeran Elite named Croatoan. Most of the settlers are killed by the Chimeran and his minions, before wandering Atlanteans save them.

1908

The command section of the Chimeran frigate is spat from a wormhole over Tunguska, Siberia. Inside, Russians find three beings in stasis pods. They open one and a confused Chimeran walks out and takes human form. The Russians name their find Adam and promptly go to work studying him. Adam soon manifests many different superhuman abilities and powers, and becomes a symbol used by Lenin and Stalin. Given the name the Red Hammer, he plays a large role in the Russian purge. During the Second World War, he is a symbol of hope and a tool of defense for Russia.

1941

The German army captures a Russian scientific installation in the occupied city of Kiev. Finding the remaining Siberian stasis pods, the Nazis take them back to a German research facility in the small town of Colditz. Their research leads to the release of a German "superman" – tall, blonde-haired, blue-eyes, and in perfect physical shape. The Germans train the Chimeran to use his powers for the German war Machine, giving him the code-name Aryan Superior. Failure in breeding experiments with the

Chimeran lead to an attempt to graft Aryan Superior's DNA onto human hosts. The American U.S.E.R. program, frustrated by the fact that all "Black Gene" manifestations are being whisked away by an unknown group, kicks into high gear after U.S. spies catch wind of the German "superman."

1945

The Allied army approaches Berlin from all sides. During the fighting, Aryan Superior and the Red Hammer meet for the first time. Aryan Superior is barely victorious, leaving five square miles of Berlin destroyed and the body of the Red Hammer broken. Aryan Superior escapes with several high-ranking officers to Argentina. The Americans capture the facility at Colditz and the last of the Chimerans stasis pods is shipped off to America. A few months later, American Eagle emerges.

1947

In Roswell, New Mexico, the troop-carrier pods of the Chimeran frigate emerge from the wormhole and crash-land. A wealthy industrialist named Malcolm Rhand finds the alien craft. He and his followers strip the ship of all one hundred stasis pods and much of the (formerly living) technology. The U.S.

Government arrives much later to find the alien craft gutted, and what remains of the alien technology is taken to research.

1961

A giant Chimeran attacks the city of Tokyo. Two thousand die and another five thousand are injured before a combined Japanese and American defense force drives the creature back into the sea.

Chimerans Throughout the Ages

There are many eras of particular use for Chimerans when running a Godsend Agenda game. An adventurous Game Master may decide that he wants something a little different from the Godsend Agenda default setting. Here are a few examples.

The Distant Past

This age of play features the Chimerans before their arrival on Earth, a difficult time to portray without a little work. Most likely those involved are free-willed groups of Chimerans who were cut off from the Echidian when the Elohim stifled the flow of Ka in the Thule System. Many died because they had no one to tell them what to do, but others picked up quickly the concept of being free, and left for parts unknown or traveled the known galaxy to find other free-willed Chimerans.

The player-characters can be part of such a crew (such as Aether's crew, described later), wandering space and helping aliens in need. Just imagine a game of space-opera proportions, where the characters have the ability to use Ka! However, Angelos are on the look out, as are Chimerans still loyal to the Hegemony. Luckily, since Chimerans can look like anything, it's very hard for their true nature to be known. Coupled with the fact that the Elohim Empire is huge and is composed of over a hundred types of aliens, a Chimeran can hide anywhere.

PreHistory (circa 4000 B.C. – 3000 B.C.)

The first Chimerans to be stranded on ancient Earth (100 Elites and well over 1000 Drones, though most of these did not survive the crash) were castaways in more than one sense. Not only were they stranded light years from home, but the Chimerans also found themselves suddenly cut off from their hivemind. Unlike the Angelos and Elohim, who were accustomed to thinking independently, most Chimerans were not acquainted with this much freedom.

Some few adjusted quickly, and scattered around the globe, hiding from their former captors and attempting to establish themselves. For many, though, it took several thousand years to learn how to think again. As a result of this rather bestial, primitive existence, many primitive monster/god religions sprang up all over the globe, the Chimerans' changeable nature allowing them to take on many forms, often drawing inspiration from other planets the Echidian had conquered in the past. Some of the ancient Chimerans became completely animalistic, losing any higher reasoning power. Even in this early period, however, they were not necessarily all evil monsters. Chimerans really aren't inherently evil, and cut off from the hive mind, and making decisions on their own, many actively chose to serve mankind in useful ways. For example, some served as beast-men totems (Bigfoot, anyone?) helping primitive man in North America. Others gathered strength, and waited…

Early Biblical Times (circa 3000 B.C. – 1500 B.C.)

The turning point for the Chimerans came some time in the Bronze Age, when the wise Chimeran Elite known as Aether finally gathered enough of a contingent together to found a society of Chimerans in the Middle East near the Dead Sea, in cities that would come to be known as Bab edh-Dhra (Sodom) and Numeira (Gomorrah). The cities became a center where Earthbound Chimerans could go as a safe haven from all the hostile threats surrounding them. Chimerans who found it difficult to assimilate were excommunicated from the city and the most difficult were put down like animals.

Aether, originally the captain of the renegade Chimeran frigate, was an incredibly enlightened member of his race who sought peaceable coexistence with humanity. He taught his philosophies of peace and non-aggression, and for a few centuries the city prospered, with a population of approximately 20 percent Chimerans, 60 percent humans, and the rest their Chimeran-human offspring,

the Empusa. The Empusa ruled as priestesses over the humans, with a stern but guiding hand.

Aether occasionally left the comforts of the city to learn about humanity and their beliefs. During one of these excursions, a Chimeran Elite named Dagon took Aether's place as leader. Dagon's flawed interpretation of Aether's law brought him to the conclusion that the prosperity of Sodom and Gomorrah could only increase if others from other lands were brought into the fold. He set out on a campaign to assimilate the other surrounding cultures into his hegemony. Thousands of slaves were brought back, and like the Echidian itself, consumed by Dagon. When the Empusa priestesses, horrified by the atrocities, escaped to Africa, Dagon simply bred new Empusa from the slave population. Those Chimerans who followed the teachings of Aether either left the city or were killed in the night by Dagon's new priesthood. Soon the two cities degenerated into lawless strongholds held together by Dagon and the few Chimerans loyal to him.

The Angelos captured and interrogated a few of the fleeing Empusa. Learning what had occurred gave the Angelos the impetus to mount a full-scale campaign against the city-states. Many battles took place, but the cities could never be taken, as the Chimerans were too entrenched. After evacuating the few spies they had in the city, the Angelos used low-yield nuclear weapons on the cities and burned them to ash. Those Chimerans remaining alive scattered about the globe, degenerating into near-Chaos.

Late Biblical Times (circa 1500 B.C. – 1 B.C.)

Pursued by Angelos, Elohim and, in some cases, one another, the Chimerans took some time to reorganize. Seeing that the Angelos were busily establishing a monotheistic religion using a version of the Godsend Agenda, the Chimerans decided to emulate this to some degree, infusing themselves into various mythologies, and once again acting as demons, beasts and creatures of legendary power. As before, the Chimerans were not always in direct opposition to humanity. Quite the contrary – in some cases, they served humanity better than it could serve itself. In the Middle East, Arabian legends of Djinni stemmed from the Chimeran need to be of service, but just as in those tales, terrible things happened when the master became careless. In Northern Europe among barbarian tribes, some became great heroes of their adopted "people," defending humanity against attacks by other Chimeran "monsters." For some of these, the winged lizards of the long-forgotten world of Drakon were a favorite in Europe (a few to this day inhabiting deep-sea lairs or expansive underground cave networks), as were far stranger creatures lurking in the dark forests of Eastern Europe, and the jungles of Africa.

Amidst all this expansion, the once-powerful Aether, running for his life, hid near the Sea of Galilee and began a metamorphosis…

The Dark Ages (1 A.D. - 1000 A.D.)

After the dawn of the Christian era, the Chimerans, moreso than ever before, found themselves treated as outcasts and monsters. Various flavors of monotheism spread, and the Chimerans were gradually forced deeper into the shadows. But with the fall of Rome in 455 A.D., and the spread of barbarism across Europe, the Chimerans were able to regain some semblance of power in the Old World. Many Chimerans made Europe their home during this time period – the most famous being Baba Yaga and Grindahl – calling themselves ghouls and vampires, boggarts and sidhe. Some, such as the Chimeran calling himself Cuchulainn, would even battle other Chimerans such as the Fomor, embracing humanity as worthy of protection. They and other human warriors beat back the darkness further and further, and many Chimerans lost ground and standing. Even amongst the Arab people, their legends quickly vanished after 622 A.D. with the spread of Islam. Many of the remaining Chimerans were hunted down and slaughtered as plagues ravished the land.

Some persecuted few began to head West, some early on establishing themselves as bestial rulers of the primitive peoples of South America (such as the Nazca people). But with the crumbling of Atlantis around 1500 B.C., many Atlanteans had fled to Central and Southern America, and established peaceful colonies there. These few, early Chimeran colonists found themselves trumped and driven out by the more organized Atlanteans early on. Others chose to bide their time and gather their strength…

The New World (1000 A.D. - 1750 A.D.)

The Atlantean efforts would come crashing down when more organized Chimerans, in search of a land to finally call their own, swept into the area after the dawn of the millennium and ravished the land. These Chimerans had learned their lessons, and like the Elohim, they would use the Godsend Agenda to stay alive. Their version of the Agenda used an amalgam of Chimeran thinking and Elohim colonization doctrines to set themselves up as gods among the Mayans and the Incas, which allowed them to use their human subjects as their Drones. The natives gathered human or animal sacrifices to appease or bribe their god with food and comforts, and in return the "gods" performed favors for them and provided protection, often driven by their genetic need to serve. Both Mayans and Incas gave up bloody offerings to their gods and both were ruled harshly.

This period of bloody rule came to an end when Angelos-assisted contingents from Europe crossed the seas to colonize this new land. Cortes and Pizarro wiped out what remained of these civilizations in the early 1500s, and the Chimerans were again pushed back into the jungles and forests, becoming once more monsters and vampires, both in the Old World and the new.

The Modern Era

The standard setting for Godsend Agenda has the world populated with perhaps a hundred surviving Chimeran Elites, a few thousand Empusa, and a few hundred Chimeran soldier Drones,⬜
predecessors on Earth. A group of such individuals can be very dedicated to each other, very much serving under the delusion that they were created by Malcolm Rhand, or serving a national cause as a Super hero, or acting the part of a legendary creature. Three different possibilities for such game settings follow, but a countless number of possibilities exist.

Chimerans Plot Hooks

- The characters are all on the run from Malcolm Rhand – renegades hunted by their Chimeran "brothers." The characters arrive in a small Midwestern ⬜
  and roam the night. Actually, a U.S.E.R. scientist is working on a way to reanimate the dead to use as soldiers, creating the zombies.
  ⬜   The small lab overlooks the town's cemetery, cloaked from view.
- The characters are all members of Malcolm Rhand's small Chimeran organization. A group of superhuman villains calling themselves DjinnX have attacked and taken over a secret United Nations prison located in the glacial waste of Antarctica. The prison holds super villains and research facilities working on unlocking the secret to Power manifestation. The prison is built a mile below the earth and consists of a series of inter⬜
  data the UN may have on superhuman research. What the characters don't know is that the Elohim known as Ran (see the Elohim section) is on the scene, taking advantage of the situation and "punishing the guilty."
- The characters are captured by a big game hunter named "Orion" and taken to a remote island off the coast of Alaska. They are then all shackled wi⬜
  player character. He doesn't actually kill them, but they shouldn't know that – instead he tests each one to the maximum of their capabilities. Either U.S⬜
  Chimerans to study in a controlled environment… and having their very own team is the perfect way to do it.

Aether

Aether smiled as his team leader stoically walked in to the room. He thought the young blue-skinned man was working out well. When Brynhild had been killed, he had wondered if Blue was up to the task of leading the team. Aether was glad he trusted his instincts. He still had learning to do, but Aether was concerned with results, and the young Chimeran had certainly produced more results than most had thought possible.

Wordlessly, Blue handed Aether a holo-disc. Each team member wore a miniature holo-scanner which was used to record input, downloaded upon return to the base and combined for a total 360 degree, true-to-life recording of the mission. Aether told them he wanted to archive every mission for training purposes and historic preservation. But Aether also needed the data to help understand the world at large. He had ventured away from Haven rarely since its founding, and the scans helped him see just how much the world had changed over the decades.

Aether slipped the disc into its slot and watched as the room around him faded…

… to the warehouse district from which his team had just returned. Night had already fallen. The team consisted of Blue, Talon (another young Chimeran with a personality fiery enough to match her red skin and fire breathing abilities), and the husband and wife team of Coutl and Nadeera. The two made an interesting team; an ancient Chimeran once worshiped as a god, and the beautiful Atlantean who had made it her mission to disrupt the Godsend Agenda.

Blue crouched several blocks from a warehouse, his multipurpose goggles zoomed in on the target doorway. The team had received reports that a Chimeran calling himself Major Carnage was recruiting others to assist in a plot to sell nuclear weapons. They'd been here for five days, seeing nothing. But just fifteen minutes earlier Talon, scouting from above, had reported seeing two Elite Chimerans, dressed in paramilitary uniforms, slip into this building. Now they had no way out – Blue covered this entrance, with Coutl positioned to the northwest, Nadeera and her Sunbow to the northeast.

Talon circled impatiently. She was tired of waiting, and wanted to go in right away, to take out anyone they might find and see firsthand what was going on in the building. It was only through Coutl's calm counsel that they were able to keep her out of the building. Blue had been ready to send her back to Haven immediately, but Coutl seemed to have no end of patience.

Just then, Talon called from above. Blue saw the uniformed Chimeran emerge from the old-style phone booth beside the warehouse just as Talon radioed. Even if he'd had his eyes closed, the guy would have been hard to miss – he had to turn sideways to get out of the booth due to his girth, but even in this light, Blue could tell it was muscle, not fat. Once he was out of the booth and standing up, he must have been over 9 feet tall.

Realizing that this much activity probably indicated something happening soon, Blue launched into action. He radioed a quick, "I got him, cover me" to his team and sprinted toward the behemoth. Blue could run faster than a military jet could fly, but he didn't want to alert anyone inside the warehouse, so he was careful though to keep his speed below the sound barrier as he rushed the giant at super speed. It took only an instant to reach him. Quicker than most people could think, he unleashed a carefully designed attack, striking at pressure points with blinding speed. A blow to the giant's solar plexus to knock the wind out of him, a strike to the eyes to blind him, then, moving behind, a blow to the base of the skull, a punch to the kidneys, and finally a strike on both sides of the head, boxing the giant's ears with enough force to rupture his eardrums. Disoriented and in pain, the giant collapsed. Elapsed time – 1.3 seconds.

Before the big guy had even hit the ground, Talon radioed once again: "Behind you, boss." Blue turned to see a dozen Chimerans

flooding out the door of the warehouse. Most were unknowns, but he recognized Cutter immediately. They had been friends when they were younger, before Blue came to believe in Aether's message. Cutter had always seen Aether as a fool, and now saw Blue as a fool following a fool.

Even for Blue's quickened senses, the next few seconds were a blur. Talon dove, spouting a stream of flame to divide Cutter's forces. Darkness fled as Nadeera sent volleys of sunlit arrows into the fray, those striking their targets causing involuntary muscle relaxation, and collapse. Coutl followed her, wrapping himself in a sheath of rocks and charging into the battle, riding a tidal wave of churning earth.

But Blue had Cutter to deal with. The Chimeran snarled and charged, sprouting blades and spikes over his entire body. Blue knew from experience that the real danger, however, was what he couldn't see. Cutter projected thin, razor-sharp filaments from his forearms and, using a series of choreographed maneuvers, spun them wildly in the air around his body as Blue twisted, back-flipped, and cartwheeled out of harm's way. Mere super speed wouldn't have been enough – it was his assistance as a youth that had helped Cutter develop his technique.

Between dodges of Cutter's razor wire Blue watched Nadeera down another trooper as Coutl, facing two opponents, wrapped one in a net of stone and caused the ground to fracture beneath the other. Above, he caught a glimpse of Talon engaging in aerial combat with another flier. One of the ground troops seemed to be causing turbulence, but as it was interfering with the enemy flier as much as it was with Talon, he ignored that target and focused on his more immediate problem. An earlier fight had taught Blue the folly of trying to attack his blade- and spike-covered foe. The best he could hope for was to keep Cutter occupied, and allow reckless attacks thin the opposition. Luckily for him, teamwork stepped in – distracted by his rage for Blue, Cutter failed to notice as Coutl moved in behind, and Cutter was quickly wrapped in stone and unable to move. The rest of the troops fell quickly…

Aether stopped the playback. He knew the rest from an earlier briefing. The team infiltrated the underground plant, thoroughly searching for more of Major Carnage's men and assessing the facility's function. No one else was found. The area, however, was far from empty. Rows of laboratories surrounded precision machining equipment, but a sweep with Geiger counters revealed nothing, and the key materials, enriched uranium and high-grade aluminum, were nowhere to be found. Based on these findings, Aether suspected the Chimerans in the base were probably preparing the facility for initiation of operations. Luckily, now that could not happen.

"How do you assess the mission?" Aether slipped into a chair while indicating Blue should do the same. Blue took his seat, rubbing his sore muscles before answering.

"We disrupted the facility. So, mission complete. But…"

Blue stood again and began pacing while offering his assessment. "I chastised Talon for being too eager to engage in combat. Then I turned around and did it myself. I know better, but we had waited so long, I was ready to do something."

Aether leaned back in his chair. "You had your entire team with eyes on for too long. Its difficult to stay alert for more than four to six hours of inactivity."

"I thought – well, I guess I didn't think. When we got on site I was hoping for a quick resolution. I should have set shifts. Keeps the fatigue down and allows the team members to check their mental state."

"Good. What else?"

"As I said, I engaged early." Blue shook his head. "The guy just seemed so big. I didn't want to have to take him on in unknown territory."

"Did you realize his uniform was different than the others?"

Blue knitted his eyebrows. "What do you mean? His uniform was identical."

Aether turned, pulling up images of each of Carnage's men from the holo-disc.

"Cutter's men had Ka-receptive fabric that allowed the uniform

to conform to different shapes," he said. "The giant's uniform seems to have been made too small. Also, see how the buttons on these uniforms were rounded on the corners, but the giant's buttons were perfectly square." In this context, Blue spotted the differences. He shook his head, amazed at Aether's ability to spot the details at full speed from the scans.

"Likely from different forces," said Aether, turning off the display. "The giant wasn't with them. But don't fret. The mission was a success. Though there were some areas where I think you can benefit from additional training."

"Such as?" asked Blue.

Aether smiled. "Run this data through our computers and see if you can come up with an affiliation. We may have an unknown enemy out there, or perhaps another ally."

"And what will this teach me, personally?" asked Blue, sitting at the console.

"Patience, my boy," said Aether. "Patience."

Aether's Haven

Across the trackless miles of sea between the Shetland Isles and Norway lies the island of Haven, where a small community of several thousand souls make their lives between the stormy waves and the cloud-strewn skies. Bleak and barren, Haven seems an inappropriate name for this desolate isle, yet despite the hardships faced by its inhabitants, the promise of sanctuary really does exist there.

Haven's recorded history is long, dating back to times when it belonged to the Kingdom of Norway in the early fifteenth century (then known as Bifrost Island). In those days, the isle was home to only a handful of people, mostly fishermen and half a dozen monks. The ruins of the tiny chapel that they built still stand today, perched on the cliff top overlooking the harbor.

The harbor itself forms the focal point of the community, surrounded by narrow streets and whitewashed houses, and it is always busy with the comings and goings of boats and the cries of gulls and fishermen. Haven is also popular with workers from the nearby oil platforms in the North Sea, and most weekends the island is home to many groups of employees, who come ashore for a well-earned rest. To the outside world, Haven is quite ordinary, unremarkable – but beneath this mundane exterior it is something quite different.

Haven is a shelter for Chimerans, and nearly a hundred co-exist peacefully with the human inhabitants of the island, hidden from casual observers and visitors. They live in McBride's Folly, one of the largest and grandest buildings on the island, named after the eccentric seventeenth century nobleman who sought to build himself a home on Haven. After his money ran out, and he left in shame and bankruptcy, with the townsfolk's blessing, it became home to the Chimerans who had taken refuge there.

This state of affairs has a history almost as long as the island itself, and has so far benefited both groups well, but the origin of this alliance is shrouded in mystery. Common belief tells of how, some 500 years ago, the island community was suffering the effects of some unknown malady, probably brought by a passing trading ship, and the outlook for Haven seemed bleak. There had been many deaths, and it seemed as if the island would soon become a tomb. Until one freezing winter day, a stranger named Aether arrived. Aether tended to the sick and dying, and it seemed as if an angel had walked amongst the people of Haven, for almost immediately, the disease lost its deadly grip. He proved himself further later that year, when a mighty storm raged across the island, wrecking houses and sinking boats. In the face of the wind's fury, Aether calmed the gale, risking himself to protect the people he had adopted as his own.

When asked by the grateful survivors how they could honor and thank him, Aether only asked that he, and others of his kind, be allowed to live amongst them in peace. The people of Haven were not fools. They had seen something of Aether's true nature; his power, his strangeness – but they felt no fear. Where intolerance could have so easily ruled their hearts, the townsfolk embraced Aether, and his brethren who came later. To this day, the Chimerans and the inhabitants of Haven live in peace.

Aether, Chimeran Visionary and Historian:

Aether is an exceedingly old Elite – indeed, he was one of the first Chimerans to walk upon Earth. He is extremely powerful – able to summon winds, storms, snows, and a ka-enhanced healing rain. But Aether's greatest power is his ability to comprehend the potential in all things. When he first set foot on Earth with his fellow prisoners, he saw what it could become, and the place that his Chimeran comrades might take upon this virgin planet. In those early days, he saw the vision of the future that he works towards to this very day: a world where Chimerans and humans might live together, bolstered by each other's strengths. Aether wants this future to be won not by a war of force, but by a victory of philosophy; he has thus far been very patient with both his Chimerans and their human brethren. Aether judges no one, for he prefers to see the potential they possess and gently nudges them to live up to it. Aether records history obsessively, believing that finding patterns in the past can unlock the shape of the future.
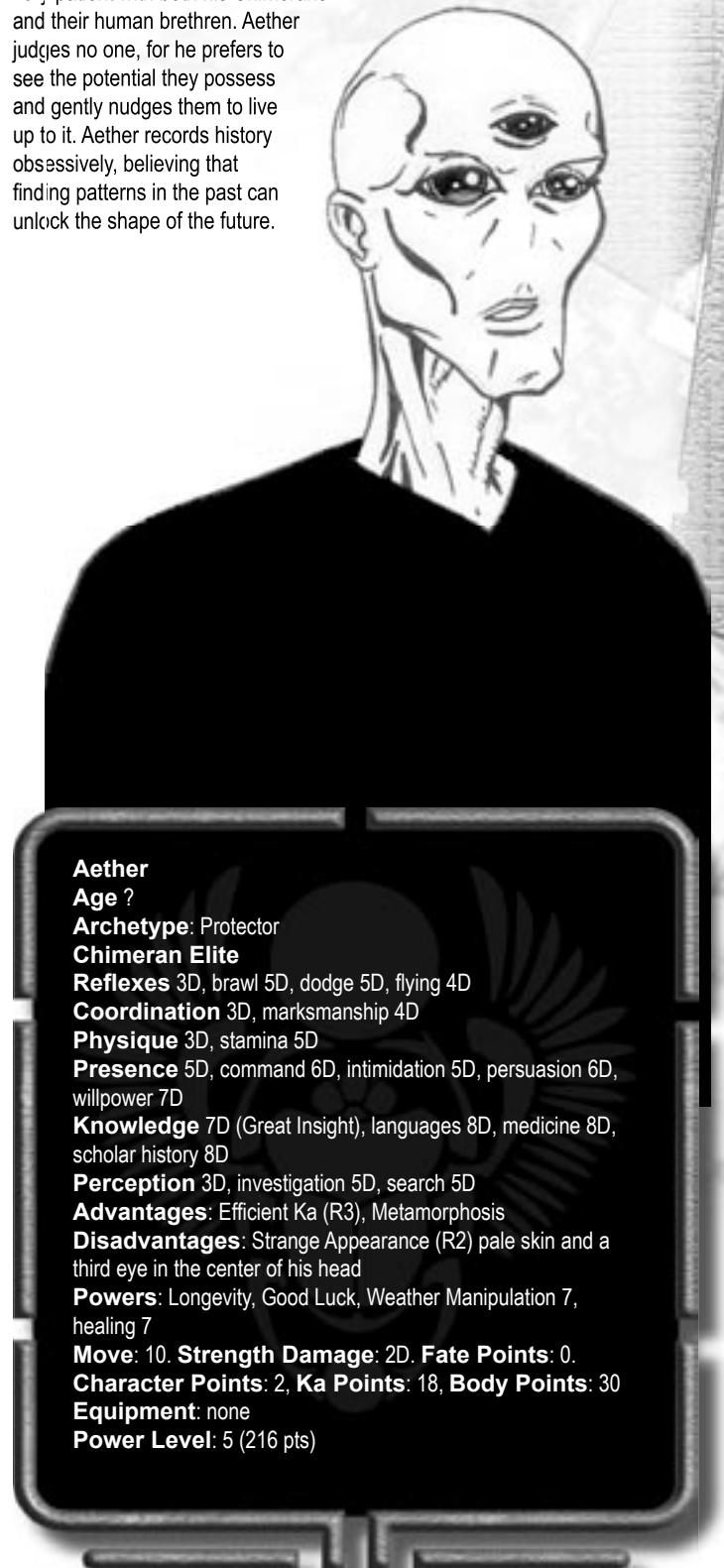
Aether
Age ?
Archetype: Protector
Chimeran Elite
Reflexes 3D, brawl 5D, dodge 5D, flying 4D
Coordination 3D, marksmanship 4D
Physique 3D, stamina 5D
Presence 5D, command 6D, intimidation 5D, persuasion 6D, willpower 7D
Knowledge 7D (Great Insight), languages 8D, medicine 8D, scholar history 8D
Perception 3D, investigation 5D, search 5D
Advantages: Efficient Ka (R3), Metamorphosis
Disadvantages: Strange Appearance (R2) pale skin and a third eye in the center of his head
Powers: Longevity, Good Luck, Weather Manipulation 7, healing 7
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 18, **Body Points**: 30
Equipment: none
Power Level: 5 (216 pts)

Blue, Team Leader and Optimist:

Blue is a young Chimeran who was born on Earth. He loves the planet dearly, fascinated by the diversity of Earth life and the richness of human culture. Blue possesses incredible speed, agility, and reflexes, and would dearly love to race across the Earth, staying in whatever human communities he might find on his travels. Despite Blue's impatience, Aether's dream for the Chimeran people demands that Blue stay on Haven and serve as the leader of his Chimeran taskforce. Though Blue does not know it, he is Aether's son; like Aether he prefers to see the good in people, and keeps hope in his heart even when things seem dire. His skin is a rich blue, and his Chimeran metabolism causes him to sweat excess water constantly.

Blue
Age 22
Archetype: Adventurer
Chimeran warrior drone
Reflexes 7D (dervish Defense), dodge 8D
Coordination 3D, marksmanship 4D
Physique 3D, running 5D
Presence 3D, command 5D, intimidation 4D, persuasion 4D, willpower 4D
Knowledge 3D, languages 4D, medicine 4D, scholar history 4D
Perception 3D, investigation 4D, search 4D
Advantages: Metamorphosis
Disadvantages: Devotion (R3) to Aethers ideas Strange Appearance (R2) blue skin
Powers: Super Speed 7
Move: 140. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 30
Equipment: none
Power Level: 3 (144 pts)

Talon, Warrior and Hothead:

Talon was young when the Chimerans came to Earth, but she still remembers her people's fall from the stars, and resents the current situation that Earth's Chimerans find themselves in. She resents Earth and humanity, and sees no future living amongst humans as anything other than a conqueror, her scaled red skin and wings forever marking her as different. Yet Talon does not possess the ambition or tactical skill to see such a plan through, and so she stays on Haven, living amidst her own kind while chafing at such confinement. It was on Haven that she met Blue. At first his exuberance and hopefulness annoyed her, and during hard times they still do. But since their first meeting, she has come to find herself envious of his lust for life and his ability to accept others. Blue finds joy in all things, while Talon can only find joy vicariously through Blue. Too proud to say this, Talon watches him from afar, and in her heart, affection for him grows. When Talon's impulses get the better of her (which is q   ere anything to happen to Blue, Talon would surely re-embrace her warrior nature and turn her back on Aether's dream forever.
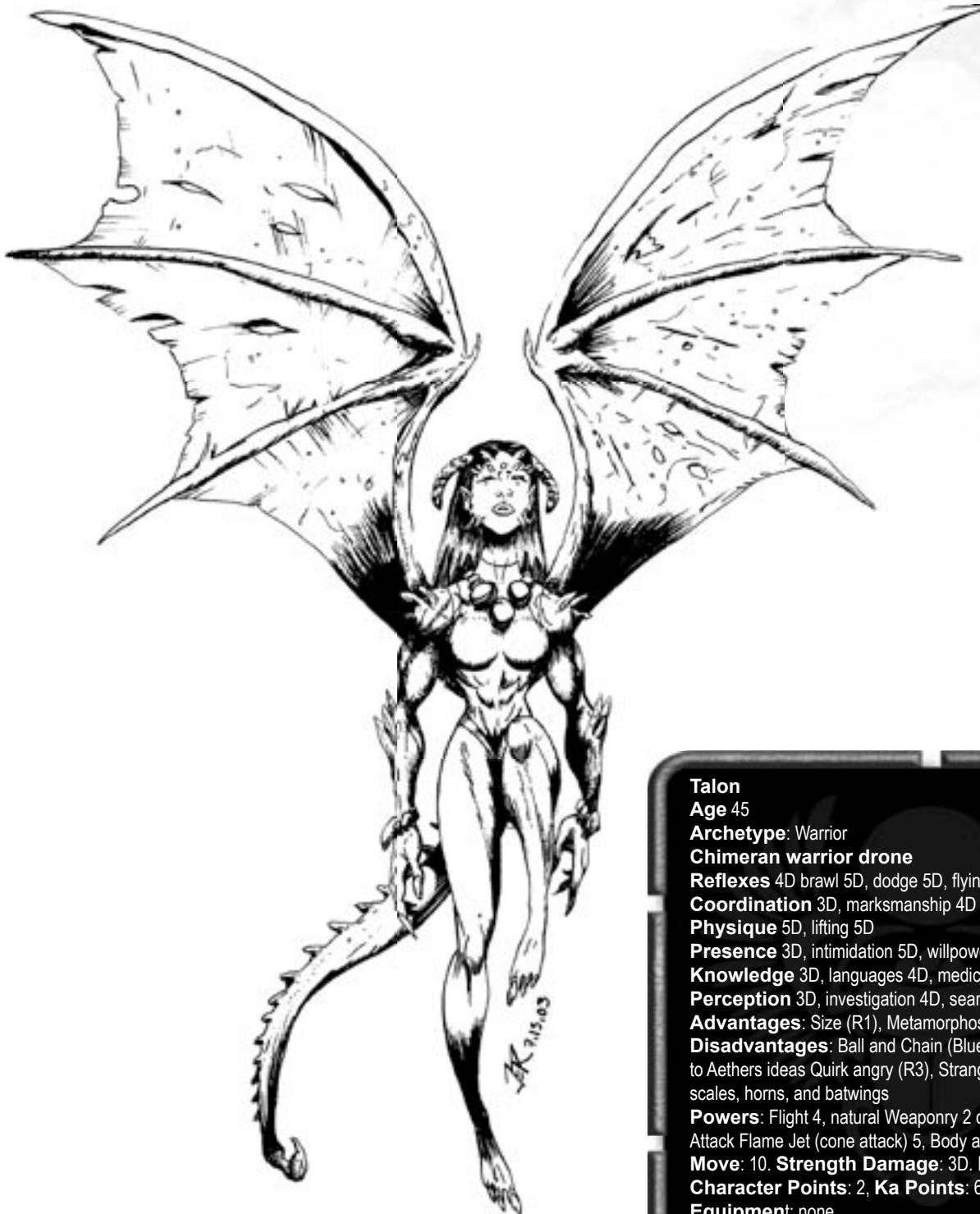
Talon
Age 45
Archetype: Warrior
Chimeran warrior drone
Reflexes 4D brawl 5D, dodge 5D, flying 5D
Coordination 3D, marksmanship 4D
Physique 5D, lifting 5D
Presence 3D, intimidation 5D, willpower 4D
Knowledge 3D, languages 4D, medicine 4D
Perception 3D, investigation 4D, search 4D
Advantages: Size (R1), Metamorphosis
Disadvantages: Ball and Chain (Blue) (R2), Devotion (R1) to Aethers ideas Quirk angry (R3), Strange Appearance (R2) red scales, horns, and batwings
Powers: Flight 4, natural Weaponry 2 claws, Ranged Power Attack Flame Jet (cone attack) 5, Body armor 3
Move: 10. **Strength Damage**: 3D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 41
Equipment: none
Power Level: 3 (145 pts)

Nadeera Sunbow, Atlantean Warrior-Mystic:

Nadeera grew up an Atlantean noble. Desiring glory and mystic might, she became a scout and traveled the world looking for arcane mysteries and fighting the foes of Atlantis. The ancestral weapon of her family, the sunbow, was entrusted to her, and a promising marriage was arranged between her and a prince of her people, the great Sorcerer-Prince Coutl; fortuitous, as Nadeera had already taken Coutl as a lover. For a time, Nadeera was forced into the field to deal with a new threat to Atlantis and Earth: the menace of the Chimerans. When these skirmishes were over, she went in search of her fiancée. She found instead a Chimeran using his name. This new Coutl seemed to be sworn to peace, and would not rise against her. He would only say that her lover had gone away, and that he had made a promise to protect those things that the first Coutl had held dear. At first she withdrew; for months she observed him from afar with her eyes and her sorcery, watching him aid the sick, at peace with the animals of the rain forest. She recognized in him the noble attributes of her first love, as well as an inner peace that was new and intriguing. Their courtship was long and strange, but in the end Nadeera married this new being who took her old love's honored name. She knows that the final fate of her Sorcerer-Prince is known by Coutl, but the memory pains him, and so she does not pry. Should the truth of Leviathan's past surface, Nadeera's reaction might shatter their union.

Nadeera
Age 1,283
Archetype: Protector
Atlantean Noble
Reflexes 3D brawl 4D, dodge 4D, melee combat 5D, sneak 5D
Coordination 8D (Accuracy), Missile Weapon 9D (specialization Sun Bow +3D)
Physique 3D, stamina 5D
Presence 3D, command 5D, intimidation 4D, persuasion 4D, willpower 4D
Knowledge 3D, gadgetry 4D, languages 5D, medicine 4D, security 4D
Perception 3D, investigation 4D, search 4D
Advantages: Good looks (R3)
Disadvantages: Ball and Chain (Coutl) (R2), Devotion 2 to Aethers ideas, Enemy Typhon (power level 5 , one man, uncommon),
Powers: Longevity
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 18, **Body Points**: 27
Equipment: Orichalcum Sun Bow (Orichalcum level 2, Toughness 3D, +2D to missile weapon skill, Obvious) (14 pts)
4 Flash Arrows (Toughness 1D, Damage 1D, Flash Attack 3D, One use) (1 pt per arrow)
4 Fire Arrows (Toughness 1D, Damage 1D, Flame Jet 4D area affect 3, One use) (1 pt per arrow)
4 Tangle Vine Arrows (Toughness 1D, Damage 1D, Entangle 3D, One use) (1 pt per arrow)
8 Titan Slayer Arrow (Toughness 1D, Damage 5D, Armor Piercing, One use) (1 pt per arrow)
Power Level: 2 (107 pts), 141 pts with equipment

Coutl, Veteran Soldier and Voice of Wisdom:

Coutl is one of the Chimeran Elite who came to Earth with Aether. In those days he was known as Leviathan, and he found himself at odds with Aether's plans for the Chimeran people. Initially h⬚

into a new form to assimilate the genetic material of Earth's fauna, pillaging Earth's genetic stock for any advantage he could find. Eventually, he traveled across the sea using the assimilated form of a whale, and found himself in South America, where he absorbed the jaguar, the piranha, the arrow poison frog, the anaconda – all life in the rain forests became ⬚ .

Coutl – the true Coutl, was an A⬚

for many years, becoming to them a holy figure. In order to protect his people, he joined Leviathan in battle. Thunder shook the earth, and the rain forest was seared by ka-power and magic. The two ⬚

exertions, and he entered a coma.

When he awoke, it was if he had been born again. The Chimeran parts of his soul were tempered by Atlantean wisdom. He suddenly knew love, mercy, and sacrifice. All his prior actions reflecte⬚

strength. Ashamed by the being he was, he took upon him the name of the better man that he had consumed. The new Coutl ruled from the shadows of the great Aztec pyramids before finally retreating to the Andes to meditate. His reflection was disturbed by the arrival of Nadeera Sunbow, an Atlantean who was the lover of the original Coutl. Though suspicious and hesitant at first, Nadeera eventually felt at ease around her lover's 'heir'. The Chimeran never told her the whole truth, saying that her Atlantean love had gone away, leaving behind his wisdom and his people for him to watch. It was here that Aether found them, and brought them to Haven to work towards a future that might allow Coutl to die with a clear conscience.

Coutl
Age 6,500
Archetype: Icon
Chimeran Elite
Reflexes 3D brawl 4D, dodge 4D, melee combat 5D
Coordination 3D, throwing 4D
Physique 3D, stamina 5D
Presence 3D, command 5D, intimidation 4D, persuasion 4D, willpower 4D
Knowledge 3D, languages 3D, medicine 4D, security 4D
Perception 3D, investigation 4D, search 4D
Advantages: Metamorphosis
Disadvantages: Ball and Chain (Nadeera) (R2), Devotion 2 to Aethers ideas, Strange Appearance (R2) scaled reptilian man; terrible Secret (R3) killed the original Coutl
Powers: Longevity, Earth Manipulation 4, Ka Manipulation 5, Weather Manipulation 3
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 18, **Body Points**: 31
Equipment: none
Power Level: 4 (185 pts)

Caspian, Repentant Powerhouse and Loner:

Caspian is another Earth-born Chimeran whose heritage came upon him violently while he was a youth living in Ohio. His new powers randomly drained water from the bodies of people around him, and he left a trail of desiccated husks behind him as he fled across America. Frustrated by his predicament, Caspian began to steal from those his power affected. USER began to hound him, and so Caspian fled until he found himself at the sea for the first time. Here he found his true nature and the heart of his power – the power and fury of the sea. Through the oceans and seas that his soul was tied to, Caspian sensed others like him. At his command, the seas took him there in a mile-high waterspout. Arriving upon Haven, Aether took him in and taught him to focus his soul and master his Chimeran powers. Aether's teachings and meditation techniques make Caspian seem slow to anger, calm, and levelheaded; in truth, Caspian's troubled past lurks just beneath the surface. Worried that if he loses his focus he will again endanger his teammates, he stays away from the group, rather than allow himself to become emotional and lose control. Next to Aether and Coutl, Caspian is the most powerful Chimeran among Haven's populace. Blue is the one member of the team that reaches out to Caspian, and understands his pain. For this, Caspian would do anything for the young leader of Aether's Chimeran forces.

Caspian
Age 18
Archetype: Outsider
Chimeran Warrior drone
Reflexes 3D brawl 4D, dodge 4D, melee combat 5D, sneak 5D
Coordination 3D, marksmanship 4D
Physique 3D, swimming 4D
Presence 3D, intimidation 4D, willpower 4D
Knowledge 3D, security 4D
Perception 3D, investigation 4D, search 4D, streetwise 4D
Advantages: Metamorphosis
Disadvantages: Ball and Chain (R2) Blue, Devotion 3 to Aethers ideas, Hindrance (R2) has a hard time relating to people, Strange Appearance (R1) skin is translucent and bluish green
Powers: Water Manipulation 6 (Uncontrollable), Force Field 4 (can attack through, works on others)
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 18, **Body Points**: 29
Equipment: None
Power Level: 3 (143 pts)

Aryan Superior

Let them hate, so long as they fear.
-- Lucius Accius

"…Your leaders have failed you. Corrupt and foolish, they were not worthy of your trust. In response for their criminal lack of leadership and vision, my associates, my Power Elite, and I have dissolved the former government to build something new, something brighter. Even as we speak, my fellow supporters are taking their places in your towns and cities to usher in this new age. We shoulder this great responsibility with the respect it deserves and gladdened our hearts – for the future beckons, and we greet it eagerly. With my guidance, this great and noble country can again become a power in the world.

I promise peace. I promise prosperity. I promise to make the trains run on time.

A magnificent renaissance is coming, but I cannot walk the path alone. Will you help me? I need you – all of you, to help me bring it into being.

"Do not be afraid, people of Argentina, – the future begins here!"

– Excerpt from 'The First Address' - Aryan Superior, March 4th, 2010

The people of Argentina, on a bright and sunny morning in the spring, woke up to find that their world had changed forever. Television stations had stopped transmitting, their output jammed and replaced by a single, fifteen minute broadcast, repeated every hour. Confused and fearful, they watched in their millions, as a tall pale man with crystal-blue eyes that emanated intelligence and charisma emerged from the static.

Aryan Superior seemed to have passed through the last sixty five years without aging a day. Dressed in a simple but modern suit, he was the very image of health, with the build of an athlete at the peak of perfection. This unassuming spectacle of a man didn't seem to resemble the picture of the bloodthirsty, genocidal monster that historians had painted half a century before. To the strains of Klaus Glorstein's Wagner-inspired 2006 work New Ride of the Valkyries, a face from a forgotten past delivered his message to an unprepared world, and to the people of Argentina, in fluent Spanish.

He told of his self-imposed exile in South America, and his wish for anonymity after the horrors of World War II. He made no excuses for his acts in that conflict, citing the "tremendous pressures" placed upon him by the German High Command. He thanked his countrymen, his "hidden heroes" of Argentina, who had assisted him in the long years since he had arrived. He spoke of his passion for his lost home country, and his sorrow for what he called "the proud heritage denied to the true children of the Fatherland." He casually dismissed reports of his death, and called recent evidence of his involvement in conflict with Hyperion's Guardian group "a paper-thin web of propaganda and lies." Finally, he asked that the Argentinean populace go about their daily business, stressing the importance of economic stability and patience.

As the cameras faded to black, the ghost-like face of the man known to many as the symbol of all that had been evil in wartime Germany smiled a small, secret smile.

Almost immediately, a number of global powers with significant financial and political interests in South America activated deep-cover sleeper agents within Argentinean borders. The re-emergence of the Nazi superman could destabilize the region, bringing war or financial collapse. They immediately sought out a number of rebel generals, disaffected military commanders and political outcasts, offering weapons and support. It was a simple matter for these experts of intrigue to convince the already angry generals that a swift and decisive strike was needed to eliminate this Nazi villain and his so-called Power Elite. And so a week later, a hastily composed force of infantry and armored divisions advanced towards Buenos Aires, the seat of government, intent on removing this upstart newcomer and installing themselves in power – a welcome return, for them, to the old ways.

A small contingent of the Argentinean army, based near the capital city, attempted to stop the incoming attack. Caught up in a wave of nationalist euphoria, they believed that what Aryan Superior offered was worth investigating. They feared a return to the kind of military rule of three decades earlier that the rebels offered. Hoping to stop the resistance army, they met under a flag of truce, hoping that diplomacy could assuage the fears of their insurgent comrades. But with only a moment's hesitation, the rebel Generals ordered their men to fire on their countrymen, killing the soldiers to a man.

Four hours later, Aryan Superior responded.

A terrified foreign news team recorded scenes of utter horror, as the former Nazi "Hero of Berlin" and his men took the field. The world watched as Aryan Superior's promised "future glory" arrived in Argentina to the sound of gunfire. Sixty-five years of near inactivity and hiding had not lessened the prowess of Aryan Superior in combat, and his new masked associates seemed as eager as he to prove themselves in battle. Possessed of unearthly power, they smashed the insurrectionists down in less than two hours. Hundreds of the dead lined the countryside. Ruined tanks were smoking heaps of twisted scrap metal amongst the charnel fields. The final scene broadcast from the unfortunate journalists, before transmission ceased, showed Aryan Superior soaked to his elbows in the blood of his enemies, grimly surveying the carnage.

As protests from governments around the world began to flood in, scattered reports began to filter through – tales of old government headquarters being set alight, stories of strange, black uniformed men taking up positions in local government and the police force. During the next week, a curfew was announced, and people who openly opposed the will of Aryan Superior vanished from their homes overnight. Public demonstrations were made illegal, and those foolhardy enough to break these laws were punished with lethal force. And amidst the confusion, word that the fearful Red Hammer had escaped his bonds and fled the area. Fear now hangs like storm clouds over a country in the grip of nightmare.

Aryan Superior
sometimes called Herr Ubermensch
Age: 70 (apparent 40)
Archetype: Protector
Chimeran Elite
Reflexes 8D (Cat balance) brawl 10D, dodge 9D, melee combat 9D
Coordination 3D, marksmanship 4D
Physique 12D (Enhanced Throwing range, Thunder Clap), Lifting 16D
Presence 5D, intimidation 6D, willpower 6D
Knowledge 3D, security 4D, scholar (Nazi Ideology) 5D
Perception 3D, investigation 4D, search 4D, streetwise 4D
Advantages: Extra Body Points (R3), Good Looks (R1), Hard to Kill (R3) Metamorphosis
Disadvantages: Quirk (R2) angry, Quirk (R3) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Infamy (R3)
Powers: Combat Sense, Longevity, Life Support 2, Flight 5, Super Speed , Telepathy 5(Only usable with other Chimerans), X-ray Vision 10(Cannot see through organic matter)
Move: 60. **Strength Damage**: 12D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 10, **Body Points**: 105
Equipment: None
Power Level: 4 (195 pts)

The Power Elite

After what the newspapers were calling the "Battle of Berlin," wounded Aryan Superior fled the country, along with a select group of the Third Reich's top-level scientists. The party consisted of a number of hand-picked specialists and scientists, among them Doctor Jurgen Kohn, a noted surgeon and psychiatrist who had assisted in the original failed attempt to breed Aryan Superior during the later years of the war. A solid bear of a man, he was renowned for his skill and insight, as well as his capacity for cruelty. Kohn had no qualms about performing the most experimental surgical procedures required of him, which led to his being called "Dr. Frankenstein" by the Allies.

The group headed to South America, settling at last in the remote and inhospitable Grand Chaco region of northern Argentina, just south of the Pilcomayo River. To the west lay vast stretches of parched scrubland, hostile and desolate. Swamps and stretches of trees sprang to new life during the rainy months, when the land became prone to flooding and could quickly become boggy and dangerous to travelers. Not far from this land of wind and thorny scrub, the jungle began. This is where the new base stood, perched in a small range of hills between the vast, unexplored jungle, and the barren plains of the west. The nightmarish location of the Outpost helped to dissuade the curious, and ensured their privacy.

When the refugees from Europe arrived, they were greeted with equal measures of joy and despair. The war had been lost, the Fatherland lay in ruins – but this outpost promised a ray of light for the future. As long as Aryan Superior was alive, so was the dream. Aryan Superior and his group prepared to comb the world for information that might lead to a method of breeding a "perfect" Aryan race. Helping the cause would be the unconscious Red Hammer, whom Aryan Superior had defeated during the Battle of Berlin, and dragged across the world. Aryan Superior had plans for the Hammer…

It was some time in the early fifties, when one of the nazi scientists in hiding, Doctor Jurgen Kohn, approached Aryan Superior with an idea. Earlier attempts to breed had failed because the subjects were not up to the task. Kohn postulated that before Aryan Superior could breed his own children, stronger, fitter mothers must be bred first! A new selective breeding program, codenamed "Phoenix," began. For years, the team of scientists and doctors labored under the scheme. Using knowledge gained from the thorough and painful examination of the captive Red Hammer, the experiment progressed quickly. Combined with newly discovered techniques, the scheme resulted in seven baby girls, all arriving in the winter of 1968. The girls were collectively known as the "Eves."

By this time, there were very few of the original medical team left alive. Old age and a lifetime in hiding had taken its toll of Germany's expatriates. But the Outpost continued to grow. Almost all the day-to-day work of the base was now done underground. Hidden beneath the rocky surface of the hill, it now extended nearly two miles into the earth. Drilling and tunneling work continued, the excavations expanding. Vast, revolutionary illumination strips developed by the technicians gave light to the sunless world. The caverns now housed laboratories, workshops, and even a training ground… everything the Program needed to continue its work.

Slowly but surely, after a thorough screening process, new arrivals began to take their places at the Outpost. This influx of new knowledge, personnel, and expertise changed the whole outlook of the Phoenix Program. After taking biological samples from Aryan Superior, the last steps were taken. The "Eves," now all 18 years old, stepped up ready to do their duty. Their education and conditioning had taught them all about their special place in Aryan Superior's plans for the future. They were proud and ready to be the mothers to a new Aryan race. Artificially inseminated, all seven "Eves" became pregnant at the first attempt. The following nine months were a time of tension and preparation, but the "Eves" showed no signs of rejecting the fetuses, and the first child of Aryan Superior was born on the 11th November 1987. With almost clockwork precision, the other "Eves" all gave birth in the following week.

But what should have been a time of joy and celebration for the Outpost swiftly turned into a disaster. Every single one of the children born by the "Eves" exhibited some form of physical defect or weakness. Albinism, withered limbs, and grotesque disfigurement – none were spared from any of these afflictions, and more besides. They were hardly the perfect Aryan children that the Phoenix Program had worked so hard towards for the last half century. Aryan Superior's instinct was to immediately dispose of these monsters. Only the intervention of the aging Heinrich Alteberg, the last of the original German expatriots, caused him to halt.

Alteberg counseled that the children of the "Eves" should be allowed to live. After all, if more suitable children were to be bred later, surely the scientists could learn more fully from their errors if the evidence still existed. Aryan Superior could not fault the doctor's logic. Indeed, one curiosity of their births needed to be explored more thoroughly. Everyone had expected that all of Aryan Superior's offspring would be female. There had never been any doubt.

Yet here they were, six boys and a single girl.

Aryan Superior looked again at the children through the glass that separated them, feeling tiny, tentative infant whispers in his mind. They were not what he would have hoped for – but they could be useful….

Alteberg, an amateur scholar of Germanic myth and folklore, offered to name them himself, and soon, six of the children had names on the bottom of their cots. Tannhauser and Parsifal. Gurnemanz and Amfortas. Titurel and Lorelei. Characters from Wagner. Figures from legend and myth. Somehow, appropriate. The final child was the greatest disappointment. Before it could be given a name, it passed away silently in the night. Looking down at the still body, Alteberg wondered if this child was the most fortunate of all…

Eighteen years later, the scientists and technicians of the Phoenix Program still search for new methods to successfully breed more Aryan supermen. The children came to know themselves as disappointments – never able to reach the expectations of their father, but desperate to gain his respect. He trained them hard, punished them often, and rebuked them for their failures. Overcoming their physical disabilities became their goal.

Ultimately, Aryan Superior gifted his only living offspring with masks and uniforms. Their physical anomalies were a great shame to him, but their loyalty and fervor were unmatched. He watched with something approaching pride as they dressed in the black outfits – unadorned except for the single black-on-white swastika on the left breast. Handing each of them a black, face-covering mask, Aryan Superior proclaimed the group his "Power Elite." His children – his soldiers – were almost ready. They exhibited a variety of powers, powerful and subtle, and with training, would be excellent allies.

Tannhauser

Cursed with albinism, Tannhauser is pale and thin. Born weak and helpless, his power compensates for his deficiencies – he is a vampire, and lives on the life-force of his victims, feeding on their strength. He does not need to bite the necks of his victims, but he does anyway – Tannhauser knows the value of fear as a potent ally.

Tannhauser
Age: 23
Archetype: Crony
Empusa
Reflexes 4D, brawl 6D, dodge 4D, melee combat 5D
Coordination 3D, marksmanship 4D
Physique 3D, running 5D
Presence 4D, intimidation 6D, willpower 5D
Knowledge 3D, security 4D, scholar (Nazi Ideology) 5D
Perception 3D, investigation 4D, search 4D, streetwise 4D
Advantages: Hard to Kill (R3) Metamorphosis
Disadvantages: Quirk (R1) angry, Quirk (R3) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Strange Appearance (R1) albino, Genetically Unstable
Powers: Vampirism 5 (drains Reflexes, Coordination, and Physique), Blood Mimicry 4
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 10, **Body Points**: 34
Equipment: None
Power Level: 3 (138 pts)

Parsifal

Born blind and disfigured, Parsifal's gifts lie in the realm of the mind.. Always accompanied by an assistant who embodies the physical Aryan ideals, Parsifal uses a telepathic link to "see" through their eyes. This symbiotic relationship rarely lasts; the linking has a degrading effect on the mind of his assistants, inevitably leading to death.

Parsifal
Age: 23
Archetype: Crony
Empusa
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D
Coordination 3D, marksmanship 4D
Physique 2D
Presence 4D, intimidation 6D, willpower 5D
Knowledge 4D, scholar (Nazi Ideology) 5D
Perception 2D, investigation 4D, search 4D, streetwise 4D
Advantages: Metamorphosis
Disadvantages: Quirk (R1) angry, Quirk (R2) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Hindrance (R3) blind, Genetically Unstable
Powers: Ranged Power Attack Mental Blast 6, Mind Control 3, Mind Reading 3, Mind Shield 5, Telepathy 10 (Miscellaneous Flaw: Telepathy power eventually kills anyone linked to Parsifal's mind for prolonged periods)
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 10, **Body Points**: 28
Equipment: None
Power Level: 4 (152 pts)

Gurnemanz

A year after Gurnemanz's birth, the doctors of the Phoenix Program decided to remove his right arm – withered and useless, it was a shameful burden for him to carry. Never a quitter, the youngster put all his time and energy into perfecting the rest of his body. Now Gurnemanz is physically powerful and fast. His squat body is that of a weightlifter, and his powers manifested reflecting his earthy nature. As Aryan Superior explained – "the earth itself recognizes your purity and awaits your orders…"

Gurnnemanz
Age: 23
Archetype: Crony
Empusa
Reflexes 3D, brawl 5D, dodge 4D, melee combat 4D
Coordination 3D, marksmanship 4D
Physique 6D, lifting 8D
Presence 3D, intimidation 4D, willpower 4D
Knowledge 2D, scholar (Nazi Ideology) 3D
Perception 2D, investigation 4D, search 4D, streetwise 4D
Advantages: Metamorphosis, Hard to Kill (R2)
Disadvantages: Quirk (R1) angry, Quirk (R2) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Hindrance (R2) one arm, Genetically Unstable
Powers: Body Armor 3, Earth Manipulation 6
Move: 10 **Strength Damage**: 6D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 10, **Body Points**: 28
Equipment: None
Power Level: 3 (138 pts)

Amfortas

Physically, he is the least disfigured of all his siblings – his disability lies within. Amfortas' immune system is weak, with a constant flow of drugs needed to stop him from succumbing to disease. Still, he is an athletic young man, physically the closest to his father's Aryan ideal. His power lies in his ability to separate body from spirit – the skill of Astral Projection. Amfortas enjoys the times that he leaves his body, as it allows him to forget his sickened state. If he could find a way to permanently leave, he would.

Amfortas
Age: 23
Archetype: Crony
Empusa
Reflexes 3D, brawl 6D, dodge 4D, melee combat 4D (knife fighting +3D)
Coordination 3D, marksmanship 4D
Physique 3D
Presence 4D, charm5D, command 6D, intimidation 6D, willpower 5D
Knowledge 3D, scholar (Nazi Ideology) 4D
Perception 3D, investigation 4D, search 4D, streetwise 4D
Advantages: Metamorphosis, Good Looks (R2)
Disadvantages: Quirk (R1) angry, Quirk (R2) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Achilles heel (R3) must take medicine once per day, Genetically Unstable
Powers: Astral Projection 4, Intangibility 4
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 10, **Body Points**: 28
Equipment: None
Power Level: 3 (120 pts)

Titurel

Though only 23, Titurel looks like a man in his fifties. Some deficiency in his genes has encouraged rapid aging. This condition is accelerated by the use of his powers, a drawback that makes Titurel the most bitter of the group. Building up this bitterness and disgust, he can spew powerful gouts of flaming plasma at his enemies. His father seemed pleased with this ability – he said it "reflects the fiery rage of your purity and belief."

Titurel
Age: 23
Archetype: Crony
Empusa
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D
Coordination 4D, marksmanship 6D
Physique 3D, lifting 4D
Presence 3D, intimidation 4D, willpower 4D
Knowledge 3D, scholar (Nazi Ideology) 4D
Perception 3D, investigation 4D, search 4D, streetwise 4D
Advantages: Metamorphosis, Hard to Kill (R2)
Disadvantages: Quirk (R3) angry, Quirk (R3) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Strange Appearance (R1) looks very old, Genetically Unstable
Powers: Combat Sense, Ranged Power Attack Flame jet 5 (persistent effect, cone attack), Flight 2, Immunity to fire 3
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 10, **Body Points**: 28
Equipment: None
Power Level: 3 (142 pts)

Lorelei

Facially scarred and disfigured, Heinrich Alteberg's name for her feels like a cruel joke. The Lorelei of legend was seductive and desired – men could not resist her. Cursed with her monstrous face, she too wears a mask as part of her normal attire. Weather control is Lorelei's area of expertise. She can bring rain and thunder from the air, riding the gale winds like an elemental brought into life in the storm's heart.

Lorelei
Age: 23
Archetype: Crony
Empusa
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D
Coordination 4D, marksmanship 6D
Physique 3D, lifting 4D
Presence 3D, charm 4D, con 4D, command 5D, intimidation 4D, willpower 6D
Knowledge 3D, scholar (Nazi Ideology) 4D
Perception 3D, artist 4D (singing), investigation 4D, search 4D, streetwise 4D
Advantages: Metamorphosis
Disadvantages: Quirk (R1) angry, Quirk (R3) (hatred of the so-called mud or lesser races; Jew, Black and any other non white Aryan idea), Strange Appearance (R3) horribly disfigured face, Genetically Unstable
Powers: Ranged Power Attack Sonic Blast 3(area effect), Air manipulation 4, Weather Manipulation 5
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 10, **Body Points**: 30
Equipment: None
Power Level: 4 (168 pts)

Malcolm Rhand

The air is filled with the smell of the ocean, the cries of sea birds nesting in the cliffs. A cool light wind has risen, whispering through his hair in the early morning sun. The air is fresh and clean in his lungs, and each breath fills him with a sense of relaxation and peace. He feels himself exhale, and soaks up the glorious sensation of relief that floods his body. Ahead, the island that he calls home emerges, and even from this distance, he can see the towers of his abode shining in the new morning. Somewhere on that rocky outcropping, his extended family would be preparing for his return from the outer world. There would be food and wine and celebration. He smiles.

It is good to be home.

Suddenly, the sky darkens, the warmth of the sun vanishing to be replaced with chilly darkness. He looks up, shielding his eyes with his hand. A shadow is falling across the blue-green plain of the ocean. An eclipse? It couldn't be – the astronomers would have reported it. Dark clouds hurry across the sky, covering the island chain in shade.

Everything seems to happen so slowly, as if time itself has slowed its passage to watch this terrible event unfold.

The sea around him begins to toss and steam, the waves growing in violence. The air itself seems to taste of hot metal, and his breath shrivels in his chest. The shrill calling of the birds is now replaced by shrieking, as they start to cook in the rapidly super-heating air. There is a terrible fear in his heart… that he has seen this before. His skills in the matters of prediction and augury are almost legendary; how was it possible for him to fail to foresee these events? Had he made a mistake? Had his powers failed him? Had he lost control? No. Never. He can't allow himself to believe that.

The seabed performs a tremendous lurch, an act of giving birth to the disaster to come. In a conflagration of majesty and horror, the air itself catches fire. A wall of brilliant flame leaps into existence, its beauty only marred by its destructive nature. Smoking, tiny winged bodies drop into the steaming ocean. Fish thrash and boil in the water. Plants wither, blacken, and die.

Who could have done this? Who was capable of this? They'd been betrayed! The Elohim must be behind this. Damn them. DAMN THEM. They would pay. He weeps hot tears of grief, choking on his sobs. They would pay dearly. Rage and frustration blaze in him like the heart of the sun, swiftly forgotten as sorrow rises through him.

As the sky burns, he watches in fear and terror as the islands are scorched black and sent plunging to the bottom of the ocean. Huge waves rise, as the jewel of Atlantean civilization vanishes beneath the waves. The raging firestorm lasts for almost an hour, as the whole archipelago is consumed, first by flame, and then by water. Great waves are thrown up hundreds of feet into the air – the final curtain of this terrible day – and in horror, he covers his face with his hands as they rush forward to engulf him…

Malcolm Rhand woke screaming, heart pounding, his sweating palms held before his face, still fending off the tidal waves of millennia ago. These were not dreams. They were memories. But he could not let them get the best of him. He must retain control of himself. Control of his situation. After all, no matter how much his nightmares might call into question his ability as seer and oracle at the Fall of Atlantis, his prediction of the Chimeran trooper ship crash had been exact… That was his trump card, which he would play at a time of his choosing. The Elohim would pay. Dearly.

The visions of Pliny the Younger saw the weird travelling device fall from the skies, spilling the survivors of its crash into the sea. Was this the arrival of the Horde? It was with a mixture of shock and relief that the watchers saw the newcomers turn upon each other. The prophecies told that the Horde would sweep like a plague over the planet, not fight amongst themselves. Atlantis breathed a quiet sigh of relief.

But Metnu did not trust them. As the aliens waged war among each other, he raised a rallying cry and encouraged Atlantis to fight, claiming that they were, indeed, the terrible Horde predicted in prophecy. He knew full well that they were not. His prophetic skills had shown him that the Horde would come, but not until long after a first, much smaller force had crashed to the earth many years before. But these alien beings were a complication. Whoever these newcomers were, he wanted them out of his way.

The war lasted many months, finally ending when one of the warring alien factions sent emissaries under a flag of truce to Atlantis, promising peace. A cessation of hostilities was declared. The newcomers, who called themselves Elohim, entered into an informal alliance with the Atlanteans, exchanging information. When the Immortals discovered that these Elohim were not anything to do with the coming of the Horde, Metnu Resah (and his prophecies) came under an amount of uncomfortable scrutiny.

Luckily for Metnu, other Atlantean scholars proclaimed that the Elohim's enemies, the Chimerans, were the forerunners of the Horde. Metnu swiftly covered up his "mistake," declaring that his skills had been "confused" by the presence of two races of aliens. It was forgotten. With their new allies, and their so-called "Godsend Agenda," all eyes were looking toward the humans. The Chimerans had gone into hiding, and were scattered across the planet, no longer a single threat to be reckoned with.

Metnu now understood that the Chimerans were the enemy, the plague to come. Intrigued by their malleable and uncertain nature, he chose to study them in detail, to learn their secrets. From a strictly practical point of view, he also understood that the better you knew your enemy, the more chance you have of defeating it. In secret, he organized and trained squads of loyal Atlanteans. These groups of hunters, comprised of Metnu's finest soldiers, would scour the globe, searching for the Chimerans wherever they appeared. The Chimerans would be slain out of hand, and their bodies carefully shipped in secret back to Ampheres, where the prince himself could conduct experiments. Somehow, some day, Metnu would control these demons, and make them his own…

Metnu didn't trust the Elohim. He could not bring himself to declare this openly – their new alien allies were firmly part of Atlantean life now, and standing publicly against them would only bring himself to prominence, a place he preferred not to be. Something about them, about one of them in particular, one called Typhon, concerned him. It was like a tiny splinter in his palm – almost insignificant, yet annoying. Nothing he could put a finger on, nothing tangible, but still it troubled him. It was even more galling for Metnu when he realized he feared this Typhon.

The alliance with the Elohim grew strong, and Metnu began to wonder if he had misjudged the aliens. Most of them seemed to have the human's best interests at heart, and their Godsend Agenda had almost gained the formal approval of the Council.

On the fateful day that the renegade Elohim, Typhon, and his ten followers came to destroy the Atlantean islands, Metnu was returning from one of his trips into the lands of the humans. It had been a successful outing – one of his hunter groups had slain a Chimeran that had been hiding out in a cavern complex on the mainland. The Elohim-instigated cataclysm that burned and drowned Atlantis almost claimed Metnu, and he barely escaped with his life. The Atlanteans believed he was dead. After all, no one knew of his secret journeys to the mainland in search of the Chimerans. Still feeling shock and horror at the destruction of Atlantis, Metnu came to a sudden, startling insight – with everyone presuming him dead, he could disappear, change his name, and work silently out of the view of either the Atlanteans, or the Elohim. Out of disaster, opportunity.

It was only years later that he found out the truth about the sinking of Atlantis. Hearing scattered fragments from a dying survivor, Metnu finally knew now why he had secretly feared Typhon. He swore an oath. Typhon and the Elohim would pay for their terrible crime against him and his people. He would see to it personally, even if it took him a hundred lifetimes. Atlantean survivors like him fled across the earth. Rumors of Elohim hunting down those who had escaped the destruction of the islands began to spread, and Metnu vanished for over a century until their purge sated itself in blood.

Doppleganger

Over the course of the centuries to come, Metnu appeared in many guises across the world. Always keeping his distance from wherever the survivors of Atlantis dwelled, he became a traveller, moving from place to place, observing the humans.

In ancient Greece, Metnu (now called Myron by the Greeks) found himself with a Chimeran and its three Empusa children just outside Athens. His experimentation led to some amazing insights and terrible repercussions. Through some unexpected side effect of his work, a deadly virus was released

into the air, and carried on the winds towards Athens itself. This terrible, lethal plague swept through the nearby city like wildfire. The streets became littered with the dead, and mighty Athens was rapidly in danger of becoming a vast tomb. Filled with horror at what he had unleashed, Metnu fled the city, and resolved to halt experiments with Chimerans until he was better prepared.

Metnu Resah became a solitary creature, wandering alone from decade to decade. Through hundreds of years and changes of identity, the former Prince of Ampheres saw much of history unfold around him. He witnessed the Roman invasion of Britain, and then the sacking of Rome itself. Later, he narrowly escaped the terror of the Inquisition. Making his way to America late in the 19th century, he arrived not long after the Civil War ended, finally settling in a small farm in Virginia as Malcolm Rhand.

But he could not bury his past.

It was on a chilly morning, moments after he had woke, that the vision came. After a whole night of preparation and concentration under the weight of the full moon, the flickering touch of the lunar magic blazed through him again for the first time in years. In a flash of ice-cold insight, Malcolm Rhand saw in his mind's eye the image of the Chimeran troop compartment crashing into the desert. His prophecy from so many thousands of years before was now confirmed. The Horde were coming, and this was his chance to be the single being upon the Earth properly prepared for their arrival.

He saw a vision of smoke and fire, and he was filled with a sense of something greater. He saw an opportunity. Possessing the technology of the enemy would give him valuable information regarding their abilities and power. Possessing a hundred of the enemy themselves was a prize beyond his wildest dreams. The vision passed, leaving Malcolm reeling, but smiling. It would be nearly seventy-five years before the events in his vision came to pass. Malcolm Rhand would build an organization – a business – and gather skilled humans and scientists to his cause. His true identity would remain his most closely guarded secret. By the time the Chimeran vessel arrived, halfway through the 20th century, he would be ready to take advantage of it.

He couldn't rest anymore. It was time to stop wandering the world, and become a part of it again. He had so many things to do...

Malcolm Rhand: Once an immortal prince, now one of the wealthiest men alive, Malcolm Rhand possesses a villa in the Alps, an estate in Scotland, and a secret chamber in the desert known as The Crypt, which contains his private army of horrifying Chimeran drones. But Malcolm Rhand's public face is the epitome of calm control. Control over his hugely successful business gives him control over his life. One of Rhand Technologies most-known trademarks is Malcolm's own personal maxim – "Take Control." Of course, in private Rhand suffers
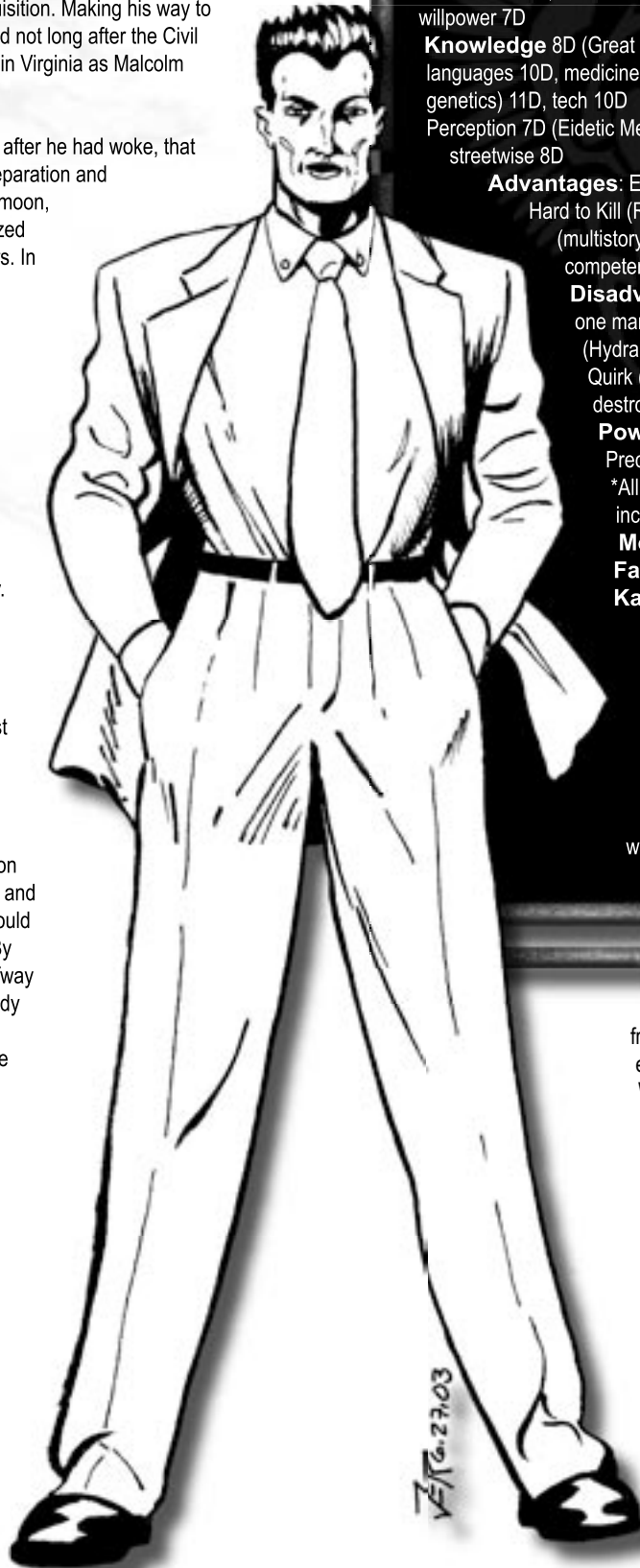
Malcolm Rhand A.K.A. Metnu Resah
Age: 4128
Archetype: Megalomaniac
Atlantean
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D
Coordination 4D, marksmanship 5D
Physique 3D, swimming 4D
Presence 4D, charm 5D, con 6D, intimidation 5D, persuasion 7D, willpower 7D
Knowledge 8D (Great Insight), business 9D, gadgetry 9D, languages 10D, medicine 10D, navigation 9D, Scholar (Chimeran genetics) 11D, tech 10D
Perception 7D (Eidetic Memory), investigation 10D, search 8D, streetwise 8D
Advantages: Efficient Ka (R3), Good Looks (R2), Hard to Kill (R2), Wealth (R10), Secret Hideout (multistory building, high-tech), Support Staff (army, competent), Laboratory (R4)
Disadvantages: Secret Id, Enemy (Typhon, one man, power level 5, uncommon), Enemy (Hydra, one woman, power level 3, common), Quirk (R2) flashbacks of the day Atlantis was destroyed
Powers: Longevity, Postcognition 6*, Precognition 15*, Psychometry 1*,(*All powers have the disadvantage of incantations)
Move: 10 **Strength Damage**: 2D.
Fate Points: 0. **Character Points**: 2,
Ka Points: 16, **Body Points**: 28
Equipment: Orichalcum Ring Level 5 The small trinket looks like a slightly off-color gold ring with an onyx set in it. The onyx jewel is cut into his families seal and belonged to his father. The ring is kept full of Ka energy all the time and is worn on his left hand.
Power Level: 5 (220 pts) 240pts with ring

from the horrible nightmare of watching his entire civilization crumble before his eyes. When not doing his best to strike back at the Elohim who destroyed Atlantis, he quietly prepares for the arrival of the Horde in his own way. When it finally arrives, he may be the only person left on the Earth with the power to face it…

The few loyal Atlanteans following Rhand have slowly dwindled over the years as Rhand's agenda has become more and more transparent. Of the 14 Immortals with him the day of the Atlantean cataclysm, two remain. The other Atlanteans have either died in Rhand's service, secretly escaped, or were assassinated when Rhand found their opinions to be subversive. The two that are left, Jorba Skycleaver and Wailing Sorrows, are Rhand's trusted connections to a life left far behind. Both Atlanteans are useful to Rhand when a situation is deemed too delicate or problematical for his Chimeran thralls.

The Legitimate Face of RTI

Rhand Technologies and Industries (NYSE: RTI) has experienced tremendous growth since it began in 1947. Through new product introductions, strategic acquisitions, technological innovations, and a commitment to providing high-quality products and superior customer service, RTI has emerged into a major performance technology company with a global presence.

Today the world's largest technologies manufacturer, RTI employs 342,000 people globally in its core technology business and subsidiaries. RTI has manufacturing operations in 32 countries and its technologies are sold in more than 190 countries. In 2002, RTI sold more than 8.6 million computers and other household technologies, nearly 15 percent of the global technology market. RTI's global headquarters is at the RTI Renaissance Center in San Diego.

Knowledge and technology gained from the Chimeran stasis pods and their crashed spacecraft had fuelled RTI's leap into industry and business. RTI sits pretty at the top of the technological food chain, patenting new products and software every year. Industry experts continue to predict burnout but every year Rhand proves them wrong. Malcolm already had plans to expand into new markets, particularly the lucrative personal communications industry. RTI also has several important US government contracts and has produced several weapon systems, the most popular being the Rhand-tech gyro-jet pistols and rifles. The aerospace division (known as Rhand Space Technologies) is at the forefront (just behind Atlantis Microsystems) of the space colonization program started by NASA.

Jorba Skycleaver

Jorba Skycleaver is an Atlantean hero and was a military general in Rhand's courts. A genius tactician and war hero of the Atlantean/Elohim war, he was renowned for his victory against the Elohim in Greece. Jorba is used in a teaching capacity now and hates it, but does his duty with faith in Rhand's plan, teaching his Chimeran students all that he knows about tactics and the art of murder. A large, gruff man, Jorba is known to be a hard taskmaster with a course exterior. In secret moments when away from his Chimeran students, who absolutely fear him, Jorba's grim persona gives way to thundering laughter, especially when playing a prank on the always remorseful Wailing Sorrow. Jorba was honored with a great Orichalcum ax called the Soul Razor; it is said to hold the angry essence of all the Atlanteans who died at the hands of the Elohim invaders.

Real Name: Jorba
Age: 4578
Archetype: Warrior
Atlantean
Reflexes 5D, brawl 6D, dodge 6D, melee combat 7D (Heavy Axe specialization +3D)
Coordination 4D, marksmanship 5D
Physique 6D, lifting 7D, running 7D
Presence 4D, charm 5D, command 7D, intimidation 7D, willpower 5D
Knowledge 3D, languages 4D, medicine 4D, navigation 4D,
Perception 3D, investigation 4D, search 4D, streetwise 5D
Advantages: Hard to Kill (R3), Wealth (R5), Secret Hideout (multistory building, high-tech), Support Staff (army, competent)
Disadvantages: Secret Id, Enemy (Typhon, one man, power level 5, uncommon)
Powers: Longevity, Immunity (Poisons) 4 (Incantations, Physical gestures), Super Jump 3 (Incantation)
Move: 10 **Strength Damage**: 6D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 8, **Body Points**: 59
Equipment:
Soul Razor, Orichalcum Ax Level 3
(Toughness 4D, 4D Damage (7D armor piercing vs. Chimerans because of the Orichalcum) Obvious, Regenerates (29 pts)
A large Orichalcum battle-ax. Soul Razor is a very heavy and ornate blade.
Body Armor
(Defense Rating 3D+1, Reflex Modifier: 0, Obvious) The body armor is an ornate Atlantean breastplate (15 pts)
Power Level: 3 (152 pts), 196 pts with equipment

Wailing Sorrow

Wailing Sorrow served as the chamberlain in Rhand's courts on the island of Ampheres. He is a tall, lithe man with skin the color of creamy milk and a disposition to match. Wailing Sorrow is not his real name, but the name given him after the sinking of Atlantis. Sorrow, as he is known now, vowed never to see or feel joy until the splendor that was Atlantis is reborn, a vow that he has kept to this day. Today, Sorrow is the strong and meticulous administrative arm of Rhand's corporate holdings, handling the day-to-day workings of the company as Wylan Star so that Rhand can focus on other more important things: the eventual conquest and reeducation of the entire planet. He only has a passing toleration for Chimerans, and never spares them this opinion when the opportunity arises. He believes in Malcolm's plan, but is uneasy, as they are hinging so much of their plans on brutish aliens prophesied to destroy the planet.

Real Name: Unknown, lost to time
Age: 4043
Archetype: Protector
Atlantean
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D (Atlantean sword specialization +3D)
Coordination 4D, marksmanship 5D
Physique 3D, swimming 4D
Presence 4D, charm 5D, con 6D, persuasion 6D, willpower 6D
Knowledge 3D, business 5D, languages 5D, medicine 6D, navigation 4D
Perception 4D, investigation 5D, search 5D, streetwise 5D
Advantages: Efficient Ka (R3), Good Looks (R3), Wealth (R5), Secret Hideout (multistory building, high-tech), Support Staff (army, competent)
Disadvantages: Culture (R3) Atlantean, Secret Id, Enemy (Typhon, one man, power level 5, uncommon), Quirk (R2) Code of Honor Will never allow himself to know happiness until Atlantis is restored
Powers: Longevity, Astral projection 3, Cosmic Awarenes 3, Healing 3, ESP 4, Telekinesis 3 * all powers Extra time 1, Incantations, Physical gestures
Move: 10 **Strength Damage**: 2D.
Fate Points: 0. **Character Points**: 2,
Ka Points: 16, **Body Points**: 31
Equipment: Orichalcum necklace level 3 A small golden necklace with the royal crest of Ampheres (a snake encircling the moon).
Power Level: 3 (130 pts), 142 pts with necklace

Rhand's Cohorts

The air had been cool after a day hotter than Hell in New Mexico. Rhand and his followers – a group consisting of employees, family members, and trusted allies waited in the rough scrubland three miles north of the predicted landing spot. Hours passed, the group becoming more nervous. They were all well trained and armed, ready for the event. Malcolm might have been able to calculate the time and place of the

Chimerans' arrival, but he couldn't foresee how prepared the Chimerans might be… not that this swell of anxiety affected Rhand. Whilst others sweated and listened to the racing of their hearts, he remained cool and in control.

A hush came over the assembled group as the moment finally arrived. The only sound was that of the wind brushing through the dry grass.

In utter silence, space-time flexed and buckled under the unthinkable stress placed upon it. Tearing open the very fabric of reality, the wormhole opened in the night sky some distance to the south, spitting out part of the Chimeran starship.

After half a second of blazing light, it was gone, as space-time righted itself and forced the artificial hole closed. He couldn't see it from this far away, but Rhand could almost feel the Chimeran's damaged troop section falling through the air. Unpowered and out of control, the huge mass of metal hit the desert floor with punishing force, throwing up tons of sand and dirt, and sending rippling tremors through the earth.

Around him, Rhand heard the engines of trucks and cars start up. He turned, to see the hundreds of eyes peering at him, waiting for his instructions. He nodded, and his followers ran to their vehicles, ready to start the salvage operation. Time was of the essence. Malcolm's contacts in the government had warned him of some mysterious new group prowling in the corridors of power – a group whose interests and goals might come into conflict with his own. He must take possession of the wreckage of the Horde's vessel, or else his plans might come to naught.

Looking back to the south, where the first steps on the path to his destiny lay in the smoking wreckage of an alien spacecraft, Rhand smiled grimly. After so long – so many centuries of waiting, it had begun…

The final resting place of the Chimeran stasis pods is known as The Crypt, an underground storage facility in New Mexico that is heavily obscured and guarded. The pods are laid in vast racks, row after row of shining silver capsules. Rhand's most trusted specialists move among them, monitoring and caring for them – the watchful fathers of dangerous children yet to be "born." Not that any of these pods would be opened without Rhand's order – as with everything else in Malcolm's life, all events occurred within his sphere of control. He alone sets the pace at which the pods were opened.

Rhand refers to his Chimeran troops as cohorts and divides the awakened aliens into small groups scattered across the world. Most Chimerans groups are set up and funded by Rhand and lead relatively normal lives until they are called to action. The more monstrous looking Chimerans are kept out of the public's eye and are hidden in rural areas. The squads are rotated regularly to avoid the Chimerans becoming too accustomed to independent living. The average rotation period has them in the Arizona compound for six months out of a given year.

There is a definite order within the organization, with Violet being considered the "Alpha," a place given to her after Hydra left. Under the Alpha are what Rhand's scientists refer to as Betas. The four Betas under Violet's control in turn have 10 Chimerans that answer to them. The remaining Chimerans are still in stasis and only awakened when either a Chimeran dies or circumstances warrant. Rhand himself uses six Chimerans as guards at his personal estate. Chimerans treat this hierarchy as religion and adhere to the rules set forth like an acolyte following the doctrines of a high priest.

Sample Chimeran Drones

Chimerans are all bred for a purpose. Before they are "born," their destinies and lives are planned for them – normally by the Echidian, but in this case by Malcolm Rhand, their collective master. The list below is a sample of the type of Chimeran Drones found in the Hegemony, and possibly among Rhand's troops. The list is broken down into "packages" that can be grafted onto a Chimeran character. Point totals are included as well.

Chimeran Worker Drone

Archetype: crony
Reflexes 2D,
Coordination 2D
Physique 4D, lifting 5D
Presence 2D
Knowledge 1D,
Perception 2D
Skills: 10 Skill points in assorted Skills appropriate to their station in life
Advantages: Metamorphosis
Disadvantages: Hindrance (R3) must follow Chimeran orders (intimidation, persuasion, willpower)
Powers: Natural Weaponry 2, Wall Crawling, Telepathy (only with other Chimerans) 5
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 4, **Body Points**: 30
Equipment: none
Power Level: 1 (62 pts)

Chimeran Grunt Drone

Archetype: crony
Reflexes 3D, brawl 4D, dodge 5D
Coordination 2D
Physique 4D, lifting 5D
Presence 2D
Knowledge 1D,
Perception 2D
Skills: 10 Skill points in assorted Skills appropriate to their station in life
Advantages: Metamorphosis
Disadvantages: Hindrance (R3) must follow Chimeran orders (intimidation, persuasion, willpower)
Powers: Natural Weaponry 5, Wall Crawling, Telepathy (only with other Chimerans) 5
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 4, **Body Points**: 30
Equipment: none
Power Level: 1 (72 pts)

Chimeran Hunter/Killer Drone

Archetype: crony
Reflexes 3D, brawl 4D, dodge 5D
Coordination 2D
Physique 4D, lifting 5D
Presence 2D
Knowledge 1D,
Perception 2D
Skills: 10 Skill points in assorted Skills appropriate to their station in life

Advantages: Hard to Kill (R3), Metamorphosis
Disadvantages: Hindrance (R3) must follow Chimeran orders (intimidation, persuasion, willpower)
Powers: Infrared Vision 3, Natural Weaponry 5, Wall-Crawling, Telepathy (only with other Chimerans) 5, Detect 5 (lifeforms), Sonar 3
Move: 10 Strength Damage: 2D. Fate Points: 0. Character Points: 2, Ka Points: 4, Body Points: 40
Equipment: none
Power Level: 1 (99 pts)

Chimeran Heavy Assault Trooper

Archetype: crony
Reflexes 3D, brawl 4D, dodge 5D
Coordination 2D, marksmanship 4D
Physique 4D, lifting 5D
Presence 2D
Knowledge 1D,
Perception 2D
Skills: 10 Skill points in assorted Skills appropriate to their station in life
Advantages: Hard to Kill 3, Extra Body Points (R3), Metamorphosis
Disadvantages: Hindrance (R3) must follow Chimeran orders (intimidation, persuasion, willpower), Quirk Angry (R2)
Powers: Natural Weaponry 2, Wall Crawling, Telepathy (only with other Chimerans) 5, Flame Jet 6
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 4, **Body Points**: 65
Equipment: none
Power Level: 1 (84 pts)

Chimeran Heavy Assault (Anti-vehicle) Drone

Archetype: crony
Reflexes 3D, brawl 4D, dodge 5D
Coordination 3D, marksmanship 6D
Physique 5D, lifting 8D
Presence 2D
Knowledge 1D,
Perception 2D
Skills: 10 Skill points in assorted Skills appropriate to their station in life
Advantages: Hard to Kill 3, Extra Body Points (R3), Metamorphosis
Disadvantages: Hindrance (R3) must follow Chimeran orders (intimidation, persuasion, willpower), Quirk Angry (R2)
Powers: Natural Weaponry 2, Wall Crawling, Telepathy (only with other Chimerans) 5, Acid Projection 10 (double range)
Move: 10 **Strength Damage**: 3D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 4, **Body Points**: 85
Equipment: none
Power Level: 4 (153 pts)

Walking across the Crypt floor, he approached a pod set aside from the rest. Absently, he ran his fingers down the empty carcass of the alien container. The metal was chill to the touch, and left a faint, greasy sheen on his fingertips. Stepping back, he couldn't get rid of the way his mind saw the pods. To him, they looked like coffins – a strange reversal of their true purpose. While coffins contain the dead, these weird vessels held beings yet to live!

With a swell of pride, he remembered the first of his "children" to emerge from the strange devices. He had named her Hydra. A creature of strange, deadly beauty, she was destined to be his instrument in the world beyond. For years she was thoroughly trained by the most highly recommended (and expensive) experts on the planet in the arts of espionage and assassination. At the end of her extensive instruction, she was probably one of the deadliest mortal beings on Earth – and she belonged, body and soul, to Rhand.

Effortless and professional, she was Malcolm's finest – until she discovered the Crypt.

Her anger had surprised and disappointed him – surprised, because he thought he'd taught her to control her emotions, and disappointed, because he saw he'd failed. She'd demanded the truth about the pods. She'd asked why they whispered to her inside her mind. Full of questions and resentment, Rhand saw suspicion grow in her eyes. In that moment, he knew he had lost her. Hydra left, vanishing into the desert night, leaving Rhand with questions of his own. Should he have told her the truth? No. He'd made the mistake of telling too many lies to Hydra, and that had finally poisoned her against him. It was a regrettable mistake, but one he wouldn't make again.

Many months later, on a cold night in winter, the next pod was opened. Rhand watched from a distance, waiting. If his calculations were correct (and they always were), his new child would stand before him, ready to do his work, in less than a year…

He named her Violet, for the color of her eyes. Darkly beautiful, she emerged from the pod fully grown, her hair short, giving her an elfin look. Her body was firm and muscular – but not to excess.   Lithe and acrobatic, her skills were appropriately inhuman. Like a tiger, she combined beauty and ferocity in equal measure. Her test results rivaled, and in some instances even exceeded, those of Hydra. Her alien nature seemed to be hidden deep within her human form, until she engaged in combat – for when aroused, the façade of humanity slipped away, and she became a machine, deadly and cruel.

When they were finally introduced, just under a year after her emergence, Violet peered at the handsome Atlantean Immortal closely. Cocking her head to one side, she frowned, with a question on her lips. Rhand smiled. He knew what the young woman was about to ask. He'd observed her psychological evaluations, and her interaction with her Instructors. She needed a reason – a reason for her existence. He knew, for it was a question he had asked himself many times over the centuries. It was possibly the oldest question in the world. She was going to ask "Why am I here?"

Today was the day he started anew. It was time to put Hydra's failings behind him – his new assassin awaited his instructions. Remembering his nightmare, and the death of his homeland, Malcolm Rhand felt the whispers of the Atlantean dead in his mind. An oath made over a millennia ago rose to the surface. He leaned forward, eyes bright.

"You are here to learn, Violet," he said quietly, "to learn how to kill those who would be gods…"

Everything after that was simple. If Violet believed in God, she'd see his earthly personification in the face of Malcolm Rhand. Handsome and charming, Rhand slowly became more to Violet than just her employer. As she worked by his side over the years, she suddenly realized that she felt closer to Rhand than anyone before. With the naïve and joyful heart of a schoolgirl, she finally came to realize that she loved him.

Watching and protecting Rhand became Violet's life's work, and she took it terribly, almost fanatically, seriously. The pair was almost inseparable, and gossip began to circulate about the nature of their "working relationship." It was hardly surprising that these rumors had surfaced – Violet had taken to sleeping at the foot of Rhand's bed, so she could protect him even while he slept. It was easy for people to believe that there was something between them, maybe something sordid. At first, Violet found these false rumors to be hurtful, sending her into fits of rage. She feared that Rhand would hear them and be embarrassed, forcing him to work less closely with her. If Malcolm ever heard any of this gossip, he never mentioned it, and Violet was secretly thankful.

Ultimately, however, she found herself secretly testing his feelings for her. She decided to see if he could be honest about anything, and one day chose to ask the question she'd buried deep inside for so many years – Why did Hydra leave? It was a dangerous course of action. When she finally asked, she was left utterly stunned by the answer that Malcolm coolly gave her. Hydra had betrayed him. He didn't elaborate, in fact refused to discuss it further, leaving Violet to reconcile her thoughts. Hydra, whom Rhand had trusted, had betrayed him. But why? Violet tried desperately to comprehend. Ultimately she found no answers, leading her confusion to be replaced by something hotter and more dangerous. Something fueled by her love for Rhand.

Rage.

Violet is more than human, but she can pass for one with ease. She publicly accompanies Rhand to social occasions as the beauty on his arm. Little do the guests and socialites know that this charming woman is not only Rhand's escort, but also his bodyguard and assassin. Her slight form belies her strength. She is swift as a cheetah, graceful as a ballet dancer. Her specialty is "Assassination, surveillance, and stealth," or as she labels it, "ASS." Violet's unrequited love for Rhand remains, and her devotion to his protection has left a trail of would-be assassins dead in her wake. Always aloof, Rhand has never indicated that he returned Violet's feelings in any way. She sometimes wonders if he is incapable of feeling love. This is of little consequence to her, though. Malcolm Rhand is not a being to be possessed, but more a goal to aspire to…

Violet
Age: 32 (apparent 20)
Archetype: crony
Chimeran Warrior Drone
Reflexes 6D (Dervish Defense), brawl 8D, climbing, dodge 8D, sneak 7D
Coordination 3D, marksmanship 4D
Physique 3D, running 4D, swimming 4D
Presence 3D, charm 4D, intimidation 5D
Knowledge 2D, security 3D
Perception 2D, hide 3D, investigation 3D, tracking 4D
Advantages: Hard to Kill 3, Extra Body Points (R1), Metamorphosis
Disadvantages: Ball and Chain (R3) Rhand, Overconfident (R1), Strange Appearance (R1) (Violet has a weeping wound on each wrist; she keeps them wrapped in red-dyed lace.), Quirk, Angry (R2)
Powers: Ambidextrous, Combat Sense, Entangle 5 (Only used by extra limb), Extra Limb 6 (Tentacle that emits from her wrist), Natural weaponry 3 (Sharp taut tendons only used during tentacle attacks), Stretching 4 (Only on extra limbs), Super Jump 2 (propelled by her tentacles)
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 4, **Body Points**: 65
Equipment: none
Power Level: 3 (145 pts)
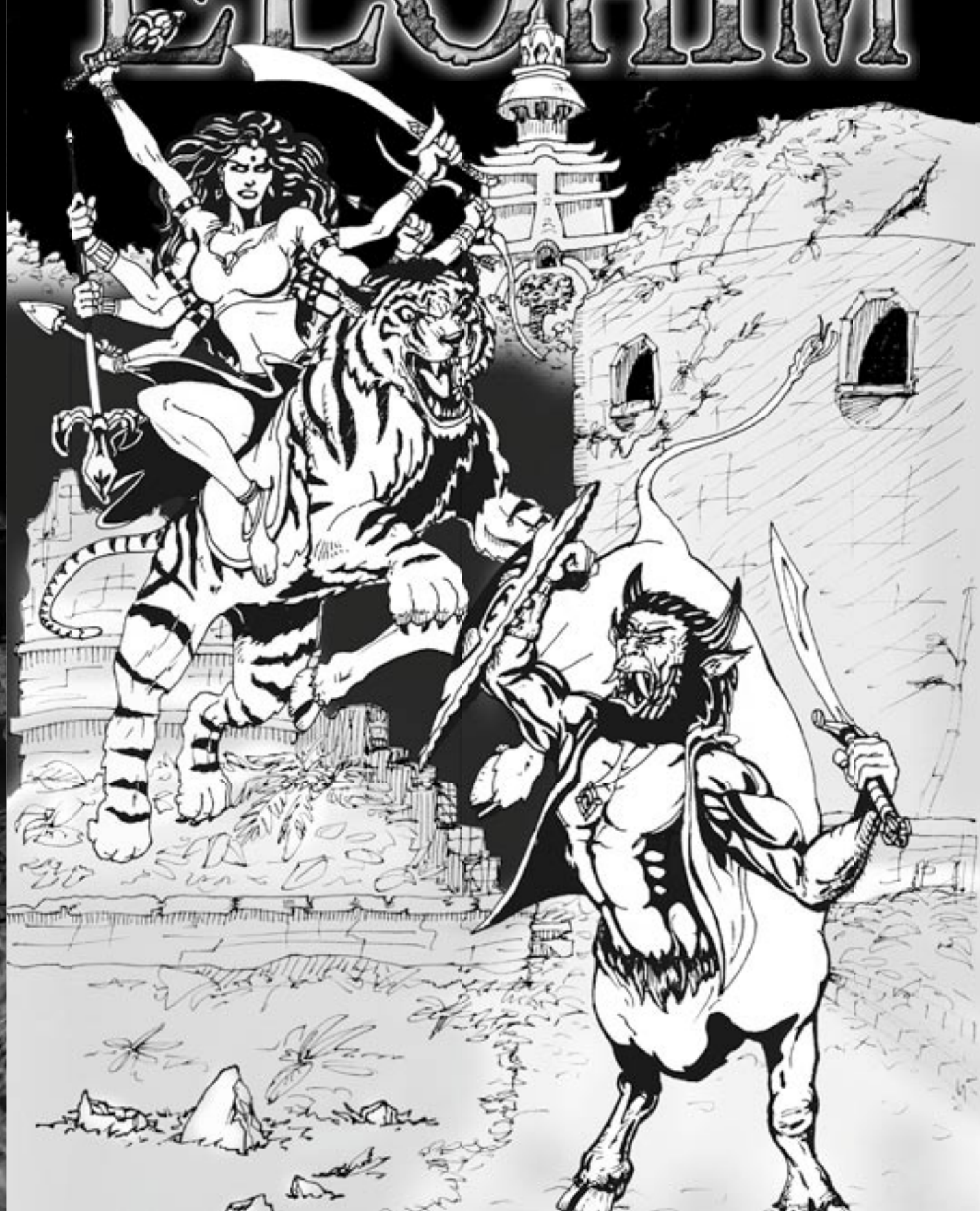
The Elohim

The Elohim Empire, The Empire of Light, The Eternal Empire: this is our origins. We are the Elohim. It is a part of us, we are a part of it. As surely as our home planet of Araboth provided us with nourishment of body, the empire fed our minds and souls. It gave us our values, our sense of self. It tried to convince us we were gods. The empire stretches over multiple arms of the known galaxy and in some strange way, we were gods. The emperor, El, a self-made, self-decreed deity bestowed his favor upon us, and we in turn became divine. This is the story they would have us believe. According to the scholars and historians, this is the truth of the Elohim.

The truth of the universe, however, is that we are merely mortal. We age differently from others in the universe. Our bodies are more resistant to stimuli and trauma than others, but essentially, we are mortal. We love, hate, live, and yes, we die. What made us different was that we found, and learned to use Ka, the omnipresent energy of the universe. El and the Elohim thought this made us divine. A few of us realized it only made us different. A small group of us accepted the responsibilities of our good fortune. We wanted to use our abilities to help, rather than to exert our superiority. Led by a visionary, Attis, we challenged the ideology of the empire.

Attis, was a mino☐
wars, Attis emer☐
to his philosophies. Being an established expert in Ka, his opinion as to the natural aspect of the energy quickly challenged the belief that the power was☐

Our uprising was remarkably successful, considering our limited numbers. The details of our battles are irrelevant now, but suffice it to say that we were pleased with our progress. Unfortunately, our rebellion provided enough instability for the empire that our ancient enemy, the Chimerans, decided to renew their fight against us. Attis, a patriot of the Elohim, did not want our rebellion to cause damage to the empire. We were trying to help the empire evolve, not destroy it. We therefore struck a temporary alliance with El. Our insurrection was placed on hold until the Chimeran threat was repelled.

History is a great instructor. You are judged by perceptions, not your intentions. I hope you can learn that here and not need to experience it yourself. Once the Chimerans were repelled, El and his forces captured Attis, our allies, and myself. A mock trial was held and we were sentenced to exile on the prison planet of Sheol. Having a planet as a prison may not seem a harsh sentence to most, but Sheol is located in a remote portion of the galaxy so far from any sun that there is a virtual absence of light, heat and Ka. For an Elohim, the absence of Ka can be the rough equivalent of life without mortal companionship, love or even oxygen. To imagine life without Ka for us, think of everything that brings meaning to your life and imagine it gone, and once you find something else to take its place, it is removed as well. I cannot imagine a more ruthless form of punishment.

As luck would have it, we never reached Sheol. We were held by the imperial guards, the Angelos, and en route to Sheol when a Chimeran ship exited warp. An incredibly short battle ensued and our ship disabled. The Chimerans were drawing us into their vessel when the Angelo captain attempted a final defiant ploy. As the docking clamps inched toward our vessel, Mih Kal engaged the singularity engines, ripping a hole in the time-space continuum. No one had ever attempted such a maneuver – at least no one who had survived to relate the tale. The resulting warp that was created sent us into uncharted portions of the galaxy. We crashed on a small planet near a small sun in a distant solar system.

So is the sworn testimony of Thoth, First Assistant of Attis.

Thoth closed the data encoder, and slipped the holo-file film into a clay jar. He then slipped a Ka-powered beacon into it, capped the jar, and carried the jar through the stone passages of the palace. He then placed it with other jars still to be sealed. He watched as the workers carefully waxed the jar closed, and set about the process of adorning it with the primitive drawings for which the Egyptians would be known. It was placed carefully next to other jars for continued work, but Thoth walked on, sure that it would be saved for posterity with the pyramid tomb of the king.

> The gods, likening themselves to all kinds of strangers, go in various disguises from city to city, observing the wrongdoing and the righteousness of men.
>
> **Homer, The Odyssey**
> **Greek epic poet (800 BC - 700 BC)**

Descended From Heaven

To understand the Elohim is to realize that, within their millennia-long lifespans, they have been far more, and far less, than they are now. Theirs is a story of vast change, of great power, greater defeat, and humble origins.

Before they were Ka-using Elohim, they were merely Arabothi, people of the planet Araboth. An advanced people, they were limited not by technology so much as their own failings. Seventy-billion strong, and faced with overpopulation and dwindling resources, they strove outward and colonized several of the other planets of their 12-planet system, absorbing into their own cultures, or wiping out completely, the societies they encountered. Tens of thousands lived in moon colonies and space stations, yet thousands more suffered and died on Araboth as those in power focused on stripping resources from these other moons and planets for their own gain, rather than trying to find a solution to the problem at hand.

Instead, a solution found the Arabothi.

It began with a tragedy: the distant station, Nemesi, in orbit around the planet's third moon, suddenly stopped transmitting data. All attempts at communication failed, and several months passed before a ship, already en route, was finally able to discern what had happened: all nine-thousand aboard the station were dead–some by violence, some by apparent suicide, most by suffocation or depressurization from opened airlocks.

But there was no time to mourn the dead. Those aboard the rescue ship, as if caught up in some dark, invisible plague, suffered the same fate, those monitoring their progress on Araboth stunned to watch them sink in despair, some rending their own flesh with tooth and nail, others attacking their brethren. For nearly an hour it went on, until the pilot finally plunged the craft into the nearby moon, killing all aboard. And on it swept, whatever it was. Other distant stations befell the same fate, then moon colonies, thousands, tens of thousands wracked with waves of despair, some strange mental plague which caused nearly all afflicted to lose their desire to live, to exist, as if the spark of light that made them who they were was dampened, then snuffed out.

Suddenly, it seemed as if what had been a slow but steady decline veered toward sudden, certain doom. As the news trickled back to Araboth, tangible panic set in. People rioted in the streets as scientists revealed that the "Thanatos Plague" was heading for Araboth, would arrive within a few years. Civil war broke out as governments tried to hoard resources and protect their own, and those already left with little fought to take it from them. Food stores were devastated and medicine stores were depleted. Even before the plague had descended upon them, the Arabothi had begun to kill their own in droves. Billions died. One desperate group seized control of a shuttle and fled the planet, heading for a station named Xaos on the planet's dark side.

The Birth of A God

Aboard that station was a group of scientists, desperately hoping to find the cause of the mysterious space borne plague in hopes of defeating it before it arrived on Araboth. One, named Cronys, was certain it was related to the system's star, which, he insisted, had indeed grown darker over the past few years. A quasi-spiritual man, part philosopher and part scientist, half-astronomer and half-astrologer, his theories about the mental plague (which he dubbed Lethe), were laughed off by his brethren, who saw him as a fool and a freak. It was in the midst of their final refusal to listen to his theories that the refugee rebels arrived.

At first refusing them entry, the scientists aboard gave in when at last the refugees settled up against the station and fired their engines, threatening to push the station into a fatal orbit that would plunge it into the atmosphere. Desperate rebels wielding pipes and wrenches flooded through the airlock the moment it was opened. Hundreds spilled out of the ship and onto the station, among them a pregnant, autistic woman by the name of Rhya, dragged aboard quite by accident in the confusion below. Now even more panicked and confused than she had been before, she stumbled and fell, and was moments from being trampled by the mob when Cronys noticed her and, in an act more of instinct than compassion, pulled her into a side corridor and rushed her to safety. Pursued all the way, the two rushed to the wide-spectrum radiation research laboratory at the top of the station, listening to the screams of dying scientists behind them.

And it was then that the secret of Ka was unlocked, as the mob pounded at the laboratory door, as Cronys and Rhya and her unborn child huddled beneath the room's radio telescope, as the refugee ship continued to fire its engines, pushing the station towards fate. Almost as it happened, Cronys realized his theories were true. Energies from the star were being dampened by some unseen force, and with the proper focus he could tap that power, and perhaps reverse its effects. And, now suddenly positioned directly opposite the sun, the station intersected that energy as it skirted the planet's atmosphere and skewed off into space.

Time paused.

The focus shifted.

And Cronys opened his eyes to a new world. Fully empowered by Ka for the first time, he saw the entire system at a glance. Looked past the refugees, smoldering at his feet, in the halls, perhaps from his own power, perhaps from the shining Ka itself. And he looked through the planet Araboth to its sun, and felt the cloak that had been drawn across it. Amused, he reached out, tickled millions of distant minds that recoiled in panic, and with a gesture swept away instantly the plague that had killed thirty billion people. He realized in that instant that with his power, no longer did he need to listen to others questioning his theories. No longer would anyone question him, or threaten him. Later he would deal with those who had dampened the Ka. For now, he was a hero. A savior.

No, he was God.

I am. he thought.

I am. came the echo.

Startled, he for the first time noticed his immediate surroundings, having ignored his own circumstances as he surveyed the larger picture. And now he saw that he had not, as he assumed, absorbed the full brunt of the Ka. Three minds, not one, had been open and receptive enough to receive the blast of Ka that entered the station. Cronys himself, aware of the truth and open to it, had received but a third. Yet another third had taken the autistic Rhya, shredded her body and mind, turning her into pure Ka, pure spirit. He could feel her presence, around him like a cloud, too unfocused to bother with. He laughed, waving her off as she furiously roiled around him, intangible yet persistent.

But it was not she that had echoed his words. It was her newborn son, immaculately left lying on the decking below the telescope when Rhya's body had boiled away around him. El, he knew at once, though he was not sure if it were Rhya, he or the child itself who provided the name. He laughed. The child had taken a third of the Ka. A child. Unworthy of such power. Cronys would not share with a mewling babe. He would take it back. Take what was his. Take it all.

Corrupted by power, he bent to dispose of the child...

Dawn of a New Era

History does not record what happened then, but the results scar the Araboth system to this day. A third of the planet was scoured clean in a firestorm as moons were shattered, meteors fell, and the skies cloaked in darkness visible. Tens of billions died, many instantly, others suffering the wrath of Cronys and El's furious battle. Cronys, though far older, far stronger and far more experienced was no match for the child El, whose mind was a blank slate that knew not of hunger, or death, or fear, or defeat. Cronys could only draw Ka to produce horrors he could imagine, but El was beyond imagination itself.

Aided by the invisible, shattered spirit of his mother Rhya, who taught him anger, and vengeance, El destroyed Cronys and stole his power and, in so doing, destroyed Araboth as well. And El looked down upon what he had done, and Rhya told him he must feel sadness, and remorse. And she told him that in order to feel happiness again, he must undo what he had done. But she did not foresee what her advice would lead to. Innocent El turned to his mother,

Rhya, now pure, unfettered Ka, and began to rebuild the planet, ignoring her silent screams as her essence was stripped away for the good of all Araboth. The strain too much, her mind split in two: half used by El to rebirth Araboth, the other half fleeing across space and time, gathering itself into a new entity that would one day be known to another race as P'Sidyn.

And thus it was El, alone, existing beyond good and evil, who gathered up the system's survivors, barely 144 thousand of what had once been 70 billion, and helped them put civilization back together. He gave them food, and shelter, and more importantly, hope. Born of Ka, raised of Ka, he knew nothing other than being god. Cruelty and kindness, good and evil, all combined, free of the constraints of morality or society.

El ruled over his people with fear and respect for a millennium before, at long last, he chose to bequeath a bit of his power to them as well. And so the Arabothi became the Elohim, the people of El. And so their story began, much of what came before forgotten or expunged from history at the command of El. Few know of what came before. Fewer still believe it to be true. Only one knows for sure.

Rise of the Seraphim

Before the scouring, Araboth was a planet in decline, a society that had risen to great heights and then fallen, collapsing under its own weight. Tens of billions had all but used up the planet's resources, most living in poverty, supplied barely enough food to stay alive by those overseeing them. To the elite few who could afford it, a new existence on other systems awaited, fresh terrain to be explored, native peoples to be used. For the rest, life held little enjoyment. Polluted skies, wildfire plagues, and dwindling resources – these harsh facts of life replaced hope.

Thus, it was not entirely a tragedy that the Lethe plague crept into the Arabothi system. Many saw it not as a great destroyer, but as a great equalizer. For most, of course, it would be exactly that, rendering most of the planet's population equal in death. For the select few to survive the scouring, it was a chance to begin anew in what amounted to paradise.

Araboth's rebirth at the time was miraculous – once besieged by war, plague and famine, the planet was nearly scoured clean by fire and ash, destruction sowing the seeds of life to follow. Tended by El with a firm but loving hand, forests sprouted and life of all sorts returned to Araboth. Society was rapidly rebuilt, a hundred thousand people becoming millions, then billions in just a millennium or so. And for a while, it seemed as if this would, indeed, be the perfect society, all equal under their ruler, all sharing in prosperity.

But it was not to be so.

After a thousand years of bliss under his single-handed rule, society had evolved to the point where El could no longer easily keep control over his people. And so he chose to bestow upon some of them the secrets of Ka. The Elohim society was once again fractured into a rigid caste system.

At the top were those taught the use of Ka, known as Seraphim. Thus empowered, they ruled over society with privilege and power, using their abilities to not only shape government policy, but to shape the world around them as well. Many saw this as an opportunity to truly bring society to new heights: feeding the masses was a mere matter of making plants more productive, and healing the sick was as simple as wishing it so. But for a growing number, the use of Ka was an opportunity to hoard power, and wealth, and position. Soon, days were spent not in service to others, but in service to oneself, in competition with other Seraphim. Those below them in the ranks were ultimately neglected, and many came to resent this treatment, yet found themselves unable to do anything about it.

Perhaps those most slighted by this behavior were the Ishim, the second caste of merchants, tradesmen and other skilled workers. Not trained in the use of Ka, they were prevented from ever achieving the wealth and power of their Seraphim betters. Certainly, many benefited from the system – the Seraphim themselves, too busy with their own internal power struggles and machinations, typically turned to the Ishim for everything from clothing to artwork to fine cuisine. But restricted in the amount of wealth one could keep for oneself, the Ishim found themselves treading water, barely able to keep afloat. Some few

discovered that they could also master some Ka usage, but they did so in secret; to be found out was to sign one's own death warrant. At the bottom of the caste system were the Arelim, indentured servants that society had barely any use for. Generally forgotten by most, these untouchables fed off the plentiful scraps tossed to them from above, living their lives in service to others with no hope for advancing beyond their pitiful stations in life. In many ways, their lives were better than those above them, for free of the constraints of high society, they could live without posturing, without fear. As long as they did the work set before them, they were left alone. But to think this is to gild the truth. Life as an Arelim was truly miserable, utterly lacking hope. Never able to keep wealth, or escape from their caste, or to learn the use of Ka, they were born, lived and died as least-class citizens.

The Godsend Agenda

The Godsend Agenda was a system set up by El to surreptitiously gain power across the galaxy by having select Ka-using Elohim pose as divine beings on new worlds. Accompanied by a Host of Angelos, a dozen or two chosen Seraphim would secretly insert themselves among a population, posing as divine beings and making the religions of those primitive societies seem real through the use of Ka. Once established as gods, they would form themselves into pantheons and exert control over select spheres of influence, shaping that society's growth in directions that would make the planet ripe for eventual colonization by the Elohim. Almost without fail, the Godsend Agenda was a total success.

El knew from his own experiences that wielding Ka among those who could not was seen as a supernatural, even divine thing. To a peasant farmer, a strange alien bringing rain and thunder was certainly a god, worthy of respect and worship. No other possible explanation was available. Even among more advanced societies, the use of Ka was generally a complete mystery, inexplicable even through advanced scientific theories. Evolution could certainly trump creationistic theory, but no formula could explain the chariot flying through the sky, towed by Angels and ridden by a toga-wearing giant throwing lighting bolts.

The largest threat to the Godsend Agenda turned out to be its greatest friend as well – the clergy. Most societies the Elohim came across in their expansions had organized religions of their own, complete with priests who attempted to exert some sort of control over their laity. Rather than destroy these individuals, the Elohim wisely chose to use them to their advantage, "speaking through" these emissaries and thus making their own work easier. As religions exerted more control over their people, the Elohim could do less actual work. Faith became more important than regular miracles, and only the occasional "reminder" was necessary to keep people in line.

The Light-Bringer

Several thousand years passed before the Empire's foundations were finally challenged, first by the appearance of a powerful Seraph named Attis (whose Ka-manipulative abilities were second only to El himself), and soon thereafter by the appearance of a Ka-using race called the Chimerans. Attis soon came to realize (many speculate as to whether it was the Ka-infused spirit of Rhya, or some reincarnation of Cronys who informed him) that the Chimerans were those who had nearly wiped out Araboth thousands of years ago by dampening the system's star. Taking a small force with him, he struck deep into the heart of Chimeran territory and, using his Ka abilities and Elohim technology, detonated a device that neutralized the natural flow of Ka energy near the Chimeran home world.

Though hailed as a hero, El realized that Attis could easily dampen his own power. His concern increased as Attis began to preach about allowing all Elohim to use Ka equally. El had had enough; El first attempted to assassinate Attis, and then sent his force of clone warriors, the Angelos, to capture or kill him and his growing rebel force. Later, after enlisting the rebel help against a new Chimeran threat, El betrayed Attis and imprisoned he and nearly 200 other Elohim rebels. They were placed on a prison ship with many other Elohim prisoners (including thieves, murderers and worse), and some Chimeran POWs, and sent off towards the planet Sheol, far from any source of Ka.

Before they reached the planet, Chimerans attacked the ship. In the ensuing battle, both ships plunged through space and time to land on Earth, and the Chimeran and Elohim prisoners scattered towards freedom. The newly freed Elohim fully understood the power of the Godsend Agenda, having seen it work before as a force for both organizing and controlling the people of a planet. And so they decided to abolish the caste system and use the Godsend Agenda for their own purposes, establishing a polytheistic belief system, setting themselves up as gods among the primitive peoples of Earth. Over time, the Angelos would use the Agenda to establish a monotheistic religion, primarily to counter the Elohim, but for thousands of years, the Elohim Agenda won the day. Gods walked the Earth.

Cutting the Ka

Ka. Ki. Chi. Call it what you will, it is the same intangible energy found everywhere in the universe, from the smallest subatomic particles to the largest stars, as well as within every living thing in the universe. Each individual generates a small amount of Ka energy, yet very few know how to effectively manipulate it effectively. Often, bursts of Ka are chalked up to "feats of strength," as a mother lifts a car off her trapped child, or a soldier charges into a firefight to save a wounded comrade. At other times, such seemingly supernatural feats are called "miracles" or "fate." In all cases, it seems, such tremendous acts of courage, strength and superhuman power seem to appear more often in stories from the past. Which is exactly the truth.

Since stars are the largest bodies in the universe, they emit the most Ka energy, solar energy streaming Ka everywhere, scattering it throughout galaxies and thus readily available for those who know how to see it and use it. El himself learned to capture such power to turn himself into a veritable god. And Attis, taught by El to manipulate Ka, learned how to reverse that process, to stifle the flow of Ka energy to take power away from those who relied on it.

Through personal study, Attis had learned that through the use of a special device, he could strengthen a star's magnetic field just enough to block the majority of the Ka energy from escaping – the same sort of dampening that creates black holes and other regions of null space. He used that very knowledge to stifle the flow of Ka to the Chimeran Hegemony home world of Thule during a War. And it was to one of those pockets of null space, called Sheol, that El shipped Attis and his followers off to, in order to prevent them taking his own power away in like fashion.

Now exiled on Earth, Attis eventually came to realize that the only way to prevent the Elohim "gods" from being a deadly menace to the planet's inhabitants was to repeat the process. Since most Ka users had only the vaguest notion of how their power worked, they were helpless to stop him as he cut the flow of Ka energy to Earth to a bare trickle, turning powerful gods into mere shadows of what they once were, overnight. Many went into hiding, leading more reclusive existences to hide their loss of power from their human worshippers. Most opposed Attis' decision, and hate him for it to this day.

In the modern era, the flow of Ka continues to be dampened, although some Elohim have found a way to boost their own abilities through the use of artifacts, or through journeys into other dimensions where the Ka flows more freely. Only Attis' sacrifice keeps them from truly achieving the godly powers that many of them seek to attain once again.

Who Are the Elohim?

The Elohim Character Package

Philosophy

The Elohim once acknowledged El as their ruler, but having tasted the power of Ka they stopped thinking of him as a god long before they crashed on Earth. More powerful than they were, they served him dutifully, spreading the Godsend Agenda, fighting the Chimeran threat, and doing as he willed, enjoying the benefits of power given to them as part of their service. But having experienced the "treachery" of El, they no longer acknowledge him as anything but an enemy who tried to take from them what was theirs.

Unlike the Angelos, the Elohim are not united behind a common cause. While they all seek power and freedom, they have different views on how to achieve their goals. Some choose to be mostly benevolent towards "lesser" humans, believing that all beings deserve an opportunity to learn the use of Ka, to achieve power and to enjoy freedom on their own. Others believe that most beings are unworthy of power, and that personal advancement at the expense of others is the only realistic course to take. Still others see their "lessers" as inconsequential, occasionally helpful but also occasionally a tiresome obstacle that is best avoided most of the time. As the Elohim have lifespans stretching over many millennia, they often change their viewpoints from time to time, gaining new perspective and understanding of their situation over the years. An Elohim who once saw humanity as tiresome babies suitable only for sacrifice might gradually come to understand that they are useful and worthy of assistance, or vice versa. This unpredictability makes Elohim all the more dangerous.

Appearance

Being true masters of Ka manipulation, Elohim can appear as anything they wish: animal, mineral or vegetable, or anything in between. Most choose to appear "human-like" in appearance, though in their natural forms this can mean anything from "normal" to the addition of bird-like or animal-like features, additional limbs, abnormal height, etc. In all cases, their appearances are quite striking, and although some features may seem shocking to those not of their kind all will recognize this. In humanoid form, they are on average taller than humans, their skin color ranging from deep black to pure white (or any shade in between), eyes varying from normal to unnatural gold or violet. (In game terms, multiple ranks of Otherworldly Appearance and other Charisma-related Advantages.)

Personality

The Elohim are not what they once were, but they are still a proud and powerful people. Stripped of power by their once leader Attis (to prevent the destruction of humanity through their own foolish pride), wracked by infighting, and incessantly hunted by Angelos, they seek only to regain what was once theirs: power, and the freedom to use it as they see fit. They maintain a sense of superiority, not entirely unjustified, treating others (Angelos included) as inferiors and children not (yet) worthy of power.

Names

In keeping with the traditions of the Godsend Agenda, Elohim take names from the society they are insinuating themselves into, adopting the faces and personalities of the gods the people worship. Their original names are unimportant, as they are merely one of dozens or hundreds that each Elohim has used over the course of his life; to say that an Elohim has a "real name" is to miss the point entirely. Their "real name" is the one they are using at the present time. That said, on Earth Elohim go by the names of Earth gods, past and present. Examples include: Anu, Attis, Baphomet, Bast, Circe, Dagda, Danh, Gaea, Indra, Legba, Lohki, Mantus, Moloch, Phoebe, Rati, Shiva, Surya, Thoth, Typhon.

Power Level

Elohim are potentially the most powerful beings on the planet with a minimum starting power level of 3

Archetypes

Many Elohim are Icons, Protectors, or even Bravos, but many other archetypes fit the persona of the Elohim. Many have been rogues, Adventurers, or even revenge driven dark avengers.

Elohim have a unique set of advantages, flaws, and powers that help benefit and define their characters. The list below is not mandatory for making characters, but will help in the character creation process. Points per rank will in some cases be altered, to reflect that Elohim have a higher proclivity for certain advantages, flaws, and powers.

Advantages

Efficient Ka (R3)
(this advantage only costs the Elohim 1 creation point)
Most Elohim know of highly efficient ways to tap into the Ka energy that permeates the universe, storing it and using it to their advantage.

Otherworldly Appearance
(an Elohim only advantage)
Elohim are known for their striking presence and stature, and most stand out from the crowd in some way shape or form. Being an egotistical race, their chosen appearance will never be horrific – Elohim admire extremes in appearance, but loathe the unsightly.

(R1) Elohim gain a +1D to all charm, command, intimidation, and persuasion rolls. When using disguise the character receives a +3 to the difficulty, as it is very hard to hide their appearance.

(R2) The Elohim is much more noticeable than the average person, and has a few minor features unique only to him such as oddly colored eyes or strangely textured hair. Elohim gain a +2D to all charm, command, intimidation, and persuasion rolls. When using disguise the character receives a +6 to the difficulty.

(R3) The character is beyond the scope of what is considered "normal appearance." The character may be strikingly beautiful or diabolically sinister, but is always awe-inspiring and looked upon with admiration/trepidation whereever he goes. Elohim gain a +3D to all charm, command, intimidation, and persuasion rolls. When using disguise the character receives a +9 to the difficulty.

Power Minimum (R4)
(an Elohim only advantage)
The Elohim are masters of Ka manipulation, giving them extraordinary potency when using their Ka abilities. The character can select three related powers and the character will always gain a minimum total of 3 times the number before the "D." The player may not select Power Minimum for any power that has any other Advantage or Special Ability tied to it. Also, the skills must be related in some way or share the same motif.

Example: If the player selects Flame Jet, Elemental Sheath – Fire, and Fire Manipulation for her character (all fire motif powers), all of which she has at 4D, and she generates less than a 12, the minimum total automatically becomes 12.

Disadvantages

Lethe (R1-4)
(A special Elohim Disadvantage, Mandatory)
(All Elohim start with at least 2 level in this disadvantage, but may buy it down or completely remove it at character creation by spending 10 creation points)
As described in the Sidebar, an Elohim suffering from Lethe forgets her past life and falls into the persona of the god she once pretended to be. Nothing short of incredibly deep scans using a combination of Mind reading and Telepathy are known to pull a psyche free of her own mind's thrall. The Elohim believes so much that she is another being, free of the problems and woes she

suffered in his previous life, that her Ka abilities and physical form change to better suite the personality her mind has chosen. Months, years, decades or centuries may pass before the Elohim can shake off the mental shackles and resume his former life.

Game mechanics:

The Elohim must first have a trigger for the Lethe, such as a person, place, or thing that had some sort of powerful meaning to her. Usually the catalyst is some terrible memory or trauma. When the Elohim encounters her Lethe trigger the GM has the character make a moderate willpower roll, with a penalty of +3 added to the difficulty per rank of the Lethe disadvantage. The higher the level, the higher the chance the Elohim will fall into Lethe. If she is successful the Elohim staves of the effects of the Lethe, if she fails the roll, she gives in and her mind crumbles.

The Lethe lasts for weeks equal to what the roll failed by. If the roll was unsuccessful by more than ten, the duration is in months. If unsuccessful by more than 15, the Lethe lasts for 6 months per point. If the player rolls a critical fumble the duration is in centuries. The character may try and break free after spending at least half the allotted amount in the terrible mental state, minus her Presence attribute. The character must make the same roll as before, but with a -1 penalty, and may not spend any Fate points to augment the roll. If the character fails this roll, she does not incur extra time.

Overconfident (R1-3)

(The Elohim character receives twice as many creation points for this disadvantage.)

Most Elohim have huge egos that stem from their extreme amount of personal power. After all, being one of the most powerful beings in the universe can make one a bit cocky.

POWERS

Longevity

(Elohim pay one point for this power)

This a mandatory must have for all pure-blooded Elohim. Millennia ago the Elohim found a way to stave off the affects of aging so that their life spans were greatly increased.

Ka manipulation

Cost: 8 Per Rank

Elohim are the premier manipulators of the energy force called Ka. They have spent centuries perfecting the use of Ka and all its infinite applications.

Sustenance

Cost: 2 Per Rank

Elohim can channel Ka and live off of it instead of food for days on end.

Cosmic Awareness

Cost: 1 Per Rank

Elohim can see, hear, feel, and even taste when Ka energy is near.

Lethe – The Forgotten

Araboth was once threatened by an intangible, invisible mental plague that plunged its people into darkness, making them forget who they were and what they had to live for. Unable to stave off the sickness inside of them, many went mad and killed themselves and those around them. From this great tragedy, however, hope was born, El rising to rebuild civilization after its near total destruction. And so the Lethe plague was forgotten by the Arabothi, now called Elohim. But it was not gone forever, as the Elohim on Earth would find out.

Cut off from their home world, masquerading as Gods, and gradually warped by the use of Ka energy, many Elohim fall prey to a similar malady, forgetting who they are and where they come from. When at last asked to endure great mental hardships of stress beyond the scope of human understanding, the Elohim's intellect snaps and retreats. In their own minds, they become the deity they are pretending to be, completely forgetting their creation, history and exile on planet Earth.

In many cases, the Elohim are gradually able to shake this effect off, sometimes on their own over a span of centuries, occasionally with the assistance of other Elohim over a shorter period of time. While suffering from this malady, however, these Elohim are among the most dangerous around, as they cannot fully understand the impact of their Ka-derived powers and see all around them as lesser beings worthy of little more than worship, on a good day, and destruction, on bad days (some even say the Chimeran Echidian is a powerful Elohim who was lost in Lethe thousands of years ago). Fortunately, these Elohim often choose reclusive lifestyles away from the trappings of modern life, and are rarely encountered.

Organization

Due in part to their wildly differing ideas of what to do with their situation, and in part in an attempt to further escape the attentions of their Angelos pursuers, the 200 Elohim who crashed on Earth agreed to spread themselves out across the planet when they began to institute their own version of the Godsend Agenda, splitting off into groups of tens and dozens. In so doing, they created the pantheons that many of the ancient world's polytheistic religions worshipped.

Many organized themselves into an approximation of their old caste system, with chief gods and demigods, some exerting influence over the sky while others focused on Earth. This was as much to maintain the Agenda as it was to avoid conflicts among themselves (eventually failing on both counts). Some of the more prominent and powerful of the Elohim often wandered between lands, crossing pantheonic lines and muddling mythological history. But most settled in one area and grouped themselves around a common ideology or culture, arranging themselves as a "team" that could react to the needs of their area as necessary.

Pantheonic lines further fractured as the Elohim ability to use Ka dwindled. No longer able to wield truly godlike powers, and facing the monotheistic version of the Godsend Agenda implemented by the Angelos, the Elohim went deeper underground, some choosing to operate singly as heroic or villainous figures, others organizing themselves in pantheon-like groups. In some cases, the Elohim still operate as gods, though much less openly: this is particularly true in Haiti, parts of Africa, India and parts of the Far East, where polytheism of a sort still survives today. They have also gained strength in areas where atheism has grown more prominent, particularly in Western societies such as the United States of America.

In general, the Elohim of today are loosely aligned into three camps: Attis and his Lightbringers, the Divinities (represented, but not led, by Thoth), and Typhon and the Destroyers. The ongoing battle involving these groups is not one of "good" versus "evil" per se, but more akin to the heads of two opposing corporations striving to block each other's takeover attempts. To use an analogy, think of Attis as the head of a free software movement, wanting to give open source to all the people to use freely, and Typhon/Set as the head of a major software corporation, rejecting open source as an abomination since it takes control and profit away from his own domain. Thoth, then, would be somewhere in between, using apple-sized bites of Attis' free code to help produce his own separate operating system, in order to give users an alternative to Typhon's global domination of the industry.

Attis and the Lightbringers

This group includes Attis and several dozen other Elohim who see humanity as worth saving, and worth teaching the use of Ka to over time. Actively concerned with the growing Chimeran threat, they are willing to work with those who will listen to try and save the planet. Earth is their home, and they see every reason to save it if they can. Most in this group work singly, outside of any pantheon and without putting on airs as a "god," seeing their current agenda as more important than the Godsend Agenda. To them, the Angelos are an annoyance who could easily become an ally if they could only get past their blind allegiance to a distant "god" who no longer matters. Lightbringers are best described as good in their intentions, meaning that they are concerned with the survival and progress of humanity as a whole, even above and beyond their own needs and concerns at times.

Attis was the son of a noble back on Araboth, and this privileged background made him quite the ultimate idealist, always believing in the best of "human" nature, and willing to help those around him. On Earth, he was originally a god of growth, fertility and vegetation in Asia Minor, Greece and Italy (where he was also known as Adonis), Attis much preferred to work behind the scenes rather than play a role as a chief god. His most prominent role was undoubtedly as Osiris in the Egyptian pantheon, where he was at first merely a god of corn, and later a god of the dead when he fought and was "slain" by his enemy Set (Typhon in disguise) and brought back to life through Isis' quick use of Ka. Among the Egyptians, he taught the people sculpture, religion, music and law. He was later killed by Typhon yet again, but was again resurrected and

continues the fight to this day.

Attis' continued battles to counteract Typhon/Set's plans are the primary example of his driving motivation to benefit humanity. Attis currently sees Typhon as a threat to humanity's chances for survival, as he feels that only through unity and cooperation does the planet stand a chance of surviving the coming onslaught. He has seen how power corrupts those who seek to keep it all for themselves and feels that everyone would be better served sharing such power amongst themselves in smaller portions, as opposed to piling it all on the hopes of one single "godlike" individual.

Thoth and the Divinities

The largest group of Elohim includes all those Elohim who still see the Godsend Agenda as their primary means of interaction with humanity. Beyond good and evil, they are primarily concerned with exerting influence over their own particular spheres, overseeing the manipulation of the world in accordance with the beliefs of their followers. Many of them are stricken with "Lethe" and truly believe themselves to be gods, and as such have no interest in the other conflicts that surround them. Others are merely content to rule in their little spheres, avoiding larger matters by simply pretending they don't exist. The Angelos are of little concern to them; by staying underground and not rattling any cages, they avoid the attentions of their enemies for the most part. As such, they are generally quite neutral in their dealings with humans, balancing punishment with reward but generally just minding their own business.

Thoth was originally Attis' Ishim manservant on Araboth, bestowed with the knowledge of Ka after Attis saw his great potential. On Earth, he became an Egyptian god of knowledge and science, magic and medicine and, above all else, cultural advancement. Not interested in leading from the front, he preferred to take a more advisory role, staying out of the limelight and helping the cause from the sidelines. He is best known to the modern world as Leonardo da Vinci, a role he adopted after deciding that something more low profile would be more appropriate than running around pretending to be a god.

While Thoth does not pretend to be a divinity in the modern era, his behavior is generally as neutral and aloof as those of the other Elohim in this loose division. His work as Leonardo da Vinci is best representative of his overall motivations. As da Vinci, he developed plans for many inventions that he believed would be of benefit to humanity as a whole. That these inventions included cannons, ballistas, missiles, battleships, tanks, submarines and scythed chariots that could be used to kill and destroy was never a concern for him. The offering of knowledge without the intent to intervene was his only motivation.

Typhon and the Destroyers

Led by Set and his followers, this group of Elohim is interested only in self-advancement and the gain of power at the expense of all others. They have no interest in advancing humanity or doting over followers. They are only concerned with regaining the full use of Ka that they once enjoyed, and if that means destroying humanity, the Angelos, other Elohim and the entire planet to get that, so be it. They are sick of being trapped on a backwater little planet cut off from the power they know exists just beyond the atmosphere, and they will let nothing stand in their way. The Angelos to them are a reminder of the treachery of El that got them into this situation in the first place. If they have the opportunity, they will kill every Angelos on the planet, then escape and return to Araboth to kill El and wrest power from him. Whether or not this is an achievable goal is a moot point to them. They are "evil" in the sense that they are driven by self-motivated goals, even to the expense of others, but they are by no means mad scientist monsters bend on ruling the world. They have an agenda larger than anything humans could imagine.

Originally an Arelim thief who rose through the ranks of a criminal organization on his home planet of Raquia, the charismatic Typhon was captured and given a life sentence on Sheol, and placed on the same prison ship as Attis and the other Elohim. There, the schemer painted himself as a poor unfortunate, and managed to place himself among Attis' best students and closest friends, not necessarily because he liked him but because he saw where the power was, and wanted to be a part of it. On Earth, he cooperated with Attis most of

the time as Typhon, striking back in vindictive fashion for perceived wrongs as Set. In secret, he sowed the seed of deceit in other pantheons around the world, traveling in disguise to the courts of the other pantheons to tell lies about Attis. Many already resented Attis telling them how to live their life used their newfound authority and power, and to this day are still angry at the imagined slights, as well as Attis' cutting of the Ka. Over the course of years, Attis gradually became aware of Typhon's alternate personality, and the two battled more openly after that, nearly destroying each other at one point.

Typhon's destruction of Atlantis is a good example of his motivations. He saw the Atlanteans as an eventual threat to his gradual ascension towards becoming ruler of the planet, especially since they almost killed him during their war. Vindictive in nature, he never forgot their offense, and so too several Elohim associates and destroyed the island in a single night. He acted not out of blind evil malice, but out of a sense of personal revenge, and to prevent a perceived future problem. His own needs were more important than the lives of others.

Ancient Pantheons

After escaping the Angelos prison ship, Attis and his fellow Elohim traveled for some time before settling in the Middle East, setting up in the Tigris valley to establish a foothold for themselves. It was at that time that they decided as a whole to institute the Godsend Agenda as a means of protecting their own interests, and teaching the population of Earth the secrets of Ka in a more orderly fashion.

Realizing that this could not be efficiently done with all the Elohim working in such a small area, Attis instituted a "missionary program," dividing up the Elohim amongst his chief lieutenants and sending them across the Earth to establish pantheons where they settled. He, as well as Voltan, Xues, Lugh, Brahma, Olrum, and Yu-Huang, split up, each taking a dozen or so Elohim with them. Once each base had established a firm foundation, they would split up further, eventually covering the whole planet over a period of hundreds of years.

Each group of Elohim began to implement their own version of the Godsend Agenda, with some emphasizing a single dominant elder god figure with a number of lesser deities, some holding to a belief in a strong central

pantheon, and others recognizing hundreds or thousands of deities, all equally valid and worthy of attention. The pantheons familiar to modern society generally followed a similar structure, however, with gods of similar purpose and influence appearing in different myths across Europe, Northern Africa and the Middle East, stemming from the foundations originally laid down in the Tigris area among the Chaldean, Sumerian and Babylonian peoples when the Elohim first decide to use the Agenda.

Elohim Plot Hooks

- The characters are all Elohim during Greece's "Age of Heroes." The people of Athens ask for help to win a war against their Minoan enemies. What they don't know is that a small squad of Angelos has allied themselves with the Minoans and lie in wait to ambush their one-time prisoners.
- The characters are gods ruling over primitive man. To the east, a renegade Elohim has struck a bargain with a group of marauding Chimerans to attack the characters' city-state. The forces are gathering and will march on the city-state within a week, if they do nothing to stop them. The leader of the characters' pantheon then sends them to the rival Elohim's city-state to break up the alliance through subterfuge and espionage.
- For a modern twist, the Elohim meet every 10 years, coming together from all corners of the planet to discuss the goings on of their small world. This year they meet outside of Miami, Florida, in an old Plantation house. The Angelos have gotten wind of the whole thing and have leaked the whereabouts of this massive congregation of Elohim, so that Chimerans can mass and attack them. The Angelos thus plan on killing two birds with one stone during the gathering.

Who Was That Masked God?

Comparative mythology (the study of ancient religions, their deities and their respective beliefs) is a complicated matter in the Godsend universe. A simple look at two numbers – 200 and 330 million – reveals why. The first, 200, is the number of Elohim known to have crashed on Earth. The second, 330 million, is the number traditionally used to describe the number of "gods" in the Hindu religion. Even if we allow that 330 million is an exaggeration, it's easy to count "gods" and come up with a number in the thousands or tens of thousands. Obviously, not all of history's divinities have been Elohim.

So who where they, and where did they come from? Overall, it's impossible to definitively pinpoint who was who throughout history. The best sources of information on the matter are the beings that were actually there, and they can hardly be relied upon for accurate and unbiased opinions. Most who study such matter simply shrug their shoulders and go with their best guesses:

1. Sometimes one actor played multiple roles.

Attis himself was also known as Osiris, and while this was extremely rare, and generally frowned upon by other Elohim, he wasn't alone. Elohim being powerful Ka-users, and thus capable of masking their identities, it's also conceivable that in a few cases several Elohim may have contributed to the same godly legend over a span of years. One must also include in this "multiple personality" category the popular concept of the triune divinity. For example, in the Hindu pantheon, Brahma, Vishnu and Shiva are individual deities but also aspects of the same Supreme Being, representing creation, preservation and destruction (in much the same way as the Greek Fates: Clotho, Atropos and Lachesis). Are these three Elohim, one playing three roles, one role split into three by human worshippers, or something else? Perhaps it's a mystery for characters to look into.

2. Sometimes gods were not Elohim at all, but other powerful beings.

Likewise, not all the "demons" were Chimerans, and not all the "angels" were Angelos. Elohim, Angelos, Chimerans and Atlanteans have all been recognized to varying degrees throughout history as one and the same, when in fact they are all quite different. In the Babylonian myth of Marduk and Tiamat, Marduk was an Elohim and Tiamat was a Chimeran, yet both were treated as gods. Likewise, the ancient Atlanteans were recognized by the Greeks as the Titans, the predecessors of the Olympian Gods. In the Judeo-Christian mythos, Michael (Mih Kal) is an archangel, but to the ancient Chaldeans he was just another deity, whereas John Henry, a legendary American human of epic proportions, was in fact an Angelos all along. And amongst the violent, blood-soaked religion of Central and South America, a dark secret is concealed – many of their "gods" were not Elohim, but Chimerans.

3. Sometimes gods were elevated to their positions by Elohim.

One of the goals of the Elohim "Lightbringers" was to illuminate capable humans in the use of Ka, and once these individuals mastered this power, many achieved powers that made them indistinguishable from their Elohim teachers. Many pantheons clearly distinguish between greater or elder gods, and the younger, lesser gods who came after them, including the Egyptian and Sumerian pantheons.

4. Sometimes human worshippers just made stuff up.

Humans have always been prone to fits of fantasy, elaborating on truths thousands of years old to the point where they are oft no longer recognizable for what they once were. One person writes about a valley flooding, and before you know it, two-thousand years later it's turned into the entire Earth being flooded, and a half dozen people rescuing every animal on Earth. Except for the unicorns. Ultimately, this is where most of mythology's "gods" come from – human beings ascribing symbolism to powerful, mysterious things they can't otherwise explain. Some Elohim may possess powers of light and heat control, but you can be certain that no Elohim was ever actually THE sun, despite the fact that millions and millions of people worshipped the actual sun as a god for quite a long time.

The Ennead

"How did it go?" Attis leaned back against a tree. It felt good to get away from the daily grind of governing the humans. The Godsend Agenda helped to integrate the Elohim forces on Earth, but it has caused a lot more work than Attis had expected. These humans were not content with having a god to worship. When a living deity was in their presence, they wanted to be guided, praised, and ruled. Most other societies seemed to have been content with knowing that their "gods" exists. These Earth humans had demands of their gods. He shook his head again at the continuing arrogance of the humans.

Thoth leaned against a tree himself, and paused for dramatic effect as he positioned his robes about himself. While Attis wore the draping cloth of the Greeks, Thoth enjoyed the elegant robes of the Egyptian clergy. It had taken a while to become accustomed to the make-up and wigs, but now he was rarely seen out of his full costume. "It went well, sir. It was a wise idea to send an emissary. Most of what they were doing was caused from fear of a prophecy."

Attis quirked an eyebrow as he let his image shift from the façade he presented to the Greeks to his true form. The alabaster skin the Greeks expected darkened, taking its true rich brown coloration. The toga faded, becoming a loose-fitting environmental suit. Though the Elohim were able to survive in Earth's atmosphere, most of them still wore the environmental suits for convenience – they protected them from the harsh living conditions of the primitive societies they had infiltrated. His eyes remained virtually the same, still a deep brown. His hair became coarser, but maintained its length and was bound back in a qu. He stretched and smiled the first real smile for weeks. "So, the prophecy – does it deal with us? These beings are strange – some have a minor ability to channel Ka, but I didn't think they were knowingly doing it."

"No, I don't think they realize what they are doing either, and even with all the lip service they give to us as gods, they still have a fundamental disbelief in things they can't explain. Perhaps I'll take a new form once this one stops serving us – a form that can help to explain some of these mysteries they are so afraid of. And I think I may move to the Roman Empire, it seems a civilized enough area for this world."

Attis turned to face Thoth. He was accustomed to Thoth's thoughts drifting, but it never lasted long, and he could always come back with the needed ideas to carry forward. "When you do it, name yourself after my nephew, Leanir. I think he would like that."

Thoth grinned as his thoughts came back to the present, "He's a good kid. I think I'll do that. But that name will never fit the region. Maybe Leanirus or Leanirdo. Doesn't really matter how we pronounce it though, they just can't seem to get the accent right. It'll probably come out as 'Leonardo' or something similar."

"It's the thought that counts." Now that Thoth was back in the present, Attis directed him back to the matter at hand. "So, the prophecies?"

"Yes. These people, the Atlanteans, have had prophecies about a Horde of demons coming to this planet and causing untold destruction. I spoke with their Great Council – they are the strongest Ka users we have found on this planet. I didn't think that anyone could channel as much Ka as they do without proper training. These people constantly astound me."

Thoth mentally shifted back to the topic and continued, "We discussed their prophecies, and even with my limited Foreseeing talents I could concur with them. A Horde is going to invade. However, they are not we, and they are not demons. They are Chimerans."

"How? We don't even know where we are, how can they find us?" Attis stood, clasped his hands behind his back, and began pacing. This would not do. There weren't enough Elohim on Earth to fend off a full invasion. Thoth had continued speaking.

"- So they did. They agreed that we were not the foretold Horde. They have noticed us – actually detecting our true selves, and have been monitoring us. Like I said, they constantly astound me. On your behalf I have established alliances with these people. They said that they will begin taking precautions against this Horde. I asked if they could detail their plans with me. They just said that they had time to implement something they had been working on. They wouldn't discuss it further with me."

***
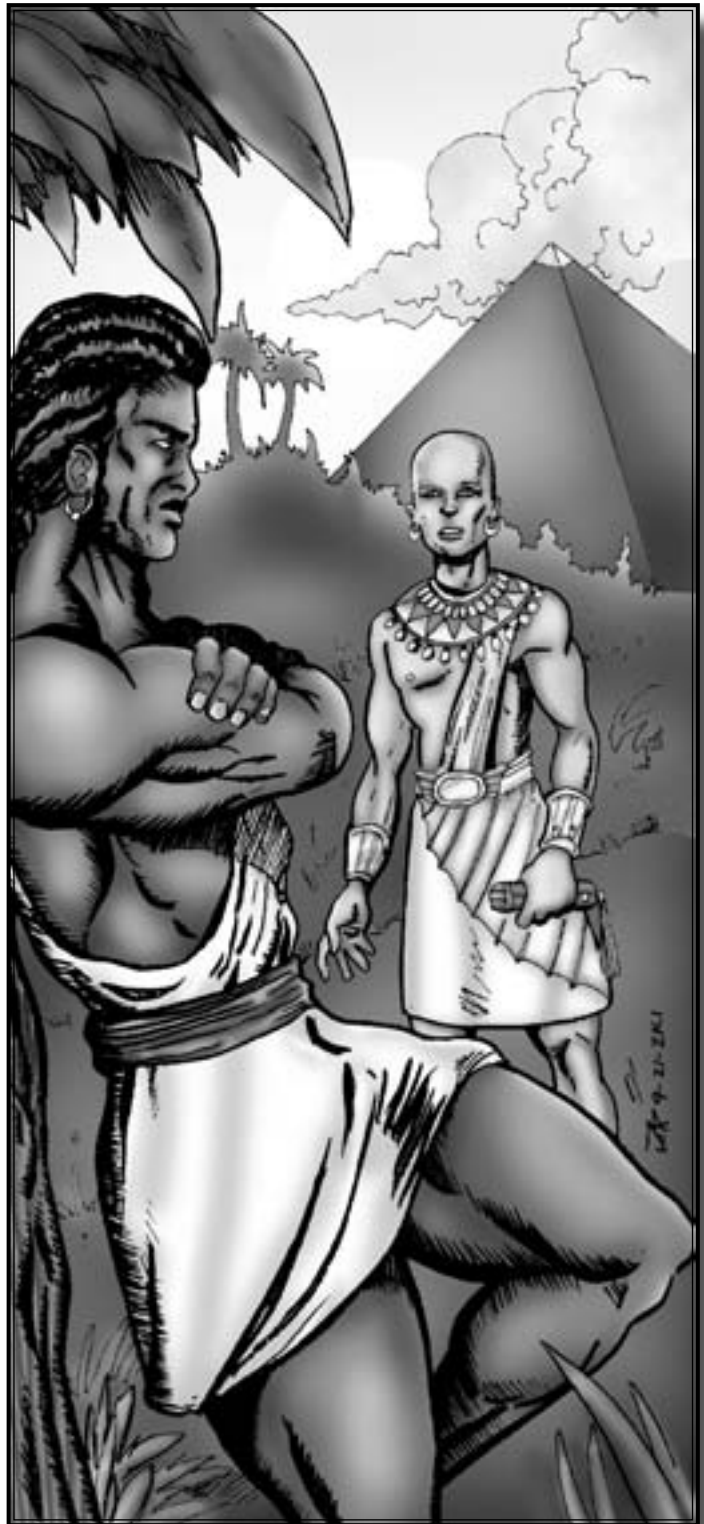
When the Elohim prison ship first crash-landed on Earth there were nine rebel refugees who fled their captors and settled in the sands of North Africa. Primitive human beings were the first sentient creatures they encountered, in the ancient proto-city they called Iunu (known in the time of the Roman Empire and since as Heliopolis, now a conurbation of Cairo). This was a thousand years before the time of the earliest remaining trace of the city, and a thousand years before the birth of Uruk, widely accepted by historians as the first city on Earth.

For the Elohim this was a chance to establish a civilization in their image, far from the war-torn galaxy they had left behind. They took up residence in Heliopolis and naturally fell into a position of dominance over the humans. They used their superior power and technology to lead the people into a new age, teaching them agriculture, mathematics, masonry, irrigation, and countless other advances that to them were child's play but were absolutely pivotal to mankind's development. This was the beginning of the Godsend Agenda on Earth.

Early humans, though highly receptive to the teachings of the Elohim, were not for the most part fully equipped to comprehend their nature. They seem to have been incapable of perceiving them as mortals, instead persisting in their belief that their extraterrestrial pastors were higher beings and had brought with them the creation of the universe. This fundamental misconception caused subtle discrepancies in the lore of the ancient Egyptians, so that they interpreted the Elohim power structure as being familial rather than social, and the superior Ka energy of the senior Elohim often made them appear youthful in comparison to their subordinates. In the humans' eyes, Geb and Nut therefore became the parents of Osiris, Set, Nephthys, and Isis, when in fact they were junior in rank to all four of the other "gods". The idea that each level of influence begat the next also meant that the humans considered Elohim of similar standing to be siblings as well as lovers. The aloof nature of the "gods" prevented them from clarifying such details; the Elohim have never cared what humans might think about their mating habits, any more than a human cares what his dog thinks about his sex life. Both human and Elohim are happy to allow such things to remain the business of the gods.

The Godsend Agenda was a huge success in Heliopolis. After a mere couple of centuries the Elohim, now calling themselves the Ennead, decided that they should go one step further than was previously accepted. Attis – or "Osiris" to the people of Heliopolis – began teaching human students the art of Ka manipulation in order to carry their wisdom and technology further afield. This scheme was mostly a great success; Anhur, Bast, Hathor, and Bes, the first four apprentices, became the proxy guardians of their land and people and were wise and loyal servants of the Ennead. The fifth apprentice, Sekhmet, was easily led astray by the dark promises of the traitorous Elohim known as Set. Under his tutelage she became the first of many great sorcerers to plague Egypt, passing on her own knowledge to create a horde of mystical villains. Many of these renegades in turn took on students of their own, so that soon the Ennead and their loyal servants were beset on all sides by a plague of twisted magicians.

These were not the only enemies of the Ennead. Though they treated Heliopolis and the Earth itself as a fresh beginning, certain elements of the war had followed them into this apparent safe haven. The Chimerans and Angelos who had arrived on Earth with them were making plans of their own. Chimerans wandered the land and spread violence and misery, or simply hid in the wilderness where they could be left alone. Many bred with the indigenous wildlife - though this was thankfully a rare occurrence - to produce such monstrosities as scorpion men, the manticore, the hydra, and many other creatures of myth. Some, such as Apophis the Destroyer, were more organized. Apophis used his powers to create an army of the walking dead, strange wraith-like soldiers called "Empusa", to march on the Nile and trample the Ennead's lifework. Atum was engulfed by this demonic army when they first reached Heliopolis. The Elohim Set (in his less-sociopathic youth) and a young Atenmest

named Mehen mounted a dramatic rescue and successfully retrieved Atum from Apophis' Nubian lair. Ironically, Set was himself later believed to have spawned with a Chimeran to produce an army of dog-men, or "Setbeasts".

Following is a brief summary of the identities of the Ennead, and of their relationships with each other and the rest of the world:
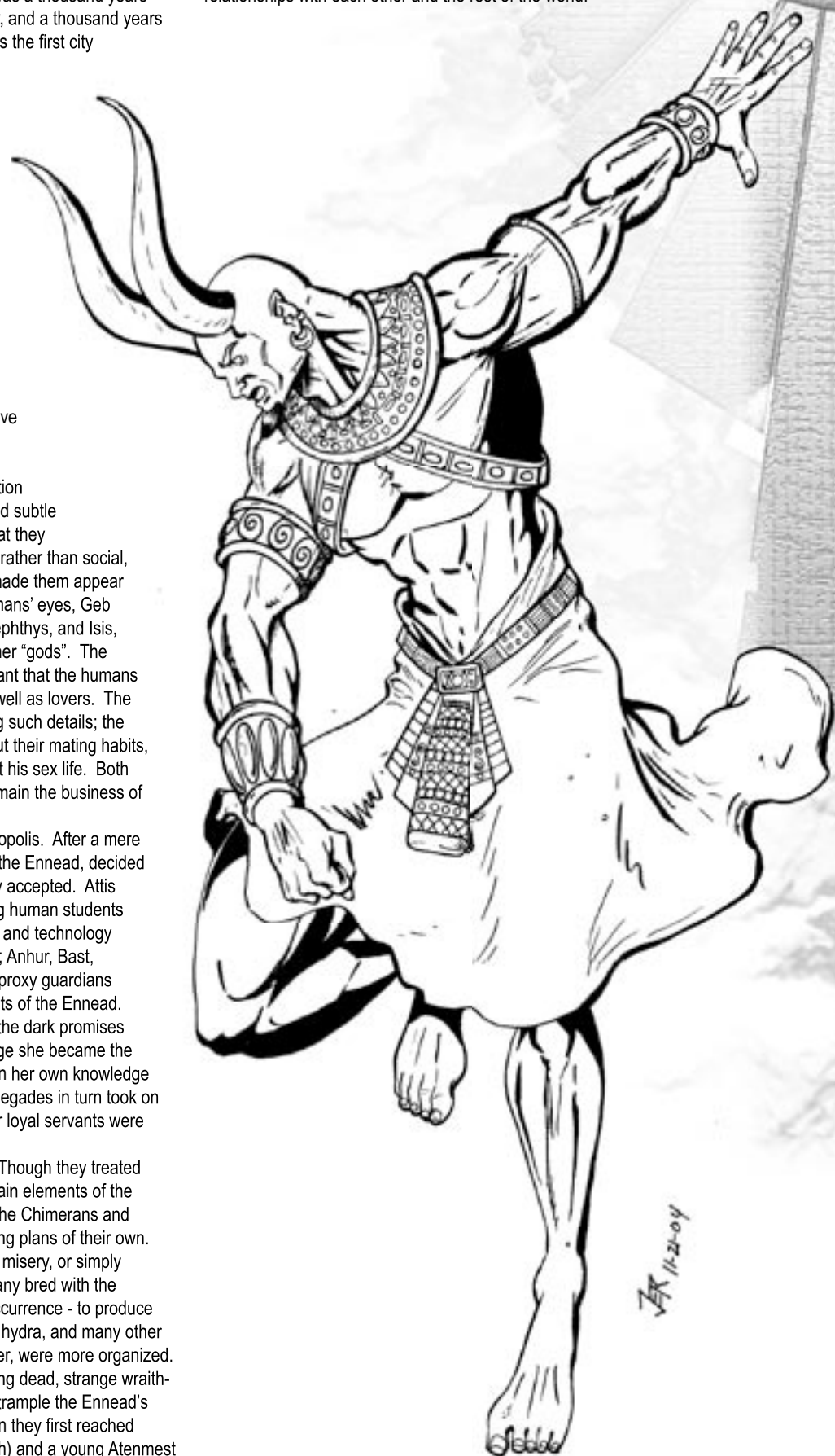
Attis/Osiris

Attis had never known peace. All his life he had been fighting wars; first on the front lines of an invading Empire, and then at the center of a violent rebellion. When he arrived on Earth he thoug◻
sta◻

Fate soon twisted this newfound identity at the hands of Set, the treacherous alter-ego of the Elohim Typhon, who twice assassinated Osiris in public. Osiris returned to life each time and was soon dubbed master of death and of the underworld. This image has been a weight on Osiris ever since. Fearful reverence now prec◻   s treachery.

Age: 6100
Archetype: Icon
Elohim
Reflexes 3D, brawl 4D, dodge 5D, flying 5D, melee combat 4D
Coordination 3D, marksmanship 5D
Physique 3D,
Presence 10D (Mind over Matter,), command 12D, persuasion 11D, willpower 13D
Knowledge 5D, languages 7D, security 6D, Scholar (Ka Energy) 8D, (specialization: Ka energy applications and theory +3D), tech 8D
Perception 4D, investigation 5D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R1), Power Minimum (R1) Ka Manipulation, Matter manipulation, and Cosmic Awareness
Disadvantages: Lethe (R2), Quirk (R1) always believes in people's capacity for good, Enemy Typhon (Power level 5, One man, Uncommon), Secret ID (R2)
Powers: Immortality (must be completely cut off from all Ka to die), Ka manipulation 18, Matter Manipulation 5, Cosmic Awareness 10, Astral Projection 5, Flight 4
Move: 10 **Strength Damage**: 2D. **Fate Points**: 2. **Character Points**: 10, **Ka Points**: 28,
Body Points: 35
Equipment: none
Power Level: 5 (351 pts)

Age: 6045
Archetype: Megalomaniac
Elohim
Reflexes 3D, brawl 4D, dodge 5D, melee combat 5D, sneak 4D
Coordination 3D, marksmanship 5D, slight of hand 4D
Physique 3D,
Presence 8D (Awe), command 11D, con 14D, disguise 12D, persuasion 14D, willpower 13D
Knowledge 5D, languages 7D, security 6D, tech 6D
Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R1), Power Minimum (R1) Shape Shift, Illusion, Empathy, Wealth (R4)
Disadvantages: Lethe (R3), Quirk (R3) Power mad schemer. Enemy Atlantean nation (Power level 3, Large group of people, uncommon), Overconfident (R3), Secret ID, Infamy (among The Elohim and Atlanteans, and Angelos)
Powers: Immortality (must be completely cut off from all Ka to die), Mimicry 5, Ka manipulation 7, Cosmic Awareness 4, Shape Shift 15, Body Manipulation 4, Illusion 3, Empathy 4
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 24, **Body Points**: 39
Equipment: none
Power Level: 5 (332 pts)

Typhon/Set

The Elohim known as Typhon is among the most powerful, dangerous, and inscrutable of all those whom mankind have called gods. He is gifted with a prodigious ability to find new and unpredictable uses for Ka manipulation. This gift not only benefits from irrationality but nourishes it also, trapping the Elohim in a tragic spiral of unpredictable lunacy. Typhon's mind is as unstable as his physical form, and he is a master shapechanger. Attis placed him in charge of Egypt's defense in the days before his madness became truly apparent. In the beginning he was a loyal and honorable follower of Osiris, but soon his affliction overtook him. He began to play the part of Set, a diabolical trickster god who made pacts with the Chimerans to antagonize the people and their deities, and this personality quickly became dominant.

By the time he and his allies destroyed the peninsula of Atlantis, Typhon had been lost to Set, the self-made god of spite. He has persisted in his chaotic goal ever since, ending the life of Attis on several occasions and causing epic-scale misery at every opportunity.

Shu

Shu and Tefnut are the twin son and daughter of Atum, and they are like two halves of the same person. Both can take the form of a lion, but Shu prefers that of a tall, lithe humanoid with blue skin and snow-white hair. These are the colors of his magic. For Shu, also known as "He Who Rises Up", was to the Egyptians the god of wind, air, and sky, and his gift is the manipulation of the atmosphere.

Shu is a powerful warrior as well as a weather mage, an ability he inherited from his boisterous father, and has defended the Elohim on many occasions from Chimeran assaults and the treachery of Set. He has become somewhat reclusive in recent centuries after Nut's disappearance. He and Nut were very close friends, and Shu has never quite forgiven himself for letting her go. He and Geb fell out shortly after her departure and have clashed violently several times since then. The memories of the Elohim can sometimes be much longer than they would like.

Age: 6054
Archetype: Adventurer
Elohim
Reflexes 5D, dodge 7D, flying 7D, melee combat 6D, sneak 8D
Coordination 3D, marksmanship 5D, missile weapon 4D, throwing5D
Physique 3D, stamina 4D
Presence 5D, command 7D, persuasion 6D, willpower 8D
Knowledge 5D, languages 7D, security 6D, tech 6D
Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R1), Power Minimum (R1) Elemental sheath Air, Air manipulation, Weather Manipulation
Disadvantages: Lethe (R2), Overconfident (R3), Secret ID,
Powers: Longevity, Elemental sheath Air 4, Air manipulation 7, Weather Manipulation 6, Flight 10 (Duration changed to permanent)
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 18, **Body Equipment**: none
Power Level: 5 (272 pts)

Atum

Atum the Obsidian is a powerful and passionate creature whose strength of character made him a valuable asset to the Elohim in the early days on Earth. He was revered by the Egyptians as a creator god and god of the sun, the origin of all matter in the universe. This was partly because of his ability to seize life by the throat, and partly because of the ball of pure Ka that burns permanently between his bull-like horns. Atum was a driving force behind the prosperity of ancient Heliopolis, and has since been a steadfast ally of the powers of good.

As well as being at the center of several ancient Egyptian cults, Atum has since appeared in many different guises. He was known in ancient Persia as Mithras, the god who would someday come to Earth and sacrifice himself to give his followers eternal life. The impetuous Atum has also had many wives, and at least as many children, under various identities. He is responsible for a large number of the half-Elohim aberrations (once called "demigods") found wandering the Earth

Age: 6327
Archetype: Icon
Elohim
Reflexes 4D, brawl 5D, dodge 5D, flying 6Dmelee combat 5D,
Coordination 3D, marksmanship 5D, slight of hand 4D
Physique 3D,
Presence 5D, command 7D, con 6D, intimidation 8D, persuasion 6D, willpower 8D
Knowledge 5D, languages 7D, security 6D
Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R3), Power Minimum (R1) Elemental Sheath, Flash Attack, and Light Manipulation
Disadvantages: Lethe (R2), Overconfident (R3), Secret ID, Quirk (R2) Hedonist
Powers: Longevity, Ka manipulation 5, Cosmic Awareness 4, Elemental Sheath (energy) 4, Flash attack 8, Energy Absorption 4 (thermal/Electrical), Light Manipulation 10, Flight 6
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 18, **Body Points**: 30
Equipment: none
Power Level: 5 (314 pts)

Geb

Like Shu and Tefnu◌ embodies the attributes of his art more than any others of the Nine: he is slow, patient, and pensive when calm, and nigh-impossible to stop when roused. His temper is as mighty as was his mirth, both of which can destroy cities when fully unleashed. Geb's rage at the disappearance of his beloved wife Nut caused an earthquake that shook the whole of Egypt and marked the beginning of a drastic change in Geb's spirit. To him she was the one thing◌ forgiven Shu and Tefnut for preventing him from following Nut into the unknown. This bitter grudge has driven a wedge between the remaining members of the Nine, and marked the beginning of the end of the first era on Earth.

Geb no longer associates himself with the other Elohim, or with anybody else for that matter. Rumors place him variously at either of the two poles, in the middle of the Tian Shen mountain range in China, or – most likely – hidden several miles underground, alone and brooding. He is occasionally blamed for seismic activity, but nobody is in a position to confirm or deny such accusations.

Age: 6054
Archetype: Icon
Elohim
Reflexes 5D, dodge 6D, melee combat 6D
Coordination 3D, marksmanship 5D, throwing5D
Physique 15D (Enhanced throwing, Thunder Clap), lifting 18D, stamina 16D
Presence 5D, command 7D, persuasion 6D, willpower 8D
Knowledge 3D, languages 4D
Perception 3D, know-how 5D, search 5D, tracking 5D
Advantages: Efficient Ka (R3), Extra Body Points (R3), Otherworldly Appearance (R3), Power Minimum (R1) Elemental sheath Earth, Earth manipulation, and Plant Manipulation, Size (R1)
Disadvantages: Lethe (R2), Overconfident (R3), Quirk (R3) angry
Powers: Longevity, Endurance 4, Elemental sheath Earth 8, Earth Manipulation 6, Plant Manipulation
Move: 10 **Strength Damage**: 15D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 18, **Body Points**: 96
Equipment: none
Power Level: 5 (283 pts)
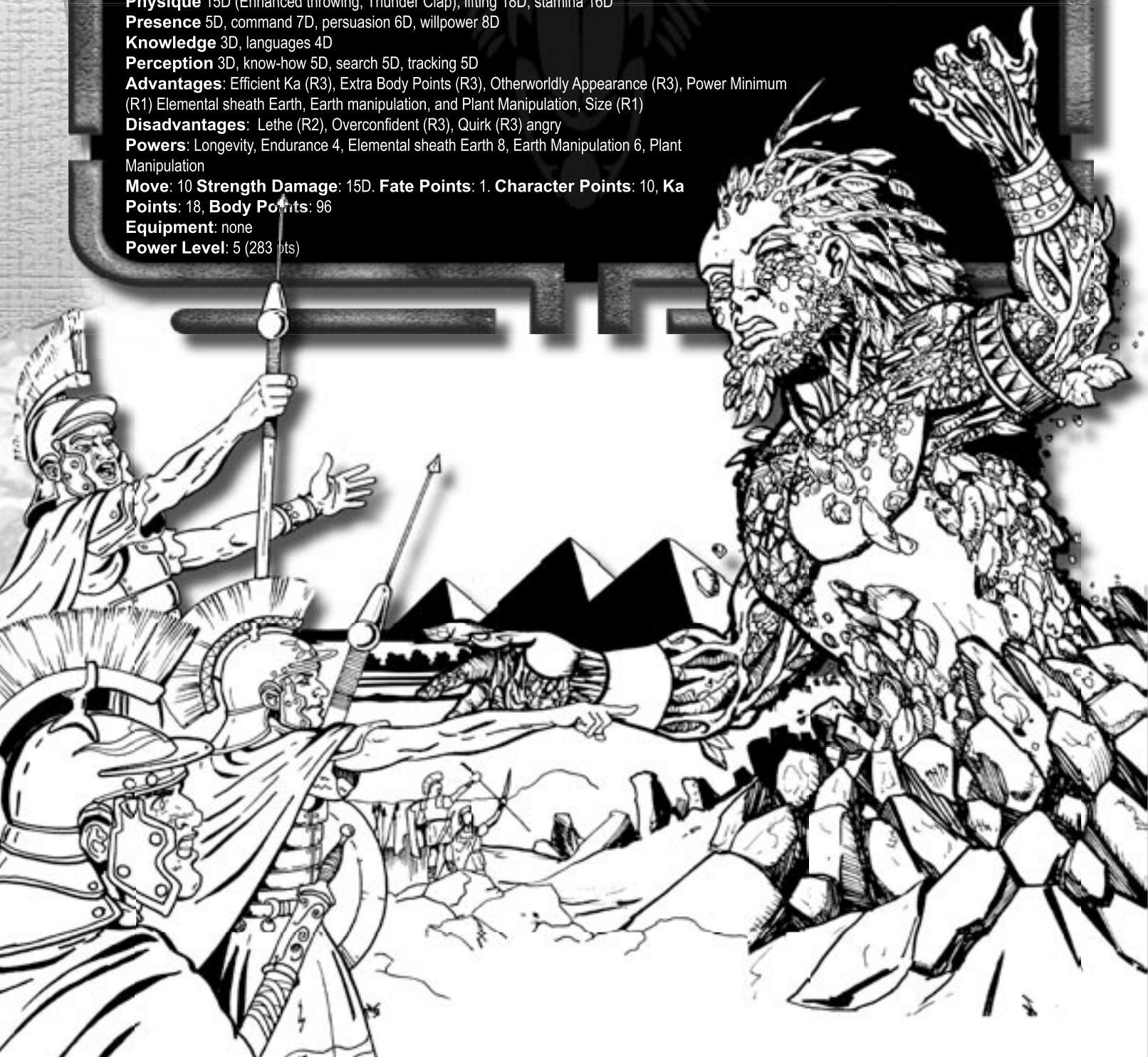
Tefnut

Shu's twin sister, Tefnut is also a weather mage. Her specialty lies in the realm of water, though, not air, and to the people of Heliopolis she became goddess of rain. In a desert civilization that relies on flood plains this is clearly a position of great responsibility; thankfully, Tefnut displays that virtue in plenty. With her father and brother at her side, Tefnut ens⊠
in the form of a lion to watch over the fields and ensure that the flood plains were nourished.

Today, Tefnut is a troubled goddess indeed. The loss of Nut and her feeling of guilt over Geb's sadness have caused her to doubt her own trustworthiness. Her brother, Shu, has fallen into a black depression, and her father is increasingly shunning responsibility in favor of hedonism. Tefnut is beginning to wonder if taking responsibility for others is worth the price one pays.

Age: 6054
Archetype: Adventurer
Elohim
Reflexes 5D, dodge 7D, flying 7D, melee combat 6D, sneak 8D
Coordination 3D, marksmanship 5D, missile weapon 4D, throwing 5D
Physique 3D, stamina 4D, swimming 5D
Presence 5D, command 7D, persuasion 6D, willpower 8D
Knowledge 5D, languages 7D, security 6D, tech 6D
Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R1), Power Minimum (R1) Elemental sheath water, Air manipulation, Water Manipulation
Disadvantages: Lethe (R1), Secret ID,
Powers: Longevity, Elemental sheath water 3, Air manipulation 3, Weather Manipulation 4, Flight 5, Water manipulation 8
Move: 10 Strength Damage: 2D. Fate Points: 1. Character Points: 10, Ka Points: 18, Body Points: 30
Equipment: none
Power Level: 5 (280 pts)

Isis

To the ancient humans, Isis was the embodiment of femininity in all its greatness. She is one of the most influential Elohim in history, her archetype and likeness passing in various forms through nearly all of mankind's religions and cultures. Isis was Attis' first – and most accomplished – student on Araboth, their home world, and her understanding of Ka was second only to his own. This mastery over her life force placed her in a position of great importance in Heliopolis. Such was her presence and power that she became revered as the goddess of love, magic, motherhood, and medicine. Eventually even Attis himself could not help but love her and she bore their only child together, whom they named Horus. When Set slew Attis for the first time it was Isis whose power rescued his soul from the brink of annihilation; a feat that she may not have been able to achieve for anyone else.

Age: 6054
Archetype: Icon
Elohim
Reflexes 5D, dodge 6D, melee combat 6D
Coordination 3D, marksmanship 5D, throwing5D
Physique 3D,
Presence 5D, command 7D, persuasion 6D, willpower 8D
Knowledge 9D (Know-it-All), forgery 10D, gadgetry 10D, languages 10D, medicine 11D, scholar 11D, tech 10D
Perception 3D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R3), Power Minimum (R1) Ka Manipulation, Time Manipulation , and Cosmic Awareness, Quick Study
Disadvantages: Lethe (R2), Overconfident (R1), Enemy Typhon (Power level 5, One man, Uncommon), Secret ID (R2)
Powers: Longevity, Healing 6, Youthful Appearance 2, Ka manipulation 11, Time Manipulation 4, Cosmic Awareness 5, Empathy 6, ESP 6, Telepathy 6
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1.
Character Points: 10, **Ka Points**: 18, **Body Points**: 34
Equipment: none
Power Level: 5 (331 pts)

Nut

As the goddess of the heavens, whose starry body stretched across the sky at night, Nut was the barrier between the world and the darkness outside. The people of Heliopolis believed that she was the only thing keeping the demons from escaping that darkness and destroying everything on Earth. Her affinity with the stars proved her undoing in the end, for Nut was forever obsessed with returning to her lost home planet. Her obsession became a full-blown madness, and one day she left Earth and headed into space, never to be seen again. Geb tried to follow, but Shu and Tefnut restrained him until she was so far gone that any such effort would be useless.

The Elohim, and their sometime-allies the Atlanteans, know that someday those demons will arrive just as the people feared. Though Nut could surely not have kept them from escaping the darkness, when that day comes the Elohim will likely miss her all the more.

Age: 73 (at time of her departure)
Archetype: Adventurer
Elohim
Reflexes 5D, dodge 7D, flying 7D, melee combat 6D, sneak 8D
Coordination 3D, marksmanship 5D
Physique 3D, stamina 4D,
Presence 5D, command 7D, persuasion 6D, willpower 8D
Knowledge 5D, languages 7D, security 6D, tech 6D
Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R1), Power Minimum (R1) Flight, Faster than Light Travel
Disadvantages: Lethe (R4), Enemy Typhon (Power level 5, One man, Uncommon), Secret ID
Powers: Darkness Projection 4, Longevity, Energy Absorption 5 (Thermal/Electrical energy), Ka manipulation 5, Life support 7, Faster than Light Travel 10, Flight 10
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 18, **Body Points**: 30
Equipment: none
Power Level: 5 (274 pts)

Thoth

Thoth, a genius inventor and one of Earth's greatest teachers, is not generally considered to be a part of the Ennead. From the beginning he eschewed the concept of godhood, concent

sought a position of authority among either the Elohim or humanity. It was Thoth who took the lion's share of the responsibility for teaching humans the art of Ka manipulation (a role he had as Attis' manservant and guardian on Araboth), initiating the priesthood of ancient Heliopolis, and he who oversaw their efforts to enlighten the masses. Thoth's power comes from his belief that nothing is impossible, and through a combination of imagination and willpower he has helped to create many of the greatest wonders of civilization. He achieved these feats not only in Egypt, but also in many parts of the rest of the world: the Great Library of Alexandria, manned flight, and three different types of modern engine are all direct results of Thoth's influence. Often he gave these wonders to mankind in the guise of some influential human genius: Leonardo daVinci, the Italian Renaissance artist and inventor, was one of Thoth's alter-egos. So was the Serbian electrical genius Nikola Tesla, whose works can be seen all over the modern world.

Thoth's greatest student, Imhotep (meaning "The One Who Comes In Peace"), was an Atlantean who had traveled from his idyllic homeland to seek out the wisdom of the Elohim. Thoth allowed his student to keep his origin a secret from all except Osiris, and thus forged one of the most important relationships in Atlantean history. Imhotep, under Thoth's tutelage, built the first Ka battery at Saqqara on the banks of the Nile.

Age: 6243
Archetype: Scientist
Elohim
Reflexes 2D, brawl 3D, dodge 4D, sneak 4D
Coordination 3D, marksmanship 4D
Physique 2D,
Presence 5D, persuasion 8D, willpower 10D
Knowledge 15D (Know-it-All, Great insight), gadgetry 19D, medicine 16D, scholar (ka energy and applications) 19D, tech 18D
Perception 4D, hide 5D, investigation 5D, know-how 7D, search 5D
Advantages: Cultures (R4) Elohim and Chimeran, Efficient Ka (R3), Laboratory (R4), Wealth (R4)
Disadvantages: Lethe (R3), Secret ID (R2),
Powers: Longevity, Ka manipulation 10
Move: 10 **Strength Damage**: 1D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 18, **Body Points**: 23
Equipment: assorted gadgets and devices
Power Level: 5 (217 pts)

Nephthys

Those who do not know Nephthys well might think of her as a dangerous woman. When she acts she does so without apology or compromise, while behind her eyes is a spark of aggression that a casual observer could easily mistake for malice. She is quiet and solitary, not meek but simply satisfied with her own company and her own thoughts, and has little use for small talk and idle occupations. The truth is, however, that Nephthys is renowned among the Elohim for her kindness and selfless nature. She worked harder for the people of Heliopolis than perhaps any other of the Nine, using her powers of matter manipulation for the humble task of building houses and civic amenities. She thus became the deity of houses and domestic security.

Perhaps more significantly, Nephthys was the lover of Typhon at the time of their arrival on Earth. Stoic and implacable, Nephthys was the perfect foil for her partner's erratic personality, until eventually his madness passed the point of no return and he became a threat to the people around him. Once it was established that her and her ex-lover were diametrically opposed, their battles became the most bitter ever fought in the cradle of civilization. In the pursuit of madness Typhon had betrayed his own soul, his own people, and his own lover's heart.

When Set killed Osiris for the first time, Nephthys took on a second, more dramatic role as the goddess of the recently deceased. Stretching her powers of subatomic manipulation to their very limit, Nephthys successfully reconstituted the fresh corpse of their leader while Isis retrieved his soul. Once this became public knowledge among the humans it was assumed that Nephthys had achieved some kind of power over the dead. This slightly misguided belief persisted until the end of the kingdom of Egypt.

Age: 6068
Archetype: Protector
Elohim
Reflexes 3D, brawl 4D, dodge 5D, melee combat 5D, sneak 4D
Coordination 3D, marksmanship 5D, slight of hand 4D
Physique 3D,
Presence 8D (Awe), command 9D, persuasion 11D, willpower 10D
Knowledge 5D, languages 7D, security 6D, tech 6D
Perception 4D, hide 5D, investigation 5D, know-how 7D, search 5D
Advantages: Efficient Ka (R3), Otherworldly Appearance (R1), Power Minimum (R1) Ka Manipulation, Matter Manipulation, Plant Manipulation, Wealth (R4)
Disadvantages: Lethe (R3), (R3), Secret ID,
Powers: Longevity, Ka manipulation 4, Matter Manipulation 8, Plant Manipulation 4, Cosmic Awareness 4, Healing 12, Animate Object 6, Empathy 4, Speak with animals 5, Speaks with Plants 5,
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1.
Character Points: 10, **Ka Points**: 24, **Body Points**: 31
Equipment: none
Power Level: 5 (247 pts)

Modern Pantheons

In the modern era, approximately 60% of the world's population professes to follow a monotheistic faith (Judaism, Christianity or Islam), and about 20% proclaim themselves to be either agnostic or atheistic. Thus, while monotheism has won the day numerically, those following a polytheistic belief system still number approximately one billion individuals – plenty of followers for modern Elohim.

The largest polytheistic belief system is undoubtedly Hinduism, with followers numbering well over half a billion. At the top of the Hindu pantheon, which consists of thousands of gods, is a triad of Brahmanic Gods – Brahma the Creator, Vishnu the Preserver, and Shiva the Destroyer. Other prominent gods in the pantheon include: the brave Lord Krishna, Hanuman the monkey god, Ganesha the remover of obstacles, Lakshmi the goddess of purity, Kali the goddess of destruction, and Saraswati, goddess of wisdom and intellect. Many of the other gods, though worshipped, are merely creations of humanity, and are not actively represented by any real Elohim.

Other polytheistic belief systems to be found around the world include Taoism, Shintoism, Wicca, and some sects of Satanism (who mostly worship the darker beings, such as Baalzebub and Set/Satan himself). Within the scope of these religions, the deities worshipped tend to hold great influence and sway, but outside of their relatively small realms, their power wanes greatly.

The Loa

In Vodun (Voodoo) belief, there is a single true god, known as Bondye (or Le Gran Maitre, "The Big Master," but he is believed to be far too remote to be worshipped. Instead, the deities of Vodun, called "Loa," are actively worshipped, greatly feared and interacted with during ceremonies, when the loa descend upon a chosen worshipper to "ride them" like a horse, effectively possessing their bodies for periods of time. There are literally thousands of deities worshipped in Vodun, but most of these are relatively minor deities: Agwe, loa of ships and sailing; Azaca, loa of agriculture; Grans Bwa, loa of the forest; and Simbi, the water snake, just to name a few. At the top of the pantheon are only eight major loa, however. They come in two types: Rada, representing the lighter side of the spectrum, and Petro, the darker deities.

As the Loa, this modern pantheon uses its power in more subtle ways, appearing among the people in secretive and hidden ways to help move things according to their plans. Unlike the flying, thunderbolt throwing "league of justice" pantheons of the past, the Loa choose to operate in the shadows, dark knights punishing those who deserve to fall before divine might. Among themselves, they are aligned in two camps or "teams," one light and one dark, which cooperate with one another but operate separately, with different paths towards the same overall goal.

Rada Loa

The Rada are the more gentle, benevolent loa, representing positive aspects such as warmth and emotional stability. Devotees of the Rada loa wear white, and tend to sacrifice chickens or pigeons, and the occasional goat, at their ceremonies. Rada loa are known for performing tasks for those asking favors, but these services are not known for being particularly powerful.

Damballah

Also known as the Great Serpent, is the oldest loa, ruling over beautiful things such as flowers, perfume and snakes, which are treated with reverence by worshippers. Offerings to Damballah include any pure, white foods, including cornmeal, flour, white wine, milk, eggs, sugar and chickens. He is associated with the colors white and sky blue. When called to battle, he may appear as a flying serpent that strikes with great speed and viciousness.

Aida-Wedo

Damballah's wife, sharing his function as a protector and blesser and furthering the causes of agriculture and nature. Like her husband, she is represented by a snake, although she is brightly colored in all the hues of the rainbow. She is known for living in the water and having a fondness for bananas, being a vegetarian. Whereas her husband flies, she prefers to swim, holding domain over the waters while he looks after the skies.

Ogou

The warrior loa, represented by the bull and known for having influence over strength, fire, lightning, swords and metallurgy. His favorite colors are red and white, signifying his fiery and somewhat violent personality. He charges fearlessly into battle when called to action, slaying his enemies mercilessly.

Loco Atisou

The loa of knowledge, wisdom, protection and medicine, associated by many with Thoth actually a separate entity altogether. He serves generally to protect both people and places, and is in many ways a sort of police officer for the loa.

Petro Loa

The Petro are the darker, more dangerous loa, representing negative aspects such as fear, violence and death. Devotees wear red ceremonial clothing, and always offer a blood sacrifice of a pig, goat, sheep, cow or even a human. While they are known for performing greater tasks for their followers, they will always enact some sort of revenge if instructions are not followed to the exact letter of the law.

Papa Legba

The patron of sorcery and dark magic, is the most worshipped of all the loa, and is also known as Maitre Carrefour. Depicted as an old man walking with a stick, he represents the gate that must be opened before one can commune with other loa. Every ritual opens with an invocation to him, and no loa may act without Legba's permission. His chosen colors are yellow and reddish-brown, and he demands sacrifices of animal bones and marrow. He is actually an Atenmest named Eshu-Elegba who has since achieved power enough to stand beside his Elohim compatriots.

Baron Samedi

the loa of the dead, is also called Cimitiere (Cemetery) and La Croix (The Crucifix). He is known for having power over the dead, raising them as zombies for worshippers, and is fond of appearing in dark clothing and glasses, smoking profusely and drinking copious amounts of alcohol. His favorite colors are black and white, and he is offered black goats and black chickens in rituals.

Erzulie

The loa of love, here a dark force worthy of fear and respect, as well as lust, jealousy, discord and vengeance for love betrayed. She can be horribly cruel to her followers, and even moreso to anyone who has wronged one of them in love. Somewhat belying her dark nature, she prefers sweet and pretty things as offerings, and is fond of the colors pink and white.

Guede

The loa of the graveyard, ruling over both the world of the dead as well as the preservation of life. Oddly enough, he also has a fondness for children and the impoverished, seeking to protect them from those who would do them harm and reveal the truth about their wrongdoers. He generally appears wearing a top hat and smoking a cigar, and grants his devotees the ability to prophecy the future, generally with a dark edge to their visions. His colors are black or purple and white.

The Atenmest

Throughout history, there have been great heroes, men and women who don't seem to fit the definition of either god or human, and whose origins are as muddled as their capabilities. Many of these "demigods" are what is known as Atenmest, the sons and daughters of Elohim who have taken human mates. All Atenmest typically share one flaw in common – they are born sterile, and unable to reproduce. Their abilities are wide and varied, but generally involve great strength and stamina, and a lifespan much longer than that of normal humans. Those who are no longer alive generally suffered death at the hands of a vengeful Elohim or Chimeran, although as many of these classical "heroes" have taken on new identities like their Elohim parents, it can be difficult to tell who died, and who merely disappeared into the shadows.

Achilles

Achilles was the son of a human male and an Elohim female named Thetis, and was thus the recipient of greater power than many Atenmest, being nearly invulnerable except for a single spot at his heel. A pompous individual, he was Elohim-like in his attitude as well as his ability, having no regard for human life, willingly and angrily wading into battle. Undefeated in combat, he was killed from behind by his enemy Paris, an arrow shot into his heel, and died a tragic, pointless end.

Archetype: Warrior
Atenmest
Reflexes 5D, brawl 7D, climbing 6D, dodge 8D, jumping 6D, melee combat 8D, Coordination 3D, missile weapon 6D, throwing 4D
Physique 3D, running 5D, stamina 5D
Presence 4D, command 6D, intimidation 7D, persuasion 5D, willpower 5D
Knowledge 3D, languages 4D, security 4D
Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D
Advantages: Good Looks (R2), Extra Body Points (R2)
Disadvantages: Achilles' Heel (R3) Vulnerable spot in his heel, Overconfident (R3)

Powers: Combat Sense, Fast Reaction 3, Longevity, Body Armor 5
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 8, **Body Points**: 41
Equipment: none
Power Level: 3 (138 pts)

Alexander the Great

Alexander the Great was reputed to be the son of Zeus and a human princess. At the age of twenty he succeeded his father to the throne and went on to conquer the majority of the known world. A great leader, he was known for his hubris, and died of fever in Babylon at the age of 33. Opinions vary as to whether he was truly a noble builder of a great empire, or merely a despot who deserved an early death.

Archetype: Icon
Atenmest
Reflexes 4D, brawl 5D, climbing 5D, dodge 7D, jumping 5D, melee combat 7D, riding 6D
Coordination 3D, missile weapon 5D, throwing 4D
Physique 3D, running 4D, stamina 5D
Presence 5D, animal handling 6D, command 10D, intimidation 8D, persuasion 6D, willpower 8D
Knowledge 3D, languages 4D, security 4D

Gettin' Jiggy With It – Nephilim, Empusa and More

Not all half-humans are Atenmest. Some are the offspring of Angelos, called Nephilim. Much more resilient than normal humans, and much longer lived, these half-angels also bleed Ka like their parents, and so are not able to wield great powers like their half-Elohim cousins. Unlike Atenmest and Angelos, Nephilim are capable of reproducing amongst themselves, and their powers do not diminish with successive generations.

The offspring of Chimerans and humans are monstrous beings known as Empusa. Always female, they breed dimly, with each successive generation weaker than the previous in respect to their Ka usage. Empusa are generally unable to blend in with normal humans, typically marred by some strange defect such as a tail, wings, claws or snakes instead of hair. They are generally short-lived as well.

As Atlanteans are a branch of humanity, their offspring are simply known as Atlanteans. However, they are also few and far between, with a terrible Atlantean birthrate and only a 50/50 chance of a child being bestowed with Atlantean immortality and Ka-capable. Mundane or not, most Atlantean children are often bestowed with a gift at an early age, often an artifact akin to those used by Elohim, and often constructed of Orichalcum.

Any of these "half-humans" could easily be played as a character, with their super powers being explained by their heritage, even if the character himself, or his human parent, is not aware of it. This can lead to some interesting adventure hooks as the character is gradually exposed to the truth, perhaps one day even meeting the immortal parent that brought him into the world (and perhaps even being forced to face that parent in battle, and kill them!)

Perception 4D, hide 5D, investigation 5D, know-how 5D, search 5D, tracking 5D
Advantages: Authority (R4), Skill Bonus (R1) close combat, Skill Minimum (R4) command, con, and intimidate, Wealth (R4)
Disadvantages: Overconfident (R3)
Powers: Combat Sense, Longevity
Move: 10 Strength Damage: 2D. Fate Points: 1. Character Points: 10, Ka Points: 10, Body Points: 31
Equipment: none
Power Level: 3 (133 pts)

Eshu-Elegba

Eshu-Elegba was known as an "Orisha," an honored ancestor who earned his divinity through great deeds, and not through divine birth. He was a wild individual, an African bard of sorts, being an artist, a musician and a traveler, fond of wandering great distances carrying messages between villages, and on occasion delivering messages to and from the gods themselves. Unlike many other Atenmest, he was not fond of raising his fists in anger, preferring to strike out at enemies (and those who did not appropriately honor him) through trickery and disruption. Through his efforts, he managed to elevate himself to a position equal to that of other Elohim, and now sits at the head of the Vodun Pantheon (see that section for more details).
Archetype: Comedian
Atenmest
Reflexes 4D, climbing 5D, dodge 7D, jumping 5D, riding 6D
Coordination 3D, throwing 4D
Physique 3D, running 4D, swimming 5D
Presence 4D, animal handling 5D, charm 2D, con 10D, intimidation 7D, persuasion 5D, willpower 5D
Knowledge 3D, languages 4D, medicine 6D, navigation 5D, security 4D
Perception 4D, artist 5D (specialization music +3D), hide 5D, investigation 5D, know-how 5D, search 5D, tracking 5D
Advantages: Otherworldly Appearance (R1), Power Minimum (R1) Teleportation, Dimensional Travel, Super Speed
Disadvantages: Quirk (R3) will not associate with those who do not show their betters "proper" respect, Lethe (R1)
Powers: Longevity, Teleport 6, Dimensional travel 7, Super Speed 8, Telepathy 5
Move: 10 **Strength Damage**: 2D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 8, **Body Points**: 29
Equipment: none
Power Level: 5 (272 pts)

Gilgamesh

Gilgamesh is one of the most famous Atenmest, and the archetype for many of the classical heroes to rise up through the mythological ranks. Of Babylonian origin, Gilgamesh is a tall, strong, handsome warrior, fond of fighting monsters and brave enough to descend into the underworld in pursuit of his friend Enkidu. The son of the goddess Ninsun, he is often described as being nearly 5 meters tall, two parts divine and one part human, but is in reality only about 2 meters in height and fairly evenly split between Elohim and human parentage. Having survived to the modern era, he has changed his identity and now calls himself Bravo, serving beside Attis.
Archetype: Bravo
Atenmest
Reflexes 4D, brawl 5D (specialization in wrestling +3D), climbing 5D, dodge 8D, jumping 5D, melee combat 7D, piloting 6D, riding 6D
Coordination 4D, missile weapon 5D, sleight of hand 5D, throwing 7D

Physique 8D, running 10D, stamina 9D, lifting 11D
Presence 4D, intimidation 5D, persuasion 5D, willpower 6D
Knowledge 3D, languages 4D, forgery 4D security 4D
Perception 3D, gambling 5D, hide 4D, investigation 4D, search 4D
Advantages: Extra Body Points (R3), Hard to Kill (R1), Good Looks (R3), Trademark Specialization wrestling
Disadvantages: Overconfident (R1), Quirk (R1) must flirt with ALL women, Quirk (R1) angry, Lethe (R1), Enemy Typhon (Power level 5, One man, Uncommon), Secret ID
Powers: Ambidextrous, Combat Sense, Endurance 2, Longevity, regeneration 3, Super Speed 4, Super Jump 5
Move: 10 **Strength Damage**: 8D. **Fate Points**: 1. **Character Points**: 10, **Ka Points**: 8, **Body Points**: 73
Equipment: none
Power Level: 5 (178 pts)

Artifacts and Relics

Just as Angelos can use their bled Ka to power their armor and weaponry, Elohim can manipulate and store Ka, imbuing "artifacts" with powers that only other trained Ka users can call upon in the future. Being able to store Ka in these spiritual "batteries" has allowed many of the Elohim to maintain greater stature and power than others, even through the dampening of the Ka by Attis in days past. However, since other Elohim can also use such powerful items, or indeed any trained Ka user, they are often highly sought after by those who are aware of their existence.

Such items are generally constructed of extremely rare and strong materials, such as those either stolen from the Angelos or their crashed ship prior to the Elohim flight across the planet, or the rare metal Orichalcum, stolen from the Atlanteans. Function follows form when it comes to artifacts, and each one must have a means of releasing the Ka inside it, a sort of focal method, that has to do with the item itself. A ring is slid onto a finger, a spear is thrust into a body, a cloak is draped about one's shoulders, etc. But a twig could not make one invisible simply by being in one's pocket.

Each artifact is unique in construction and purpose, and most have made their way into human legend and myth. Some examples of Elohim artifacts include:

Aegis

Powerful shield, inscribed with the head of a medusa, wielded alternately by Zeus and Athena in Greek legend. Not only a protective item, but also a powerful weapon in the right hands, for it is able to paralyze and/or petrify those who look upon it.
Armor Value: 5D
Reflex Modifier: -3
Powers: Paralyze Body 8 (opponent must look at the shield bearer)
Gadget modifiers: Equipment, Obvious
Point cost: 16

Caduceus

The oaken staff of Hermes, wrapped with twin winged snakes of silver and gold. The staff is capable of providing healing to the injured.
Toughness: 3D
Skill: Medicine +3D
Powers: Healing 10
Gadget modifiers: Equipment, Obvious, Device Regenerates
Point cost: 45

Caliburn

Better known in the modern era as the sword Excalibur, this was the blade presented to Arthur by the mysterious Lady of the Lake. Incredibly sharp and supposedly incapable of being broken, its blade can burst into flame at the whim of its wielder (adding to the suspicion that it is actually a long lost Angelos

weapon).
Toughness: 5D
Damage: +3D (armor piecing, persistent effect)
Powers: Flash Attack 4 (no range)
Gadget modifiers: Equipment, Obvious, Device Regenerates
Point cost: 24

Dagda's Cup

Mystical cauldron of the god Dagda reputed to be able to cure wounds and return the dead to life. Associated with the Holy Grail of the Christian tradition and Arthurian Legend as well, it appears in all guises as simply an ordinary drinking cup.
Toughness: 5D
Powers: Regeneration 10, Healing 15 (both powers have a rank 1 activation roll)
Gadget modifiers: Equipment, Obvious, Device Regenerates, only 5 uses a day
Point cost: 75

Gungnir

The spear of Odin, allegedly crafted of Arabothi metal. Incapable of being bent or broken, it is a powerful Ka battery, and can be summoned back to the hand of its wielder after being thrown.
Toughness: 6D
Damage: +4D (armor piercing)
Powers: Orichalcum 4
Gadget modifiers: Equipment, Obvious, Device Regenerates
Point cost: 39

Lugh's Sling

The weapon used by Lugh to slay Balor with a single stone to his cyclopean eye, and also reputedly the same sling used by David to slay Goliath in similar fashion. The sling is capable of hurling a stone so fast it appears to be nothing but a streak of rainbow light, and is particularly devastating against Chimerans and Empusa.
Toughness: 1D
Damage: +4D
Range: 30
Gadget modifiers: Equipment, Obvious
Point cost: 19

Mjolnir

The infamous hammer of Thor, this heavy metallic weapon can deal devastating damage, strike thunderously loud stunning blows and bestow upon the wielder the ability to fly in stormy skies. Like Gungnir, it can be summoned back to the hand of its wielder after being thrown.
Toughness: 5D
Damage: +2D
Powers: Weather Manipulation 6, Sonic Scream 4 (area affect 5)
Gadget modifiers: Equipment, Cumbersome 2, Obvious, Device Regenerates
Point cost: 49

Ring of the Nibelungs

Not associated with any particular deity, this ring is a powerful Ka battery with few other powers associated with it. However, it is highly sought after and is reputed to cause those seeing it to be overcome with desire for it, to the point of attacking others who might try to take it away.
Toughness: 3D
Disadvantages: Quirk (R3) The owner of the ring becomes paranoid and psychotic about keeping possession of the ring. Ball and Chain (R2) the ring itself
Powers: Orichalcum Rank 7, Enhancement (on the wearer only) 4
Gadget modifiers: Equipment, Obvious
Point cost: 20

The Spear of Longinus

Allegedly the weapon that was used to kill Jesus on the cross, this artifact has changed hands repeatedly throughout the centuries, allegedly borne by everyone from the god Lugh to Adolf Hitler. It is reputed to grant its bearer invulnerability; anyone holding the spear cannot be defeated. Also known as the Gae-Bolg.
Toughness: 5D
Damage: +3D
Disadvantages: Achilles Heel (R3) (nutritional requirement) the user must draw an enemies blood at least once a day
Powers: Regeneration 5, Body Armor 6
Gadget modifiers: Equipment, Obvious, Device Regenerates
Point cost: 42

Thyrsus of Dionysus

A simple-appearing wand, consisting of a short stick topped with a pinecone, entwined with ivy. Recognized as a symbol of wisdom, logic and inspiration, it has the ability to incite lustful chaos (in a sense, removing those very things it stands for).
Toughness: 2D
Disadvantages: Quirk (R3) makes user an uncontrollable hedonist.
Powers: Empathy 8 (wild debaucherous behavior only)
Gadget modifiers: Equipment, Obvious, Limited uses 4 uses a day
Point cost: 1
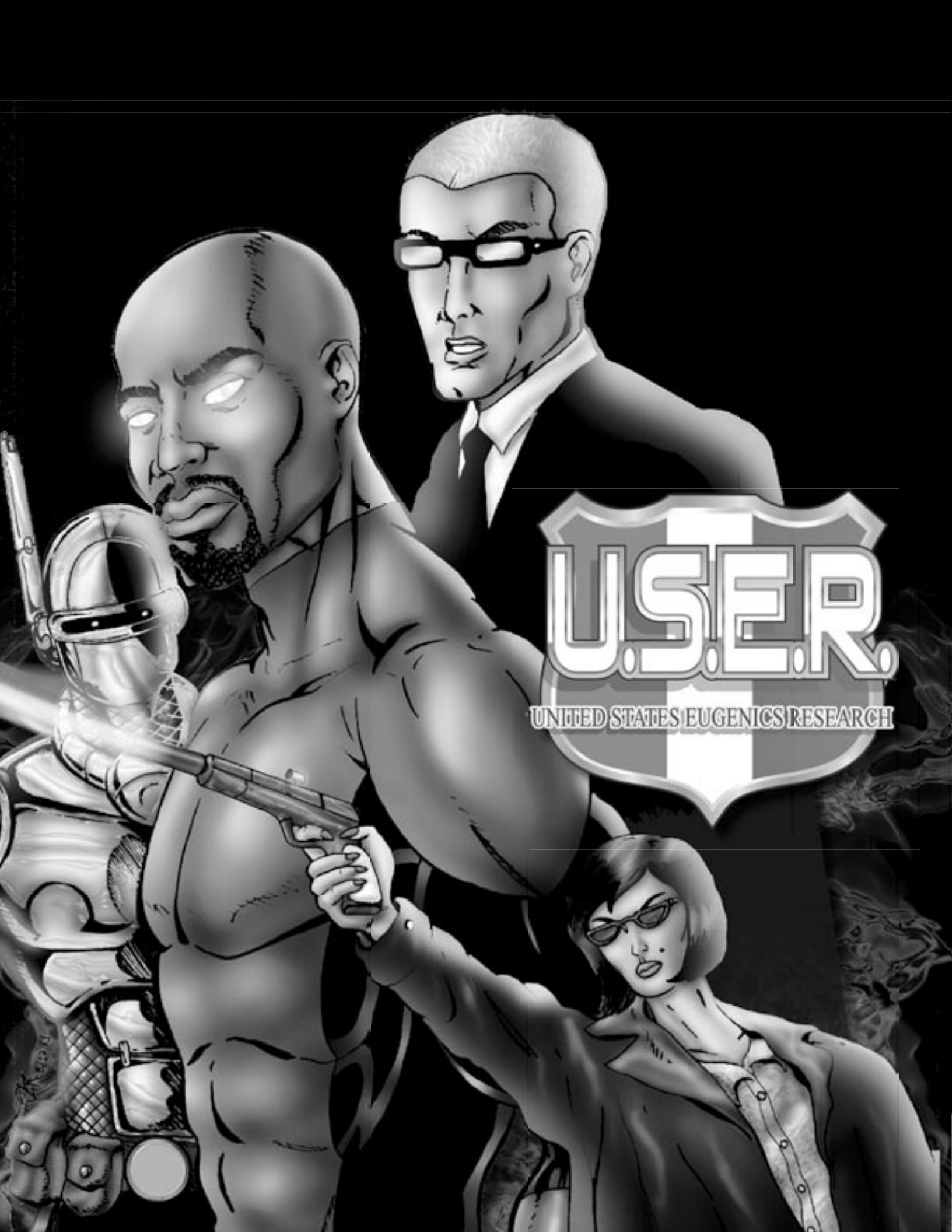
U.S.E.R.

UNITED STATES EUGENICS RESEARCH

U.S.E.R.

Excerpts from the U.S.E.R. Recruit Orientation Guide

Chapter Sixteen
Anomalies Explained

"Despite w□
to the interferenc□
disturbances they have visited upon Earth and humanity…"

"The earliest intrusion of the aliens predates recorded human history. For reasons currently unknown to us, the aliens landed a ship upon the planet's surface. We are unsure if they scouted the planet or if their ship crashed. What is known is that the ship came to rest off the coast of modern-day Florida. At some point, either prior to landing or after landing, the ship's engine began to malfunction. Our scientists have been able to determine that the ship used an advanced type of engine – a singularity engine – that could create a controlled wormhole. We also believe the malfunctioning of this engine are what causes the anomalies attributed to the 'Bermuda Triangle'…."

*   *   *

"In the year 1918, an epidemic of global proportions swept over the Earth. The governments of the world have constructed a cover story to pacify the citizenry, but again our operatives have been able pierce the veil of secrecy. According to our research, the Pandemic of 1918 was yet another case of the alien invasion having dire consequences on the indigenous species of our home.

"Again, prior to human history, the aliens conducted vile experiments on humans. They impregnated our genetic material with what has been termed the 'Black Gene'. This, in addition to other effects, has been known to cause a horrible, premature death. Scientists have been able to determine that the gene activates during puberty in some humans. Presumably, it was implanted in humans to coerce us to fight in a war between the Chimerans and their ancient enemy, the Elohim. Under specific, unfortunate circumstances this gene causes the victim to begin emitting energy in the form of light. This is called 'the shine', and the energy emissions increase until the victim dies. Several of these people have been recruited into the terrorist organization called Black October. This will be discussed in subsequent chapters.

"During the year of 1908, this Black Gene began to be activated. This coincides with the event of an alien spacecraft entering Earth airspace over Tunguska, Siberia. Reports at the time indicated that a meteor fell through the atmosphere. The friction of reentry superheated the meteor, then the compression of the Earth's atmosphere caused it to explode, creating one of the most damaging 'natural disasters' in human history. Officials quickly manufactured case histories of a few other similar events to provide credence to the story.

"In actuality, the item that entered the atmosphere over Tunguska was a spacecraft of Chimeran origin. We theorize that the craft in question uses a similar style engine as the one that malfunctioned off the coast of Florida. A craft capable of creating a contained wormhole is more than capable of the destruction evidenced over Tunguska. And this is precisely what happened.

"Once th□
fatal strain of the influenza virus. As the aliens, mostly Elohim, have infiltrated all levels of government worldwide, the convincing story of a global influenza epidemic was easy to coordinate."

*   *   *

"Perhaps the closest the aliens have come to being fully discovered was in Roswell, New Mexico in 1947. At least in this instance a portion of an alien ship came to earth. The technology discovered at the site would indicate that a complete ship did not land. Rather, life support systems, and other climate con□

(United States Eugenics Research)

In 1920, a special Presidential executive order gave approval for a new branch of the Department of Health, tasked with assessing the emerging superhuman "problem." Its first agents would be gathered from the brightest and best of the scientific community – mainly biologists and genetic researchers – and their studies were directed towards stopping the superhuman phenomena, or at the very least, learning to control it. Additional agents were recruited for field operations from many of the national security and law enforcement agencies. The United States Eugenics Research group, or U.S.E.R, came into being.

The responsibilities of this new outfit would change over the years, but initially, their focus was the investigation and cataloguing of superhumans and their abilities. Their successes and connections within changing governments have led U.S.E.R. to become one of the best-funded "black ops" departments to date. Due to the unique nature of its mandate, the existence of this team remains more or less a secret, giving the group the capacity to operate outside the set normal guidelines for government operations. Over the last century, U.S.E.R. has firmly established itself within nearly all the major governmental departments. It has many bases across the world, from its hidden labs in the Sierra Nevada Mountains, to the ultra-secret orbiting Halo space station.

U.S.E.R.'s agents must be the masters of many disciplines, and those special enough to be invited to join will work for one of the three main departments.

Department Red is the research and technical arm of the group, its primary goal the complete unlocking of the human genetic code, with an eye towards reliably creating superhumans. To date, failure has dogged Department Red's progress, and its greatest moment so far was the creation of the A.E.G.I.S. serum, a crude method of awakening latent powers within humanity. Currently headed by geneticist Robert Yee, Department Red is attempting to find more suitable subjects for the serum, through a long-term nationwide testing program, disguised as drug trials. This will have the effect of screening millions of people for suitability, with anyone who tests positive invited to test the serum (after passing the appropriate security shakedown.)

Department White is responsible for a number of duties, most importantly the behind-the-scenes promotion of America's premier super group, the Sentinels. Secretly organizing press releases, public appearances and propaganda, Department White counts the Sentinels as one of U.S.E.R.'s main success stories. Under the watchful eye of Jack Vinson, a former Director of Public Affairs for the CIA, the public profile of the Sentinels has grown enormously, promoting pro-superhuman relations tenfold. They are the bright lights on the superhuman world stage, and their popularity and flawless image can only be good for superhumans across the globe. Also responsible for U.S.E.R.'s recruitment, Department White farms the NSA, FBI, and CIA for possible agents, and has recently begun to screen prospective members in colleges across the country.

Department Blue is the field operations arm of U.S.E.R., and its primary task is the protection of America and her citizens from superhuman threats. Consisting of highly trained experts, and officially sanctioned superhumans, Department Blue is on the front line in the war against superhuman terrorism, and its agents are the soldiers who stand ready to fight. Calista Black, the department's current head, has pushed Department Blue forward, her aggressive tactics and training programs increasing field effectiveness in all areas. Equipped with the best weapons that U.S.E.R. can provide, this department is more than well prepared to handle any number of threats. Tightly knit teams of agents are on constant standby, ready for deployment in any field of conflict around the planet. Recent advances in technology have added an extra dimension to Department Blue's arsenal, and it won't be too long before agents can call for robotic backup and cybernetic enhancements to aid them in their fight.

U.S.E.R. may have many individual goals, but its ultimate aim is a noble one – ensuring the safety of all humanity. Working in secret, out of the public eye, it pursues this lofty aim with dedication and diligence, receiving no public praise or tickertape parades when it succeeds. To some, it may seem a thankless vocation, but for most of U.S.E.R.'s agents, it is enough to do their part.

U.S.E.R. in your campaign

The United States Eugenics Research Program and its agents can be cast as heroes, villains or impartial observers, depending on whose side you're on.

Heroes: The agents and the organization backing it can be Earth's true defenders. The players could be agents sent on missions to clean up after or deter superhuman threats around the world. Ingenious U.S.E.R. agents in the vein of James Bond could thwart evil organizations, or undercover operatives could track down mysteries as in the X-Files, or investigators could be trying to discover insanity-inducing evils, a la Call of Cthulhu. U.S.E.R.'s agenda might include:

Exploring the strange and unknown

Policing the world as super cops, secretly helping humanity

Finding ancient artifacts that lead to the truth about the aliens

Exploring the world of super beings as mundane humans making a difference

Infiltrating and breaking secret organizations aiming to conquer the world

Villains: The organization can be used as a foil to trouble the players and hunt them at every turn. U.S.E.R. operatives viewed in this way might be more like agents from The Matrix films, or the underground Initiative from the Buffy the Vampire Slayer TV series. U.S.E.R.'s agenda could include the following:

Capturing and studying the players characters' powers

Creating super soldiers to help form a "New World Order"

Working with unscrupulous aliens to further their own goals

Using authority to make the player characters out to be villains

Implementing and enforcing mutant registration acts

Performing experiments on an unsuspecting populace

U.S.E.R. like organizations can also exist in different eras of play.

The Wild West. Marshals can belong to a special branch of the US government looking for and apprehending Elohim and Chimeran desperados.

1478 Spain. C.I.A., Catholic Inquisitor Agent could be on the prowl for supernatural pagan monsters. These godless fiends are leading man to eternal damnation. Can the players stop them in time?

Medieval Rome. The players could be priests with the blessing of God acting much like the Watchers in Highlander or Buffy the Vampire Slayer.

Agents of Camelot. The players could be agents in King Arthur's court, using the "new" magic known as science to thwart the plans and agendas of the ancient pagan gods that still call England home.

The U.S.E.R. Package (Point cost = 28 points)

Working for U.S.E.R. can be a fulfilling experience. As a scientist you gain access to the newest and most advanced equipment and techniques that are available. As a field operative, you take the battle to the streets and cities of the world, defending those unable to defend themselves. Not just anyone gets to work for this top-secret group, however. Being good simply isn't enough - you have to be the best. U.S.E.R. Agents are unique in that they police the super human world with nothing more than their wits and the few high-tech gadgets at their disposal.

Below is a list of advantages and flaws that help define the U.S.E.R. Agent and set them apart from any other run of the mill "secret agent" type. The point cost below is altered to reflect the creation of standard user agents.

Archetypes

Most standard U.S.E.R. Agents fall into two Character Archetypes: Adventurer and Protector. U.S.E.R. Agents see themselves as a force of good in the world, which work to save the Earth from extraterrestrial invasions and mundane terrestrial threats.

Starting Power Level

Levels 2 or 3

Most U.S.E.R. agents are built as normal humans and are given high-tech gadgets to help augment this drawback in the field. They can be built on higher power levels with the assumption that there are hired field operatives or A.E.G.I.S. subjects with extraordinarily power ranges.

Advantages

Gadget Bonus

User agents get a break when buying any type of gadget. After building the gadget the player may subtract an additional 20% from the gadget's point, construction time, and monetary cost. This represents the fact U.S.E.R. Agents have access to many types of gadgets and can acquire them at a moment's notice. NOTE: The gadget's point, construction time, and monetary cost can never be reduced to below zero.

Authority

(Characters pay half as much for this advantage)

Most agents usually work "openly" as FBI or CIA operatives, taking full advantage of these organizations' ability to insinuate themselves into any type of law enforcement investigation with a fake name and role. This Advantage allows the character access to police crime scenes and operations. The second aspect of this advantage is used when dealing with internal U.S.E.R. issues. When requisitioning items for field work the character can add +1 to her roll.

Authority (R2) At this level the character receives a +3 to her roll when attempting to requisition gadgets and gear from the U.S.E.R. vaults.

Authority (R3) Characters with this level of the advantage have extraordinary authority in the organization. They are privy to some of the hidden agendas of the United States Eugenics program and have the ear of many of the high-level leaders there. The character receives +6 to her requisition rolls.

Disadvantages

Quirk (Paranoid). Working for a super secret organization takes its toll on the psyche. Some may start to think that they are only on the outer skin of a conspiracy that runs even deeper.)

Employed (The character receives double the points for this disadvantage)

Secret ID (The character receives double the points for this disadvantage)

Being part of U.S.E.R. can put the life of the agent and his family in harms way if anyone finds out. Most agents keep their affiliation a secret, even from their loved ones.

Equipment

All U.S.E.R. agents begin play with U.S.E.R. standard issue equipment:
Gyrojet Pistol
Medkit
The suit
Handcuffs

U.S.E.R. Facilities

U.S.E.R. has bases all over the world to help facilitate their mission. Most bases are found in major cities around the U.S.A., but there are several dozen abroad. The facilities are a great asset for agents working in the field who need a resting point before continuing their assignment when away from headquarters in New York.

Most installations are equipped with medical and intelligence equipment and personnel. These bases are usually no larger than an office building and have maybe one user agent equipped with Paladin battle armor. The facilities in foreign countries are staffed like those in America, but have several other agents that do field work and some sort of dummy front to hide the secret nature of the installation.

Some of the more interesting facilities are described below.

The Vault

Since its inception, U.S.E.R. has fought many battles, combating alien and superhuman terror wherever it reared its head. On those times when its agents emerged victorious, U.S.E.R. was able to claim the spoils. With its foes often possessing technology and weapons outside of U.S.E.R.'s experience, recovery teams regularly comb the remains of battle sites looking for salvageable items amidst the wreckage. Anything unusual or alien that defies conventional science is sent immediately to Department Red for analysis, where its specialists attempt to discern the item's true purpose.

There are occasions, however, where items that have been recovered defeat even the scientific might of Department Red. If something is too dangerous or too alien to be understood, it is sent to one of U.S.E.R.'s most secret facilities – the Vault.

In the U.S.E.R. Training Facility beneath Manhattan Island, on the lowest level, there is a large steel door. Always guarded by at least two sanctioned super humans, only the Director of Operations can grant access, with lethally serious repercussions for anyone trying to force their way in. Behind that door is an elevator, large enough to carry a small truck, which descends even further into the bowels of the earth before finally arriving at the Vault – some 250 feet below the surface, deep in the bedrock.

The Vault's internal walls are constructed of over twelve inches of thick concrete laced with steel. Long empty corridors form the backbone of the facility; every wall housing at least twenty reinforced doors bearing nothing but a simple

identification number. Records that identify the contents of these cells lie in the Archive – a computer system tied into the defense network that lies at the central hub of the Vault. An automated defense system continuously scans the site for unauthorized intruders; its lethal lasers promising death for any who would dare breach the Vault's security.

Over 700 items now rest within the Vault – the proceeds of ninety years of U.S.E.R.'s efforts. There are: items of strange alien technology and weapons; ancient Atlantean texts that allegedly survived the fire of the Great Library of Alexandria; alleged starship wreckage recovered from Roswell; even the remains of a prototype time machine recovered from beneath dinosaur remains found on a mountain in Utah. So many mysteries have been consigned to the Vault that even U.S.E.R. may have forgotten what is stored there. Perhaps the salvation of the world lies gathering dust in one of those numbered cells, simply waiting to be used…

Halo Station

Halo Station is U.S.E.R.'s first orbital rapid response facility, hidden from the conventional detection systems of the Earth's nations by a highly experimental stealth device developed by Department Red. Incorporating a variant of the Distortion Belt technology used by the Angelos, Halo Station is virtually invisible to the Earth (though the Angelos are rumored to know exactly where it is, since they use the same technology to cloak their own space station).

The Station itself resembles a many-spoked rotating wheel, with a long metallic spike piercing the central hub. The Station's primary purpose is surveillance, its sensory systems directed out into space as well as toward the planet below. Also acting as a staging area, U.S.E.R. maintains equipment, medical supplies and weapon stocks on the station. But the Station is far from helpless. The central shaft is the housing for Halo Station's primary weapon system – a huge, high-powered rail gun, capable of delivering devastating orbital bombardment. Missile systems and other, more exotic weapons are housed around the outer ring, constantly alert for threats to the station.

As U.S.E.R. field teams are needed to respond to global threats on a moment's notice, five U.S.E.R. assault squads are placed on permanent standby aboard Halo Station. These ten-man teams are some of Department Blue's most capable agents, specially trained for life in low gravity. When the call to duty comes, half a dozen large shuttle transports are available to deploy agents and their equipment quickly to the surface. In emergencies, these same shuttles can airlift casualties from Earth to Halo Station's extensive medical facilities. Many critically injured agents have lost consciousness on Earth, only to recover hours later aboard Halo.

To repel threats to its own security (and to act as armed escort for the shuttles) Halo Station also houses five U.S.E.R. assault space planes, with pilots on 24 hour shift rotation. These highly armed vehicles patrol the space around the station, and are regularly assigned to cover U.S.E.R.'s other, even more secret base in the solar system.

With the success of Halo Station, U.S.E.R. is secretly building another three orbital deployment platforms at a secret base on the dark side of the moon. Built to act as a construction site and early warning post, the station is crewed by just over a hundred technicians and staff. Crews are rotated every six weeks, carried back and forth by Halo Station's shuttlecraft. Alongside the construction yards, a series of dome-like deep space sensors have been erected, watching and listening for any sign of the coming invasion. When that day finally comes, U.S.E.R. will be the first to know.

The Dungeon

With the growing superhuman terrorist problem, many world leaders recognized the need for a new kind of containment facility. Thus, as part of a secret addition to the 1961 Antarctic Treaty, U.S.E.R. was officially granted permission to build a base hidden deep within the frozen climes of the Antarctic, far from the prying eyes of the public. Dubbed "The Dungeon," it is nothing less than the world's first superhuman prison, housing the worst criminals that the

world has ever known.

If you could look from the air, ignoring the blizzards and freezing winds, the installation would resemble a broad, pale white mushroom-shaped building nestled in the shadow of the mountains, its "stalk" only just piercing the ice. A pair of helicopter landing pads sits close by, and a large telecommunications dish points upwards towards the bleak sky. With the Transantarctic Mountains forming an impenetrable wall of rock and ice to the west, and the empty expanse of Greater Antarctica to the east, the facility is completely isolated, relying heavily on the supplies brought in by helicopter from passing ships.

But the facility's great strength is not its remote location, but what lies beneath the surface. For when U.S.E.R. sent its construction teams to establish foundations for their prison, they discovered the top of an ancient stone obelisk, its surface covered in symbols and unknown markings. Further down, in ice caves far below the surface, there lay evidence that someone had been there before. U.S.E.R.'s experts recovered the remains of ancient buildings, pottery, metalwork and other artifacts that were eventually identified as Atlantean in origin.

As the expedition progressed, a new mystery emerged. Something hidden in the ruins of the outpost effectively nullified the Ka energy present in super humans! On reporting this to U.S.E.R., a permanent research team was immediately assigned to discover the cause of this effect. Ultimately they discovered that the null field dampens the effects of Ka users by a factor of ten (reducing all super human powers by 10 Levels; beings who aren't sufficiently weakened by the effects are sedated using high tech U.S.E.R. technology).

The Dungeon (or 'Antarctic Facility Alpha' by its official name) is a great success. Currently over 100 inmates call the prison home and twice that many personal guard and operate the facility. A contingent of U.S.E.R. security staff maintains general order, watched closely by an elite group of American and British sanctioned super humans. The most dangerous prisoners are held on the lower levels of the facility, their cell walls deep within the ice. Whilst confined there, the anti-Ka field emanating from below effectively mutes their powers, rendering them almost harmless. Permanently on standby, all the Wardens of the facility are well aware of the consequences to the world should any of their inmates ever escape.

On site, archeology teams, comprised of two-dozen men and women from England and America, continue to search for Atlantean artifacts and technology. To this day, the two operations co-exist side by side.

In the Past…

The Dungeon was once known as Hedra, and was a great meeting place for the 13 princes of Atlantis during their early, less than civilized age. During this period of time (should your campaign end up there), Hedra is a small city encompassing one square mile and descending ten stories deep. The architects found that this region of the continent had a dulling effect on all Ka abilities and made it a safe place to meet away from anyone using the earth-shattering energy. At the height of Atlantean power, the city held over 10,000 inhabitants. When Atlantis fell to the Elohim attack, many fled to Hedra seeking refuge. The Elohim followed and created great tidal waves and earth quakes, toppling Hedra from a distance.

DEPARTMENT WHITE

Perry Jones came to a sudden standstill, struggling to draw breath as he sank to his knees. He leaned forward, feeling his frantic heart pounding an S.O.S. rhythm against his ribs. Sweat poured down his face. Bright spots danced before his eyes, and pain sliced through his muscles with all the subtlety of a mad butcher with a hot, sharp knife.

This was it, he thought. He was going to die, right here, right now.

"Come on Perry!" spoke a vibrant, lively voice, "pick yourself up from the floor and take some deep breaths. Yes, come on, man! That's the spirit!"

Perry looked up, shielding his eyes from the early morning sun, to see his boss, Jack Vinson, still looking cool and refreshed, jogging on the spot as he waited for Perry to recover. Vinson's t-shirt was unmarked by sweat or dirt, and his clean-shaven face had a ruddy, healthy look to it that Perry envied. He'd thought that accompanying his boss on his morning exercises would look good, get him noticed, and do wonders for his promotion prospects. He realized now that he'd made a mistake.

Jones staggered to his feet, and wobbled his way across the rooftop running track to where his jacket lay. Above the fence that lined the edge of the roof, he could see the city's other skyscrapers peering through the faint wisps of cloud. At this height, they were almost above smog level, and the air was relatively clear. Slumping down, he fumbled inside the pocket of his crumpled jacket, and finally retrieved a notepad, covered with details for Vinson that he'd compiled earlier.

Hearing the crunch-crunch of gravel behind him Perry turned to see Vinson performing an ultra-fast series of star jumps. He shook his head. Vinson must be a machine! It was common knowledge around the office that Jack Vinson didn't do anything in half measures – the guy had a strange intensity about him that disturbed some people, and sometimes

made Perry himself feel uncomfortable. Almost as quickly as he started, Vinson came to a stop, and after a few moments of deep, cleansing breaths, he smiled and walked over to where Perry sat.

"What have you got for me, Perry?" asked Vinson, picking up a towel from the floor and wiping his face.

"Well, sir, I have this week's recruitment results, and I think you'll be very pleased – more sharp gains, especially in the college sector. It looks like your 'Sign 'em up in School' project is coming along nicely.

"I also have some press releases and disinformation for your approval, regarding our own agents' clash with Black October last week. I've already briefed the press with the standard cover story about our own security staff, and they now firmly believe that it was the super team known as the Paladins who were fighting the terrorists."

At this, Vinson stopped toweling himself, and reached out a hand towards Perry, taking the paperwork that the younger man offered. He skimmed over the page quickly, and handed it back.

"All good, Perry, as usual. Issue those through our normal channels. I won't have those Black October bastards getting free publicity through their terrorism. I want it stamped out – and quickly." Perry nodded his head emphatically. When the boss got this worked up about anything, the safest thing to do was simply agree.

"I've also got the schedule for Channel 565's 'Sentinel Week' Special. Would you like to see? There are interviews, features, and competitions – the usual sort of thing."

Vinson shook his head, and started to walk back across the rooftop towards the small door that lead to the elevator and staircase. Perry quickly picked up his jacket, and followed him, his aching legs still protesting. As they waited for the elevator to arrive, Vinson turned to Jones, and his hand swept up, a single finger wagging.

"This Channel 565 thing? Just make sure it goes smoothly. I want the team to come through this looking like heroes, OK? Oh, and make sure that they all get some air time – the Patriot will hog those cameras as long as he can if I know him."

Perry nodded, and the elevator car arrived at the top floor with a "ping." Vinson walked inside, but as Perry made to follow, he held up a hand, blocking him.

"I think you need a longer workout, Perry," he said, grinning. "Why don't you take the stairs?" Before Perry could utter a word in response, the elevator doors hissed together, and Jack Vinson was whisked from sight. With a sigh, Jones made his way towards the door to the building's staircase.

Only forty-five floors down to his offices…

Department White's business is information – more precisely, the control and dispersal of information. In the right hands, knowledge can be a weapon, and for the good of the nation, Department White trades in propaganda and promotion, half-truths and lies.

As the Recruitment and Public Affairs arm of U.S.E.R., its position is unique. How can a government group that doesn't officially exist have any relations with the public? Simple – it doesn't. Not officially, anyway. Department White works behind the scenes, always secret, never seen. Its staff members write copy for the ever-hungry news channels, and its spin-doctors work their magic, turning disasters into triumphs with a twist of phrase or a re-interpreted word. It is truly the department of U.S.E.R. with the most shadowy reputation and greatest potential for corruption. Thankfully, it is a reputation undeserved – Jack Vinson, an ex-director of Public Affairs for the CIA, is the man at the helm of Department White, and he keeps his ship well on course.

America's favorite super team, the Sentinels, is Department White's main area of concern. Making sure that the public's gaze is always trained on the best of the group's deeds and adventures is one of their primary goals. It is this department's work that had made the Sentinels the team they are today, and given them their high profile. Media manipulation has been simple, given that the public actively wants a national super team. If the Sentinels are going to be in action, it is Department White that lets the media know just beforehand – the 'anonymous' tip offs and hints that the press community thrive on are often fed to them by the hidden hand of the department. As always, the control of information

is their strength, and they wield it with the practiced hand of a master.

On those rare occasions when things go wrong, or when casualties are "unacceptable," the agents of Department White come into their own, playing down the incident, suppressing the truth. As someone once said, it's a dirty job, but someone's got to do it. This kind of work is thankfully rare. Department White's people have great confidence in the current Sentinel roster, and the team's history is a thing for celebration. Public confidence in the Sentinels is has skyrocketed.

Recruitment is the other task that Department White handles for U.S.E.R. They actively farm the NSA, CIA, and FBI for prospective agents, harvesting the best of the best to become agents for U.S.E.R. Shipped to the secret training facility beneath Manhattan Island, these men and women leave only after they have completed one of the most rigorous training schedules on the planet. When the time comes to re-enter active duty, they are ready to face whatever superhuman threats the world can throw at them.

Another recruitment job that falls under Department White's jurisdiction is the Sentinel's roster. Whenever a member of the Sentinels is put out of action or killed, it is Department White's task to recruit a new, suitably "heroic figure from their extensive records of active super humans. Alternatively, suitable candidates are drawn from any of the Armed Forces – the A.E.G.I.S. serum used to make these ordinary people into something greater. These lucky few get the chance to continue the job they signed up for – protecting the U.S.A. – with something other than bullets and bombs at their disposal – a host of brand new superhuman abilities!

In a difficult position, Department White works wonders, its staff faced on a daily basis by a world that doesn't understand, and gives no thanks for their efforts. But not everything that occurs in Department White is for the good of the country…

The Sentinels

The Sentinels – the world's most famous super team. The name alone conjures a vision of courageous men and women laying their lives on the line to protect America and her allies for the last sixty years. Theirs is a legacy of bravery and sacrifice that cannot be ignored or denied, even by their enemies. They represent what is best about superhumans in the world, and their constant vigilance has kept the inhabitants of the globe safe from harm on countless occasions.

The group's origins can be traced back to 1951, and Doctor William Stovall. With the recent success of the A.E.G.I.S. serum, the young Doctor had been thinking long and hard about the applications of his discoveries. At a secret meeting, the idea of a 'sponsored' American super team was born. U.S.E.R. assigned its own Department White to maintain the public face of this new group, whilst staying officially uninvolved – the public must never know that the Sentinels were government funded. Using the newly enhanced A.E.G.I.S. serum, volunteers from within U.S.E.R.'s ranks (and the military) would be boosted to superhuman status, and take their place in a group that Stovall christened the "Sentinels,"

The first known adventure of the Sentinels arrived in 1952, when the superhuman war hero known as the Patriot publicly enlisted the help of four other super-powered mystery men to combat an enemy called the Red Menace. Carefully handled by Department White, the "call to arms" issued by the Patriot and the subsequent defeat of the Red Menace were well documented, their details covering the front pages of newspapers around the world. Out of this victory, the Sentinels were officially born in the public consciousness, and their adventures over the next half-century would always be newsworthy material.

Over the years, the team roster of the group would change often, as members came and went. Whenever any member was killed in action, or retired from duty, the seemingly immortal Patriot would make another public "call to arms," in the full knowledge that U.S.E.R. would have a replacement groomed and ready to take the fallen man's place. These staged "recruitments" have slowly lost popularity with the group, and today, the Sentinels generally handle their own membership.

In the current incarnation of the Sentinels, five heroes stand out, their faces more familiar to the people than any Hollywood film star.

Jack Vinson

Jack Vinson is not what he seems. The man's intensity and drive have alienated him from some of his senior staff, and he is sometimes seen as being too hard on the people who work under him. His constant demands for perfection are sometimes unreasonable. Not that this is Vinson's fault however. Jack can't help being who he is – the offspring of a human female and an Angelos male. Exhibiting traits from both his parents, Vinson carries his mother's good looks and olive skin, but is also victim of some of his father's psychological quirks. This "alien" side is the root of Vinson's impressive physical stamina and strength, but also his habits that sometimes set him aside from his staff.

Jack Vinson is Nephilim – a half-breed, secretly working for his father's people. He is a sleeper agent, waiting for orders, and gathering information from U.S.E.R. and his contacts in the government. Whilst his human half is desperate to succeed in his work, and protect the world from superhuman terror, the voice of Mih Kal, the Angelos leader, speaks directly to something in his genes, commanding his service with a voice that cannot be ignored or defied. Jack Vinson is a man torn between his duty and the call of his heritage. Realizing that attempting to refuse Mih Kal's orders would be futile, Vinson has given himself over to desires of the Angelos, hoping that somehow in the future, he can serve each of his parent's races equally, and benefit both. If his loyalty is ever called into question, with whom Jack Vinson will side is unknown…

Archetype: Protector
Angelos Nephilim
Reflexes 4D, climbing 5D, brawling 5D, dodge 5D, melee combat 5D, jumping 5D
Coordination 4D, marksman 5D, throwing 5D
Physique 3D, stamina 4D
Presence 3D, command 5D, con 4D, charm 4D, persuasion 4D, willpower 5D,
Knowledge 2D, business 4D, investigation 3D, language 2D, tech 5D,
Perception 3D, investigation 4D, repair 4D, search 4D, tracking 4D
Advantages: Authority (R3), Contacts (R2), Extra Body Points (R2), Hard to kill (R1)
Disadvantages: Devotion to the Angelos (R2)Overconfident (R1), Secret Id (R2)
Powers: None
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 36
Equipment: U.S.E.R. Standard issue (26 pts), Angelos Body Armor (27 pts), Angelos Combat Rifle (15 pts)
Power Level: 2 (93 pts), 170 pts with gadgets/equipment

The Patriot

To the public, the Patriot is the longest serving member of the team. According to the legend growing up around this striking figure, the Patriot "gains his strength from the spirit of America, and will never fail as long as there is a man or woman ready to die for their country." What the public do not know is that the man behind the mask is perhaps the fifth individual to carry the name of "Patriot." The original Patriot died in 1972, brutally slain by a member of The Syndicate whilst visiting a brothel in Las Vegas.

Moving swiftly to cover up t⬚ White's carefully groomed spokesman, was dead. Unwilling to sacrifice their work, U.S.E.R. quickly recruited another volunteer to take his place, maintaining the illusion that the Patriot was still alive. Since then, at least two others have perished while wearing the stars and stripes. Each time, Department White was ready to move when tragedy struck.

In the early days, Department White kept the Patriot's identity hidden behind a mask – a necessary device to ensure his own personal safety. When the first Patriot died, and a replacement was sought, the mask became essential. The public must be made to believe that the Patriot was still alive. With recent improvements in cosmetic surgery, however, the mask of the Patriot has become almost irrelevant. Department White wanted to show the public the face – the human side – of the hero. The last two Patriots have received quite ingenious facial reconstruction, and so far, the public has allowed themselves to believe that it is the same hero that they see on the evening news.

It's a pity when all of Department White's screening and testing procedures make mistakes, but they do happen – the current Patriot is little more than a super-heroic buffoon. Jared Jones is tall and powerfully built, needing little cosmetic surgery to make him resemble the original superhero. His wavy blond hair, sparkling blue eyes, and perfect smile have made him especially popular with the cameras.

He has little opinion of his fellow team members – as far as he is concerned, they only exist to make him look better in the eyes of the media, and he steals as much time on camera as he can. His popularity-grabbing antics have made him unpopular with the rest of the group, and they now treat him with the disdain he deserves. And Jared's faults do not end there. On more than one occasion, it has taken Liberty's intervention to save his life. He believes himself to be far more competent that he really is and his overconfidence often gets him into trouble when on duty. Jones himself is completely oblivious to this – in his eyes (believing everything Department White tells him) he is the perfect leader, the only man to lead the Sentinels into battle. Unfortunately, his leadership skills are verging on zero, and the team often looks to Liberty for direction when the going gets tough.

Real name: Jared Jones
Archetype: Icon
U.S.E.R. Agent
Reflexes 5D, brawling 6D, dodge 6D, melee combat 6D,
Coordination 3D, marksman 5D, throwing 4D
Physique 7D, running 7D, stamina 7D
Presence 3D, charm 4D, command 4D, persuasion 4D, willpower 4D,
Knowledge 2D, tech 3D, security 4D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R2), Extra Body Points (R2), fame (R2)
Disadvantages: Bad Luck (R1), Devotion (R1) to his job, Overconfident (3), Secret Id (R2)
Powers: Fast Reaction 3, Super Jump 4
Move: 10. **Strength Damage**: 7D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 65
Equipment: Costume (body armor) Armor value: 2D, Reflex Modifier: 0 (7 pts)
Power Level: 2 (108 pts) 115 pts with equipment

LIBERTY

With continuity so import▯
Sentinels should carry the name of her predecessor. Liberty is the tenth woman to hold this particular title. In her case, however, Department White has made no effort to conceal her identity.

Cyan Kersey is the steel at the heart of the Sentinels, and it is her passion and skill that have held the group together. A former Navy SEAL, her abilities and command experience far outweigh that of the team's official leader, but she is forced to play second fiddle to the infuriating Jared Jones, whom she despises. On duty with the Sentinels, Cyan is the first into action, throwing herself into combat with a vengeance. Kersey fears only one thing – failure. Her military training and her time as a SEAL conditioned her to accept nothing less than total victory when in the field, and this psychological quirk has occasionally led to Liberty going too far, desperate to ensure success.

Advised by publicists in Department White ("a beautiful superhero is a memorable superhero"), Cyan grimly submitted to some minor surgery to enhance her already good looks. A year down the line, she curses herself for allowing them to talk her into it – she feels that she has lost her true face, and she is less of a person for it. Recently described as "the cutey with the booty" on the evening news, the current Liberty has tried in vain to cut down her own involvement with the world's media, preferring to stand hidden within the vast shadow cast by the Patriot.

Liberty and Lore, the team's super-scientist, are good friends. The older woman knows that the young Lore harbors a secret crush on her, but she sees him more like a younger brother than a prospective lover. In combat, Liberty always keeps one eye on Lore, leaping to protect him when danger threatens. Nova, the Sentinel's high-flying, high profile energy projector or "blast man" keeps Liberty on her toes, the two sharing a friendly competitive relationship, always attempting to out-do the other. While she trusts the other members of the team (even the Patriot has his rare uses) in some way or another, only Major Arcana inspires suspicion in Liberty. She can't help but feel that the strange individual who reveals so little of himself, even to his teammates, conceals some secret personal agenda.

Real Name: Cyan Kersey
Archetype: Protector
U.S.E.R. Agent
Reflexes 5D, brawling 6D,brawling specialization "Street Fighting" 9D, dodge 6D, melee combat 6D, sneak 6D
Coordination 3D, marksman 5D, throwing 4D
Physique 5D, running 6D, stamina 6D
Presence 3D, charm 4D, command 6D,command specialization "team tactics"7D, persuasion 4D, willpower 4D,
Knowledge 2D, tech 3D, security 4D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R2), Extra Body Points (R2), fame (R2)
Disadvantages: Ball and chain (Lore) (R2), Devotion (1) to her job, Secret Id (R2)
Powers: Combat Sense, Fast reaction 3, Super Jump 4
Move: 10. Strength Damage: 3D. Fate Points: 0. Character Points: 2, Ka Points: 6, Body Points: 65
Equipment: Costume (body armor) Armor value: 2D, Reflex Modifier: 0 (7pts)
Power Level: 3 (132 pts), 139 pts with equipment

Major Arcana

The mystery that is Major Arcana may never be fully revealed. Recruited by William Stovall back in the 1950's, Arcana is not a product of the A.E.G.I.S. serum like many of his teammates. Alt⬚

duty to protect America. On the rare occ⬚

that this enigmatic individual may actually be one of the Elohim, hiding in plain sight. The truth, however, is less astounding.

Nigel Rogers is the name of the man behind Major Arcana. Not one of the Elohim, he is simply a human with a great reserve of Ka ability, which he learned to control back in London during the 1930's, the sole pupil of a dying Atlantean. Since then, he has used his power to slow his aging and retain his youthful looks and strength. An unrestrained con man, petty thief and trickster, Rogers sees his role in the Sentinels as the biggest con he's ever pulled. Creating the mysterious persona of Major Arcana when he first joined the team, it was simply as a way to make money and meet women. In fact, during his time with the Sentinels, Rogers has engaged in over half a dozen marriages, with wives in different countries around the world! Department White quickly moves in to cover this up, but Nigel's lecherous habits have gotten him into trouble on several occasions, putting illicit liaisons before his assignments. Recently, however, he has begun to feel some responsibility for his actions, and he is finally beginning to take his duties seriously.

Real Name: Nigel Rogers
Archetype: Rogue
U.S.E.R. Agent
Reflexes 3D, brawling 4D, dodge 4D, melee combat 4D, sneak 5D
Coordination 3D, lock picking 4D, marksman 5D, throwing 4D
Physique 2D, running 3D,
Presence 4D, charm 5D, con 5D, persuasion 5D, willpower 6D,
Knowledge 3D, medicine 4D, security 4D, streetwise 5D
Perception 3D, artist 4D, investigation 4D, search 4D
Advantages: Authority (R1), Efficient Ka (R2), fame (R2)
Disadvantages: Secret Id (R2), Quirk (addiction to women) (R2) Terrible Secret (Not really who he says he is)
Powers: Ka Manipulation 7 (Physical Gestures, Incantations), Flight 4
Move: 10. **Strength Damage**: 1D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 10 **Body Points**: 28
Equipment: Costume (body armor) Armor value: 2D, Reflex Modifier: 0 (7pts)
Power Level: 4 (161 pts), 168 with equipment

Lore

At only 19, Karlas Johnson, or Lore as he is better known, was the youngest person ever recruited into the Sentinels. An unprecedented child genius, he had led a shelte⬚ ference. As he grew up, and his talents emerged, he finally got a real chance to change the world for the better.

Lore won a Nobel Prize ⬚ s he created the first version of his U.S.A. (United States Android) series of robots, and over the last decade the series has improved with every generation. Lore's creative joy has stubbornly refused to fade and he often spends time with the technical staff of Department Red, assisting with their work. As a member of the Sentinels, Lore was given the A.E.G.I.S. serum, but the wonder drug had no visible effect on the young man, his own amazing skills perhaps too advanced for even the powerful serum to augment.

Now in his late twenties, Lore feels that his position with U.S.E.R. is more a privilege than a duty, and he plays his part in the Sentinels with great enthusiasm. He enjoys fieldwork as much as time in the laboratories with his creations. William Stovall saw something of himself in Lore – passion, intelligence, and a deep love of all the mysteries of science. With so much in common, the two men quickly became good friends, Stovall filling a paternal role in Lore's life, treating the young man as the grandson he never had. The Head of U.S.E.R. has kept close tabs on Lore ever since, and has begged him on countless occasions to reduce the amount of dangerous fieldwork that he undertakes. Karlas will not change, though, insisting on doing his duty. In an effort to ease Stovall (and U.S.E.R.'s) fears about his safety, Karlas constructed a robotic bodyguard to accompany him in the field – USA9. The young man harbors a secret passion for Liberty, and although he knows all too well that the beautiful Kersey will never consider him anything more than a friend, he dreams of a day that might change.

Real Name: Karlas Johnson
Archetype: Scientist
U.S.E.R. Agent
Reflexes 2D, brawling 3D, dodge 4D, melee combat 3D,
Coordination 3D, marksman 4D, throwing 4D
Physique 2D, running 3D, stamina 3D
Presence 3D, charm 4D, command 4D, persuasion 4D, willpower 4D,
Knowledge 7D (know-it-All), gadgetry 8D, tech 8D, security 8D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R2), Fame (R2)
Disadvantages: Ball and Chain (liberty) (R3), Devotion (R1) to his job, Hindrance (will not drive car) (R2), Secret Id (R2)
Powers: None
Move: 10. **Strength Damage**: 1D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 25
Equipment: Costume (body armor) Armor value: 2D, Reflex Modifier: 0 (7pts)
Jet pack (toughness: 2D,range: 10 miles, maneuverability: -1D, scale: 1, powers: Flight 6 (activation roll), gadget modifiers: Obvious, notes: Made famous by Flash Gordon. This device is about the size of a backpack and uses a combination of small propulsion jets and anti-gravity technology. (1 pt)
Lore generally carries an assortment of equipment to fit the current mission
Power Level: 1 (92 pts). 100 pts with equipment

USA9

USA9 is a ninth generation android, her existence a testimony to Lore's continuing brilliance, and the excellence of modern engineering. Capable of astounding feats of strength and endurance, she is the Sentinel's physical powerhouse, designed and built to be virtually indestructible.

As an artificial being, USA9 was ▬

She is slowly discovering her true nature and personality, which is a painful and difficult task, making many mistakes along the way. She looks to Liberty as a role model, attempting to emulate her confidence and skill. Unfortunately, this means that sometimes USA9 occasionally attempts to copy Liberty's hotheaded attitude to combat, resulting in her , and relies on him to answer all of her questions about the world. To his credit, Karlas always makes time for his creation, treating her as a real individual rather than a simple machine. How USA9's personality will develop over the coming years is still a mystery. Her operational life is limited only by her nuclear power supply, but with her creator close at hand, her evolution will surely proceed upon a magnificent path.

Unknown to Lore, any other members of the Sentinels, and even herself, USA9 serves a dual purpose. Whilst she was being constructed, and her software written, Calista Black intervened, ordering certain code inserted into her programs. The callously efficient Head of Department Blue has installed a secret failsafe in the core program of USA9. If ever Lore was in danger of being captured by enemy forces, USA9 has clear orders to make sure he is never taken alive. Hidden black software modules would become active, overriding her personality with their own command protocols, forcing her to terminate his life. Should she become incapable of stopping his capture, a final doomsday code would activate, and the nuclear core that powers her body would go immediately critical, with enough force to destroy a major city. If Lore ever discovers Black's tampering, there will be a showdown within U.S.E.R. like never before…

Real Name: United States Android version 9
Archetype: Protector
U.S.E.R. Agent
Reflexes 8D, brawling 9D, dodge 9D, melee combat 9D,
Coordination 4D, marksman 5D, throwing 5D
Physique 7D (thunder clap), stamina 3D
Presence 2D
Knowledge 2D, tech 7D, security 4D
Perception 2D, repair 4D, search 3D
Advantages: Fame (R2), Size large (R1)
Disadvantages: Achilles Heel (magnetic attacks) (R3), Ball and Chain (Lore) (R3), Cultural Unfamiliarity (R2), Terrible Secret (has a bomb inside her) (R2)
Powers: Adaptation 4, Body Armor 5, Chameleon 2, Detect (movement) 3, Energy Absorption (energy only) 4, Ranged energy attack: Energy Blast 4, Flight 4, Stretching 3, Super Senses 4
Move: 10. **Strength Damage**: 7D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 4, **Body Points**: 57
Equipment: None
Power Level: 4 (169 pts)

Nova

Nova, the team's high-powered energy projector, has only been a member of the Sentinels for a year. He loves the job, enjoying the public attention and the chance to look good kicking ass on television. He is likeable, but terribly cocky, always competing with Liberty to be the first to engage the enemy. The fact that the Sentinels pay incredibly well is a bonus, but beneath his overconfident and swaggering exterior, Nova truly does want to do the right thing. Unlike the other members of the team, Nova has no idea whatsoever that the Sentinels are secretly run by U.S.E.R. The heads of the organization feel that Nova is too unpredictable to be "brought in" and are content to leave him to his own devices.

Nova's true name is Jose Acala, and he revels in his role as National Super Hero. He's always loaded with cash, and his high media profile has made sure he's never lonely in bed whilst on assignment. He loves the media spotlight almost as much as he loves pounding super villains or "servicing" the babes. He has made it his personal mission to seduce Liberty, the team's very own ice queen – a goal that may well prove to exceed his abilities! What Acala doesn't realize is that his life, and his powers are on a swift burning fuse. Nova has the Black Gene, and unless some miracle cure can be found, his future will end abruptly in a savage case of the Shining…

Real Name: Jose Acala
Archetype: Bravo
U.S.E.R. Agent
Reflexes 3D, brawling 4D, dodge 4D, flying 4D, melee combat 4D
Coordination 3D, marksman 4D, throwing 4D
Physique 3D, stamina 4D
Presence 3D, charm 4D, command 4D, persuasion 4D, willpower 4D,
Knowledge 2D tech 3D, security 3D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R2), Fame (2)
Disadvantages: Hindrance (must obey the commands of the Atlanteans) (R2), Quirk (ladies man) (R1), Shine (R3), Short Life span (R2), Secret Id (R2)
Powers: Detect Chimerans 3, Elemental Sheath fire 3, Immunity to fire 3, Flame Manipulation 3, Flame Jet 3, Flame Jet 10 (Area Affect, Activation roll 2, Double Range 3, Cost Ka to activate 4, Uses life force 3), Flash Attack 3, Flight 5
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 31
Equipment: Costume (body armor) Armor value: 2D, Reflex Modifier: 0, (7 pts)
Power Level: 4 (179 pts), 186 pts with equipment

DEPARTMENT BLUE

Something about the large hall reminded her of school – chairs and desks set out in methodical rows, the quiet conversations going on all around. There was also that other faint classroom feeling of apprehension too, as if no one was quite sure what the mood of the teacher would be when she arrived. She shivered. She'd hated school…

Jenny Fern shuffled on her seat, trying to make herself comfortable. Around her, nearly fifty other new agents waited, fidgeting, talking and looking bored. Bored? How could they be bored? Jenny could hardly contain her excitement. Today was special – the first day of their training schedule with the Department of Intelligence and Security – Department Blue. The briefing session was almost due to start any minute now, and Jenny couldn't wait.

A door at the front of the room opened quickly, and a tall, dark haired woman, dressed in a dove grey business suit, marched in without sparing a glance for the assembled people. Her head down, she walked across the room, her heels tip-tapping as she crossed the floor. Finally reaching a small table set out at the front, she looked up.

As the sounds of talking died, Jenny Fern got her first look at Calista Black, the head of Department Blue. She was surprised to be faced with such an ordinary looking woman. Her make-up was bland and pale, as if she placed little importance on it, or her appearance. Mousy brown hair hung to her shoulders, the style out of date by at least a decade. In a crowd, Calista Black would disappear, vanishing into obscurity. She was simply unremarkable – that is, until you looked into her eyes.

In the soul that lurked behind that diamond-hard gaze, a volcano of barely restrained fury and anger smoldered not too far below the surface. Jenny sensed it for only the briefest of seconds, and then it was gone. She blinked and shook her head, hoping that her imagination was simply playing tricks on her.

She had to admit to being a little disappointed. How could such an ordinary individual reach the position of Head of Department Blue? Surely there was more to Black than this?

It was when she spoke that Jenny felt Calista Black's true power for the first time. Her voice was deep, and silky smooth, easily carrying across the hall. Like a master storyteller, there was a strange, magnetic quality to her words, grabbing her audience's attention and refusing to let go. Not a brash, brutal power, but subtle, and delicate, a kind of gentle urging, requiring you to listen. Almost automatically, Jenny felt herself straighten in her seat, inclining her head slightly to allow herself to hear more clearly.

"Welcome to the Manhattan Island Training Facility. My name is Calista Black, and I am Head of Operations here. You have been selected for assignment to his facility because you are the best in your respective fields." She paused, letting this sink in.

"Not that any of that counts here - none of it. The moment you stepped into this room, you all became equals. Department Blue now decides if you are the 'best' or not. Your instructors will gauge your worth to U.S.E.R. and the United States as you work through our training program." She smiled, just a hint of mockery on her face. "I think you'll find it challenging; weapons, combat, and tactics – and that's just the first three months. After basic training is successfully completed, you'll move onto technical operations and procedures. After this stage, roughly nine months from now, if you haven't dropped out, you will receive temporary field assignments, pending final approval. This might seem like a long time to wait. Don't be in any hurry to get through training – it will save your lives, and those of your colleagues."

Black walked towards the front row of chairs, and her eyes ran along the rows of men and women as if she read from the page of a book. Nodding to herself, she continued, as if finally satisfied. The temperature of her voice dropped a degree or two, becoming colder, as she became more serious then ever.

"In this facility, you will gain the skills and knowledge that will enable you to protect the lives of your fellow citizens and serve your country. There will be casualties amongst you when you move to actual work in the field – this is to be expected. Department Blue works tirelessly to minimize losses, but no operation of this nature can be 100% successful. Make no mistake – today's world is a dangerous one, and only those agents who are trained and utterly prepared to deal with the superhuman threats to the nation will prevail. When you leave, you will be the best, and I will expect you to perform as such. Dismissed."

Jenny Fern watched Black leave the room. If Calista Black had gone into politics, she surely would have been President by now – the woman spoke with cool authority and an ocean of self-assurance. It took confidence to lead people, and Black was overflowing. Now Jenny knew how she had risen to become Head of Department Blue – behind her completely normal appearance was a remarkable woman, with a personality to match.

Talk sprang up around her as discussions bloomed amongst the new agents. Instructors entered the room from the rear, and began calling out names, assigning training groups. As she heard her own name called, she realized something. Training hadn't started yet, but she had learned something already.

She had learned that Calista Black was a woman not to be crossed…

Department Blue is the part of U.S.E.R. that deals with field operations and intelligence gathering. The duties of its agents range from covert investigation of superhuman activity to all-out combat with the most lethal threats to the country. With over 2500 agents based throughout North and South America, it is also the largest branch of U.S.E.R, with agents posted to government offices and regional quick-response bases. Every FBI building in the United States has at least two of Department Blue's agents working undercover, acting as normal field agents. This "agent on site" program allows swift nationwide channels of communication with U.S.E.R. headquarters in times of emergency. When strange disturbances are reported, it is these agents who respond.

What constitutes a "strange disturbance" in a society populated by aliens and super beings? U.S.E.R. will not commit its resources to the field in order to stop an errant superhuman robbing a bank or investigate low-level super powered vigilantes – these types of encounters are classified as "mundane" – normal occurrences in today's world. Department Blue concentrates on only the more significant events involving super humans and weird phenomena, such as any large-scale gathering of aliens, atmospheric wormhole anomalies, and superhuman activity. U.S.E.R. places special interest in Black October, and its agents are under standing orders to follow up any information that might lead to the discovery of the terrorist's agenda, or the group's leader – the mysterious figure known as Prime.

Calista Black

Calista Black is the current Head of Operations with Department Blue. A former Deputy director of the CIA, she is widely regarded as the most ruthlessly dedicated member of U.S.E.R.'s senior staff, capable of taking any action to fulfill her duties. Her zeal has recently caught the attention of William Stovall, head of U.S.E.R., and he is keeping close tabs on Black's activities. While he respects her achievements, he cannot ignore the growing human cost of her decisions.

Since taking the job as Director, performance has increased rapidly, but so too has agent mortality. Her aggressive policies regarding the suppression of superhuman terrorist activity have garnered her a great deal of respect from her staff, but her methods are sometimes particularly brutal. She is utterly focused on her work, and even with all the freedom to operate that U.S.E.R. provides, sometimes feels that her hands are tied. If certain countries choose to shelter superhuman terrorists and their supporters, then why not make examples of them? Why not eliminate the leaders of these countries? That would send a message to those who would stand in U.S.E.R.'s way, and certainly ensure that other countries thought twice before becoming havens for superhuman undesirables. Although these courses of action sound chilling, she knows that certain factions within U.S.E.R. would support her decision, should she ever choose to take them.

Her need to rid the world of Black October is a powerful thing, guiding everything she does, and she is determined to succeed at any cost. Although she is truly dedicated to her work, Calista Black has a score to settle, and she

will employ U.S.E.R. and its agents to carry out her revenge.

Some ten years previously, Black October attacked a U.S. military building in Seattle. The office was supposed to hold a tiny deposit of recently recovered Orichalcum, and retrieving this treasure was the terrorist's goal. Unknown to Black October, their information was outdated, the Orichalcum having been shipped to U.S.E.R. laboratories across the country over a month before. Finding themselves trapped, with nothing to show for their efforts and the military closing in, the terrorists panicked. Combining their powers, the Black October members tried to escape. Walls disintegrated in bursts of shocking power. Soldiers writhed and crumpled under devastating sonic assaults. Cutting a swathe of destruction through the streets, their attempt to escape left thirty dead, and nearly a hundred wounded. Amongst the dead were Ben Black and his daughter, Vicky, innocent bystanders in the wrong place at the wrong time.

Black underwent many months of counseling to help her deal with her family's death, and after her doctors certified her as ready to return to the work, she threw herself into her job, burying her sorrow beneath paperwork and duty. A few years later, she quit the CIA to join U.S.E.R., where she could better pursue the individuals responsible.

To Calista Black, her position as Head of Department Blue is a blessing, giving her command over a vast arsenal of weapons and expert staff devoted to protecting the United States and the larger world. Unless she learns to balance her desire for revenge with her duty to the country, chaos may yet ensue…

Department Blue Field Agents

Always on standby, ready to be called into action, Department Blue's people are thoroughly trained and equipped by U.S.E.R. Every agent undergoes initial orientation at the facility 100 feet below Manhattan Island, receiving extensive training in a variety of disciplines, including counter-terrorism, weapons training, and technical operations. Whilst retaining a pool of agents with similar skills and experience for general duties, the cream of the recruitment crop are given the option to specialize, and take on more responsibilities. Agents fall into three groups – Investigative, Security and Black Ops.

Investigative Agents

"Well, what did the old woman see?" asked Grant wearily, his voice barely concealing his obvious contempt. "Did she see little green men?"

Real Name: Calista Black
Age: 43
Archetype: Dark Avenger
U.S.E.R. Agent
Reflexes 3D, brawling 4D, dodge 4D, melee combat 4D
Coordination 3D, marksman 4D, throwing 4D
Physique 3D, stamina 4D
Presence 3D, command 5D, con 4D, charm 4D, willpower 5D,
Knowledge 2D, business 4D, investigation 5D, language 3D, tech 3D,
Perception 3D, investigation 5D, repair 4D, search 4D, tracking 4D
Advantages: Authority (R3), Contacts (R2), Hard to kill (R1)
Disadvantages: Devotion (to bringing Black October to justice) (R2), Hindrance (rude) (R2), Quirk (flash backs) (R3), Quirk (hatred of Black October) (R3)
Powers: None
Move: 10. **Strength Damage**: 2D. **Fate Points**: 1.
Character Points: 2, **Ka Points**: 6, **Body Points**: 32
Equipment: U.S.E.R. Standard issue
Power Level: 1 (88 pts), 114 pts with equipment

Agent Grace Logan looked up from her notes, frowning at her partner's disapproval. The desert rolled by outside as the car traveled along the dusty road, the heat baking the already dry earth into something even harder. Thank God for air conditioning, she thought.

"She saw trucks – lots of them, too. Moving along this highway late last night, less than an hour after the 'atmospheric disturbance'. Damn, John, it could have been a micro-wormhole opening! Remember

the Roswell reports? Someone got there first, before our agents, back in '47. All the important technology had been looted. Maybe that's what happened here. I think we should follow this up, do some research – there's a town called Cannon's Crossing only twenty miles ahead. We should take a look there…"

Investigative Agents, "Men in Black" or "Spooks" are Department Blue's general staff. These agents are assigned to low level investigation, checking out reports of superhuman activity, so-called alien abductions and psychic phenomena. Falsely regarded as the "lowest rung" of Department Blue, they are actually the strong and steady foundation on which all of the department's work is built. Without these men and women, information would have to be gathered through other avenues – perhaps through the press, or personal accounts. Not a very effective method, and not particularly accurate either. Always well equipped, Department Blue's investigative agents are ready to take on a variety of low powered threats. When things get too tough or dangerous, backup is usually only a phone call away.

Investigative Agents
Archetype: Adventurer or Protector
U.S.E.R. Agent
Reflexes 3D, brawling 4D, doge 4D, melee combat 4D
Coordination 3D, marksman 4D
Physique 3D, stamina 4D
Presence 3D, command 5D, con 3D, charm 2D, persuasion 2D, willpower 3D
Knowledge 3D, investigation 4D, language 2D, tech 4D
Perception 3D, hide 4D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R1)
Disadvantages: Devotion (2) to his job, Secret Id (R2)
Powers: None
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 30
Equipment: U.S.E.R. Standard issue (26 pts)
Power Level: 1 (75 pts), 101 pts with equipment

Security Agents
"Control – he's moved from the building into the street. His hostages are U.S.E.R. friendlies – repeat – he has hostages. Request permission to engage."

A wave of static howled into Grimm's comm gear – something was blocking his signal. He knew that the armored suit he wore was only a prototype, and still had some kinks that needed ironing out, but this seemed more like outside interference than technical gremlins. Ahead, he saw the terrorist throw his hostages to the floor, their bodies bouncing across the concrete. A shudder rocked the street as the U.S.E.R. front company building suddenly exploded, spitting deadly clouds of glass and brick into the air. The road was immediately thick with running, screaming people, desperate to escape. The wounded wandered bloody and confused amongst the mob.

A snarl on his lips, Grimm checked the suit's weapons systems, briefly thanking God as indicator lights flashed their readiness. Looking up, he saw the terrorist begin to rise into the air, arms outstretched. He was getting away!

To Hell with waiting for orders.

Grimm started running, legs pounding the road like hammers. With a whispered prayer, he engaged the suit's flight systems. His stomach lurched as the street dropped away beneath him, and he took to the air. The terrorist was headed across the bay, afternoon sunlight bright on the water. Visual filters engaged, dimming the glare automatically. Grimm gritted his teeth. Even after extensive training with the Paladin suit, he felt hardly prepared for aerial combat. Without thinking, he accelerated, splitting the air like a rocket, closing on the fleeing terrorist. He was ready. He had to be.

Security Agents working for Department Blue are recruited from the best of the general investigative agent staff, and given specialized weapons and training. Often seen as ruthlessly efficient by U.S.E.R.'s other agents, the security branch takes its duties very seriously. For them, the protection of U.S.E.R. easily equates to the defense of the planet.

Issued with pearly-white armored combat suits based on technology gained from the Angelos aliens, these agents are trained to combat super beings. Department Red supplies the security section with experimental pieces of gear for field-testing, including combat robots and exotic energy detectors designed to

Little Green Men
U.S.E.R. has investigated UFOs since the organization's inception. Beyond the existence of the aliens present on Earth, U.S.E.R. has documented two other aliens races that have taken an interest in the planet Earth.

The first is a race commonly known as the "Grays," or the Reticulans, as they call themselves. In 1953, these gray-skinned beings allegedly offered the US government alien technology in exchange for humans breeding stock; they are a dying species that have cloned so much that now, with each successive cloning, the species grows weaker. They are thus trying to infuse new life into their species by creating a mixed breed. There were those in the US government who would have agreed to this arrangement but U.S.E.R. intervention stopped the deal. USER has attributed most cattle mutilation and abduction cases to the Reticulians. U.S.E.R. also believes that the Grays have made overtures of alliance with other Earth governments and closely monitor technological advances around the world.

The second race is the Nibiru from the planet of the same name, thought to have existed in our solar system eons ago. The Nibiru moved the entire planet through a dimensional rift on the edge of our solar system after a great war with another race they call the Anunnaki.. The tall, violet-skinned Nibiru seldom make their presence known. It is believed that they travel through dimensional rifts to earth to gather information. Crop circles are attributed to their comings and goings.

Of course, with the presence on Earth of Angelos, Elohim, Chimerans and Atlanteans, each vying for power and spreading their own wall of disinformation, it's possible that this business about other aliens is just a façade meant to throw investigators off the real case. The truth is out there. Or is it?

locate super humans using their powers.

The Security staff prioritizes the safety of U.S.E.R. over anything else, including civilians. All normal efforts to minimize civilian casualties are taken, but for these hardliner agents, U.S.E.R. comes first. With the recent rise in Black October terrorist activity, Department Blue has increased its security staff recruitment program. Casualties amongst this section are amongst the highest in U.S.E.R., as its agents are the front line of defense for its facilities and front companies around the world.

Working for Security is a dangerous job, and sometimes their activities cannot be concealed from society or the press. Because these agents sometimes stray into the public eye whilst completing missions, Department White has created a cover story to give them a media friendly face. The general populace regard the pristine white armor-clad figures as a mysterious superhero group known as the Paladins, dedicated to protecting the innocent from superhuman threats. Unlike most super teams, the Paladins have no spokesman, which puzzles the media somewhat. Department White's disinformation covers this – the Paladins wish to remain anonymous, and as far as they are concerned, their deeds speak for themselves.

Black Ops Agents

A fiery burst of energy missed him by inches, searing his hair, and vaporizing the wall behind him. Gunfire echoed around the deserted streets, a hail of dust and bullets marching across the road towards him. Steve Redcliffe desperately dived aside, rolling as he came up. Who were these people? Why had they run his car off the road and chased him across five miles of desert?

Hands grabbed at him, yanking him upright. Without conscious thought, Redcliffe smashed his elbow backwards, feeling bone break under the impact. When the hands suddenly let go, he wasted no time; he ran. Dodging around two burnt-out cars, he dropped to a crouch, hiding. Heart kicking in his chest, he wiped his brow and looked around. Maybe they were foreign agents, come to capture him and torture information about U.S.E.R. out of him. That would be bad. He couldn't allow that to happen – he knew too much. He couldn't allow himself to be taken alive.

Three masked men ran out from the building opposite to where Redcliffe hid. Without hesitation, they ran directly at him. How on Earth did they know where he was?

Tired of running, Redcliffe leapt forwards to engage them. He felt his unarmed combat training slip into his mind, taking control of his body. Like a machine following a preset program, Redcliffe let go, allowing instinct to duck and weave, strike and counter-strike for him. In moments, his assailants lay on the floor, bleeding and unconscious.

Out of the corner of his eye, he saw more of them running towards him. Too many. He reached down to one of his fallen attackers, pulling an unused pistol from his belt. So – they were out to capture him, after all – a pity about that. He raised the gun to his head, pressed it firmly

U.S.E.R. Paladin field operator
Archetype: Adventurer or Protector
U.S.E.R. Agent
Reflexes 3D, brawling 4D, dodge 4D, melee combat 4D,
Coordination 3D, marksman 5D, throwing 4D
Physique 4D, running 5D, stamina 5D
Presence 3D, command 4D, persuasion 4D, willpower 4D,
Knowledge 2D, tech 3D, security 4D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R2), extra Body Points (R2), hard to Kill (R1)
Disadvantages: Devotion (R1) to his job, Secret Id (R2)
Powers: None
Move: 10. Strength Damage: 2D. Fate Points: 0. Character Points: 2, Ka Points: 6, Body Points: 41
Equipment: U.S.E.R. Standard issue (26 pts), U.S.E.R. Exo-Assault suit (44 pts), Jet Pack (1 pts)
Power Level: 1 (79 pts), 150 pts with equipment

against his temple, and pulled the trigger.

Except that suddenly, weirdly, his fingers didn't work. Neither did any of his muscles. Paralyzed from head to toe, he stood utterly still, unable to move as the wave of black-clad men approached. As they drew level, the lead figure pulled off his mask, revealing the face beneath. Redcliffe was surprised to see the smile on his features.

"Well done, Redcliffe. You handled yourself extremely well, and were prepared to die to protect U.S.E.R.'s secrets. Luckily for all concerned, we've had a telepath monitoring you – he's the reason you can't move right now. The good news is, we think you're ready for promotion to the Special Operations unit. When the paralysis wears off in about an hour, we'll talk, but I'm pretty certain you'll be eager to join up…"

Silent. Unseen. Deadly. U.S.E.R.'s most elite agents are almost creatures of legend within Department Blue. When the most serious threats arise, it is these agents who are dispatched to neutralize them. Their assignments are ultra-secret, and new recruits undergo a thorough physical and psychological evaluation before even being asked to join up. Taken from the most promising agents of Department Blue's Security section, these men and women receive the most perilous jobs that U.S.E.R. undertakes. Facing danger every day of their working lives, the Black Ops groups work in closely-knit squads, learning to rely on each other for backup and cover.

Active all over the world, Black Ops agents' duties range from information gathering, industrial espionage, and the acquisition of technologies from foreign powers. Their lethal skills also extend to the art of assassination, and it is in this area that much of their recent work has been based. Under Calista Black's orders, Black Ops has become her "sweep and clean" squad, disposing of people and organizations in her way.

Advances in robotics have allowed for user-controlled combat robots to be constructed, and some of the more successful prototypes are active in the field today. Particularly of use to Black Ops is the Reconnaissance Bot, nicknamed "Snoopy" by agents. This tiny remote controlled hovering robot is no larger than a golf ball, and it is often used to scout out targets before infiltration, relaying a video stream to its controller from its onboard camera. Rumors persist of a deadlier version of this robot – designed to carry out assassination at a distance, but it has never been officially confirmed.

Agent mortality is extremely high in Black Ops, and most of Department Red's candidates for their Cyborg program come from within this section. The critically wounded are airlifted to Department Red's labs, where their expert medics try first to save the lives of the injured. When there is little hope of recovery, if the patient has previously agreed, he is selected for the Cyborg program. Spare organs are harvested for use in U.S.E.R. hospitals, and only the brain goes on to be "implanted" in its new body.

The procedure is far from perfect, with fewer than a quarter of the candidates surviving the process. Of those that do live, most suffer from terrible psychological trauma, and are eventually shut down for their own sake. Currently, fewer than a half-dozen agents have been "re-installed" and returned to active duty in the field. Both Department Blue and Red watch these test subjects closely for signs of mental aberration. With state-of-the-art weapons as standard, if one of these reborn agents were to go insane, the devastation he or she could cause would be nothing less than catastrophic.

Combat Specialist
Archetype: Adventurer or Protector
U.S.E.R. Agent
Reflexes 3D, brawling 4D, dodge 4D, melee combat 4D,
Coordination 3D, marksman 5D, throwing 4D
Physique 3D, running 5D, stamina 4D
Presence 3D, command 4D, persuasion 4D, willpower 4D,
Knowledge 2D, tech 3D, security 4D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Authority (R2), extra Body Points (R1)
Disadvantages: Devotion (R1) to his job, Secret Id (R2)
Powers: None
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 32
Equipment: U.S.E.R. Standard issue (26 pts), U.S.E.R. Commando Field armor (19 pts), Camouflage suit (4 pts), Listening device (1 pt), Molecular adhesion gear (1 pt), The Face (2 pts)
Power Level: 1 (84 pts), 137 pts with equipment

U.S.E.R. Combat Cyborg
Archetype: Warrior
U.S.E.R. Agent
Reflexes 3D, brawling 4D, dodge 4D, melee combat 4D,
Coordination 3D, marksman 5D, throwing 4D
Physique 7D, stamina 8D
Presence 3D, command 4D, persuasion 4D, willpower 4D,
Knowledge 2D, tech 3D, security 4D
Perception 3D, investigation 4D, repair 4D, search 4D
Advantages: Extra Body Points (R3), hard to Kill (R1)
Disadvantages: Hindrance: Angry (R1), Secret ID (R2)
Powers: Infrared Vision 2, Life Support 2, Super Senses
(sight,hearing) 3, Body Armor 2
Move: 10. **Strength Damage**: 7D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 41
Equipment: U.S.E.R. Standard issue, U.S.E.R. Exo-Assault suit
Power Level: 3 (128 pts), 198 pts with equipment

DEPARTMENT RED

Director Yee walked casually through the Sierra Nevada laboratory complex, a thick file of paperwork nestled tightly beneath his folded arm. Above him, the excavated ceiling vanished into darkness, and for a few moments he could almost feel the weight of the mountains above pressing down on him. He smiled as he shook off the nagging instant of claustrophobia – every morning it was the same, until he slowly acclimatized, usually with the help of copious amounts of caffeine.

The laboratories were full of people going about their duties, and occasionally, brilliant lights or deafening sounds would grab Yee's attention – evidence of the frequent tests and experiments that took place here. He always took his time on this journey, enjoying the sight of his staff of scientists and specialists working on their multitude of projects – cybernetics, robotics, artificial intelligence, and many more. A large part of Department Red was still allocated to the constant improvement of the A.E.G.I.S. serum, but now they were just one part of a larger whole. Whatever their area of expertise, they all worked damn hard against sometimes insurmountable odds, and their continued efforts and dedication made Yee proud. To be assigned here was something to be proud of. In this very facility, William Stovall himself had made the breakthroughs that turned the A.E.G.I.S. project from a billion dollar disaster into a viable, successful tool. Yes, if you were assigned here, you should be proud…

Finally reaching his office, he looked inside through the slatted blinds that hung across the walls of glass. His secretary, Kelly, was gesticulating wildly to a tall, emaciated, white haired man in a lab coat whose voice was loud enough to penetrate even the thick office door. Yee sighed quietly before entering.

As soon as he stepped inside, Kelly's voice was quickly overpowered by that of the older man, and he approached Yee with a satisfied grin covering his face. Nodding a smile and a swift "good morning" to the obviously harried Kelly, Yee made for the door to his private office, followed closely by his bizarre-looking visitor. Dropping his file of paperwork onto his desk, he turned to speak.

"Well, Dr. Fallon, what do you have to tell me today that is so important?" he asked brightly.

Abraham Fallon was one of Yee's most brilliant but eccentric staff members, and he currently headed a small team dedicated to the U.S.E.R. Cyborg project. A recent increase in casualties in the field had led Department Red to increase funding to Fallon's team, and its work had advanced rapidly in the months since, recruiting new staff and acquiring new equipment. A grin on his face, the Doctor approached Yee's desk, and handed him a comprehensive-looking report sheet. Yee's eyes scanned left to right, slowly crawling down the page, assimilating the information that lay before him. Fallon twitched and shuffled, unable to contain his obvious excitement.

Yee put the report down, his eyes flicking to Fallon's face. The report was clear. New weapons and suppression technology. New armor. Improved communications. Somewhere out there in the lab complex, a new era had dawned.

He nodded, and spoke warmly to the Doctor.

"Well done, Doctor Fallon," he smiled. "Well done indeed!" Yee reached over to his telephone, picked up the receiver, and pressed the direct-connect button marked "Stovall."

"Professor Stovall?" said Yee calmly, as his call was quickly answered. "After a thorough testing process, and a month of observation and psychiatric evaluation, I'm pleased to announce that the prototype of our Advanced Combat Cyborg is ready for deployment on your orders."

Yee smiled. Department Red was going places…

Department Red, sometimes called U.S.E.R.'s Department of Science and Technology, has suffered a checkered past. For many years, its sole focus was genetics, and the unlocking of the superhuman abilities that lie dormant in certain humans. Although work still continues on experimental medicines, William Stovall's giant leap with the A.E.G.I.S. serum in the 1950s has never truly been equaled, and some of Department Red's experts are saying that the

serum has become as effective as it ever will be.

Always standing in the shadow of Stovall's success, many people over the last fifty years have tried to bring something unique to their tenure as Director of Department Red, but not until the recent appointment of Robert Yee have matters taken a turn for the better.

The acquisition of alien technology from the group known as the Angelos has given Yee and his people a fresh start, renewing their enthusiasm, as they are eager to make up for the Department's shortcomings in the past. New avenues of research and development have opened up, and progress in the fields of artificial intelligence and cybernetics happens on an almost daily basis – from replacement prosthetic cyber-limbs to semi-sentient computer software, the vision of the Department's technical staff seems limitless. In particular, the recent instigation of the Cyborg program has attracted a wealth of attention from staff. Many view this project as one of the Department's more worthwhile ventures – offering critically wounded field agents a new lease of life after sustaining terrible injuries. This project has not been without its own unique problems, though – a worryingly large percentage of test subjects suffered severe psychological trauma after "reinstallation" in their new bodies. This obstacle is one of the major drawbacks facing the team, but they are certain that it can be overcome in the future.

Much of the testing process takes place within the laboratories of the Sierra Nevada Mountain complex, but with significant advances in weaponry and robotics requiring more rigorous and thorough investigation, field tests are becoming much more common. With one of the Department's main groups focusing on attempts to neutralize the effects of superhuman powers, testing schedules cannot be carried out anywhere else but in the field, and even now, specialized agents in another Department are being issued experimental devices that, if successful, may render super humans temporarily powerless.

It is an exciting time to work for Department Red, and recruitment quotas have been met regularly for the first time in years as its profile in U.S.E.R. has risen. Technology advances at a relentless rate, and the members of this Department are pioneers, standing at the bleeding edge, always thirsty for more.

Robert Yee

Although the Department's current success rate is somewhat less than satisfactory, Dr. Yee never takes out his disappointment on his staff. After all, he had been a scientist too before he had reluctantly accepted his promotion to Director. He sometimes wishes that his current role was more "hands on" and less paperwork, but knows that it will never be. Yee has never forgotten his passion for his laboratory work, but he accepts the fact that his job as Director could benefit Department Red's projects on a larger scale. A man who values fairness, he has never forgotten his origins, and he hopes that has made him a more reasonable man to work for.

Archetype: Scientist
U.S.E.R. Agent
Reflexes 2D, melee combat 3D,
Coordination 2D, marksman 3D,
Physique 2D,
Presence 3D, command 5D, con 3D, charm 5D, persuasion 5D, willpower 5D,
Knowledge 5D, business 6D, gadgetry 10D, language 7D, medicine 10D, scholar (superhuman genetics) 8D, tech 10D,
Perception 3D, investigation 5D, repair 7D, search 6D
Advantages: Authority (R3), Contacts (R2), laboratory (R4)
Disadvantages: Devotion (2) to his job,
Powers: None
Move: 10. **Strength Damage**: 1D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 25
Equipment: U.S.E.R. Standard issue
Power Level: 2 (116 pts), 142 pts with equipment

The Tools of the Trade

Welcome to the U.S.E.R. warehouse! Below is a list of some of the standard gadgets that U.S.E.R. agents have at their disposal. The point cost listed is WITHOUT the special U.S.E.R. gadget bonus so that other character types may purchase them if the Game master allows. The cost for U.S.E.R. agents is in parentheses.

U.S.E.R. Standard issue

The list below is a catalog of what U.S.E.R. agents usually carry in the field.

> *Gyrojet pistol*
> *Handcuffs*
> *Medical Kit*
> *The Suit*
> *Total point cost: 35*
> *U.S.E.R. Cost: 28*
> *Requisition level: 28*

Weapons

Auto pistol

Toughness: 3D
Damage: 2D+2
Range: 20
Burst modifier: Burst Fire
Ammo: 10
Gadget Modifiers: Equipment, Obvious
Point cost: 9
U.S.E.R. Cost: 7
Requisition level: 7

EMP hand grenade

Toughness: 1D
Power: Drain 4 (Only electronic devices, Area Effect)

Requisition levels

U.S.E.R. agents have the added advantage of having high-tech equipment at their disposal. Agents don't necessarily have to pay for every item they wish to use, unless they want to keep it as a part of their character concept. Requisition levels allow U.S.E.R. characters to "borrow" items from the U.S.E.R. equipment pool. Once they are done using the equipment or the assignment is done they must return it. Items that are by their nature disposable cannot be requisitioned but must be purchased normally.

The character must roll over the requisition difficulty number using her command skill + her Authority advantage bonus (see Authority advantage on page 20). To determine the difficulty of a requisition roll the game master totals the point value of all the gadgets being requisitioned (using the U.S.E.R. modified point total), this is the requisition difficulty number. For each additional requisition attempt made in the same day the game master adds a +5 to the total difficulty.

Requisitioned equipment is usually returned within a week. If the equipment is needed further the character must make another requisition roll. If the Character doesn't return (or worse, loses or destroys) the item, they must pay full cost (minus their 10% discount on gadgets). Failure to pay the amount leads to very upset superiors that may punish the character in the form of a new debt flaw.

Range: Thrown

Gadget modifiers: Equipment, Obvious, One use Only

Notes: This large ungainly device (weighing about two pounds and shaped like a large egg) causes a localized electromagnetic pulse to render all electronic devices inert.

Point cost: 1

U.S.E.R. Cost: 1

Rhand Tech Gyrojet pistol

Toughness: 2D

Damage: 4D

Range: 25

Radius: 3ft

Ammo: 10

Gadget modifiers: Equipment, Obvious

Point cost: 10

U.S.E.R. Cost: 8

Requisition level: 8

Laser Pistol

Toughness: 5

Damage: 4D+2

Burst modifier: Burst Fire as single

Ammo: 30 Shots

Gadget Modifiers: Equipment, Fragile, Obvious

Notes: A lightweight streamlined silver pistol like something out of a sci-fi movie.

Point cost: 5

U.S.E.R. Cost: 4

Requisition level: 4

Mono Whip

Toughness: 1D

Damage: +3D+2

Gadget Modifiers: Equipment, Fragile, Obvious

Point cost: 5

U.S.E.R. Cost: 4

Requisition level: 4

Net Gun

Toughness: 3D

Power: Entangle 5

Range: 24

Ammo: 2

Gadget modifiers: Equipment, Obvious, Cumbersome 3

Notes: This large rifle shoots a sticky substance that hardens and congeals when it hits its target. The weapon is reloaded by inserting a large canister in the back of the weapon.

Point cost: 1

U.S.E.R. Cost: 1

Requisition level: 1

Power Neutralizer

Toughness: 3D

Power: Drain 5

Range: 20

Ammo: 7

Gadget modifiers: Equipment, Cumbersome 2, Obvious

Notes: This rifle has a small backpack energy unit that connects to the weapon by a long cord. The gun shoots a Ka disrupting energy lattice that envelops the victim.

Point cost: 12

U.S.E.R. Cost: 10

Requisition level: 10

Vibro Sword

Toughness: 2D

Damage: +2D

Gadget Modifiers: Equipment, Obvious

Point cost: 2

U.S.E.R. Cost: 2

Requisition level: 2

Note: The Vibro sword is disguised as a normal umbrella with the blade in the handle.

Armor

The Suit

Armor value: 2D

Reflex Modifier: 0

Gadget modifiers: Armor

Notes: This outfit looks like the standard black business suit worn by FBI and CIA agents. Woven with a lightweight Kevlar fabric, the outfit is virtually indistinguishable from any normal suit and tie combo.

Point cost: 9

U.S.E.R. Cost: 7

Requisition level: 7

U.S.E.R. Commando Field Armor

Armor value: 3D+2

Reflex Modifier: 0

Powers: Life Support 2, Infrared Vision 3, Sonar 2, Chameleon 3,

Gadget modifiers: Armor, Obvious

Note: Special units usually wear the armor when combat with a super human is expected. The armor complete seals the wearer from head to toe giving him full body protection.

Point cost: 24

U.S.E.R. Cost: 19

Requisition level: 19

U.S.E.R. Exo-Assault suit

Armor value: 4D+2

Physique: 7D

Reflex Modifier: -2D

Powers: Life Support 2, Infrared Vision 3, Sonar 2, Chameleon 3, Body Armor 3

Gadget modifiers: Armor, Obvious

Note: This is a souped-up version of the commando field armor. Special units usually wear the armor when combat with a super human is expected. The armor complete seals the wearer from head to toe giving him full body protection and enhanced strength.

Point cost: 55

U.S.E.R. Cost: 44

Requisition level: 44

Special tools

The Briefcase

Armor value: 2D

Reflex Modifier: 0

Parry Bonus: 1D

Gadget modifiers: Equipment, Obvious

Notes: The Briefcase is a normal looking business accessory until combat starts. Made of super light titanium carbon fiber weaves covered in your choice of red, brown or black leather, the case may be used to block incoming attacks like a shield. In order to use the brief case as a shield the character must beat

her opponent's attack roll with a melee parry. This briefcase may be used to parry ranged attacks as well.
Point cost: 5
U.S.E.R. Cost: 4
Requisition level: 4

Camouflage suit
Toughness: 1D
Powers: Chameleon 5
Gadget modifiers: Equipment, Obvious, Limited uses 7
Notes: This skintight silver outfit allows the wearer to blend in with his surroundings for 5 minutes at a time. The small rechargeable battery pack holds seven charges.
Point cost: 5
U.S.E.R. Cost: 4
Requisition level: 4

The Face
Toughness: 1D
Power: Shape Change 4 (Face only)
Gadget Modifier: Equipment, One hour of use
Notes: A mask that mimics any face the user desires.
Point cost: 2
U.S.E.R. Cost: 2
Requisition level: 2

Handcuff
Toughness: 2D
Physique: 7D (Used ONLY for the sake of grapples)
Gadget modifiers: Equipment, Obvious
Notes: This standard restraint is used by must law enforcement agencies.
Point cost: 6
U.S.E.R. Cost: 5
Requisition level: 5

Infrared glasses
Toughness: 1D
Powers: Infrared Vision 5
Gadget modifiers: Equipment, Fragile
Notes: This gadget look like a pair of common sunglasses.
Point cost: 3
U.S.E.R. Cost: 2
Requisition level: 2

Jet pack
Toughness: 2D
Range: 10 miles
Maneuverability: -1D
Scale: 1
Powers: Flight 6 (activation roll)
Gadget modifiers: Equipment, Obvious
Notes: Made famous by Flash Gordon. This device is about the size of a backpack and uses a combination of small propulsion jets and anti-gravity technology.
Point cost: 1 pt
U.S.E.R. Cost: 1 pt
Requisition level: 1

Ka Energy Detector
Toughness: 1D
Powers: Cosmic Awareness 6
Gadget modifiers: Equipment, Fragile, Obvious
Notes: This device looks like a large "Tricorder" with many buttons, dials, and a large display screen.
Point cost: 4

U.S.E.R. Cost: 3
Requisition level: 3

Laser enhanced targeting scope
Toughness: 1D
Power: Super Sense 4 (sight only)
Gadget Modifiers: Equipment, Fragile, Obvious
Notes: This small scope can be attached to any rifle or pistol for improved accuracy at increased range.
Point cost: 1
U.S.E.R. Cost: 1
Requisition level: 1

Listening device
Toughness: 1D-2
Power: ESP 7 (only transmits sound)
Gadget modifiers: Equipment, Fragile, Obvious
Notes: This small device is usually planted in places where the user wants to eavesdrop.
Point cost: 1
U.S.E.R. Cost: 1
Requisition level: 1

Molecular adhesion gear
Toughness: 1D
Power: Wall Crawling 1
Gadget modifiers: Equipment, Obvious
Notes: Gloves and boots that molecularly adhere to any surface and allow the user to climb wall and stick to surfaces.
Point cost: 1
U.S.E.R. Cost: 1
Requisition level: 1

Medical Kit
Toughness: 1D
Knowledge: 3D
Powers: Healing 4 (activation roll Rank 2)
Skills: Medicine: +2D
Gadget modifiers: Equipment, Obvious, 6 uses
Notes: This is a small medical device (about the size and shape of a paper back novel). Two cords ending in thin needles are attached to the bottom of the device. The needles are used to inject nanites into the patient's body. The small nanite robots invade and repair the damaged tissue.
Point cost: 10
U.S.E.R. Cost: 8
Requisition level: 8

Ninja Egg
Toughness: 1D-2
Power: Flash Attack 8 (Rd 10)
Gadget modifiers: Equipment, Fragile, Obvious, One use only
Notes: This small device is the size and shape of an egg. When thrown to the ground it activates causing a blinding flash of light and a puff of smoke.
Point cost: 1 pt
U.S.E.R. Cost: 1 pt

Re-breather
Toughness: 1D
Powers: Life Support 3 (only allows breathing)
Gadget modifiers: Equipment, Obvious
Notes: This small device looks like a pack of cigarettes. When opened, the device has a set of nose plugs and a small mouthpiece attached to an air cartridge. The Re-breather only allows the user an independent air supply, and doesn't bestow any protection for deep sea or outer space protection.
Point cost: 1 pt

U.S.E.R. Cost: 1 pt
Requisition level: 1

Security kit
Toughness: 1D
Skills: Security +3D
Gadget Modifiers: Equipment, Obvious
Notes: This gadget comes in a small leather briefcase. The user has at his disposal a large assortment of lock picks and electronic equipment used for breaking into secure areas.
Point cost: 1 pt
U.S.E.R. Cost: 1 pt
Requisition level: 1

Transmitter unit
Toughness: 1D
Power: Super-Tracking 10
Gadget Modifiers: Equipment, Fragile, Limited use 10 hours
Notes: This small device sends out a signal to a large tracking device.
Point cost: 10 pts
U.S.E.R. Cost: 8 pts
Requisition level: 8

X-Ray glasses
Toughness: 1D
Powers: X-ray Vision 10
Gadget modifiers: Equipment, Fragile
Notes: This gadget looks like a pair of common sunglasses.

Point cost: 7 pts
U.S.E.R. Cost: 6 pts
Requisition level: 6

Vehicles

The Black helicopter
Toughness: 5D
Move: 400kph (air)
Crew: 1
Passengers: 4
Cargo Capacity: 800 pound
Maneuverability: 0
Size: 5
Range: 500 miles
Advantages: Super Senses 5(Sight and Hearing only)
Gadget modifiers: Vehicle, Obvious
Notes: The "Black Helicopter" enigma has been with us for many years, and has been linked to UFO sightings, cattle mutilations, and other unexplained phenomena. Sometimes alone, sometimes in small groups, and occasionally being escorted by conventional military helicopters, these unidentified craft have become a common sight in the skies. The "Black Helicopters" share a number of characteristics: Completely flat black in color, they show no identification whatsoever. The windows are tinted, preventing observers from seeing inside. While sometimes seen in conventional traffic patterns, they commonly fly very low, just above treetop altitude, even over residential areas. This shows a

disregard for (or immunity from) FAA regulations.
Point cost: 14
U.S.E.R. Cost: 11
Requisition level: 11

The Car
A.K.A the U.S.E.R. mobile
Toughness: 5D
Crew: 1
Passengers: 3
Cargo capacity: 400
Movement: 150 Mph (ground)
Maneuverability: 0
Size: 3
Range: 500 miles
Powers: Amphibious 2, Chameleon 2, Flight 2, Life Support 4, Sonar 4
Gadget modifiers: Vehicle, Obvious, Temperamental 1
Notes: The standard issue Black Lincoln Continental with tinted windows and chrome detailing. Inside, the car is upholstered with fine Corinthian leather and the dashboard and paneling are accented with richly stained mahogany wood.
Point cost: 8
U.S.E.R. Cost: 6
Requisition level: 6

The Cycle
Toughness: 4D
Crew: 1
Passengers: 1
Cargo Class: 100lbs
Movement: 200 Mph
Maneuverability: +1
Size: 2
Range: 500 miles
Powers: Flight 2, Infrared Vision 3
Gadget modifiers: Vehicle, Obvious
Notes: For those not capable of affording "The Car," The Cycle is the next best thing.
Point cost: 4
U.S.E.R. Cost: 3
Requisition level: 3

Space assault plane
Toughness: 6D
Crew: 1
Passengers: 0
Cargo Class: 200lbs
Movement: 700kph (air)
Maneuverability: 0
Size: 6
Range: 10,000 miles
Powers: Energy Blast 4 (Area affect, Armor piercing, Extra knock back), Super Sense 5(Sight and Hearing only), Flight 12, Force Blast 5 (Armor piercing), Immunity 5 (Heat), Infrared Vision 6, Life Support 4
Skills: know-how +5D(on board computer)
Gadget modifiers: Vehicle, Obvious
Notes: Space planes are U.S.E.R.'s space defense craft. Equipped with dual rail guns (Force blast) and a high-tech ship-to-ship missile system (energy blast).
Point cost: 51
U.S.E.R. Cost: 40
Requisition level: 40

Space shuttle
Toughness: 9D
Crew: 4
Passengers: 4
Cargo Class: 1 ton
Movement: 700 khp (air)
Maneuverability: -4D
Size: 5
Range: 10,000 miles
Powers: Super Sense 5(Sight and Hearing only), Immunity (Heat) 5, Infrared vision 6, Life Support 14,
Gadget modifiers: Vehicle, Obvious, Temperamental 3
Notes: This type of space shuttle is common in the space above Earth.
Point cost: 20
U.S.E.R. Cost: 16
Requisition level: 16

The Eagle (the Sentinels' Hypersonic jet)
Toughness: 7D
Crew: 2
Passengers: 8
Cargo Class: 800 lbs
Movement: 700 kph (air)
Maneuverability: +1D
Size: 4
Range: 10,000 miles
Powers: Body Armor 4, Super Sense 5 (Sight and Hearing only), Flight 12, Infrared Vision 4, Life Support 4, Sonar 4
Gadget modifiers: Vehicle, Obvious
Notes: The Eagle is the Sentinels' signature vehicle, used to transport the team. Every year the vehicle is changed cosmetically to keep in step with what is considered sporty and high-tech.
Point cost: 40
U.S.E.R. Cost: 32
Requisition level: 32

The War Horse (The Paladin assault vehicle)
Toughness: 8D
Crew: 2
Passengers: 5
Cargo Class: 400lbs
Movement: 100 Kph (ground), 50 Kph (water, above and below)
Maneuverability: -3D
Size: 4
Range: 100 miles
Powers: Amphibious 3, Body Armor 5, Energy Absorption 4, Life Support 2, Sonar 4, Sonic Scream 5
Gadget modifiers: Vehicle, Obvious, Temperamental 2
Notes: U.S.E.R. agents masquerading as the super team known as Paladin use The War Horse. The vehicle is a heavy tank altered slightly to look like a stylized "superhero" vehicle and gutted to hold the high-tech weapons and defense systems.
Point cost: 17
U.S.E.R. Cost: 14
Requisition level: 14

A.E.G.I.S.

(Artificially Enhanced Gene Induction Serum)

The thick black fluid known as the A.E.G.I.S. serum has been refined and tested over the years on many different test subjects, some human, some not. The serum did not work on everyone, and in some cases even killed the subject, but ultimately its use was "perfected." The serum is kept under lock and key in the labs located in the Vault, a secret and heavily guarded compound under Manhattan Island. The only other location is a test batch at Halo station. The space station is doing Zero-g testing to find if the serum can be further enhanced. To obtain more suitable test subjects for the serum, Department Red also plans to orchestrate a nationwide pharmaceutical testing program through one of its front companies, Pharmex Industries. The results of these tests will identify subjects who are "genetically suitable" for receiving the A.E.G.I.S. serum, and after the appropriate security measures have been satisfied, these few will be invited to "do their duty for their country."

The A.E.G.I.S. Serum opens parts of the brain that stimulate the Ka usage. When the serum is used on normal humans and the serum is successful, the subject's powers manifest in 1D weeks. After the initial use the subject's body is wracked with pain as the serum re-writes the way his body filters Ka energy. The powers become evident incrementally over the permutation period. Some subjects must use the serum repeatedly to keep their powers active (usually becoming addicted) because of some flaw in their physical makeup.

The chart below is given as a rough reference as to what powers should be given and at what level. As always, the Game Master has the final say as to what powers and level the player who takes the serum has. The roll on the chart below cannot be affect by the use of Character, Fate, or Ka points. Game masters, note that the A.E.G.I.S. serum should not be given away like water, as it can seriously unbalance a game! Be careful how you dole it out.

Addiction

Repeated uses of the A.E.G.I.S. serum will bestow the Quirk disadvantage (addiction) upon the subject (usually at rank 2 or 3). To become addicted the user must have used the serum more than once and fail a willpower roll versus a difficulty of 15. The difficulty goes up by +3 for every use after the first until the character is hooked.

Super powered subjects

The A.E.G.I.S. serum has wild affects on those with preexisting powers born to them naturally. The serum in some cases has amplified powers, and in more appalling instances renders powers completely inert, sometimes permanently. The Game Master determines the effects; the chart below should be used only as a reference.

The drug has particularly strange affects upon the aliens who call Earth home such as the Angelos, Chimerans, and Elohim. Since their bodies are already attuned to the flow of Ka energy the serum plays havoc with their physiology. Any results of Flaws on the chart are doubled for them, and to compound matters they receive a –2 penalty to roll on the chart. Atlanteans and Black October members are exempt from these effects.

Chart 1a: A.E.G.I.S. Serum effects (Roll 2D)

2	The recipient receives 1D3 levels in disadvantages permanently chosen by the Game master. The player does not receive character points for these disadvantages. If taken again subtract 4 from the next roll.
3	The recipient receives 1D3 disadvantages for 1D months. If taken again subtract 2 from the next roll.
4-5	The serum has no effect. If taken again subtract 1 from the next roll.
6	The serum has a minor effect. The recipient is granted 1D+4 character points to spend on new super powers. If taken again subtract 1 from the next roll.
7	The serum has a moderate effect. The recipient is granted 2D+4 points to spend on powers or abilities. If taken again subtract 1 from the next roll.
8	The serum has a great effect. The recipient is granted 3D+3 points to spend on powers or abilities. If taken again subtract 2 from the next roll.
9	The serum has an extraordinary effect. The recipient is granted 3D+3 points to spend on powers or abilities. If taken again subtract 3 from the roll.
10	The serum has an extraordinary effect. The recipient is granted 3D+3 character points to spend on new powers or abilities. The character must also take 1D levels in disadvantages. If taken again subtract 4 from the next roll.
11	The serum has an extraordinary effect. The recipient is granted 3D+3 character points to spend on new powers or abilities. The character must also take 1D levels in disadvantages. If taken again subtract 5 from the next roll.
12	The serum has an extraordinary effect. The recipient is granted 4D+2 character points to spend on new powers or abilities and 1D disadvantages, most of them mental. The Serum cannot be taken again and if it is the character will gain 1 flaw and loose 1D points from their attributes.

Chart 2A: Super powered A.E.G.I.S. SubjectsRoll 2D

2	The recipient receives 1D3 levels in disadvantages permanently chosen by the Game master. The player does not receive any character points for these disadvantages. If taken again subtract 4 from the next roll.
3	Th⬚ from the next roll.
4-10	The serum has no effect. If taken again subtract 1 from the next roll.
11	The serum has a minor effect. The recipient is granted 1D+4 character points to spend on new super powers. If taken again subtract 3 from the next roll.
12	The serum has a minor effect. The recipient is granted 1D+4 character points to spend on new super powers. If taken again subtract 4 from the next roll.

WILLIAM STOVALL

Professor William Stovall, the world's foremost authority on the super human phenomenon, put down the phone, and slumped back into his chair, feeling exhausted. Only one man ever called him on that number, and today he'd wanted answers and reassurances from Stovall – answers he couldn't give, and reassurances he couldn't confirm. Still, like always, he'd told the individual on the other end of the line everything he'd wanted to hear. It didn't make the Professor feel very good about himself – Hell, it made him feel downright treacherous – feeding a mish-mash of truth and BS to the President, but sometimes it had to be done. The Man in the White House had more pressing matters to deal with, like the security and welfare of the country, and if Stovall could lift the burden of worrying about the state of superhuman affairs from him, then he would gladly.

Around him, his office was dark, only half-lit by the ambient light cast by banks of computer monitors and displays that lined the wall behind him. The screens showed video reports from agents in the field, feeds from a dozen world news networks, and pages of data that scrolled sluggishly upwards. What he wouldn't give for one decent window, and some real, honest-to-God sunlight. He smiled wryly. Not much chance of that here, he thought. The U.S.E.R. headquarters were a hundred feet below Manhattan Island, buried deep in rock and concrete, away from prying eyes.

Today, he felt all of his eighty-one years pressing down on him like lead weights around his neck. His back ached, his eyes stung, and he felt so very worn out. He avoided himself in the mirror these days – the tall, dark haired and handsome man from the memory of his youth was gone, leaving only a tired, red-eyed shadow of its former self behind in its place. The responsibilities of running the United States Eugenics Research program were as heavy as they ever were, and sometimes he wondered if it was too much for one man to bear. The enormous workload felt like the sea, constantly battering at him, eroding him, wearing him down.

I'm getting too old for this, he thought grimly. Way too old.

Every time he thought about retiring, though, he didn't get too far. Who'd replace him? Sure, there were some bright, talented people on his personal staff who had the brains and the expertise, but he felt they were all lacking something. He couldn't quite put his finger on what it was that they were missing, but he wouldn't have been satisfied appointing any of them. Maybe they lacked his passion, or his patriotism? Maybe they were incapable of seeing the "big picture"? He sighed. All these protestations and problems were probably just symptoms of an old man's refusal to let go, he thought.

The intercom on his desk bleeped annoyingly, crashing into Stovall's train of thought, followed swiftly by his personal assistant's voice.

"Sorry to disturb you, Professor, but Ms Black is here to see you, and she says it's urgent. There's something going on in South America…"

Stovall frowned. Calista Black, head of the U.S.E.R. Department of Intelligence and Security here to see him? Something important must be going on for her to actually make the journey here. In an age of videophones and secure communications, a personal visit was unusual, to say the least. Depressing a key on the intercom, he replied.

"I'll be with her in just a moment, Celia."

He turned back to his desk, and drew a small key from deep inside his jacket pocket. Reaching down, he unlocked the third drawer, and retrieved a small, black case from inside. Placing it down on the desktop, he opened it carefully, revealing a hypodermic syringe, and three small vials of some cloudy liquid. He lifted the syringe, and punctured one of the vials, drawing the solution in. As he brought the instrument towards him, flickering light glinted on the bead of fluid that hung on the needle-sharp end, and he hesitated, momentarily hypnotized.

Setting his jaw, strengthening his resolve, he pushed the needle into his arm.

Within moments, he felt himself relax as the serum got to work. In less than five minutes, his muscles seemed to slowly fill up with energy, and the aches and pains of old age slipped away in a warm rush. His senses sharpened slightly, eyes and ears returning to the alertness of his youth. He took a deep breath, his body feeling revitalized. Peering at the hazy reflection of himself in a monitor screen, he could almost swear that his hair had darkened a little, and his face had lost some of its lines.

Replacing the syringe in its case, Stovall locked it away, his secret hidden back in his drawer.

He turned on the air conditioning and the lights, bringing a bright, new ambience to the room. No longer the retreat of an old man, the office now looked modern and efficient – the workplace of a man with vision – which is exactly how Stovall felt. He had to show his staff that he was willing, capable and enthusiastic. Enthusiasm was something he'd never had a problem with – he knew that his work was important for his country, and for humanity as a whole. Always a patriot, the needs of his people came first, even above his own well-being.

He set the computer to automatically search the news feeds for occurrences of certain keywords – "South America," "superhuman" and "disturbance." Within moments, the long vanished face of an old enemy, Aryan Superior, the Nazi superman, appeared before him. He nodded to himself grimly – yet another occurrence that had escaped his A.T.R ability.

Seating himself comfortably in his chair, he pressed a small button on his phone. With the serum's help, he felt ready to deal with anything, even a Nazi lunatic.

"Celia," he said, "you can send Ms. Black in now, please."

The A.E.G.I.S. serum was not Stovall's own creation – the military had been working on it for some time before he had become involved – but he had been the one who turned it around, bringing success where there had been only failure. Until his participation, the serum had rarely been reliable. Designed with the aim of granting super powered abilities to baseline humans for the purposes of study and the defense of the country, it has been only recently that Stovall has wondered if its strange properties might help him hold back the tide of his encroaching old age. He'd seen it used on much younger, healthier people without any ill effects. Maybe it would work for him?

Ignoring the reports and data that warned of "unpredictable side effects" and "possible physical degradation," Stovall has been secretly taking the serum for the last three years. The "unpredictable side effects" manifested themselves after about six months, when, one night, alone in his office, Stovall experienced the first episode of what he would come to call "Alternative Temporal Reconnaissance," or A.T.R.

When the dosage of the A.E.G.I.S. serum in his body is high enough from continued use, Stovall lapses into a temporary coma-like trance. Whilst submerged in this fugue-state, the Professor can see brief glimpses of the possible future, his mind traveling forward along the timelines. Sometimes these "visions" are correct, and events come to pass as he'd predicted, but for every "true" glimpse of things to come, there is a "false" one. Realizing that this ability is unpredictable, Stovall has come to treat the knowledge gained from its use with caution, and uses it only when it is absolutely necessary.

Despite the side effects of the A.T.R. episodes, the serum works for Stovall, temporarily returning him some of his youthful vitality, allowing him to continue doing his work. He knows that there will eventually be a final price to pay for this crude extension of his youth – sometime in the future, the serum will eventually burn out his body's vital organs – but he is unconcerned. It is a sacrifice he makes gladly.

Stovall knows that he needs to be at the very peak of his abilities for at least another five years. With his knowledge of certain future events, he will need to be active and alert, not consumed by senility and old age. His country will need him. The world will need him. Somewhere out there, hidden amongst the terrorist acts and conflict hotspots, there are answers waiting for him and his people to uncover. He firmly believes that he is capable of resolving the super human issue for the good of everyone, super humans included. All it will take is time – the one thing he really doesn't have…

Real Name: William Stovall
Archetype: Scientist
U.S.E.R. Agent
Reflexes 2D, melee combat 3D,
Coordination 2D, marksman 3D,
Physique 2D,
Presence 3D, command 5D, con 6D, charm 5D, persuasion 5D, willpower 6D, Knowledge 5D, business 7D, gadgetry 8D,
investigation 7D, language 7D, medicine 10D, scholar (superhuman genetics) 8D, tech 8D,
Perception 3D, investigation 5D, repair 5D, search 6D
Advantages: Authority (R3), Contacts (R3), laboratory (R4)
Disadvantages: Age (R2), Quirk Dependency AEGIS serum (R3)
**Powers**: ESP 4, Precognition 5
Move: 10. **Strength Damage**: 1D. **Fate Points**: 1.
Character Points: 2, **Ka Points**: 6, **Body Points**: 23
Equipment: U.S.E.R. Standard issue
Power Level: 3 (127 pts), 153 pts with equipment

Steffen Sool

To an outsider, the small Idaho town of Brecksfield looked no different than any other of the hundreds of communities that dotted the countryside. In typical fashion, it had churches, schools, a town square – everything you'd expect to find. There was carol singing at Christmas, fireworks on the 4th of July, and trick or treating at Halloween - all in all, a perfectly normal rural American town. Quiet. Tranquil.

These were Doctor Steffen Sool's thoughts as he drove slowly through the streets of Brecksfield on his monthly rounds. He always enjoyed getting out of the murky underground U.S.E.R. laboratories, and looked forward to taking his regular afternoon off in the fresh air.

Arriving at 134 Pierce Avenue, a large old house at the end of the road, Sool brought the car to a gentle halt. He'd been the Winslow family doctor for nearly twenty years, and his duties at U.S.E.R. didn't preclude him from continuing to attend to their medical needs. If anything, it actually helped.

Retrieving his medical bag from the passenger seat, the doctor stepped out onto the small white-stoned path that led through the immaculately kept garden. Before he could take half a step towards the house, the front door banged open, and the wife of his patient, Hailey Winslow, burst from the house, her tear streaked face contorted in fear.

"Doctor! Thank God! You're just in time - John's having another of his attacks. Please hurry!" she wept.

Hobbling a little faster up the path, Sool passed the sobbing woman, and entered the house. The sound of frenzied choking came from the kitchen, and the doctor rushed in to find Hailey's husband, John, lying on the black and white chessboard tiled floor in the grip of some terrible spasm, his body twitching uncontrollably.

Sool opened his medical bag, and carefully retrieved the specially prepared syringe. With practiced ease, he gripped the shuddering man's arm with strength that belied his frail build and inserted the needle, carefully pumping its contents into John Winslow's surging bloodstream.

When Hailey Winslow returned, she found Sool sitting quietly at the kitchen table drinking a glass of water, a broad smile on his face. John Winslow sat next to him, looking pale and fevered, but himself again. After asking John a thorough series of questions, and recommending a course of certain vitamins, the doctor told the couple that everything was fine – John still needed the special treatment that Sool provided, but he wouldn't have to worry about further attacks as long as he kept the his dosage up. His business concluded, Sool finished his drink, gave John a fatherly pat on the shoulder, and said his goodbyes. Hailey followed him all the way to the edge of the garden, heaping her thanks upon him. Sool, polite and courteous as always, simply nodded and smiled. He was glad to be of help, he said, and his visit was simply well timed.

As Sool drove away, he looked into his rear view mirror to see Hailey Winslow waving him goodbye. He smiled. Only four more house calls, and he could head home.

Doctor Steffen Sool is a quiet, friendly man who assists U.S.E.R. with its genetic research and experimentation with the A.E.G.I.S. serum. Over the last twenty years, it is Sool's work that has made the greatest advances with the serum since William Stovall's quantum leap earlier in the last century. Declining promotion and retirement, Sool continues his research, overseeing the day-to-day schedule of the A.E.G.I.S. laboratories. Well liked by his staff, and respected by his superiors, Sool is seen as a shy, private individual who enjoys books and opera, preferring to live a simple life.

Behind Dr Steffen Sool's calm and pleasant exterior, however, lies a mind brilliant to the point of genius. There is a fine line between genius and madness, and Sool is one of those rare individuals who dance on both sides of that line. Whilst working with the A.E.G.I.S. serum, Sool's intelligence and skill allowed him to perfect several variations of the drug, some suitable for application in general medicine. His superiors in U.S.E.R. recognized the worth of Sool's creations, but really gave it little thought, preferring the ability to produce more super humans than expensive new medicines. Annoyed at what he saw as "blind military stupidity," Sool decided to test his new drugs in private trials of

his own. Without official support or permission from U.S.E.R., he began his own experiments.

Sool has been secretly testing on the unsuspecting members of several families in the town of Brecksfield, Idaho for the last ten years. Originally, his intentions may have been pure, as all the families in question had suffered from a variety of hereditary genetic disorders, and Sool's first medical instinct was to try and find a way to help. Finding no cure in standard medicine, however, Sool was forced into attempting to find a less ethically sound way of curing these people. After a decade of ineffectual drugs tests, Sool finally made a decision. Stealing a small, undiluted supply of the A.E.G.I.S. serum from the U.S.E.R. labs, he secretly re-engineered the drug, and exposed four families in Brecksfield to a weird variation of U.S.E.R.'s serum. It was here that Doctor Sool took his first steps on a slow descent into a peculiar kind of schizophrenic madness.

Keeping close watch on his test subjects, Sool has kept meticulous notes, detailing dosages, alterations to the drug, and its consequent effects. Exposed to the serum during pregnancy, children have been born to the families since Sool's first experiments, and these babies have given the doctor an exciting chance he cannot ignore – a chance to examine a second generation of A.E.G.I.S. subjects. The Doctor's decaying mental state has almost eliminated his ability to determine right from wrong, and this makes him not only untrustworthy, but dangerous too. To Sool, these people have become nothing more than laboratory rats – his laboratory rats. Unless he is stopped, only God knows where his experiments might lead…

Real Name: Stephen Sool, Age 65
Archetype: Scientist (Mad)
U.S.E.R. Agent
Reflexes 2D, melee combat 3D,
Coordination 2D, marksman 3D,
Physique 2D,
Presence 3D, command 5D, con 3D, charm 2D, persuasion 2D, willpower 3D,
Knowledge 5D, business 6D, gadgetry 8D, language 6D, medicine 6D, scholar (superhuman genetics) 3D, tech 5D,
Perception 3D, investigation 5D, repair 6D, search 6D
Advantages: Authority (R2), Contacts (R2), laboratory (4), Secret Hideout (Two story building, High tech), Support Staff (Small group, Competent)
Disadvantages: Devotion (R2) to creating the perfect human, Quirk (Schizophrenia) (R2), Secret Id (R2)
Powers: None
Move: 10. **Strength Damage**: 1D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 25
Equipment: U.S.E.R. Standard issue
Power Level: 2 (106 pts), 132 pts with equipment
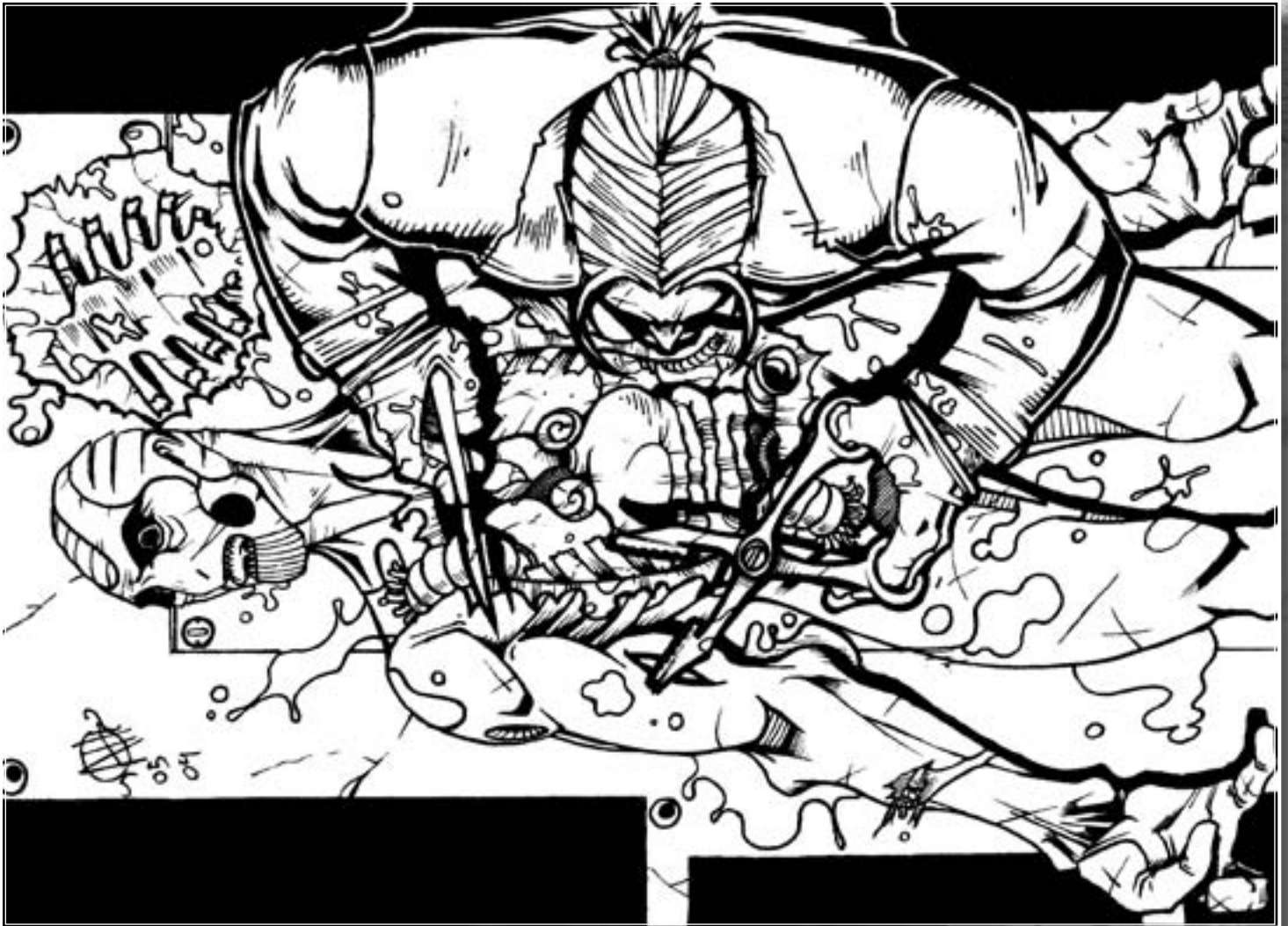
CHAPTER 8

Game Master Section

Game mastering P.O.V.

There is no "right" way to run GODSEND Agenda; like any role-playing game, the action must be geared around the particular group that is playing it. Thus, this isn't so much a Game master section on how to run the game, but a series of essays on how various people would run the game. First are my own opinions, and my influences while writing it, followed by a few other points of view from other authors.

GODSEND Agenda: my way

By Jerry D. Grayson

The world of GODSEND Agenda was influenced by several different sources, which shaped how it was written and how I would Game master the game:

First and foremost, Lords of Light by Roger Zelanzny
Jack Kirby's New Gods (DC comics)
The Inhumans (Marvel comics)
MAGE: The Hero Discovered (Comico comics)
Strike Force Morituri (Marvel comics)
Solar: Man of the Atom (Valiant Comics)
Harbringer (Valiant Comics)
Eternal Champion (Valiant Comics)
Wild C.A.T.S. (Image comics)
The Last Dancer by Daniel Keys Moran
Fingerprints of the Gods by Graham Hancock
Roleplaying games: Nephilim (Chaosium)
In Nomine (Steve Jackson games)
DC Heroes (Mayfair Games)
Mage: The Ascension (White Wolf Games)
The movies Nightbreed, Star Wars, The Legend of Zu, Storm Riders, and John Carpenter's The Thing

The biggest problem for any Game master will likely be a plausible explanation of how opposing factions assemble. The problem is easily solved by letting the players themselves handle the conundrum. The old question of "how do you know this person" works well. If this route doesn't work well in your group they could all be assembled by an NPC who has some sort of pressing assignment for the players. Once the mission is done the players will have to eventually pick up the slack as to why they still hang out together.

Once this problem is solved I usually pose a question to them individually.

You have a character with superhuman power… what do you do with it? What are your goals?

GODSEND Agenda can be used to play out the standard fodder for super hero stories such as the bank robbery or the poisoning of the water supply but to use it only for that would be a waste. The player characters have the ability to change the world; they are the stars of the game after all!!! Some of the players may have been gods at one time – why would they be content stopping the mobster Joey Bag-o-donuts from robbing the local jewelry store?

GODSEND Agenda is a game that can span the course of human history. Player character flashbacks can be the catalyst for epic adventures or even cornerstones to ambitious campaigns. Using mythical or historical personalities can be an added bonus when creating NPCs or even player characters. Imagine the most outrageous adventure. Now turn that adventure up to eleven and break off the knob!! The stories of Beowolf, Odysseus, Eshu-Elegba, and Gilgamesh are all perfect stories to emulate. Remember, comics books are just modernized myths of gods or godlike beings.

Example Adventure sketch

A local town or city is being terrorized by a person known as The Bean Sidhe (pronounced Bane-Shee). Every night an influential person is found dead in their homes after hearing a loud scream.

Bean Sidhe is an Elohim in Lethe. The people she is killing are all involved in a real-estate deal that threatens her remote home in a nearby forest. Not only is she insane, she is very powerful and old.

The players are either from the city in question or have been called in by an acquaintance to take care of this problem.

Campaign Ideas

This is a basic list of a few different types of games that you and your intrepid group of role-players may want to tackle. Each genre takes on a different aspect of the GODSEND universe, and their particular point of view. With each heading, a rough point value is listed for characters in this type of campaign.

The Gods and Their Secret War

The Elohim have been around for a long time and are quite powerful. Some are here to regain their past glory as a god, being worshipped by millions, a deity made flesh. The others fight to keep the world safe from their malevolent brothers, to create a utopia on Earth where they can live in peace. The Elohim have seen what absolute power can do when only a small group hold that power, so most try to keep the other less enlightened in check. There are the tragic exceptions, though.

The Angelos have been around just as long as the Elohim and are waging a secret war on their one-time prisoners. They still cling to the notion that they will someday be rescued from this tiny, backwater world and live in the glowing light of their creator, El. They also live in fear that the Chimerans will get to Earth before their forces arrive, taking over the entire planet. So far, their use of the Godsend Agenda has worked well, so they wait and bide their time.

Players making characters in this genre are very powerful. They are usually at odds with Typhon and his scheme to become a supreme god and ruler of the planet. Angelos characters, on the other hand, are trying to retrieve the Elohim escapees and thwart any plan to take over this planet using the Agenda. Their secondary goal is to get home, rejoining their comrades and their god.

Adventures in Prehistory

Thousands of years ago, the Elohim arrived on Earth and used the Godsend Agenda to manipulate the primitive humans. The Atlanteans were already an established civilization, eons before that. Adventures could take place during this era, characters taking on the roles of the Greek gods of the heroic age, or champions of the Mesopotamian or Egyptian civilizations.

Newly marooned Elohim or Atlanteans with wanderlust are ideal for this time period. Many incredible civilizations existed all over the world during this bygone age, which makes it fantastic for a group of players to explore. The fact that these groups really existed in the ancient Godsend universe will also make the world in some ways unfamiliar to those who've studied the history books, so it's not too hard to keep the players guessing.

Black October

The member of the group Black October is fighting against the Chimeran

threat on Earth. This small army of super-powered adolescents is fighting a campaign against an enemy that few but they know exists. Humanity as a whole hates and fears them, and the only consolation they have is that one day soon they will grow to adulthood and die. They are doomed by a genetic manipulation, sacrificed to save the rest of humanity – a race that hates them.

In addition, they have their leaders, who have their own problems. The Atlantean Magi, masters of Black October, are working in the background to get the planet ready for the coming invasion. These primordial men walk among humanity helping and teaching where they can. For more information about the problems facing the Atlanteans, read the information about the sinister Malcolm Rhand (page 197)

U.S.E.R.

This secret organization, hidden in the ranks of the United States government, knows that things are happening on Earth beyond humanity's control. They know that super humans exist, but not why or how. They are also aware that some of these "super humans" are not human at all. From what they have managed to learn, an alien threat is headed towards Earth, and U.S.E.R. wants to be ready. In addition to these overarching problems, super-powered menaces are a part of everyday life in the GODSEND Universe. U.S.E.R. is helping humanity find a way to deal with some of these super powered threats. U.S.E.R. secretly controls a super heroic group, the Sentinels, and try to keep it quiet that they do – it's also possible for characters to be associated with the Sentinels or be watched by U.S.E.R without ever having a clue.

Character types vary: they could be fairly mundane agents with Gadgets, agents with some Powers of their own, or simply normal heroes who are being watched and manipulated by U.S.E.R.

The Free Agents

There are super powered beings on the planet that aren't aligned with any of the above factions. They fight for what ever their personal code dictates. People know that the "terrorist" organization Black October exists, but very few other super heroes know of the Elohim, the Angelos, or U.S.E.R. The day-to-day threats of the world are their concern. These are the people you see on cereal boxes, with action figures and movies based upon their exploits. Campaigns involving these "outsiders" could have them running into major groups or simply trying to protect their home city from terrorists. This is, by far, the most flexible campaign, allowing the greatest variety in player characters.

The GODSEND Agenda: My Way
By Matt Forbeck

First things first: Hide this book.

The GODSEND Agenda role-playing game has the kind of backstory that players should discover through the course of play, not from reading even a bit of the game's core rules. You're doing your friends a service if you keep that information from them as long as possible. Release such details only on a need-to-know basis.

To cover up the fact you're about to plunge your friends into the GODSEND Agenda, you might start toting around some other superhero role-playing game book—or at least some printouts from the publisher's website—to throw the players off the scent. (Mutants & Masterminds or Champions would work well for this.) Tell them you have something special planned with some new rules you found.

Then hand out copies of just the character creation section of this book. Have the players come up with their characters, but don't tell them what they're for. Once they get into it and see other superhero stuff you're toting around, they'll figure you're going for a straight-up supers campaign.

If your friends are too savvy for this, you might even try designing the characters on your own. Ask them for details on the kind of characters they like to play, and then give them to them. Once they get through the first adventure or two and understand a bit about what's going on, you can release the details of their character sheets to them. Until then, keep them in the dark.

Next, throw them a curveball. Someone in your group is sure to have heard of the GODSEND Agenda. They might even have read some of it. You got a hold of a copy, after all, you lucky dog.

Do something to the world to make it your own. You don't have to deviate too far from the backstory. In fact, you can follow it to the letter. Just add an event that changes the present.

For example, you could start off with an adventure in which the heroes have to try to stop rogue U.S.E.R. agents from dumping tons of the A.E.G.I.S. serum into a major city's water supply. If the agents succeed, the entire city would be devastated, but those few who survived the event would be blessed with superpowers.

If the heroes are among those fortunate souls, they then become embroiled in the conflict brewing beneath the surface of the world they thought they understood. They have to choose sides fast. If they don't, they're sure to become targets of either recruitment or assassination efforts from any—or all—of the story's factions.

If this idea works for you, you could even start the players out as normal people. Once they survive the catastrophe, allow them to develop their powers at whatever point level you deem appropriate. That's the kind of introduction to the GODSEND Agenda they'll never forget.

The GODSEND Agenda: My Way
By Darren Miguez

Two main things appeal to me about the GODSEND Agenda and differentiate it from more standard superhero fare: the sense of mythic history that characters can wrap themselves in, and the political potential of the setting.

The idea of mythic history is wrapped up in all sorts of deterministic musing. Are certain heroes and villains destined to clash across the ages? Rather than destiny, is it just a matter of ego and differences of opinion? Or is it all part of their DNA, their Elohim and Chimeran heritage that sets them against each other? Will Ra war against Apep for eternity - from Dynastic Egypt where they were gods, to feuding banana republics where they are now superhuman mercenary captains? Is there room to parlay with your mythic nemesis, or will the old blood and ancient grudges always tell, like a record skipping every few centuries? Are the Elohim and Chimerans destined to suffer a cycle of war, tenuous peace, and vile betrayal for all eternity?

The repetition of mythic themes also appeals to me. I like to envision the ancient myths being played out against a modern backdrop. Is Troy now a corporation? Are the 300 Spartans new USER Powered Armor troops who must face off against an immense Chimeran brood?

Jerry, the author, has mentioned his inspirations. Here are some others I see lurking within the structure of Godsend Agenda, waiting to appear with a few strokes of the hammer and chisel. Powers, by Bendis (notably the "Forever" storyline), and The Chronicles of Amber, especially the first series where the protagonist struggles to make sense of the political minefield that is his family and the superhuman inheritance of Amber.

As an introduction to the setting for new players, here's what I would do. No character sheets to start. The players are on the run from a terrible old man. They know the city, but they do not know who they themselves are. Their memories are blank, though their fellow players seem familiar. As they see their pursuer more and more, they learn he can turn things to dust with a touch and dissolve anything – walls, machines, barriers… memories.

He is Cronus. As the mystery of Cronus is revealed or investigated, the players discover they are all related to Cronus in some way; they are his clones, children, or students. They are most likely part Elohim or Chimeran – stronger, faster, better than human. Cronus hunts them, hurts them, but never kills them. What does he want from them?

The players are the modern version of the Olympian Pantheon. The Olympus is the starship that Cronus came to Earth in. Cronus has gone quite mad, and believes one of the players has stolen the key to the Olympus. The GM can add mythic threads to the game as the players understand their ancient roots. Whether the GM decides what Olympian each player lived as in ancient times, or if the players decide is a question best left up to the group,

but it could be a fun to decide based on what grouping of alien godlings make for the best drama. Hera and Zeus suggest stories about trust, romance and betrayal. Artemis and Athena might do well to play up the friction between action and caution, or violence versus temperance. Once they've decided what mythic being they represent, you can begin to add in archetypal plots or themes relevant to the myth you're working with. Perhaps Zeus has a lot of superhuman offspring who have survived down the ages – some of them not pleased with their absent father. What do the godlings do if they discover cults that still exist dedicated to worshipping and aiding them?

As the players decide what to do with their power and whether to act publicly as superhumans, or as shadowy participants in the vast secret history of the world, they are approached by the various factions of the setting. Bit by bit the tapestry of the GODSEND Agenda is revealed to the pseudo-godlings. The players become chess pieces in a much bigger game, and must struggle to understand the board and who they are. The GM can feel free to indulge his love of spy thrillers, politics and intrigue, and Cold War style paranoia as the players seek to come to grips with this strange new world and whether to ally themselves with the shadowy groups within it. As for Cronus, the godlings will need to do something before his madness escalates and he becomes truly dangerous.

Mythic history, politics, and ka-blasting. It's where it's at in the GODSEND Agenda universe.

The GODSEND Agenda: My Way
By Ross Winn

Writer's Note: The world of Godsend Agenda is a huge and complex world. While I appreciate the richness of the setting, for a new group of players the level of depth and detail can be somewhat off-putting. If I am also interested in adding a level of mystery to the game that may not be present if all of the players have the setting as-written and in-hand, these adjustments must be made. With this in mind I respectfully present:

Godsend: City of Angels

"I sit here in the walk-in cooler sweating like a fiend. The long hours of exertion taking their toll on my body, and I fear also my mind. My temperature was 119 when I came in, tonight. I have my feet in a tub of ice water and three fans blowing on me. It is 5 degrees Celsius in here and I am sweating bullets.

At least the girl is O.K.

Things have been getting weirder lately. Every time I push, every time I use the power I get warmer. When I am done it takes longer and longer to get cool. I am afraid now. I thought I would be fine. I knew I could make it.

Now I am pretty sure I am wrong."

Have you ever felt that you didn't measure up; that you weren't as smart as the smart kids, not as beautiful as the beautiful people, and not as tough as the toughs, and so on. Well maybe you aren't. Maybe they really are better than you are. After all you are only human. They have something more. Those that are either born to the Black Gene or exposed to it somehow are quite simply better than the rest of us. Something like super men. Small consolation; they say that the candle that burns twice as bright burns half as long.

Set from 1980-1990, the golden age of Hollywood action films, City of Angels explores different themes than games set at the turn of the millennium. In 1980 we lived under the shadow of mutually assured destruction, expecting holocaust and an eternal winter. America was the good guy, the Soviets the irredeemable bad guys, the Olympics a contest between good and evil. The punk music revolution died with Sid Vicious and the coming of the "new wave". The cyberpunks, still called "the neuromance group", were not yet a coherent movement. Japan, center of the technological universe, replaced the transistor radio with the "walkman". CDs, a developing technology, became nearly ubiquitous.

In City of Angels, all of the characters are movie stars. Supers, aware of their powers, aware of each other, and aware that normal humans might realize what they were and fear them, they hide in plain sight. John Prime, realizing that the extraordinary "in Peoria" was commonplace in the movies, coordinated Black October.

In City of Angels, the player picks a favorite movie hero or heroine, and makes it his or her own.

Arnold Schwarzschild, stronger than almost anyone on earth and capable of taking amazing levels of damage.

Luna Thurman, beautiful, fast, and flexible. Her skills with a sword are as amazing as the inhuman reach of her lightning fast kicks.

In the beginning, characters and conspiracies will be of a quieter tone than Godsend Agenda, but will have the possibility to offer, foment, and incite revolution on a greater scale as the game progresses. Players are the new breed, the young guns. Each drawn to Hollywood from across America, perhaps the world, for reasons that they cannot understand, they eventually come to audition for John Prime, and thus to Black October.

Head of Paraversal Studios, one of the foremost action movie studios of the time, John Prime is the man with the plan. Using the movie studio to build a team of heroes (a word that he would never use), and incidentally making a huge fortune.

Angelos and Elohim, Chimerans and Atlanteans all are unknown. The wheel of time is still hidden. Present in City of Angels, these forces are not foes or forces to encounter, but mysteries to solve. By the end of the first series the players will be well enmeshed in the world, the campaign wound tightly around them.

This is the basis of the campaign: as the struggles of the superiors became harder and harder to conceal, their exploits were filmed and recorded. To preserve secrecy, films were edited and eventually even staged.

Each Adventure as it is presented is delineated as a film. The titles and plots are taken from other films of the time, but mixed together. A group of Adventures comprises a series. Expect each Adventure to last three or four sessions of play, and for each series to be fairly short.

Inspirations:
Quentin Tarentino's True Romance
Daniel Keyes Moran's The Last Dancer
Gerry Andersen's U.F.O.
The Music of Prince & the Revolution
The Films of John Carpenter
City of Angels - Series One – "Not A Trilogy"

Episode One – Evil Deader

In Evil Undead, a group of college students on spring break at a secluded cabin, stalked by a crazed madman, can only escape by relying on each other.

During the filming, the player-characters are introduced. Use comedy, physical and situational, and trust building. The players become aware of each other's stories and powers, as they become a team.

Episode Two – Predator

In Predator, a group of elite fighting men ("Delta Force") are tracking a strange creature in the Peruvian jungle.

The creature is actually an insane Angelos called Azra'el. By watching "dailies" and helping as production assistants after filming, the players become aware of the alien Angelos, the government plan to create super soldiers using some kind of weird black "super serum", and that there are both naturally occurring and manufactured supers.

This "left turn" is somewhat earlier in the campaign than normal, but the introduction of elements that will play later roles in the story is necessary. At the conclusion, the player-characters will be aware that there are other forces than the Angelos, but unaware of exactly what they are.

Episode Three – The Protector

Now, the team begins to coalesce in their first big film as a team. In the film, a group of kids from the "old neighborhood" come home for the holidays to find their friends and family living under the boot of a corrupt local crime family. Because of their discoveries in Episode Two, a mysterious "Rhand" hunts the team. The climax of the film features the player-characters in a three-way chase and shootout with enemy supers and other supers under Rhand's command.

The player-characters existence as a team is pretty set at this time. The individuals should understand their roles in the dynamics of the team so that the GM can introduce subplot tweaks.

Episode Four – Terminator

A science fiction epic set in a ruined world. The team is hunted by a group of strange technomagical machines. The machines are Colossi. Players begin to understand the Atlanteans and their magic. They may also become aware that the Angelos and the Atlanteans have a common enemy, which may be their enemy as well.

Notes for the second series:

The Chimera will be the major antagonist for Season Two. The Angelos and Atlanteans will be allies, while being antagonistic to each other and to the greater good of humans. Black October will be a human-centered organization above all else. They may actively hunt those supers who feel they are "superior" to humans. Elohim and Nephilim may be introduced at the discretion of the GM.

The GODSEND Agenda: My Way
By Sandy Antunes

I might say I want to run GODSEND Agenda like Astro City respun by John Carpenter for players who think Warren Ellis didn't go far enough with Stormwatch and Planetary. There's a certain generation that gets all those references. For those who aren't superhero reinvention fans, or who aren't familiar with the director of 'The Thing', 'They Live', and 'Big Trouble in Little China', I can boil this down to simple precepts.

The world is more than we know it, and it's a lot scarier. Peel back enough layers and you find out humans are insignificant, and also the last bulwark to save the universe. And if superheroes exist to save us, they are a paradox of godlike powers and human motivations. Oh, and the gods that used to be worshiped? They were just what we'd now call superheroes. It was useful to pretend an agenda of being a God, though.

So you get Lovecraftian superheroics, immortal conspiracies, and alien invasions. But I find myself torn between two approaches. One is the pure beginning– the characters know nothing of the world, and must discover it through the game.

The other, alas, is that the damn players read the sourcebook too, and probably know the underlying history even better than me. But then, what if there was a good reason for their characters to also be so superbly educated into the dark, secret pasts?

Run as a pure blank slate, as a player, you just get powers. You're now a superhero, one of many springing up. Powers don't necessarily make life easier, however—you still need to eat, sleep, have a home. Family life can take a dent. You can take a superstar route and be in the public eye, or just do good deeds under a secret identity.

Or, if you're cagey and curious, you could try and figure out what is really going on. I mean, everyone has an agenda. If you use your powers for the government, will they really tell you how you got them? If you find a guru or mystic teacher, won't they just give you a different mix of propaganda? Worse, if you decide to act like a God, what if another God-like being takes offense?

The hardest path is to balance the wish to have a normal life, with the necessity of finding out what is really going on. Keep the powers covert, but suss out everyone else's angle. Find the truth. Only with the truth will you know what path to take.

Fate is when mortals aren't in control of their future. Gods may control mortals. The mortal who can control their own fate, though, is not yet defined. So, first, learn who you are, not just what you can do. Then investigate who everyone else is. Finally, decide what you want to do—and, in fact, if you might be able to truly do anything you can conceive.

The purpose of characters in the GODSEND Agenda is to understand the GODSEND Agenda. Are you human? Do your powers define you, or did you create your powers? If everyone could tap these powers, would it help the world? What if no one could do it? And why do all these different people want to kill you as you start learning the different truths?

Take it slow, keep quiet, and follow clues. You're investigating the very secrets of the universe; you can take your time.

But, whoops, pesky player, you said you read the book? Well, far be it for me to make your character waste time unraveling everything you know. So here we go. The world as you know it is a lie, yeah yeah, heard that one before.

But what if it was a cool lie? What if part of the lie meant that you secretly had super-powers and were one the big forces that could really change things?

Hey, instead of the conspiracies being against you, what if they were what empowered you? You're already bought out, paid in advance. And now you have amazing abilities and free reign.

So what would you do, huh? Forget secret backplot, let's just hand you it all on a silver platter. It's 1918, you're a loyal US citizen in school. But despite your youth, the "Black Plague" sends you into a coma. Next thing you know, it's 1945, you're awake but haven't aged a day. A tall, perfect German soldier who calls himself Aryan Superior informs you of a great war against those false Ka-users who call themselves Angels, and that only the Chimerans can save the world. He tells you to fight the Godsend Agenda. He says more, but you lapse back into a coma before he finishes talking. But your mind remembers the information he pours into you.

Then it's 1977. You're awake again, and still haven't aged. A strong, trustworthy man named Attis is standing over your hospital bed. He informs you that the Nazis (an unfamiliar term to you) were defeated, and that he welcomes you to master your Ka and join the forces of the Elohim to help defeat the evils of the Chimerans besides his Atlantean allies. He promises that you will have powers similar to super-heroes of the comic books. Being from 1918, you suppose he must mean 'funny books' and the Yellow Kid. But that doesn't make sense... and again you fall back into the coma. Still, you learn secrets.

You awaken, you know not when. A woman who says simply that she is of the Atlantean house of Ampheres tells you to sleep more, that you are to wait until the Horde attacks, and that Atlantis itself shall be your ally. That you must defend the world against a starship that will someday hit Earth. That you can be anything you want to be, when the time to master your own Ka appears. You again drift into coma.

It's 2010. You awaken. There are a few other patients in the ward, also now awaking, but no staff. It's dark. You have no idea of where you are, or anything about the Now. But you know the true secrets of Ka, the GODSEND Agenda, the various forces at work, even the timeline of major world-shaping events.

You're a genius in an unknown world. You know the entire past, but might, might know what year it is right now—assuming the wall calendar is accurate. You're still the age you were when the coma began. And now, you find you have super powers. You're a person unstuck in time.

There you have it. Now let the players make their PCs, choose their powers, and meet one another in the near-empty hotel ward. Everything they've been told is true, and they may choose any path they wish.

Let them make their own agenda.

The GODSEND Agenda: My Way
By W. Van Meter, literary mad scientist

Don't let your players read this book. I'm not kidding, there's a rare opportunity contained within these pages. You'll only get one shot per group, so listen carefully: people have strong preconceptions about the super-hero genre, and you can use this to run a truly engaging game by letting your players deceive themselves. Just watch.

The GODSEND Agenda setting has a tremendous amount of stuff in it that comic book-based settings can't easily have, due to the organic limitations of continuity accruing over decades of monthly publication. Throwing any and all assumptions based on comic books out the window is wise. This isn't a comic book role-playing game; it's not even really a superhero game. It's a transhuman conspiracy game more than anything else, but the players don't need to know that. Indeed, I think you should take steps to make them think it's just another superhero game. The conditioned set of assumptions about the setting will then unpack itself in their eager brains, leading them to expect certain sorts of characters and plots and so forth. You, obligingly, give them everything they expect—at first. You'll have to do a little extra legwork to keep them in the dark: explaining the rules with no book, perhaps making your own rules summary sheets for use during the sessions. Nothing someone of your vast storytelling and acting experience can't handle, one should hope.

To what end, you ask? Conflict, the source of all drama, is your goal. Players will be intrigued by the slow unveiling of a world of occult conspiracy and interdimensional posthumanism that will seem to underlie a setting they were **certain** was just another comic book world. Imagine: they'll likely assume the Angelos to be a run of the mill fascist powered-armor group or the Atlanteans to be a Skull & Bones or Masonic style power-broker outfit. They will expect a comics-style denouement that will never come, and the drama will just build and build and add more fuel to your game-masterly fire. "You mean they're not just like the Illuminati we fought in Washington DC?" they'll ask, puzzled and resolute to fit this into their superheroic paradigm. You laugh and lure them further into the cognitive trap of their own making, the fools. The longer you can keep this up, the larger you'll loom in their eyes as a master gamer. They'll think all the unprecedented background twists and genre-bending synthesis comes from you, they'll swear you should be a professional comics author.

Eventually someone will figure you out, and that's ok. The goal isn't to encourage out of character espionage and megalomaniacal inner monologues, despite my tone. The goal is to enhance your gaming experience and that of your group. The unexpected delights people, and new ideas grab the imagination. Be new and unexpected by tweaking your players' tendencies to think ahead. GODSEND Agenda is a perfect game for this, since it's predicated on blending well-known genres already. I'm just advocating that you play it up.

Rewarding the Players

Part of the fun of roleplaying is watching characters improve and develop. Gamemasters have plenty of options for helping that along, though, of course, no single option should be overused or the players will have no reason to continue adventuring.

Advantages (and Disadvantages)

Look through the list of Advantages for some reward ideas. Typically, when a gamemaster allows access to an Advantage, it's a one-shot deal, especially for particularly powerful Advantages, such as being owed a favor by a multimillionaire. If the characters want a more permanent access to this kind of Advantage, they will have pay for it (in Character Points).

Gamemasters might also give free Advantages to characters — along with an equivalent amount of Disadvantages!

Equipment and Other Loot

Depending on the circumstances of the present adventure and the gamemaster's ideas for future adventures, gamemasters may allow the players' characters to keep equipment, gear, and treasure that they find in abandoned temples or acquire from a villain's lair. Gamemasters may even want to plant various items in the adventure for the players' characters to locate, whether to fulfill a character's dream or help the group in a future scenario. Should the equipment or other material cause the players' characters to become too powerful, too quickly, remember that things can break, become the object of desire by more powerful personages, or get stolen.

Funds

Characters might choose to sell some of their loot and put the money into their bank account or investments. Depending on what characters do with their money, gamemasters may allow a permanent one-pip increase to each of their Funds attribute (because of putting it into solid investments as determined by a business roll), or give the characters a larger bonus to a limited number of Funds rolls (because they kept the cash in a vault at their hideout).

Information

While not terribly tangible, information could be useful for drawing the characters into another adventure or helping to fulfill a character's goal (such as discovering details about her mysterious past).

Character and Fate Points

Assuming that the players have really been trying and have been sufficiently challenged by the adventure, each character should receive enough Character Points to improve one skill, plus a few extra for help in overcoming a low roll at a future inconvenient time. Obviously, more experienced characters will either have to experience more adventures, or they'll need bigger challenges.

Here are a few guidelines for distributing Character and Fate Points for an adventure that lasts two or more nights, several hours per night. They are per character, not per group.

Obstacle was easy to overcome (the difficulty numbers were about three times the die code in the skills required): No reward.

Obstacle was somewhat difficult to overcome (the difficulty numbers were about three to four times the die code in the skills required): one Character Point per low-difficulty obstacle in the adventure.

Obstacle was quite challenging to overcome (the difficulty numbers were about five times the die code in the skills required; generally reserved for the climactic scene): two or more Character Points per high-difficulty obstacle in the adventure (depending on how many Character Points the characters had to spend to beat the difficulties set).

Individual roleplaying (overcoming goals and playing in character): two to three Character Points (awarded to each character, not to the whole group).

Group roleplaying (teamwork and interacting with each other in character): three to four Character Points.

Everybody had fun (including the gamemaster): one to two Character Points.

Accomplished the goal: one Fate Point.

Villainous Organization

DjinnX

Youth youth youth
Youth youth youth
Never wanna be an adult
Always wanna be in revolt

-Youth Youth Youth
GenerationX

The Goth-rock glam-band known as DjinnX first appeared on the scene as a lackluster rock band, but quickly evolved into something more extreme and sinister. The band's radical view and explicit lyrics caused riots wherever they went – during one such show in Kentucky, 20 people were killed and over 100 others were injured when the crowd started to frenzy. Their nihilistic/hedonistic views caused many legitimate venues to turn them away, and the band was constantly hounded by lawsuits. The band soon had a well-founded reputation for being trouble as city after city turned them away because of property and personal-injury lawsuits.

Despite this, the band managed to pick up many low-powered super humans on their tours, most with some minor talent musically. With the release of their fourth album "Children of a Forgotten God," they set out on a world tour. Hugely popular and largely reviled, the tour progress was hampered across the world as lawsuits for wrongful death and mayhem either followed or preceded their appearances. It was during this time that the original guitarist, Harvey, left the group because of creative differences with Eddie.

The final straw occurred when Auntie Matter, the group's bassist, incited a riot in Singapore. The group would have been arrested if it weren't for their super human abilities and fantastic teamwork escaping the country. However, every country having an extradition treaty with Singapore was then on the look out for the 20-member group. On top of all of this, arrest warrants were issued in America against the new lead guitarist, Dr. Necropolis, for rape charges brought by several men and women attending an underground rave.

The band survived and dodged all of this, but in the summer of 1995 Eddie finally snapped. His long-time girlfriend, Lady Juliet Bile (real name Juliet Billings, heir to a million-dollar publishing company), who usually opened for DjinnX with her all-girl group, Lady Bile and the Humors, was killed in Belgium during an Interpol raid of their home. Eddie immediately began work on another record, and released it later that year, entitled "Knights of the Living Dead." Through the underground music scene the record attained the equivalent of multi-platinum success. He also set up a covert tour, with one particularly critical date and venue: Times Square, New York, June 29th, 1996 – a year to the day that his beloved Bile had died.

The concert was leaked to the press a mere twelve hours before it was planned to begin – by Eddie himself. He wanted as many law-enforcement personnel there when the concert started. And when the concert started, Eddie sprang his trap. Using his incredible powers of empathic persuasion, he whipped the crowd of young fans into a killing frenzy that ended with an undercover Sentinel team and all the law-enforcement agents dead. The frenzied teens soon spilled into the surrounding area, harming and killing innocents in their way. When all was said and done, some fifty people lost their lives, including five of his own band members. But Eddie escaped.

This last "concert" cost Eddie what little underground popularity and credibility he had. The world was looking for DjinnX. Finally, in the winter of 1996, Hyperion and seven others tracked down the remains of DjinnX to a Philippine brothel. Battle ensued. Of the twelve members present, all but Eddie and the five original members were captured, and a square block of a Philippines ghetto was destroyed.

A few different groups have used the named DjinnX since, but none are the real thing. Most are benign pretenders to the nihilistic throne created by Eddie Supernova. But every once in a while, Eddie and the band will show up and rock the house…

A Look at the Show

A DjinnX show is a cross between the Damned – one of the first punk groups – GWAR, and Marilyn Manson. Eddie swaggers around on stage singing with an extraordinary beautiful voice, while band members play and rock to throbbing beats and the hangers-on frolic and perform stage theatrics. The flashy Powers of Auntie Matter and Ashley wow the audience, and with the pyrotechnic and strobe stage lights seizures are not unknown. Shows end with an hour-long rock opera depicting Dante's journey through Hell. The audience is always encouraged to perform on-stage, with the band taking part in a number of perverted or violent acts.

The Band

Eddie Supernova

DjinnX was founded by a disturbed young man named Eddie Smart, an orphan found abandoned on church steps during a harsh winter in 1979. His upbringing followed in suit with this inauspicious beginning: it was poor, harsh, and bitter, with one exception – the child had a talent for music. By the age of 18, Eddie had mastered – actually, relearned – twenty different instruments.

The frightening truth of Eddie Supernova is that he is a forgotten Elohim. Once the great Pan of Greek Myth, he lost himself and wandered the earth. He managed to alter his form to that of a small child and walked to a church in a depressed part of Minneapolis. After that, the "child" became a ward of the state and his new life began.

Edward, now known as Eddie Supernova, is completely insane. He believes he is a "Rock God" and uses his empathic powers to sway the large crowds that attend his shows. Violent mosh pits or hedonistic masses of writhing bodies form at his whim. Parent groups rail against him but the disenfranchised youth rallied to his freewill hard-rock cult of personality. Fueled by anger, hatred, and raw lust, Eddie lives a larger-than-life existence, befitting his rock-star status. He also makes it a point to have "private time" with every groupie that manages to make it back stage at his shows, (most of the time in the expected way) and then lets the rest of his band have their way with the leftovers. He is everything horrible and wrong that a rock star can be, the master of the manic mood swings, constantly keeping his bandmates on edge. They never know if Eddie will be loving or malevolent and always tread eggshells when in his presence.

Eddie's Powers are Mind Control, Telepathy, and Empathy Projection – he probably had more, but doesn't know them now.

Auntie Matter

An escaped Chimeran Drone, Auntie Matter was left behind after a covert combat mission under Malcolm Rhand. Finding Eddie in a neo-opium den in Fargo, North Dakota, she was immediately attracted to his magnetic personality. Eddie taught her to play bass and gave her a place in his forming rock group. Auntie Matter is terrifying to look at; she looks like a person torched alive. Constantly wreathed in destructive energy, she destroys whatever organic matter she touches. Her frightening, burned appearance and crackling energy sheath keep all at bay, except Eddie, who "suffered for his art," as he put it.

Scribbles, The "Cute Dwarf"

Scribbles is a salacious whiskey-drinking woman trapped in the body of a ten-year-old. Eddie found Scribbles – a nickname she got from the perverted tattoos covering her arms – during a drug deal in Bangkok. Eddie offered to buy her and the 12 kilograms of endorphin-filled pituitary glands. At first, she resisted (violently) and then relented to his indomitable will. She now dotes upon Eddie's every whim and plays a tambourine made of platinum and bone (possibly human). In addition, Scribbles is super strong and has the ability to spit poison.

Red Bone, The Stapler

Red Bone is a circus freak from Tucson, Arizona who uses knives and spikes to pierce and disfigure himself and others. Eddie rescued him from a mob enraged over the death of a woman that Red had kidnapped, mutilated, and eaten. Normally he had found his victims at the circus he worked at, but this time he had been caught by straying outside his normal boundaries. In the end, the mob believed they caught and killed Red, but only because that's what Eddie told them to believe. In addition to his other "talents," The Stapler also plays the drums.

Ashley, the Vessel of Wrath

Ashley claims to be a vessel for demonic habitation. In reality, Ashley (real name Esh'La) is the daughter of an Atlantean noble who took a human bride. The two raised Esh'La until the age of five, when Chimerans attacked and killed both parents. Esh'La was so traumatized by the incident that she blocked out all memory of the atrocity. Esh'La, now calling herself Ashley, spent the next 12 years in an orphanage until the arrival of Eddie, who was looking for a date at the time.

Always a dark and brooding girl, Ashley studied occult lore and witchcraft ravenously, and like many Atlanteans, has more than a minor skill at manipulating the forces of the universe. She has an enormous amount of raw power that she uses to feed her insatiable lust for chemical "needs," primarily Absinth and Mescaline, and carnal pleasures. Constantly in a dreamlike state, Ashley acts aloof and speaks cryptically. Ashley also plays keyboards… poorly.

Dr. Necropolis

A burn victim and misanthrope, "Nec" was actually a forensic pathologist in Quebec, Canada, whose dark and perverse desires for the corpses he worked with led him to be arrested and jailed for several years. Once released, he wandered America doing back-alley medical operations to earn enough money for his (then) newly acquired drug habit. He fell in with Eddie when he met him at a concert in an abandoned Oregon mortuary. Having a small talent with the guitar, Necropolis soon join DjinnX. Through the use of dark magic bestowed upon him by Ashley, at the behest of Eddie, Bones may shapechange into horrific forms, and has the ability to raise the dead and control them.

Lady Bile

Eddie called this publishing heiress his "muse" and the "warm spot in his heart, and in his bed." Having no superpowers didn't keep her out of the band – her multi-million dollar fortune helped produce the band's records and fund their world tours. She would open for her lover with a band that Eddie put together and called the Humors. Sadly, this band had more talent and merit than DjinnX, but was always lost under the crushing weight of Eddie's personality. She was killed during a police action in a small Belgium village. However, Ashley claims to have a vial of bone and blood containing her essence and waits for the proper time to resurrect her.

Eddie Supernova
Elohim

Real name: Edward Smart, A.K.A. Pan
Age: 32 (apparent) 2139
Archetype: Megalomaniac
Reflexes 3D, brawl 4D, dodge 4D, melee combat 4D, sneak 5D
Coordination 3D, sleight of hand 5D, throwing 4D
Physique 3D, running 4D, swimming 4D
Presence 8D (Awe), animal handling 9D, charm 9D, command 9D, persuasion 10D
Knowledge 3D, business 5D, languages 5D, security 6D
Perception 4D, artist 5D (specialization singing +3D), gambling 7D, know-how 6D, search 5D, streetwise 7D
Advantages: Contacts (R3) the underground music industry, Efficient Ka (R3), Other Worldly Appearance (R3), Wealth (R2)
Disadvantages: Overconfident (R3), Lethe (R4) forgotten Elohim who believes he is a "rock god", Quirk (R3) drug addict, Quirk (R1) hedonistic lifestyle, Infamy (R3) wanted in many nations for mayhem and murder
Powers: Longevity, Ka manipulation 2, Empathy 6, Mind Control 4, Mind Shield 5, Shape Shift 4, Illusion 4, Good Luck, Sound Manipulation 7, Telepathy 5
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 24, **Body Points**: 31
Equipment: none
Power Level: 5 (273 pts)

Auntie Matter

Chimeran drone

Real name: Candy (name given her by Eddie)
Age: 23 (apparent), 10 actual
Archetype: Warrior
Reflexes 5D, climbing 6D, brawl 8D (Specialization grappling +1D), dodge 4D, melee combat 4D, sneak 5D
Coordination 3D, marksmanship 5D (specialization Energy attack +1D), throwing 4D
Physique 4D, running 5D
Presence 4D, command 5D, intimidation 6D
Knowledge 3D, security 5D
Perception 3D, artist 4D (specialization guitar +1D), know-how 4D, search 4D, streetwise 5D
Advantages: Extra Body Points (R3), Hard to Kill (R3), Metamorphosis
Disadvantages: Strange Appearance (R2) looks like a burn victim with flaky burnt skin, Infamy (R2) wanted in many nations for mayhem and murder, Quirk (R2) angry,

Powers: Range Power Attack Energy 5 (persistent effect) *, Elemental Sheath 5 (energy sheath) duration change permanent, Detect energy 5 (Auntie Matter's Detect Power detects those who use energy-based Powers, such as Energy Blast, Flame Projection, Electricity Projection, etc.)
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 8, **Body Points**: 51
Equipment: none
*Her Ranged power Attack energy is actually an anti-matter attack, which eats away at normal matter
Power Level: 4 (177 pts)

Scribbles

Human
Real Name: Angelica Patterson
Age: 41
Archetype: Comedian
Reflexes 5D, brawl 7D, dodge 6D, melee combat 7D, sneak 6D
Coordination 3D, marksmanship 5D (specialization Poison attack +3D), throwing 4D
Physique 8D (Thunder Clap), lifting 11D
Presence 3D, con 5D, charm 4D, intimidation 6D, willpower 5D
Knowledge 3D, forgery 4D, medicine 4D, security 5D
Perception 3Dknow-how 4D, search 4D, streetwise 6D
Advantages: Extra Body Points (R3), Youthful Appearance (R3), Ka Focus Specialization (Physique), Size (R1) small
Disadvantages: Infamy (R2) wanted in many nations for mayhem and murder, Quirk (R2) alcoholic, Quirk (R2) angry
Powers: Good Luck, Poison Secretion 3 (Range 2), Super Jump 4,
Move: 10 **Strength Damage**: 8D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 74
Equipment: none
Power Level: 3 (147 pts)

Ashley, the Vessel of Wrath

Atlantean
Real Name: "Ashley Watts" (Esh'La)
Age: 19
Archetype: Crony
Reflexes 3D, dodge 4D, 4 melee combat 4D, sneak 4D
Coordination 3D, marksmanship 6D
Physique 3D, swimming 5D
Presence 5D, con 6D, persuasion 8D, willpower 6D
Knowledge 3D, forgery 4D, medicine 4D, security 5D
Perception 3D, hide 5D know-how 6D, search 6D, streetwise 6D
Advantages: Good looks (R3)
Disadvantages: Infamy (R2) wanted in many nations for mayhem and murder, Quirk (R3) drug addict, Quirk (R3) in love with Eddie and will do anything for him
Powers: Ranged Power Attack Entropy Blast 6*, Cosmic Awareness 10*, Ka Manipulation 10*, * Both have the Incantations and Physical Gestures Power flaws.
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 10, **Body Points**: 27
Equipment: none
Power Level: 4 (186 pts)

Red Bone, the Stapler

Human
Real Name: Erik Durcan
Age: 23
Archetype: Warrior
Reflexes 5D, brawl 7D, dodge 8D, jumping 6D, melee combat 8D (specialization knife fighting +3D), sneak 6D
Coordination 3D, lock picking 4D, sleight of hand 5D, throwing 6D (specialization knife throwing +3D)
Physique 3D, swimming 5D
Presence 3D, artistry 4D (specialization drummer +3D) con 5D, intimidation 6D, willpower 6D
Knowledge 3D, forgery 4D, medicine 4D, security 5D
Perception 3D know-how 4D, search 6D, streetwise 6D
Advantages: Ka Focus Specialization (Reflexes)
Disadvantages: Infamy (R2) wanted in many nations for mayhem and murder, Quirk (R3) thinks he needs to drink human blood or eat small amounts of human flesh,
Powers: Ambidextrous 4, Combat Sense, Fast Reactions 4
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 35
Equipment: Throwing Knives (quantity 10) +1D damage, Large iron spikes +1D+2 damage (quantity 3)
Power Level: 3 (122 pts)

Dr. Necropolis

Human
Real Name: James Findlay
Age: 32
Archetype: Bravo
Reflexes 3D, dodge 4D, 4 melee combat 4D, sneak 4D
Coordination 3D, marksmanship 6D
Physique 3D, swimming 5D
Presence 5D, con 6D, intimidation 8D, persuasion 8D, willpower 6D
Knowledge 5D, business 6D, forgery 6D, language 6D, medicine 8D,
Perception 3D, hide 5Dknow-how 6D, search 6D, streetwise 6D
Advantages: Ka Focus Specialization (Animate Dead)
Disadvantages: Infamy (R2) wanted in many nations for mayhem and murder, Quirk (R3) drug addict, Hindrance (R2) coward initiative rolls, brawl, and melee
Powers: Animate Dead 10, Shape Change 7 (Uses life force)
Move: 10 **Strength Damage**: 2D. **Fate Points**: 0. **Character Points**: 2, **Ka Points**: 10, **Body Points**: 30
Equipment: none
Power Level: 3 (145 pts)

BANGER

BANGER
Real Name: Harvey Wall
Age: 25
Archetype: Warrior
Human
Reflexes 3D, brawl 5D, dodge 5D, jumping 6D, melee combat 6D (Specialization club +1D)
Coordination 3D, throwing 4D
Physique 13D (Thunder Clap), lifting 16D
Presence 4D, con 5D, intimidation 6D
Knowledge 4D, forgery 6D, tech 5D
Perception 3D, artist 4 (Specialization guitar +2D) gambling 4D, hide 4D, investigation 5D, search 5D , streetwise 6D
Advantages: Extra body points (R3), Ka Focused Specialization (Physique, and Super Jump)
Disadvantages: Secret ID (R2), Terrible Secret (R2) was in the boy band "New Boys on the Street", Enemy (Joule, Power level 3, one person, common), Infamy (R2) known super powered mercenary
Powers: Endurance 4, Super Jump 5
Move: 10. **Strength Damage**: 13D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 97
Equipment: large wooden club 1D+1 damage
Power Level: 4 (190 pts)

arms of drugs and alcohol, and his downward spiral into child star debauchery started.

At the bottom of his decline, Harvey took a lethal dose of his favorite Redrum heroine and died. On the way to the afterlife for failed pop stars, Harvey was approached by a being calling itself Hela, who offered him great power and respect for a price that would be disclosed at a latter date. Harvey agreed and awoke in a hospital emergency room, newfound strength coursing through his now swollen arms. He promptly got out of the bed and walked out of the hospital, leaving his old life behind. Bitter at the world and drunk on his newfound super strength and endurance, Harvey took up with an unsavory group of rock-inspired super villains called DjinnX. For a year the group "toured" America, causing havoc during their larcenous rampage, until they disbanded because of "creative differences."
Harvey once again set out on his own this time as the Banger, hard-rocking mercenary muscle for hire. Now with a successful "career," the Banger is at last happy.

Appearance: Harvey is a hulking man with brown eyes and thinning, blonde-dyed hair, fond of old heavy metal concert shirts and jeans. As the Banger he wears a skintight green and purple jump suit that shows off his "guns," with a pair of dark blue sunglasses to help hide his appearance while in public.

Although his physical stature is impressive, he is not taken seriously by his peers or his enemies, and is usually thought of as the "strong dumb guy" in both his secret identity and as The Banger. He never lets on that he is intelligent, preferring to let his opponents underestimate him during combat.

History: All his life Harvey wanted to be a rock guitarist, like his hero Jimmy Page. He took jazz band and choir during high school and looked for any opportunity to showcase his musical talents. All his hard work paid off at the age of 15, when he was recruited to be in a new boy band called New Boys on the Street, or NBOTS for short. Although Harvey wasn't particularly impressed with the musical styling of NBOTS, he knew the money was good. Every night onstage he would fantasize about being in a hardcore rock band singing one of the many songs that he wrote.

Time went on and the prepubescent girls grew up, leaving their infatuation with NBOTS behind. Harvey and the rest of the group were reduces to playing animal hospital openings, October fests, and consumer electronics shows with Leif Ericksen and Gary Coleman. Harvey saw this as an opportunity to break from the group and move on to bigger and more "hardcore" musical endeavors. He struck out on his own and tried his hand at his life-long passion: hard rock. But the public still saw Harvey as a boy band oddity in the world of rock music, and he wasn't taken seriously. The rejection drove Harvey to the comforting

HYPERION

Hyperion

Real Name: Aloysius Reese
Age: 35
Archetype: Icon
Chimeran Elite
Reflexes 3D, brawl 6D, dodge 5D, Flying 6D, melee combat 5D
Coordination 3D, marksmanship 6D, throwing 4D
Physique 5D, lifting 6D
Presence 7D, charm 8D, command 8D, intimidation 9D, willpower 10
Knowledge 3D, languages 4D, security 4D, scholar 5D, tech 4D
Perception 4D, investigation 5D, know-how 6D, search 5D
Advantages: Hard to Kill (R3), Extra Body Points (R3), Good Looks (R2), Fame (R2), Metamorphosis
Disadvantages: Ball and Chain(R4) girl friend, Tamara Matychich, Devotion (R2) to helping the innocent and those in need, Secret ID (R2)
Powers: Longevity, Flight 7, Life Support 5, FTL Travel 1, X-ray Vision (Cannot see through organic matter) 10, Earth Manipulation 7
Move: 10. **Strength Damage**: 3D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 97
Equipment: Staff of Antenaes
Power Level: 4 (190 pts)

Appearance: Standing six-and-a-half feet tall. Aloysius Reese is a blonde-haired, blue-eyed man in his early thirties. Easily a model out of GQ or Details magazine, he wears his golden locks at shoulder length and dresses in modestly expensive casual clothes. Having an outgoing personality and good sense of humor has lead to Aloysius having many close friends. Al, as his friends call him, would help anyone in need going out of his way to help a stranger on the street.

As Hyperion, he wears a black and gold uniform and carries a metallic gold rod. Most opponents mistake the rod for much more than it actually is and think it is the origin of his great abilities. Hyperion propagates this myth when speaking to the press, always mentioning his "Staff of Antenaes" and its mystical abilities. More often than not, his enemies focus on trying to disable or take away the rod in lieu of attacking him.

History: Nothing is known of the superhero Hyperion before his first appearance in the Swiss Alps in 1975. He has since been a worldwide champion, considered by many to be one of the most powerful super beings on the planet. This has made those in the know question whether Hyperion's origins can be found here on Earth. Some have theorized that he is either Elohim or some other type of alien not seen before. U.S.E.R. has tried repeatedly to recruit or be allowed to study him, but Hyperion wants nothing to do with their organization and avoids them intensely.

Hyperion has teamed up with others in the past, notably the California-based hero Maven, but nothing has ever exceeded the popularity of the group he formed in 1996, "The Guardians." The Guardians combat superhuman villains on an even larger scale than Hyperion alone could have. In 2005, Hyperion suffered a terrible set back when the Guardians clashed with (the supposedly dead) Aryan Superior and his team, "The Power Elite." A close friend of Hyperion's, and core member of the Guardians, was killed by Aryan

Superior while Hyperion lay helpless and injured. Since the terrible incident, it has played over and over in his mind, and he is sometimes overwhelmed with guilt. Hyperion has vowed to stop Aryan Superior if it is the last thing he ever does.

In his secret identity, Hyperion is Aloysius Reese, archeologist, a man looking for his own past. Reese awoke one day on a small beach in Maine with no memory of his past, but possessed of fantastic super powers. His only belongings were a duffel bag with a costume and a wallet with his ID – possibly his real identity, or possibly a false one he had been using. In either case, he assimilated himself into society and began teaching at New York City College in 1999. While teaching, Reese met the love of his life, Tamara Matychich, a geology professor.

HYDRA

Hydra
Real Name: None
Age: 43 (25 apparent)
Archetype: Outsider
Chimeran Warrior Drone
Reflexes 7D (Dervish Defense), brawl 8D, dodge 11D, jumping 8D, sneak 9D
Coordination 3D, marksmanship 4D
Physique 3D, swimming 6D
Presence 3D, command 4D, intimidation 6D, willpower 6D
Knowledge 3D, demolition 4D, languages 4D, security 5D, tech 4D
Perception 4D, hide 5D, investigation 6D, search 7D, tracking 6D
Advantages: Hard to Kill (R2), Metamorphosis
Disadvantages: Strange Appearance (R2), Quirk (R2) angry, Enemy (power level 5, one man, uncommon) Malcolm Rhand, Infamy (R2) wanted for crimes she didn't commit
Powers: Accelerated healing 3, Ambidextrous 5, Amphibious 6, Combat Sense, Chameleon 4, Extra limb 5 (hair), Natural Weaponry 4 (claws), Paralyze Body 4 (no range) tentacle hair
Move: 10. **Strength Damage**: 2D. **Fate Points**: 0.
Character Points: 2, **Ka Points**: 6, **Body Points**: 97
Equipment: none
Power Level: 4 (190 pts)

Appearance: Some would say that Hydra has a harsh and cruel beauty: she is 6 feet tall with green/black scaly skin, with gills that betray her amphibious nature on the sides of her neck and abdomen. Her hair is an oily, writhing mess of fine tentacles that can move on their own, secreting a paralytic poison when touched, and her sinewy and powerful hands end in razor sharp claws.

History: Hydra was the first Chimeran soldier released from the birthing pod found on the Chimeran Troop carrier that crashed in New Mexico. However, she believes herself to be the product of a radical genetic experiment implemented by Malcolm Rhand. In the first years of her existence, she was trained as a covert operative, used for corporate espionage, but soon became the active hand of enforcement for Rhand's organization, carrying out thefts and assassinations on a weekly basis.

Hydra was told that she was helping to further the goals of humanity and that the work she was doing was helping the weak. But she noticed some serious discrepancies between her missions and these lofty goals, and soon became uncomfortable about the missions she was given. She broke with Rhand when she stumbled upon his secret laboratory complex and found her "brothers and sisters." Row upon row of strange pods lined the wall of the complex, and inside each one was what she felt to be a kindred spirit. When she questioned Rhand, he smiled and simply told her they were others like her with a like mission, bred to follow his commands and no others, to remove certain obstacles in his way to saving the world from itself.

Hydra could not accept these answers – there was more than Rhand was admitting to, and she knew it. She now hunts and in turn is hunted by Malcolm Rhand. Her goal is to stop Rhand's plans for Earth, whatever they might be.

Die Code Simplification

As characters progress, often the amount of dice players have to roll and add becomes daunting. With this in mind, this chart provides two ways of reducing the amount of dice needed.

The fast way is to roll five dice, including the Wild Die, add the results, and then add the die code's pips and a bonus number. To determine the bonus number, find the die code (ignoring the pips) of the original attribute, skill, weapon, or other value in the "Die Code" column. Then read across to the "5D" column to get the bonus number.

Example: A character has a Natural Ranged Weapon that does 30D of damage. Instead of rolling 30 dice, the player rolls five and adds 88 to the total on the dice.

The faster way is to roll the Wild Die, adding to its result the corresponding bonus listed in the "Wild Die" column of the chart.

Example: A character has a skill with a value of 10D. The gamemaster rolls the Wild Die and adds 32 to the result.

When using only the Wild Die, a Critical Failure only indicates a complication or funny thing happening; it does not affect the total rolled.

Because Character Points function similar to a Wild Die, roll any dice gained from Character Point expenditure separately. When using Fate Points on a roll, double the original die code and use that to determine the bonus number.

For bonus numbers beyond the 50D level for the "5D" column, subtract 5 from the die code and multiply the number by 3.5. Round up.

To get bonus numbers beyond the 50D level for the "Wild Die" column, subtract 1 from the die code and multiply the number by 3.5. Round up.

Die Code Simplification Chart

Die Code	5D	Wild Die	Die Code	5D	Wild Die
1D	0	0	26	+74	+88
2D	0	+4	27	+77	+91
3D	0	+7	28	+81	+95
4D	0	+11	29	+84	+98
5D	0	+14	30	+88	+102
6D	+4	+18	31	+91	+105
7D	+7	+21	32	+95	+109
8D	+11	+25	33	+98	+112
9D	+14	+28	34	+102	+116
10D	+18	+32	35	+105	+119
11D	+21	+35	36	+109	+123
12D	+25	+39	37	+112	+126
13D	+28	+42	38	+116	+130
14D	+32	+46	39	+119	+133
15D	+35	+49	40	+123	+137
16D	+39	+53	41	+126	+140
17D	+42	+56	42	+130	+144
18D	+46	+60	43	+133	+147
19D	+49	+63	44	+137	+151
20D	+53	+67	45	+140	+154
21D	+56	+70	46	+144	+158
22D	+60	+74	47	+147	+161
23D	+63	+77	48	+151	+165
24D	+67	+81	49	+154	+168
25D	+70	+84	50	+158	+172

Players love to break things in a super heroic game. Here are a few examples of common things and what they weight. Note that these weights and toughness die codes are an average of the common items.

Toughness and weight of common items

	Toughness	Weight
4 people in an elevator	4D	1600 lbs
Bank vault door	10D+2	5,000 lbs
Blast door	4D+2	250 lbs
Bullet proof glass	3D+2	6lbs per sq. ft.
Car (average size)	4D+2	3200 lbs, or 1.6 tons
Commercial jet	12D+2	350 tons
Fire hydrant	3D+2	125 lbs
Forklift	5D+2	2.5 tons
Garbage dumpster	5D	800 lbs
House door	2D	60 lbs
Iowa Class Battle Ship	6D (Scale 46)	53,000 tons
Kitchen sink	2D	40 lbs
M.26 Pershing Heavy tank	10D+2	51.2 Tons
Major building	4D (scale 50)	200,000 Tons
Manhole cover	3D	70lbs
Motorcycle	3D+2	400 lbs
Refrigerator	3D	300lbs
Semi truck	7D+2	12.8 Tons
Steel reinforced door	3D	150 lbs
Street light	4D	800 lbs
Truck (average size)	5D	6.4 Tons
Volkswagen Bug	4D	1600 lbs
WALLS		
Brick wall	3D	18 lbs per sq. ft.
Concrete	3D+2	16 lbs per sq. ft.
Drywall interior	1D	2 lbs per sq. ft.
Steel	4D	20 lbs per sq. ft.
Wood	2D	5 lbs per sq. ft.

Generic Characters

People

Henchman: Reflexes 2D, brawling 4D, Coordination 2D, lockpicking 3D, marksmanship 4D, piloting 3D, Physique 2D, running 3D, Knowledge 2D, Perception 2D, hide 3D, security 3D, streetwise 3D, tracking 3D, Presence 2D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 18/Wound levels: 2. Equipment: handgun (damage 4D), lockpicking tools (+1D to lockpicking rolls), cell phone.

Police Officer: Reflexes 2D, brawling 3D, dodge 3D, melee weapons 3D, Coordination 2D, marksmanship 4D, piloting 3D, Physique 2D, running 3D, Knowledge 2D, medicine 3D, Perception 2D, streetwise 4D, Presence 2D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 22/Wound levels: 2. Equipment: bulletproof vest (armor value +3D), handcuffs, handgun (damage 4D), nightstick (damage 3D), ammunition.

Reporter: Reflexes 2D, sneak 3D, Coordination 2D, Physique 2D, running 3D, Knowledge 2D, investigation 3D, scholar 3D, tech 3D, Perception 2D, hide 3D, search 3D, tracking 3D, Presence 2D, con 3D, persuasion 3D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 14/Wound levels: 2. Modern equipment: PDA with micro-recorder, digital camera, cell phone. Equipment for any genre: pad of paper, pens, press pass.

Scientist: Reflexes 2D, Coordination 1D, Physique 1D, Knowledge 3D, investigation 5D, scholar 4D, tech 4D, Perception 3D, repair 4D, Presence 2D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 15/Wound levels: 2. Equipment: access to lab facilities, PDA.

Security Guard: Reflexes 2D, brawling 3D, dodge 4D, melee weapons 3D, Coordination 2D, Physique 2D, running 3D, Knowledge 2D, medicine 3D, security 3D, Perception 2D, Presence 2D. Move: 10. Strength Damage: 1D. Fate Points: 0. Character Points: 2. Body Points: 18/Wound levels: 2. Equipment: nightstick (damage +1D+2), walkie-talkie.

Soldier: Reflexes 2D, brawling 3D, dodge 3D, melee weapons 3D, sneak 3D, Coordination 2D, marksmanship 3D, Physique 2D, lifting 3D, running 3D, Knowledge 2D, medicine 3D, scholar 3D, Perception 2D, Presence 2D, willpower 3D. Move: 10. Strength Damage: 2D. Fate Points: 0. Character Points: 2. Body Points: 19/Wound levels: 2. Equipment: handgun (damage 4D), knife (damage +1D), rifle (damage 5D+1), ammunition.

Thug: Reflexes 2D, brawling 3D, melee weapons 3D, Coordination 2D, lockpicking 3D, marksmanship 3D, Physique 3D, Knowledge 2D, security 3D, Perception 2D, streetwise 3D, Presence 1D, intimidation 3D. Move: 10. Strength Damage: 2D. Fate Points: 0. Character Points: 2. Body Points: 19/Wound levels: 2. Equipment: handgun (damage 4D), switchblade (Strength Damage only).

Animals

Characters may also interact with animals from time to time. Remember that, although clever, most animals are not as intelligent as Humans are. They don't actively use skills, though they may have some to represent their unconscious use of them, such as willpower to resist being told what to do. Animals usually decide on the best course of action that will lead to their own survival, unless they are trained otherwise.

Bat (Brown, Red): Reflexes 3D, brawling 4D, flying 4D, Coordination 1D, Physique 1D, Knowledge 1D, Perception 1D, search 2D: hearing +1D, tracking 2D: sonar +1D, Presence 1D, willpower 3D. Move: 15. Strength Damage: 1D. Body Points: 6/Wound levels: 1. Natural Abilities: wings allow the bat to fly for a few hundred miles; swarm attack (roll a single brawling total for entire group of bats, adding +5 to the total for every 10 creatures involved; if using the optional damage bonus, add the bonus for this roll to the Strength Damage of a single bat); claws (Strength Damage only).

Bird of Prey (Falcon, Hawk): Reflexes 4D, brawling 5D, flying 5D, Coordination 1D, Physique 2D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, willpower 3D. Move: 32 (flying)/15 (gliding). Strength Damage: 1D. Body Points: 12/Wound levels: 1. Natural Abilities: wings allow the bird to fly or glide for several hundred miles or as long as there are thermals to keep them aloft; beak (damage +2), talons (damage +1D).

Cat, Domestic: Reflexes 3D, brawling 4D, climbing 4D, dodge 4D, jumping 4D, sneak 4D, Coordination 1D, Physique 1D, running 3D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, willpower 3D. Move: 20. Strength Damage :1D. Body Points: 10/Wound levels: 1. Natural Abilities: claws (damage +2), teeth (damage +2).

Cat, Large (Lion, Puma, Tiger): Reflexes 4D, brawling 5D, climbing 5D, dodge 5D, jumping 5D, sneak 5D, Coordination 2D, Physique 4D, running 5D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, intimidation 5D, willpower 3D. Move: 30. Body Points: 18/Wound levels: 2. Strength Damage: 2D. Natural Abilities: thick fur (armor value +2), claws (damage +1D), teeth (damage +1D). Note: Large cats can leap up to 30 feet horizontally or six feet vertically.

Dog, Domestic: Reflexes 3D, brawling 4D, dodge 4D, Coordination 1D, Physique 3D, running 4D, Knowledge 1D, Perception 2D, search 3D, tracking 4D, Presence 2D, intimidation 3D, willpower 4D. Move: 25. Strength Damage: 2D. Body Points: 14/Wound levels: 1. Natural Abilities: teeth (damage +1D).

Dog, Guard: Reflexes 3D, brawling 5D, dodge 6D, Coordination 1D, Physique 4D, running 4D, Knowledge 1D, Perception 2D, search 3D, tracking 4D, Presence 2D, intimidation 5D, willpower 4D. Move: 25. Strength Damage: 2D. Body Points: 18/Wound levels: 2. Natural Abilities: teeth (damage +1D).

Horse: Reflexes 3D, brawling 4D, jumping 4D, Coordination 1D, Physique 4D, running 5D, Knowledge 1D, Perception 3D, Presence 2D, intimidation 3D, willpower 3D. Move: 25. Strength Damage 2D. Body Points: 22/Wound levels: 2. Natural Abilities: hoof (damage +2), teeth (damage +2). Note: Horses can attack the same target twice in one round with their hooves (two front or two back) at no penalty, or they can bite once.

Shark: Reflexes 3D, brawling 4D, Coordination 1D, Physique 3D, swimming 5D, Knowledge 1D, Perception 2D, search 3D, tracking 3D, Presence 2D, intimidation 6D, willpower 7D. Move: 16. Strength Damage: 2D. Body Points: 24/Wound levels: 2. Natural Abilities: thick hide (armor value +2), teeth (damage +1D).

GODSEND AGENDA

CHARACTER NAME: _____

PLAYER NAME: _____

OCCUPATION _____

ARCHETYPE _____

SPECIES / GENDER _____

POWER LEVEL: _____ AGE: _____ HEIGHT: _____ WEIGHT: _____

WOUND LEVELS		BODY POINT RANGE	
STUNNED	83%	TO	60%
WOUNDED	59%	TO	40%
SEVERELY WOUNDED	39%	TO	20%
INCAPACITATED	19%	TO	10%
MORTALLY WOUNDED	1%	TO	9%
		KILLED	

BODY POINTS

PHYSICAL DAMAGE

FATE POINTS

CHARACTER POINTS

KA POINTS

MOVE

FUNDS

REFLEXES
climbing
brawling
dodge
flying
jumping
melee combat
piloting
riding
sneak

KNOWLEDGE
business
demolition
forgery
gadgetry
languages
medicine
navigation
scholar
security
tech

PHYSIQUE
lifting
running
stamina
swimming

PERCEPTION
artist
hide
gambling
know-how
investigation
repair
search
streetwise
survival
tracking

COORDINATION
marksmanship
lock picking
missile weapon
sleight of hand
throwing

PRESENCE
animal handling
command
con
charm
disguise
intimidation
persuasion
willpower

ADVANTAGES

DISADVANTAGES

POWERS

GODSEND AGENDA

ARMOR

Type	AV	Reflex Mod.	Notes

WEAPONS

Type	Damage	Range	Ammo	Notes

OTHER EQUIPMENT

NOTES
PERSONALITY
OBJECTIVES

Reference sheet

Generic Difficulties

Automatic (0): Almost anyone can perform this action; there is no need to roll. (Generally, this difficulty is not listed in a pre-generated adventure; it is included here for reference purposes.)

Very Easy (1–5): Nearly everyone can accomplish this task. Typically, only tasks with such a low difficulty that are crucial to the scenario are rolled.

Easy (6–10): Although characters usually have no difficulty with these tasks, an untrained character may find them challenging.

Moderate (11–15): There is a fair chance that the average character will fail at this type of task. Tasks of this type require skill, effort, and concentration.

Difficult (16–20): Those with little experience in the task will have to be quite lucky to accomplish these actions.

Very Difficult (21–25): The average character will only rarely succeed at these kinds of task. Only the most talented regularly succeed.

Heroic (26–30), Legendary (31 or more): These kinds of tasks are nearly impossible, though there's still that possibility that lucky average or highly experienced characters will accomplish them.

Interaction Difficulty Modifiers

Base Difficulty: 10 or target's Presence or willpower	
Situation	Modifier
Target is friendly or trusting	-5
Target is neutral toward character or of equal standing	0
Target is hostile or has superior standing	+5
Target is an enemy	+10
Target is in weakened position	-10
Request is something target would do anyway or target feels is of minor importance	0
Request is illegal or highly dangerous	+10
Target is on guard or actively resisting*	+10

*Do not include this modifier if you are using the active mental defense described in the "Mental Defenses" sidebar.

Information Difficulties

Amount of Information	Difficulty
Basic or common information; unconfirmed rumors	5
Theories; generalities	10
Complex concepts; moderately detailed information	15
Professional level; extensive (though not complete) information	20
Cutting-edge topics; extensive information, including peripheral details and extrapolations	30

Condition	Modifier
Age of information (per century in the past)	+5
Closely guarded secret	+15

Observation Difficulties

Situation	Difficulty
Noticing obvious, generic facts; casual glance	5
Noticing obvious details (ex. number of people)	10
Noticing a few less obvious details (ex. gist of conversation)	15
Spotting a few specific details (ex. identities of individuals)	20
Spotting a few obscure details (ex. specifics of conversation)	25
Noticing many obscure details	30 or more

Lifting

At the gamemaster's discretion, a player may make a lifting check when his character first picks up an object. (Generally, if the object's weight would give it a difficulty equal to or greater than one-half of the character's lifting, rounded up, or the object is being lifted hastily or under stress, the gamemaster should require a lifting roll.)

For each round the object is carried, the character makes another check to see if he can continue to carry the object. If the player fails the roll, his character is too exhausted and must put the object down. If the character is doing anything else at the time (other than walking slowly or talking), continuing to carry the object counts as a multiple action.

Difficulty			Weight
Physique is:			
Human (1D-5D)	Metahuman (6D-10D)	Superhuman (11D-15D)	
1-5	-	-	100 pounds
6-10	-	-	200 pounds
11-15	-	-	400 pounds
16-20	-	-	1,000 pounds
21-26	-	-	1,500 pounds
26-30	-	-	1 Ton
31-36	-	-	2 Ton
36-40	-	-	3 Ton
41-46	1-5	-	4 Ton
46-50	6-10	-	5 Ton
51-56	11-15	-	6 Ton
56-60	16-20	-	7 Ton
61-66	21-26	-	8 Ton
66-70	26-30	-	9 Ton
71-76	31-36	-	10 Ton
76-80	36-40	-	20 Ton
81-86	41-46	-	30 Ton
86-90	46-50	1-5	40 Ton
91-96	51-56	6-10	50 Ton
96-100	56-60	11-15	100 Ton
	61-66	16-20	150 Ton
	66-70	21-26	20 Ton
	71-76	26-30	25 Ton
	76-80	31-36	30 Ton
	81-86	36-40	400 Ton
	86-90	41-46	500 Tons
	91-96	46-50	600 tons
	96-100	51-56	700 tons

Note: the chart on which a player rolls depends on the value of the hero's Physique attribute (not the lifting skill). If the hero has 4d in Physique, she rolls on the "Human" column. If she has 6D, she rolls on the "Metahuman" column, while a hero with 12D in Physique rolls on the superhuman column.

Additionally, heroes must roll regardless of the difficulty, because a critical failure on a wild die means that the hero failed to get a good grip on the object or that he dropped it.

These adjusted columns reflect how someone with a higher Physique can more easily lift heavy objects.

Lifting Fatigue Modifier

Time	Skill Modifier
1–6 rounds	0
7 rounds to 3 minutes	-5
3–10 minutes	-10
10–30 minutes	-15
30–60 minutes	-20

Note: After the first hour, the character must make a check once per hour at the same difficulty as one hour. If the character fails the roll, then he must rest for twice as long as he was lifting the weight.

Movement Difficulty Modifiers

Base Difficulty: 5	
Situation	Modifier
Easy terrain (flat surface, smooth water, using a ladder)	0
Moderate terrain (uneven surface, small obstacles, choppy water, climbing a tree)	+5
Rough terrain (large but negotiable obstacles, strong undercurrent, climbing a rough wall)	+10
Very rough terrain (dense and large obstacles, stormy weather, a few airborne hazards)	+15
Hazardous terrain (minefield, narrow walkway, many airborne hazards, large waves, climbing a smooth surface)	+20
Very hazardous terrain (corridor filled with falling debris and explosions, swimming in a hurricane)	+25 or more

Combat Summary

Determining the Difficulty

Base combat difficulty = defense total

• Defense total = (passive defense value or active defense value) plus combat difficulty modifiers

• Passive defense value = 10

• Active defense value = full defense value or partial defense value

• Full defense value = any defense skill roll + 10

• Partial defense value = any defense skill roll

Determining Success

If the attacker's combat skill total plus any modifiers equals or exceeds the target's defense roll, the attack succeeds and may do damage.

Determining Damage

• Damage total

• For attacks that do damage not modified by strength: damage total = roll of weapon damage die code plus damage modifiers

• For attacks that do damage modified by strength: damage total = roll of weapon damage die code plus character's Strength Damage die code plus damage modifiers

• Damage resistance total

• Body Points: roll of Armor die code plus defense modifiers

• Wounds: roll of Physique plus Armor die code plus defense modifiers

• If the damage total is greater than the damage resistance total, the target was injured. If the damage total is less than or equal to the damage resistance total, the target was not injured.

• If the target was injured, subtract the damage resistance total from the damage total. Then either subtract this from the target's current Body Total or compare the value on the "Wound Level" chart.

Common Combat Difficulty Modifiers

Cover	
Situation	Modifier
Light smoke/fog	+1D (+3)
Thick smoke/fog	+2D (+6)
Very thick smoke/fog	+4D (+12)
Poor light, twilight	+1D (+3)
Moonlit night	+2D (+6)
Complete darkness	+4D (+12)
Object hides 25% of target	+1D (+3)
Object hides 50% of target	+2D (+6)
Object hides 75% of target	+4D (+12)
Object hides 100% of target *	

*If cover provides protection, the attacker cannot hit the target directly, but damage done to the cover might exceed the Armor Value it gives the target, and, indirectly, the target receives damage. Most of the time, the attacker must eliminate the cover before having a chance to hit the target.

Range

Range	Distance to Target	Modifier
Point Blank	0–3 meters	-5
Short	3 meters to first value*	0
Medium	First to second value*	+5
Long	Second to third value*	+10

*Values refer to values given in the weapon's range listing.

Weapon is difficult to use (character unfamiliar with technology, object is hard to throw or grasp, melee or thrown weapon is more than 60 centimeters long, etc.): +5 or more to the combat difficulty. The gamemaster may decide that such factors as experience, strength, and features of the weapon (such as a well-balanced sword) lower this modifier.

Strength Damage

To figure the Strength Damage die code, drop the pips from the character's Physique or lifting die code (but include any Disadvantages or Special Abilities), divide the number by 2, and round up.

Wound Levels

Effect	Wounds* Damage Total ≥ Effect Resistance Total By:	Body Points† Body Points Left
Stunned	1–3	80% - 60%
Wounded	4–8	59% - 40%
Severely Wounded	4–8**	39% - 20%
Incapacitated	9–12	19% - 10%
Mortally Wounded	13–15	1% - 9%
Dead	16 or more	0

*Note: Penalties imposed by each level are not cumulative and they are not included when determining the resistance total or damage done by non-strength-based weapons. Any additional damage less than the character's current level moves the character up by one level.

**A character moves to the Severely Wounded level if the difference is between 4 and 8 and she already has the Wounded level.

†Note: This is an optional chart for use with Body Points. The "Body Points Left" column is based on the character's maximum Body Points. Round so no overlap exists between levels. Penalties imposed by each level are not cumulative; do not include them when determining the stun or damage resistance total or any total not involving a skill or attribute.

Stunned: -1D for all remaining actions this round and next round.

Wounded: -1D to all actions until healed.

Severely Wounded: -2D on all actions until healed.

Incapacitated: The character is severely injured. As a free action before losing consciousness, he may try to stay up with a Moderate (15) stamina roll. If the character succeeds, he may continue to act, but all actions have a -3D penalty. If he fails, he is knocked out for 10D minutes.

Mortally Wounded: The character is near death and knocked unconscious with no chance to keep up. Roll the character's Physique each round, the character finally dying if the roll is less than the number of minutes a character's been Mortally Wounded.

Dead: The character is toast. Sorry.

Abbreviated Healing Chart

Medicine Total	Body Points Recovered	Wound Level Healed
1–5	2	—
6–10	1D	Stunned, unconscious
11–15	2D	Wounded, Severely Wounded
16–20	3D	Incapacitated
21–25	4D	—
26–30	5D	Mortally Wounded

Index