

P.A.N.I.C Studios Presents:

# Zen & The Art of Mayhem



**The Anime Style  
Roleplaying Game**



# Zen and the Art of Mayhem

## 1 Designing Worlds

The possibilities for worlds are endless, but before a game can start, even before characters are created, decisions about that world must be made. The tone, atmosphere, scope, and setting must be decided on. Then add in new elements to spice up the world, decide on the power level of the characters, and figure out why the characters travel together.

These six major factors will outline the universe the characters will be journeying through. Giving the world a framework both the Architect and the players can work with when creating characters, backgrounds, and adventures. The framework is the backbone of the world; everything created for the game should be anchored in the decisions made from these six major factors.

### 1.1 The Tone of Zen and the Art of Mayhem

The tone of the game is effected by the two factors of melodrama and humor, how much of each is up to the Architect and players. Both factors are important in any Zen game, the complete absence of one or the other will cause the game to feel off balanced.

In the more melodramatic games flaws may be down played by the characters and the Architect. Melodrama will take the foreground, interaction between the characters and the non player characters can be the heart of the adventure. With every session like a chess match, each move carefully thought out. Countermoves planned in advance, tension so thick you can cut it with a knife.

On the other hand a game with comedic overtones will consist of more moment to moment play. The characters spend their time getting into and out of difficult situations, and one thing always leads to another. Flaws will naturally be played to the hilt in this type of game. The players and the Architect will constantly try to one up the other on bad jokes and puns. The melodramatic elements will appear only now and then to provide a bit of direction.

There are many different avenues that can be taken with the tone of the game, it does not have to be one extreme or the other. The approach taken by the Architect can vary between melodrama and comedy. Which is favored over the other will have a lot to do with the type of players and the mood of the Architect.

The following examples should give an Architect a feeling of the different tones that can be taken with a Zen Game. They are not the only options open, just the most fundamental.

### Mindless

In these scenarios the game is truly dilemma based. The characters stumble from situation to situation trying to get out of trouble and just seem to get in even deeper until a breaking point is met and everything goes to hell in a hand basket. The characters hopefully then get up, dust themselves off, and move on to the next adventure. In mindless adventures talents and flaws are played out to their fullest. Almost every situation will involve the use or exploitation of a talent or flaw. Skills are still used but more as a last resort. Although melodramatic elements are present in mindless games it's only to provide a little bit of direction to a game. Otherwise it's just one random silly situation after another. A mindless game usually revolves around a single subject or two dimensional stereotypical NPC, and lasts only a couple of sessions at most.

Assemble Insert  
Dragon Half  
Excel Saga  
Prefectural Earth Defense Force  
Shinesmen

### Silly

A plot is evident in a silly game. Although the characters still run around exploiting talents and abusing flaws there should be an underlying goal to the game. Situations still drive the game, but they have more purpose and structure than in a mindless game. Some NPC's start to take on more depth of personality, becoming more then stereotypes and gags.

Early Dragonball  
Lupin the 3rd  
Uresei Yatsura

### Lighthearted

The characters roam about in a fairly detailed universe. People, places, and events all exist outside the characters current situation. The plot is a very important part of the game, the characters actions will have great bearing on future devolvment. NPC's as well become increasingly more important, some even need character sheets and notes on their personalities and personal goals.

Later Dragonball  
Naruto  
Ranma 1/2  
Tenchi Muyo  
Tri Gun

# Zen and the Art of Mayhem

## **Sober**

In a Sober game melodrama is favored over the comedy element. Skills start playing a larger part in the game, talents and flaws on the other hand are down played more. Talents become more defined in what a character is capable of. Flaws are still present but they don't completely incapacitate the characters. In times of crisis a flaw can be overcome for a short period of time when needed. NPC's are as important to the game as the characters, some even more important.

Big O  
Cowboy Bebop  
Dragonball Z  
Hellsing

## **Rational**

Although humor is used to break the tension every now and then, melodrama has fully taken over the game sessions. Character / NPC interaction is the heart of the game. Not only are the situations with the characters important, but so is what is happening without them knowing about it. A character will not be able to exploit their talents as far. Flaws become more of a personality quirk, always present but more controllable.

Akira  
Full Metal Alchemist  
Giant Robo the Day the Earth Stood Still  
Inu Yasha

## **Dead Serious**

The characters are deeply involved in an intricate plot. Humor is more of an annoyance than a welcomed part of a game session. Talents, flaws, and even skills are downplayed in favor of character interaction.

Berserk  
Ghost in the Shell  
Nausicaa of the Valley of the Wind  
Princess Mononoke

## **Notes On Tone**

Each world designed for a Zen game will be different. The setting, technology, magic, and other factors will play a big part in how the game is played. But the underlying melodramatic and comedic elements should always be present. For both the Architect and the players to enjoy the game to the fullest a tone should be found that all can enjoy.

It is important to keep in mind that the melodrama and comedic components can change during a long game. A campaign which started off with silly and annoying characters can develop more and more serious plots as the game and the characters grow. Eventually the humorous elements may slide into the background. This is a gradual change resulting from both the players and the Architect, the change may not happen in a single game session. The opposite is also true where a more serious game may start to become more light hearted due to the actions during game sessions. It is important to pay attention to the tone of the game and tailor the adventure around it.

# Zen and the Art of Mayhem

## 1.2 Types of Atmospheres

There are different degrees of temperament to a world that effects the overall Atmosphere of a game. These levels reflect the over all disposition of a world the characters are situated in. How common are extraordinary people like the characters? How many others can do the things they do? How much of the populace have talents and flaws? There are many grades that can be taken when designing the atmosphere of a game the following are only examples of the most common types of atmospheres.

### Whacked

Almost everyone in the world is extraordinary, every city, every town has remarkable individuals. The characters will run into their equals or better, no matter where they go. Crazy stuff is always going on, bizarre events, weird occurrences, mass destruction, it's all part of daily life.

Doctor Slump  
Dragon Half  
Excel Saga  
Most Super Deformed Anime

### Strange

There are plenty of exceptional inhabitants all over the place, but they are out numbered by the ordinary people. Ratio may vary but it is usually about a one in a million. Organizations and other groups with similar goals usually form around these extraordinary individuals. Normal people know about the remarkable individuals out there but most will never meet one face to face. Bizarre, strange, and weird events are not common, but everyone knows they happen every now and then, most just treat them the same as they would natural disasters.

Full Metal Alchemist  
Giant Robo the Day the Earth Stood Still  
Lupin the 3rd  
One Piece  
Ranma 1/2

### Normal But....

The world does not believe in the supernatural events, conspiracies, secret organizations, extraterrestrial visitation, or other strange events, these are the domain of the tabloids. But that doesn't mean they don't happen. Allot goes on in the shadow away from prying eyes. Extraordinary people exist but are few in number. If seen by the public everything is explained away, or at least attempted.

Hellsing  
X  
Yu Yu Hakusho  
Street Fighter II

### Surreal

Everything is like a dream. Sometimes things seem normal enough, but then everything goes strange. People and things just seem to appear and disappear. Symbolism is every where, and lets not even get into phallic references.

Ai City  
FLCL  
Perfect Blue  
Shogo Kakume Utena

## 1.3 Types of Scope

It is important to consider the scope of the game that will be run. Will the characters go on a grand quest to save the world? Or just be attending some high school? The scope will determined how much work the Architect will have to put into creating a universe. If the scope starts off small a lot less has to be prepared before game play begins. If the characters are going to be involved in a undertaking as immense as saving the world then allot of background will have to be established before the adventure can begin. Once a game has begun it is possible to expand it's scope afterwards. But it is important to develop a background detailed enough for your scope. This background will determine what type of characters that are appropriate. On final note, try to tailor the scope to the time you want to play the campaign, the larger the scope the longer it will take to finish.

### Minor

The plot mostly revolves around the player characters travel. They run into trouble every now or then but after the adventure is done nothing will have changed much. The world continues on whether the characters succeed or not.

A typical Ranma 1/2 story  
City Hunter episode  
Lupin the 3rd misadventure

### Troublesome

The effects of this adventure will change the world in someway, whether the characters succeed or not things will be different. Or if the character succeed things will stay the same, if they are lucky (and they want things to stay the same).

Dirty Pair  
Lupin 3rd Movies  
Cowboy BeBop  
Tenchi Muyo

# Zen and the Art of Mayhem

## **Grand**

This adventures minor plots will have an effect on the world, and even if the character succeed everything will not necessarily end up the way they wanted. To start a Grand plot the Architect must be sure they are ready for the effects this game may produce.

Bubblegum Crisis  
Full Metal Alchemist  
Inu Yasha  
Saint Seiya

## **Epic**

In an Epic adventure, the world will be changed, the status quo will be shattered and the world will spend time picking up the pieces. In a Epic game things change, some good, some bad, but changes will happen and everyone, including the Architect, must be ready for the repercussions.

Big O  
Giant Robo  
X  
Zeta Gundam

## **Notes on Scope**

The Higher the scope of the game the more consequence minor plots will take place. In a minor scope game the adventure is played and ended. Effects from that adventure may not ever make much of a difference. In a grand adventure, troublesome sub plot are involved and minor subplots are involved in those. Then when you look at and epic plot, there are a few grand sub plots with troublesome sub-sub plots, etc.... I think you are starting to get the picture.

# Zen and the Art of Mayhem

## 1.4 Types of Setting

With endless possibilities for worlds, it is hard to narrow thing down to a couple of stereotypes. However there are a few stereotypes types that do stick out. Do not forget, it is easy enough to add one or two elements to these basic worlds and really turn things around.

### Fantasy

What makes a fantasy world? In Anime it's the lack of convenient technology. That does not mean technology doesn't exist, it just means most of the time it's not readable available to the general public. Most people live in small towns with no electricity or advanced machinery. Animal, windmills, waterwheels, and maybe some crude steam engines are all towns have. Mass transit is usually not obtainable; most people are forced to walk, ride animals, or travel in caravans. The government is typically your basic feudal system, kings, queens, dukes, and knights. Typically, if advance technology is available, it is these people that will posit it. Mysticism has a strong hold on these societies, even if magic doesn't exist.

Many times fantasy worlds are set in the far future many centuries after some great apocalyptic event, remnants of the old world exist, building covered with plant growth, old underground complexes, etc... In these worlds technology has not completely disappeared but most of society has gone back to a simpler life.

Berserk  
KO Beast Century  
Inu Yasha  
Record of Lodoss War  
Slayers

### Modern Day

Almost a deceptive title, this world is any world set in the present, recent past, near future, or any combination of the three. Modern Day refers mostly any world where the suburbs thrive, school kids walk the street, and life appears to be normal and happy. Of course it is common for all this to be turned upside down as soon as the game starts.

Ranma 1/2  
Initial D  
City Hunter  
Hellsing  
FLCL

### Modern World Kind of....

The world has many things in common with the modern world. Many of the same technology and cultures, but at the same time it is not. The worlds land masses and nations are not the same, key technologies have never made their way into the world, while others are very common. Often times the world has creatures and monsters roaming the land, and people still carry swords.

Big O  
Full Metal Alchemist  
Naruto  
Wings of Honneamise

### A Mixed Bag

The world can't be shoe horned into a single concept. There seems to be all types of tech and magic levels across the globe. Some places seem pretty modern and advanced, while others seem to be living in the dark ages. It is common for non settled areas to be almost prehistoric, with creatures and monsters running around, kind of explains why they are unsettled doesn't it.

Dragonball  
One Piece  
Vampire Hunter D

### Post Apocalyptic

The world has been destroyed, society has collapse, and small bans of people are all that is left. Anarchy is the new law, only the strong can rule. Wanders cross the wastelands where every day is a test for survival.

Fist of the Northstar  
MD Geist  
Nausicaa and the Valley of the Wind

### Gritty Future (Dystopian)

This setting leaves a bad taste in your mouth, it is a dark and gloomy place. Most of the time it is dim, even during the day, black rain clouds cover the sky. Cities of glass and steel sprawl across the land, towers reaching into the clouds, some even into low orbit. Industrial plants cover what the cities do not. Huge factories pump smoke and pollution high into the air. Society is breaking down, crime is rampant, riots are a part of daily life, and the police have to resort to strong arm and marshal law tactics to try to keep the peace.

Akira  
Bubblegum Crisis  
Ghost in the Shell  
Dominion

# Zen and the Art of Mayhem

## Post Industrial

The world seems to be frozen in the late eighteen hundreds and early nineteen hundreds. Steam and coal is king, huge trains crisscross the land. Zeppelins and bi planes float through the skies. Huge ocean steamers ply the seas. Advance technology does creep out like submarines or jet aircraft but they always have the look and feel of the late 19<sup>th</sup> and early 20<sup>th</sup> century. People live in fare sized communities, and visit the big industrial cities. The lands are pretty much explored, but there are areas that remain mysterious. Legends are still plentiful about strange places and lost treasures. Governments are diverse, kings and queens still rule there lands, but republics and other advanced governments have started to rise. Sometimes refereed to as Steampunk or Pulp.

Giant Robo

Laputa, Castle in the Sky

Nadia Secret of Blue Water

## Near Space

The vastness of space is just opening up to the world. Governments and huge corporations build colonies and spaceships to take them away from the constraints of gravity. A new breed of man is ready to take those first steps to expand mankind past mother Earth. Colonies in orbit, bases on Mars, trips to Jupiter, and possible colony ships to other stars.

The Enemy is the Pirate

Most Gundam Sagas

Cowboy BeBop

## Galaxy Spanning

Space travel is common, hundreds of worlds are populated all over the galaxy. Although it does take time to travel from one world to another, it's usually not that long, a couple of days at most. Many people own spaceships, not just the government and huge corporations. Typically technology is busy doing everything, from construction to simple household jobs.

Captain Harlock

Dirty Pair

Outlaw Star

Irresponsible Captain Tylor

Legend of Galactic Heroes



# Zen and the Art of Mayhem

## 1.5 Types of Elements

Elements are factors added to the setting to give them some type of twist or gimmick. Elements add flavor to the setting making the world more unique. Each Element will effect the world in some way, even if it is not a surface change or apparent to everyone, it will effect the characters in some way eventually.

### Horror

Demons, Oni(s), Ogres, slimy tentacles, and other supernatural creatures exist in the night. Sometimes they walk openly in the world, most of the time they live in the shadows. Commonly they exist in a counter world that is parallel to our own. Powerful demons often send minions through to our world to gain allies and plan for a possible invasion.

Berserk  
Iczer One  
Wicked City  
Vampire Princess Miyu

### Super Tech

Technology has made incredible leaps forward. Anti Grav, Lasers, Teleportation, Powered Armor Suits, Transformable Robots, and a whole lot more are all possible. This super tech may not be available to the general public, but it is out there.

Ghost in the Shell  
Project A-ko  
Science Ninja Team Gatchaman

### Magic

Magic comes in many forms: there is the ability to draw off the forces of nature, the abilities to summon energies from other dimension, or drawing on the elements of fire, water, earth, and air. Some worlds are limited to drawing energies from only one source, other are open to all. Magic does not always exist in the open, it is often kept out of the public eye.

Magic Knight Rayearth  
Full Metal Alchemist  
Slayers  
Record of Lodoss Wars

### Ki, Martial Arts, and Super Physical Abilities

Ki charged abilities, amazing martial arts super physical abilities, people able to take a pounding and get back up for more. Ki allows for flame ups during dramatic speeches, super leaps across great distances. Punches that send people flying across the battlefield.

Dragonball and DBZ  
Naruto  
Saint Seiya  
Yu Yu Hakusho

### Secret Societies

Mysterious people of great power and influence meet to control events in the world. They have their own agenda, and don't care what they have to do to achieve it. Many secret societies are centuries old, creating the world they want. Sometimes these silent conspiracies are rather new, people banding together for a common goal or to hide some secret information. If more than one secret society exists in a world they will probably war between themselves, but always away from the public eye.

Giant Robo  
Ruroni Kenshin  
Tobe Isami  
X

### Mythological

Gods, magical creatures, great magical artifacts all exist in these worlds. Most of the time, empowered beings and their kin walk openly in the lands. Kappas are as common placed as cows. Everyone has a magical piece of jewelry of some kind. Gods play an integral part in the world and exist in numerous ways. They may be manifestations of the forces of nature, the supreme creator of all that is, one of many powerful but lesser gods, or just people with extraordinary abilities.

Arion  
Berserk  
Full Metal Alchemist  
Inu Yasha  
Saint Seiya

### Transportation from...

This element is when one or more characters from one setting are transported to another. Many times the ones transported are looking for away back, other times characters can travel back and forth between settings.

Escaflowne  
Fushigi Yuugi  
Rayearth  
The Twelve Kingdoms  
Leda: The fantastic adventures of Yohko

### War

The world is at war, usually, the war has been going on for sometime, but not always. The war is a major part of anything that happens in the world, whether the characters are directly involved in the fight or not.

Legend of the Galactic Heroes  
Most Gundam Storylines  
Venus Wars  
Votoms  
Wings of Honneamise



# Zen and the Art of Mayhem

## SD Comedy Breaks

These elements are a chance for the Architect and players to blow off a little steam. SD Comedy Breaks are time outs where the characters can insult each other, whack each other, and basically do crazy stuff, all without it effecting the actual game. A character can be slapped around in SD Mode will not lose any hit points or actions once it is over.

City Hunter  
Dragon Half  
Rayearth

## 1.6 Types of Power Levels

How powerful you would like the characters to be will have a great effect on the world itself. The more powerful the characters, the more powerful the NPC's will have to be. Characters who can take on an entire army by themselves, will presumably have to fight opponents of the same level or more powerful to feel a challenge. If the characters are considerably much less powerful then there opponents most also be de-powered, or the characters will feel inept.

It is important to keep in mind that the power level can change during a campaign. It is easy enough to make the characters more powerful, but it is almost impossible to lower a power level once the bar has been raised.

### Low Powered

The characters have a slight edge over each other, their talents make them unique in one area. Nevertheless they are not that much different then others around them. Stat differences are pretty much within a couple of points, even skills levels are close between characters. Super human physical feats can be accomplished but they are more or less infrequent.

Stats between 4 & 7, 1 major talent, and 1 or 2 minor talents, or 40-55 points

Here is Greenwood  
Intial D  
Legend of Galactic Heroes  
Mobile Suit Gundam (UC)

### Moderately Powered

The characters have talents and stats to back them up in tight situations. Super human physical feats are more common, with characters being able to push the limits of what they can do. Talents start to play a bigger part in the game, as well as super skills.

Stats between 6 & 9, 2 major talents, and 2 or 3 minor talents, or 56-70 points

Cowboy Bebop  
Big O  
City Hunter  
Macross

### Substantially Powered

The characters have a distinct advantage in a particular area they choose to excel in. Or they may choose to be a jack of all trades, being skilled in many areas. Super human feats are nothing out of the ordinary, and it is well known, that one bullet won't be enough.

Stats between 7 & 10, 2 or 3 major talents, and 3 or 4 minor talents, or 71-90 points

Ranma 1/2  
Science Ninja Team Gatchaman  
Street fighter II  
Tri Gun  
Slayers

### Extravagantly Powered

The characters are ridiculously powerful, and they excel in many areas. Typically these abilities are hard to hide and most people will know what they are capable of doing.

Stats between 8 & 10, 3 or more Major Talents, and 3 or more minor talents, or 91 or more points.

Dragonball Z  
Fist of the North Star  
Naruto  
Saint Seiya

Power levels will be discussed in more detail in section 6.

# Zen and the Art of Mayhem

## 2 Creating Characters

When you sit down to create a character in Zen and the Art of Mayhem it is important to remember one simple fact. You are creating more than a character, you are developing a personality. Each character should be unique, with strengths, weaknesses, and personal quirks all their own. No matter if you are creating the character randomly, or building off a preformed archetype or idea. Once the character is finished they should become a new personality.

When you start to play the character, this new personality should take over your way of reasoning. You should start to act and think in a new way taking into account how the characters talents and flaws will effect a situation. You can't just play flaws when they are convent, and talents are more than bonuses to your die rolls. Thinking during the game should be more than mathematical computations. Just because the rules seem to point out that a character can't do something, does not mean they realize it.

If you haven't created a character before, read through the character creation rules completely before proceeding. You can also refer to the sidebar for the creation of Amaxamander to see how the process is done.

### 2.1 Stats

Characters are based around nine stats, divided into three categories. They are Physical, Mental, and Presence. Each stat can range in value from 1 to 10. All stats must be given at least one point, but no more than 10 points. Stats can go up to 15 but this can only be done with a purchase of a Talent. (See Major Talents 2.3)

After points are chosen for each stat, take the totals for the three stats and divide by 3, rounding down for .33 and up for .66. This is characters overall rating for each category.

Stats of 3 to 4 are considered normal human levels. Stats of 7 to 8 are above the average person on the street. 9-10 Represent the best of the best.

### Physical

These three stats represent the characters fitness and condition. It represents their natural ability to perform physical tasks.

### Strength

The measure of a characters brute strength. How much they can lift, throw, push, pull or twist an opponent into taffy.

- 1-2 Only lift about half their weight
- 3-4 Typical Strength
- 5-6 Lift more than their own weight over their head
- 7-8 Exceptionally strong being able to press almost twice their weight.
- 9-10 Powerhouse of brute force.
- 11-15 Superhuman strength levels. Characters can lift object larger and heavier then they are and toss them through the air, making it look easy.

### Speed

The gauge of a character's swiftness, how quick they're with their hands, and how quickly they can get away from a bad situation.

- 1-2 The character seems to do everything in slow motion
- 3-4 Average speed
- 5-6 Pretty quick
- 7-8 Can make a fair living running the shell game or being a pick pocket.
- 9-10 Slight of hand tricks almost come naturally
- 11-15 Moves so fast they sometimes leave a motion blur

### Coordination

A sum of the characters equilibrium, agility, balance, and hand eye coordination. Also the ability to cross a 1000 foot grudge on a fallen tree and not fall to ones death.

- 1-2 The character is a clumsy and awkward. If their shoelaces are untied they will trip.
- 3-4 Usual coordination
- 5-6 The character is a crack shot
- 7-8 Neuro surgery is not a problem
- 9-10 Trick shots are almost second nature
- 11-15 Characters has no problem carrying nitro glycerin

# Zen and the Art of Mayhem

## Mental

These three stats are the characters ability to reason and solve puzzle, to understand their surroundings. Not just their ability to absorb knowledge, but how well they put it to use.

## Intelligence

The measure of the characters IQ and their ability to recall facts and figures. The proficiency to quote long mathematic formulas to prove they are right.

- 1-2 Sometimes has trouble remembering their name
- 3-4 Usual Intelligence
- 5-6 Has an exquisite memory
- 7-8 Remembers strange and unusual facts, which no one in their right mind would remember.
- 9-10 Has a mind is like a steel trap
- 11-15 Remembers things they had read in passing years ago.

## Comprehension

The gauge of the characters ability to react to the surroundings. Their ability to take in the information around them and come up with a plan of action. The potential to look at the world and compare it what they know to relives just how screwed up things really are.

- 1-2 The character can miss a herd of charging elephants
- 3-4 Normal Comprehension
- 5-6 The character is very aware of their surroundings
- 7-8 Little clues that other miss seem lit with a glowing spotlights.
- 9-10 Few details escape the notice of the characters
- 11-15 Notices even the smallest details, like changes in wind direction, slight of hand tricks, what someone had for lunch by their breath.

## Abstract Reason

The ability to figure out the relationships of objects and figures. The characters aptitude toward working out geometry, and applying it in the physical world. The comprehension of machine and mechanics.

- 1-2 Has a problem figuring out which hole the round peg goes in.
- 3-4 Normal Abstract Reason
- 5-6 The nature of how thing interact comes fairly easily
- 7-8 The character has a knack for understanding how things work
- 9-10 The nature of machines are almost second nature
- 11-15 The character can not only understand the way machine works, but improve them

## Presence

These three stat represent the characters demeanor, their personal characteristics, mannerisms, self-assurance. Their outward composer and personality, how other perceive them.

## Appearance

The characters physical beauty, personal aura, charisma, and how attractive others find the character.

- 1-2 The character is ugly and rude
- 3-4 Most of the time the character is considered homely
- 5-6 The character is considered attractive
- 7-8 Alluring, seductive, and ravishing are words to describe the character
- 9-10 The character is the standard of true beauty
- 11-15 The character radiates beauty even on a bad hair day

## Size

A rating of physical size, how big the character is. Not just height but width. The higher the size of the character the larger they will be.

- 1-2 Short or tiny
- 3-4 Average height and size
- 5-6 Tall or large
- 7-8 Very tall or tall and ample
- 9-10 Immense is just one of the words people use to describe the character
- 11-15 Tremendous

## Cool

A rating of composure, poise, grace, and elegance. How well the character interacts with others. The ability to win people over with charm.

- 1-2 Bundle of nerves
- 3-4 Average coolness
- 5-6 Calmed and controlled
- 7-8 It takes a lot for the character to loss their composure
- 9-10 Very few things can shock the character
- 11-15 Has the grace and elegance to put James Bond to shame



# Zen and the Art of Mayhem

## 2.2 Talents

Talents are what set the characters apart from the average joe. Talents are knacks, fortes, aptitudes, gifts, and abilities that give the character an edge. Each talent gives the character an advantage in a particular field, a bonus for a roll, or a proficiency that few other have. Talents give the character the upper hand, but are never all encompassing.

Every character should have a few major talents and a handful of Minor Talents to give them an assist. Players can choose Talents a number of different ways. Characters can only buy a talent once, major or minor.

Purchase	
Major Talent	5 points
Minor Talent	2 points

### 2.2.1 Major Talents

These are the big ones, they give the character a major advantage. Each major talent is a specialty in a specific area, permitting the character to achieve feats that few others could do. Each major talent provides a character with either +5 to a Stat or Skill in all situations, or some unique gift that few others can perform.

**Beckoning Call:** The character have a major corporation, government department, or other agency at their beckoning call. They can be used to do work for the character, like research, air strikes, or other useful jobs. With a telephone call the character can get the gears and cogs of a huge organization working for them.

**Bend Physics:** Do incredible psychical feats, defy gravity for a few second, run up a wall, turn on a dime at high speed, come to a complete and utter stop from any speed. Add +5 to rolls when trying impossible feats where the laws of physics are ruling against the character.

**Bookworm:** The characters loves to read, and reads allot, reads almost anything they can get their hands on. The upside is they tend to remember allot of what they read. This doesn't make them an expert in a field, but it is surprising how often these little snippets of information will come in handy. +5 to any rolls dealing with knowledge.

**Brilliant:** The character is more then smart, they are a genius. Their mind is like a steel trap that information can't escape from. It's like they don't even have to think about things, it just comes to them. Facts, formulas, and theories are learned and remember without much effort. Add +5 to Intelligence Stat.

**Colossal Size:** The character is big, okay that's an understatement, they are huge. Massive shoulder, large hands and feet. Sure buying clothes is a pain, but you don't get very many people trying to push the character around. Add +5 to Size

**Cutting Edge Tech:** The world of technology is always changing with new and updated tech coming out all the time. The character is always on top of this ever-changing world. Not only understanding what is current, what is on the drawing board, even things only in the theoretical stage. +5 to rolls dealing with high tech.

**Escape Artist:** The character can escape any bonds, from handcuffs, to the straight jacket, to the old being chained up and locked in a tank of water. This talent enables them to slip out of personal bonds, and small cramped areas. Their body is able to twist in ways other cannot, allowing the character to get out of these tight situations. However, this talent does not allow the character to escape from prisons, which is more fun to roleplay.

**Expert Marksman:** The character is a great shot; they can use any firearm, bow, or any ranged weapon with great accuracy. They have a natural knack for knowing how to lead, predicting the natural conditions, and then hitting the mark. Add +5 to any rolls dealing with hitting a target at range, including pistols, rifles, bows, and throwing daggers, cards, or chop sticks.

**Expert:** There are many areas of expertise the character can choose. The focus should be tied to a skill or skill set, but should not be to broad. Expert of electronics, expert of psychology, expert of red-tape, law expert, expert cook, etc... However expert of combat would be a little too broad, but expert swordsmen would be okay. The character will receive +5 to rolls that are related to their expertise.

**Filthy Rich:** Money is no object, the character has plenty of it, and on hand. They are loaded, well off, even. If they start running low, it is simple enough to replenish it. The character does not have to worry about money, price is never a problem.

**Gizmo Jacket:** The character has to ability to pull useful Items from their coat. They think of something they need reach and poof, they get something that's close. What they get is up to the Architect. It will always be useful but not necessarily what they are looking for. The Gizmo Jacket does not have to be a coat; it can be a hat or other article of clothing.

**Gorgeous:** How far can you get on looks alone? Well pretty far actually. The character has a beauty unmatched by most, even the members of the same sex find themselves strangely attracted to them. Add +5 to appearance stat.

**Grease Monkey:** The character understands the nature of machines and how they work, they have to just examine a machine and understand how and why it operates. Fix mechanism fast, with only half the parts, and have it work better than before. Add +5 to any rolls dealing with working with machines and other mechanism.

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**Hardboiled:** Life has never been easy for the character, this has left the character with a very rough edge. Fun, cheerful, humorous, and friendly would never be used to describe them. They intimidate others by just looking at them, and good luck to anyone trying to intimidate or interrogate them. They are one tough cookie have been to hell and back and are not happy about it. Receive +5 to all battle of will rolls.

**Healing Touch:** The character has a natural gift for healing. From wounds to illnesses they have a knack for knowing what to do, even if it is only temporary relief. Add +5 to all healing rolls.

**Hyper Speed:** The character is fast, really fast, they have a quickness to their reflexes that is unparalleled. Add +5 to Speed Stat.

**I'll Be Back Syndrome:** Some people have a natural knack for surviving death defying situations. When things get bad and are not going their way they can choose to escape the situation. As long as they are trying to escape they receive a +5 bonus to their rolls. If they turn to fight, and damage an opponent, no bonus. If they perform an attack to distract or confuse someone trying to stop them, they get the bonus. The talent also works to rescue the character when things look bad. Left for dead in the middle of nowhere? They are found by a stranger and nursed back to health. Left in a prison on death row? A prison riot breaks out and they have a chance to escape. Killed and buried? Wasn't really them. Villains love this talent.

**Invulnerability:** The character is built like a rock and is harder to hurt. Invulnerability represents a natural toughness to the character, they do not bruise or cut easily, however it does not help them heal. Add +7 to their DAN number. (See Section 2.17 DAN for more information)

**Luck:** Stuff tends to go the characters way, certain things will happen in their favor. The character can spend Luck points to reroll a failed roll with +5. However the more they do this the more expensive it becomes. Each time in a day they do this the cost doubles, so first time it only cost 1, the second time 2, third time 4, sixth time 32.

**Natural Athlete:** Running, climbing, throwing, jumping, balance, these all come naturally to the character. They have an edge when it comes to physical tasks. Add +3 to any athletic rolls, and the characters physical stat checks are automatically doubled.

**Pilot Anything:** +5 to all pilot and driving rolls. The character can fly a jumbo jet, a helicopter, the space shuttle, it makes no difference. Cars, trucks, semis, tanks, it all comes naturally. This talent also allows the character to jump into an alien ship and know how to fly it with a quick scan of the controls.

**Regeneration:** The character heals faster than everyone else. It takes them half the time to recover from being knocked silly. Hit points are recovered at double their normal rate.

**Sharp Eye:** The character have excellent peripheral vision, their eyes adjust to light changes quicker than most, and their vision is much sharper at longer range. They tend to notice things that others miss and have an easy time understanding their surroundings. Add +5 to comprehension stat.

**Side Step Shuffle:** Dodge attacks, bullets, falling trees, rolling rocks, and even falling ceilings. Add +5 to dodge rolls. Moreover, all dodge rolls do not cost an action no matter how often they must dodge. (See section 2.6 Defense)

**Slick Talker:** The character can take anything anybody says and turn it around. Their rhetoric is superb, allowing them to spin any discussion or argument to their favor. When it comes to running the con game there is no better. Add +5 to any roll where they are convince another to change their mind or agree with them.

**Super Martial Arts:** The character is trained in rare forms of martial arts. This talent gives the character +5 to their Martial Arts rolls.

**Super Tech:** When it comes down to puzzles, how things work, or the calculating formulas, the character is unmatched by most. Nothing mechanical is beyond the character. +5 to Abstract Reason (Super Abstract Reason).

**Super Coordination:** The characters balance and hand eye coordination are excellent. Catching, throwing, deflecting, juggling, walking tight ropes, balancing objects, etc... all come very easy. Add +5 to coordination stat.

**The Rose:** This is the power to pull roses seemingly out of now where, the character can use the rose as a prop or even to throw. The Rose acts like a dart when used as a weapon, not really doing a lot of damage but can be used to pin clothing or cut ropes, etc... The roses can be any color but most often they are red, white, or black. There is no real limit to how many can be pulled, but a character can pull a maximum of one an action. So if they want more than one they will have to wait till the following action to pull the next one.

**Tremendous Strength:** The character can perform feats of strength. Able to lift objects that would normally take several men, rip doors right off their hinges, carry heavy loads long distances even up hill, etc..., Add +5 to their strength stat.

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**Ultra Cool:** Nerves of steel, the ability to keep ones head even in the most stressful situation, to remain levelheaded. The character just radiates calm and control, even giving confidants to others around them, or driving them mad as they try to crack the character. Add +5 to cool stat.

## 2.2.3 Minor Talents

Minor talents are bonus and abilities that give the character aid in certain situations. Most of the time Minor Talents are special aptitudes that are used while roleplaying, some give bonus to dice rolls.

**Authority:** The character has a position of authority and can use this to their advantage. People look up to the character, or fear them, either way they tend to take what the character says seriously, and don't want to piss off. Of course not everyone has respect for authority.

**Bulk Out:** This talent allows the character to increase their body size. Add 5 to their Size Stat for 2d6 turns. This increases their size and adds to their Hit Points. Very impressive when done at the right time.

**Charming:** There is something about the character that people just like. If the character is nice and treats people kindly, most people will follow the lead and will be nice to the character. Of course if they burn that person, they are not likely to be charmed again.

**Connected:** It pays to be well connected, you are never far away from someone that can lend a hand. A call for help in tough situation, some back up when needed, a helping hand is never far away. Just a few contacts lead you to someone that can help. Need transportation? A few calls and you get hooked up with a friend –of-a-friends-brothers who has a cargo plane. Need some muscle? You know someone who goes to a wrestling school and bounces at the clubs on the weekend, he and maybe some buddies can lend a hand. Connected gives the character a chance to reach others that can help. This doesn't guarantee the help; it gives them a chance to reach someone who can. It is up to the character to talk there way into the help.

**Constant Prop:** The character has a prop that they constantly have on them. The prop can be practically anything from a personal object, to an article of clothing. For example it could be an old stogie cigar that their character chomps on constantly and it never goes out.

**Cute:** Everyone thinks the character is cute and stops to comment about it. They tends to be nice to the character, until they piss them off, then the cuteness wears off quick.

**Dimensional Pocket:** This talent allows the character to store items in a small extra dimensional space. It should be limited to a few items or a group of items. Animal characters may carry equipment in dimensional pockets since they have no pockets to being with. Some may store weapons there for quick retrieval.

**Direction:** The character to always know where north is. They tend to know where they are, how they got there, and how to get back. It is hard for them to get lost even in a place they have never been.

**Famous:** People have heard of the characters talents, and accomplishments, the good things. The Architect should figure out what they're famous for is.

**Flame up:** This talent allows the character to flame up their aura. Flame up gives the character two bonus, the first they look cool with their aura flashing around. If the Character wishes they can form their aura into shapes like a Phoenix or Dragon. The second use allows the character to frighten their opponents in combat. Opponents most make a cool check or loss an action.

**Invent Rube Goldberg Device:** The character is able to make gizmos with whatever is on hand. They always require many steps, but they surprisingly do what they are designed to do. Even if it involves, shot guns, alarm clocks, rats taking cheese, and so on.

**Flashback:** The descriptions of the character are rich and detailed. As they talk others are drawn to what they are talking about, almost as if they are transported to the event and are viewing it as it happens.

**Flash Forward:** The character verbal skills draw in anyone listening. When describing a plan; people see what the character describe with footnotes and measurements.

**Instant Clean:** After becoming totally a mess the character brush their self off and look as good as new.

**Intuition:** The character has hunches, gut reactions, that tend to pull them one way, or point out things that maybe important, even if what that importance is at the time remains a mystery. When the character comes to a crossroads, with lots of options, they can ask the Architect what road their Intuition tells they to take.

**Iron Jaw:** The character is got a natural toughness to them. They can take a punch or hit, get up from a fall faster. +3 to DAN.

**the Knock:** This talent allows a character to hit an electronic or mechanical object to get it to work. They can get free calls out of a payphone, the jukebox to play a song, or they can get the right password imputed in a lock. The Knock never lasts that long, and will not fix an item, but it might get it to work just long enough.



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**Knows People in High Places:** It's good to know people in authority, they can always be helpfully in tough spots. Arrested? No problem a phone call will get you bail money, or a lawyer, or even a pay off. Need to get into a black tie invite-only party? No problem, you can get in, now you just need the right dress. Of course these favors don't always come for free, often each favor will be needed to be paid off later.

**Knows Where Whoever They're Following is Going:** This talent helps out those bounty hunter types who always get somewhere before the person they are following does. Yet this does not mean they know what the person is going to do there, or what the place is. Treat this as knowing the geographical location not the actual details of the place.

**Linguist:** The character has a knack for languages, they can pick up languages of others fairly quickly. Just by listening, the meaning starts to come to them, they start to understand patterns, and soon they are able to start conversing with others, even if it is crudely. However it won't be long before they are speaking like a native.

**Master of....:** Pick something the character is a master of and give them a 15 skill. The Mastery has to be something that not offensive or defensive in nature. Things like Pick Pocket, Bureaucratic, Tracking, Medic, Interrogation, Acting, etc.

**Metaphysical Ability:** A metaphysical ability allows a character to summon the energies and use them. The can be attacks, spells, special techniques, psychic abilities, etc... With this talent a character can choose a metaphysical ability from section 2.6.2. Each metaphysical ability is a different talent, characters can take this talent again, as long as they do not choose the same ability.

**Object from a Loved One:** The character must choose an object that was given to them. It is usually a locket, ring, or other piece of jewelry. This object will allow them a save or bonus in different situations. Like they are hit in the heart by a bullet (they think), however, when they look, the locket took the hit.

**Panty Flash:** This Talent is for female characters only. When activated the skirt flies up giving all male characters a quick look. They must all make a Cool Check at half stat or lose 1 action.

**Photographic Memory:** The character tends to have great recall when it comes to facts they have seen. They can recall people's names and faces with easy. Remember facts from newspapers they have read.

**Photo OP:** With this talent their character pauses to do Photo OPs. It could be body builder poses, or a short routine with a weapon ending in a pose. They are always flashy and dramatic in nature. When performed it is like the spotlight is on them, and all action around them seems to stop for the moment.

**Professional Reputation:** The character is known by people in their field for their knowledge and abilities. The reputation is of course good, of course it could spurn a little jealousy.

**Pull Out Signs:** This Talent allows the character to pull out sign's with what they want to say written on it, or appropriate pictures. This is perfect for those characters that cannot speak for one reason or another.

**Scrounge:** This talent allows the character to find what they need to fix, build, or jury-rig something together. The character digs through whatever is on hand and turns it into something useful.

**Social Chameleon:** Some people just seem to blend in where ever they go. Any social setting or situation they are able to adapt to their environment and the people around them. Other people just assume they belong, if in a military base, they walk and salute correctly. At the docks they scratch and spit with the best of them. However if someone starts to talk to them, their cover could be blown.

**Sooth the Savage Beast:** The character seems to be on a empathic level with nature and animals. They tend to know what to do to calm an animal down, or make it come to them. They can become friends with most animals.

**Special Vehicle:** This talent gives the character a special vehicle only they can use. Could be a fast motorcycle, supped up car with gadgets, a specialized plane, or even a starship. All depends on the world and what's available. Think of what the character want it to do, then talk to the Architect.

**Stone Faced:** It is hard to read the character, they are able to keep their reactions and feelings to themselves. It is hard to tell if they are bluffing or not, and even hard to tell if they are intimidated.

**Stupid Luck:** The character figure things out by accident. They lean on the right switch to open the secret door, or pick up a clue and play with it for no reason.

**Super Weapon:** A special damage weapon. This weapon can add bonuses to damage, like x2 or +8. Have added accuracy +4 to hit. Or even do extra type of attacks, for example a sword that can also throw fireballs. The weapon can be anything, swords are the most common, but the character could have a special pistol, or even a butter knife that does the damage of a sword.

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**Tinker:** The character loves playing with technology, they may not fully understand it, they might not be able to design and build it themselves, but they can improve it. They have a knack for understanding devices and can improve their performance. They can fix, upgrade, overcharge, and even combine devices to work together. +3 to tasks dealing with fixing up, or upgrading, technology.

**Ventriloquism:** The art of throwing ones voice to make it appear to be coming from somewhere else, and the lips don't even move. The character can projected their voice and make it appear that is coming from someplace other then them. The trick only works in the immediate area of the character, no more then a few meters, and the character must be able to talk to do it, in other words if they are gagged or underwater it can't be used.

## 2.2.4 List of Talents

### Major Talents

Beckoning Call  
Bend Physics  
Bookworm  
Brilliant  
Colossal Size  
Cutting Edge Tech  
Escape Artist  
Expert Marksman  
Expert  
Filthy Rich  
Gizmo Jacket  
Gorgeous  
Grease Monkey  
Hardboiled  
Healing Touch  
Hyper Speed  
I'll Be Back Syndrome  
Invulnerability  
Luck  
Natural Athlete  
Pilot Anything  
Regeneration  
Sharp Eye  
Side Step Shuffle  
Slick Talker  
Super Martial Arts  
Super Tech  
Super Coordination  
The Rose  
Tremendous Strength  
Ultra Cool

### Minor Talents

Authority  
Bulk Out  
Charming  
Connected  
Constant Prop  
Cute  
Dimensional Pocket  
Direction  
Famous  
Flame up  
Invent Rube Goldberg Device  
Flashback  
Flash Forward  
Instant Clean  
Intuition  
Iron Jaw  
the Knock  
Knows People in High Places  
Knows Where Whoever They're Following is Going  
Linguist  
Master of....  
Metaphysical Ability  
Object from a Loved One  
Panty Flash  
Photographic Memory  
Photo OP  
Professional Reputation  
Pull Out Signs  
Scrounge  
Social Chameleon  
Sooth the Savage Beast  
Special Vehicle  
Stone Faced  
Stupid Luck  
Super Weapon  
Tinker  
Ventriloquism

# Zen and the Art of Mayhem

## 2.3 Flaws

Flaws are used to balance the strengths gained through talents. Flaws are problems, quirks, difficulties, idiosyncrasy, oddities, habits, etc... that all characters have. Some flaws affect the character directly, while others affect the people around them.

When creating a character it is important to watch which flaws the character takes. Some flaws can have a critical effect a character. To many of these flaws can cripple a character. An important remembers TALENT YOU CONTROL, FLAWS YOU DON'T. A character cannot take a flaw designed it to give them some kind of advantage.

Characters will have to take two flaws for each Major Talent and one flaw for each minor talent.

**Absentminded:** This flaw makes the character forget where they put something. They are always trying to find where they left things, and are constantly losing things. -5 to rolls dealing with remembering where certain things are.

**Absolutely No Sense of Direction:** The character make a random decision about turns, and directions. If the character is someplace he's been for a while they will be able to get there, it will just take longer. About 2 to three time longer "I sent you next door to get a cup of sugar how come it took you 20 minutes?" "I got lost." If the character is heading out for a long distance trip they probably will never make it without allot of help.

**Accident Prone:** They just can't help it, its not likely they are trying to break things, it just kind of happens, they trip, and run into things, they will lose their grip and drop a fragile item, at it's worse they will set off a chain reaction of little disastrous with just a stumble. Half stat checks if something could end up being broken.

**Acts Like ...:** With this flaw the character tends to behave in a stereotypical manner. Could be a salesmen, lawyer, cabby, gangster, etc, The character will put up this act in social situations even if it is not anything they are, they just like to pretend.

**Always Broke:** There is never enough money to go around. Every time the character tries to save some, a expense will come up. Most of the time the character is indebt and is trying to barrow some money to get by.

**Always Complains:** The character is always complaining about something. Their cloths are all dirty, they can't do a thing with their hair, and the famous "oh I broke a nail."

**Always on Downers:** A character with this flaw looks like they have no energy and is always half asleep. They are never quick to react and always take their time. However once the adrenaline starts pumping they are ready for action, but once the excitement is over they are ready for a nap.

**Always Hungry:** With this flaw, the character, is always looking for food. They love to eat, and eat anything. They will try to find some snack food, and eat anything available. They are also easily bribed with food, -5 to resist an offer of food.

**Always Serious:** The character tends to take everything too seriously. They have almost no sense of humor and do not get jokes, puns, or sarcasm. They think life is too short for fooling around, and when there is a job to be done, that should be first and foremost thing on their mind.

**Amnesia:** The past is a mystery, some, or all, of the characters life is a blank. They are not sure what happened to them, or why. Usually the past is linked to some cover up or conspiracy, or they just hit their head one day and only wish it was something more dramatic.

**Anal Retentive:** A character with this flaw has to have everything perfect, they're efficiency experts, and hate to waste anything. Everything should be neat and organized, every object should have its place, and be put back there once it is done being used.

**Anatomical Shift Syndrome:** Do to some physical trigger the character changes between two or more physical forms. It may be man to animal, male to female, tall female with blonde hair, to short female with black hair, whatever. The trigger is always something uncontrollable, like a word, a sneeze, water, the full moon, etc... Most of the time the change does not effect the characters mind and they have their skills and knowledge intact. However, in some forms, like man to animal, they may not be able to speak or have opposing thumbs to use weapons or tools. Limitations should be discussed with the Architect, but remember this is a flaw, one form should have some major disadvantage. It is also possible to have more than two forms but keep it down, too many forms can cause allot of gaming hassles. This flaw may be linked to Split Personality flaw.

To make the different forms the character must first choose their base forms they change back and forth from. Their base form gives the character skills and skill points. Each form will have it's own Stat points rolled up. Yet in all forms the mental stats will all be the same. However, the physical and presence stats will change. A final note this flaw can be a real hassle in a game, anytime a player wishes to take this flaw they should talk to the Architect and have the flaw approved first.

**Annoying Personal Habits:** This flaw gives the character an annoy habit that they do all the time. It could be talking to themselves, repeating the last words someone says, bragging, biting their nails, picking their nose, etc...



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**Anti-Brain:** The character does stupid things, all the time. things that drive normal people nuts. The things they do are just not right for the situation, making anyone viewing it question the sanity of the character. Anytime the character does something off the wall, others viewing it will have to make a mental stat check, if they fail, they will lose an action, think of the large sweat drop, or the classic ... over the characters head. Depending on the what the Anti-brain character does, the stat checked maybe halved or worse.

**Antisocial:** A character with this flaw hates groups, crowds, and other gatherings. And they will let everyone know it too, they try and keep to themselves.

**Argumentative:** The character likes to argue, in fact they will go out of their way to start an argument. If they disagree with someone, they won't hesitate to voice it.

**Arrogant:** A character with is stuck up, and believes that they are better than everyone else is. Whatever the root of this arrogance the character believes that others are beneath them, and dealing with people beneath them can be such an annoyance.

**Avoids Pain When Ever Possible:** The character hate to do things that might cause them pain. They will try to do it a different way so you do not get hurt. Remember "I may be a coward but, I'm a greedy little coward."

**Angst:** The character has allot of self-doubt. Doubt about what they are capable of. Doubt about what they should do. Doubt about what others will think. Doubt about what is the right thing, and what is the wrong thing. There is no end to the Anxiety the character feels.

**Bad Accent:** The character talk with a bad accent, many people can't understand what they are saying. Thick draws, funny ways of pronouncing syllables, adding strange prefix and suffixes on to words and sentences.

**Bad Joint:** It could be a sore knee, a dislocating elbow, or even a bad back. Whatever the reason physical activity tends to lead to pain. -3 on all physical task.

**Bad Reputation:** People have heard of the character, the bad things. They look at the character as trouble and will probably never trust them. -5 to convince rolls

**Bad Vision:** Life is a blur, a real blur not a figurative one, and fuzzy blur on top of that. The characters vision is terrible, they have a hard time seeing and focusing in on things, and must wear large thick glasses. -3 to visual perception based skills, and if the character loses their glasses, -5 to all skills needing them to see.

**Berserker:** The character with this flaw tend to go into rages when hurt in combat. Each time they fall below half their hit points they will be filled with a berserker rage. Roll 1d10 to find out how many turns the character will be berserk. While berserk they attack anything in range, friend or foe until the turns are over.

**Bi-Polar:** The character will often shift from two different extremes in their personality. Like going from happy to sad, or calm and controlled to silly and wild, energetic to subdued. Typically no personality type is dominate, and the character will switch back and forth.

**Bloody Nose:** Every time someone talks of sex, shows a little skin, or does a panty flash the character gets a bloody nose and loses all actions for 1d6 turns.

**Boy Scout:** You were brought up with respect for others; to tell the truth, to play by the rules, never cheat, to stand up for what is right. All those things others seem to think only get in the way are an important part of who the character is.

**Break Away Clothing:** With this flaw, the character has problems keeping clothing in one piece. They seem to rip and tear during combat, always covering strategic areas, but always needing to be replaced by the time combat is over.

**Breaks into Tears:** When the character gets hurt, fails, or make a fool out of themselves, they start to cry, and it's hard to convince them to stop.

**Bundle of Nerves:** Nerves of steel the character does not have. The littlest thing worries the character. A strange sound? Could be someone sneaking up on them. A stranger in the back of the room, could be someone spying on them. They keep seeing people following them out of the corner of their eyes.

**Can Never Get a Date:** The character can never seem to get a date. They are stood up, their dates fall ill, are kidnapped, they may ask someone out and the person faints. The reasons will change but the effect is the same.

**Can't Make Up Their Mind:** A character with this flaw can never truly decide what they want to do. Each of the options are so good or bad they cannot decide.

**Can't Notice a Herd of Charging Elephants:** Even though they see things normally, things don't always click with the character. Often times they are unable to locate an object, even though it is right in plain sight, they just tend to over look it till it is pointed out to them. Sometimes even something strange or out of the ordinary will pass by them without even a second look. -5 to rolls where the character maybe searching for something.

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**Compulsive Gambler:** Life is a risk, so why not bet on it. The character loves to bet, bet on anything and everything, and could never turn down a game of cards or dice. They are always trying to get others to bet on things to make things more interesting, and would never turn down a wager.

**Clumsy:** A character with this flaw lacks physical grace. They are always tripping over their own feet or dropping things. Coordination checks are always halved. A Architect can also have the character make a coordination check when holding something or running.

**Dark Secret:** In the characters past they have a secret that most never get revealed, it must remain hidden at all cost. They go out of the way to keep the dark secret hidden. Is the character wanted? Are they hiding from the law? Or Syndicate? Whatever the dark secret it will be bad for the character if it gets out.

**Dependence:** The character has a dependence on something or they lose talents, become weak, etc.. The dependence might be several different things; they must drink orange juice, need sunlight, etc... The dependences and effect should be discussed with the Architect.

**Exaggerated Emotion:** The character tends to have an emotion or emotions on high. Whenever they are hit by the emotion it is like it is set to 11.

**Glass Jaw:** A good shot to the head is never a good thing, however to the character with a glass jaw it is even worse. If the character is hit in the head, all stat checks are halved.

**Greedy:** The character will always do what they think will get them rich, or richer, than anybody they know. They will tend to ignore danger, or try to trick others into helping them, anything to reach their goal.

**Gullible:** Ever here the saying; There is one born every minute? Well the character is defiantly one of them. With this flaw, the character is pulled into schemes and con jobs with ease. They tend to take people at their word, if it sounds good, then it will be.

**Guilty Conscience:** If the character does anything is remotely dishonest, it really bothers them, and they feel they have to put it right.

**Hangers On:** It is hard enough to take care of oneself without having other dependents hanging around. It could be a spouse, kids, sick mother, little brother or sister. Whoever it is, they depend on the character for help.

**Hard Drinker:** The character drinks, and not the light stuff either. Typically it will be a glass of rut gut straight up or on the rocks, if it needs to be shaken or stirred it's for pansies. The hard drinker isn't what you would call a fun drunk, far from it. They drink to forget, and then get mad when they can't remember what they where drinking to forget. They never pass up a chance to drink away their sorrows, and when they do reach that point they can be next to useless till they sleep it off.

**Hard of Hearing:** The character will often miss things that are said by others. Worse many audio clues, like footsteps or heavy breathing behind them, go unnoticed. -3 to awareness and detection rolls wear hearing is important.

**Has to Leave Heroes after Tying Them Up:** This is a common flaw for many villains, and sometime a couple heroes. If the character captures their prey, they figure that their prey can't escape their trap, and leaves them acting as if they already are out of the picture for good, and goes on to their next stage.

**Hates a Personal Habit:** The character cannot stand a certain personal habit of others (see Annoying Personal Habits). The reaction to the habit could be anything, they could get violent, runaway screaming, start yelling, get drunk.

**Hates a Type of People:** The character does not like a certain type of people. It could be politicians, lawyers, taxi cab drivers, or even people who work at convenience stores. It doesn't really matter, they just annoy the character to no end.

**Heavy Sleeper:** Once asleep it is very hard to wake the character; often they must be physical shook to be coaxed out of sleep. The character likes to get a full eight hours of rest, if they are knocked out, chances are they will sleep for a few hours, unless someone wakes them. Also once awoken they take awhile to come to their full attention and are unable to do much for at least a few minutes to a half hour.

**Hidden Beauty:** A person who isn't physically attractive, until they take off their glasses, or let down their hair, etc... They of course are oblivious to this change, and are shocked when people's attitudes change towards them. - 4 to appearance skills, until the beauty is reviled, however the character feels uncomfortable while doing this and will want to switch back often.

**Honest:** The character can't lie, it is not in their nature, even spinning the truth is hard for them to do. Facts speak for themselves, and are not to be changed just to suit someone's needs. Bluffing is just foreign to their way of thinking, they are not sure how to do it.

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**Hunted by...:** Someone or some organization is always hunting the character. It could be their ex-girlfriend, the cops, a reporter, or even the CIA. They will always be tracking down the character, even if the character manages to give them the slip, it won't be long before they are back on the trail.

**If You Can't Use Your Friends, Who Can You Use:** The character use people anyway you see fit to get what they want. The character has their morale code, but their isn't anything wrong with pulling a few strings to get what they want.

**Illiterate:** The character can't read, everything they picked up, they learned by doing. They tend to be hands on and will try to avoid doing anything, which requires them to read. They are not stupid, they learn symbols and icons quickly, it is just string words together in sentence that make it tough.

**Impatient:** The character does not like to wait around for anything. They are always jumping the gun and flying off the handle. Life is moving along with or without them, they want to make sure it is with them.

**Immodest:** The character doesn't really have a sense of modesty. They will strip down to almost nothing without a second thought to those around them or where they are. They will talk about sex, bodily functions, and other things with no embarrassment to themselves, and even though the people they are talking to are complete uncomfortable with the subject.

**Impulsive:** Certain things just sound to good to be true and the character will basically forget everything else and do it, without thinking of the consequences.

**Incurably Shy:** The character cannot confront the opposite sex. They are too embarrassed, or possible they are afraid of the let down. Whatever the reason they are always uncomfortable around people they have romantic feelings for.

**Insanely Jealous:** The character is always jealous of the people around them. Jealous of the attention others receive, Jealous of others abilities, Jealous of just about anything.

**Intoxicated:** The character likes to drink, and is drinking most of the time. If they are not drinking, they're nursing a hang over, and thinking about their next drink. They never pass up a chance to get a drink, and will go out of their way to get one. When drinking the character receives a -3 to all physical tasks, and while they have a hang over -3 to mental tasks.

**Just Looks Stupid:** No one believes the character has any smarts. They tend to have a dumb look on their face, like their mind is a total blank. Others tend to think the character is not that bright, and don't take them seriously.

**Kleptomaniac:** The character steals things they think they must have, typically small things they can easily stuff in a pocket. They may even steal from a friend.

**Lazy:** A character with this flaw is laid back and hard to motivate. They would rather wait then do something now. Typical they have no initiative to go out and do anything on their own.

**Lecher:** This flaw means the character is always going nuts when someone of the opposite sex walks by. They like revealing clothing on women and will go out of their way to get a good look or try to pick them up.

**Leering:** The classic psycho stare look. Whenever the character sees a member of the opposite sex they are attracted to, they just start to stare. They have a hard time taking their eyes off the person. They will some times start to lean and drool.

**Lives in a World All There Own:** The reality the character lives in is not the same one everyone else sees. They see things differently than everyone else. Enemies lurk everywhere, every day object are not what others see them as. Some times the fantasy world of their mind completely takes over how they view the world seeing buildings and everyday objects in a completely different light.

**Looks Like Someone Else:** With this flaw, the character is being mistaken for someone who is wanted, or someone no one likes. It tends to happen quite often.

**Looks Out For Number One:** The character is always out for there self interests. This does not mean they never help anyone but themselves, but everything they do revolves around making sure things go good for them in the end.

**Love Sick:** Always looking for love the character will fall deeply and madly in love at the first opportunity. If the character is not chasing after their current object of desire, they will dream about meeting them. They think the littlest crush is true love, and love at first sight happens allot.

**Loves to Fight:** Combat is where it at, and nothing better then laying out as many people as possible. The character enjoys getting into fights and wants to beat as many people as possible. They love to brag about how many fights they have been in, and how many foes they have defeated.



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**Loves Strange Items:** The character has interest in strange items. They tend to collect them and treat them like they are the most valuable item in the world. The items could be practically anything, from toys, books, cookware, etc...

**Masochist:** The character with this flaw loves pain, any pain. They look forward to going to the dentist, in fact they beg to be tortured to the point that it is no fun for the torturer.

**Miser:** A person with the flaw of being a miser is always hoarding money. They will not loan anyone money without charging outrageous interest. They will even try to cheat people out of their fair share.

**Misses Important Information People Tell Them:** It is sometime hard to remember everything somebody is told, but the characters seems to be forgetting important things. They are always stating why no one told them, and are constantly reminded they did.

**Mocks Everyone:** With this flaw, the character is often very sarcastic. Anytime anyone fails they get really vicious and tend not to let up.

**Modest:** The character is a bit self-conscious about their body and privacy. They embarrass easily when they are less than fully clothed or someone of the opposite sex is nearby. They don't like to talk in public about anything sexual, and will shy away from any of these situations.

**Mt. Fuji Syndrome:** The character tends to go into a set of poses and speeches, talking themselves up, and trying to look cool. Of course the bad guys tend to ignore them, and the waste of actions annoys their allies. Typically the character will waste their first few actions doing their routine.

**Naïve:** The character is lacking in worldly experience and understanding. Things others take for granted, they find strange and unusual. They pretty much act like the classic country bumpkin.

**Negative Skill:** With a negative skill, a character thinks they have a skill and their good at it. However, they cannot do it at all, the most common negative skill is cooking. The skill is at -5 and can never be raised or lowered.

**Nervous Twitch:** When the character gets into a stressful situation, or is just plain bored they will start a nervous twitch without even really being aware of it themselves. It could be biting ones nails, or playing with a personal object or weapon, talking out loud to themselves, playing with their hair, etc....

**Never on the Ball:** A character with this flaw has a hard time getting into the swing of things. They are often preoccupied by other thoughts.

**Never Turns Down a Challenge/Fight:** The character cannot turn down a challenge they must do it or they feel they will lose honor or other people will look down on them.

**Noble Calling:** A noble calling is to have a goal, or calling, to something greater. It could be teaching, or religion, or even healing the sick. The character strives to this noble calling, guiding them in their choices. The calling has to be noble, ass kicking is not a noble cause.

**No Common Sense:** The character never stops to think of the situation they are in, they pretty much do what they want, when they want.

**No Idea of the Gravity of the Situation:** The character has a hard time realizing the predicaments they are in. If they see an army in front of them, they are ready to charge. If all the character are captured, they think no problem they can deal with it. If they are lost it is not a problem they will see something they know soon enough.

**Noisy:** Gossip always fascinates the character, who is seeing who? What is someone up to? What did one person say about the other? All these questions and more are very important and the character can't get enough.

**No Luck:** A character with this flaw seems to have bad luck follow them around. When the character is around little things go wrong.

**No One Cares What Happens To You:** This flaw just means that everybody ignores the character. Few will come to their aid until the character convince them that it is worth it. Or until they are needed for something.

**No Sense of Danger:** The character never realizes what danger really is. They're always gung-ho, ready to tackle any problem.

**No Sense of Timing:** The characters are always off cue. They say the wrong thing at the wrong time. They jump into battle too quick or too slow. Anything that has to do with getting something done right time the character is off.

**No Tact:** The character has no sensitivity to what is proper and appropriate in dealing with others. What they say or do will often offend people around them.

**No Willpower:** It is not hard to get the character will back down under pressure. They fold easily to threats, and have a hard time controlling their own impulses.

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**Obsessed:** The character thinks about something constantly and compulsively. It could be money, women, new technology, history, legends and lore, etc.... What ever is chosen it will occupy the characters mind at almost all times. They will be drawn to the obsessed subject when ever the opportunity arises, and it is tough to pull them away, even if their life is in danger, they feel a strong need to feed there obsession.

**Odd Speech Quirk:** It could be talking about oneself in the third person. It could be a strange word –glaven- that just happens to come out every now and then. Or mumbling under ones breath allot. Even trailing off in mid sentence. Whatever the speech quirk it comes up every so often, not constantly making the character unable to communicate.

**Old:** The character is old, what more can be said, they are passed their prime, well passed. They complain about being old, they have aches and pains, they are forgetful, always missing or not understanding things said. When the character is old they tend to not be able to do things they thought they could, they fumble on a one or a two. They will forget things in the middle of doing it. They can't even find their way to the station, let alone keep a train of thought.

**Out of Shape:** Its tough to stay in shape, and life is busy enough as it is. So now the character just isn't as healthy as they use to be. They tire quickly, and can't excrete themselves very long. After a few rounds of physical activity they well start to receive a -1 each round they continue, until they get a rest.

**Outwits Himself:** With this flaw a character over plans their actions, they go into such detail that they cannot complete a plan. I know, that you know, that I know, that you know, etc...

**Overconfidence:** A character with this flaw will always be sure of their abilities and will never doubt them. They are sure they are the best, and doubt anyone could challenge them.

**Over Denial:** If the character is unsure what someone might think of their actions, they deny it. Good or bad, they will try to shift blame to someone else when ever possible.

**Pacifist:** The character hates violence, they hate people who are violent, and they avoid violence whenever possible.

**Paranoia:** The character is sure that someone or something is after them. Mostly the government, part of a huge conspiracy, and they are after the character. Or maybe it is space aliens are after them, even the post office is in on it. It is a vast conspiracy, and the character seems to think they are involved, even if they have no clue why.

**Personal Item:** The character has a personal item that they cherish. They protect it like the same way as someone they loved.

**Phobia:** A persistent, abnormal, and irrational fear of a specific thing or situation that compels the character to try and avoid it. Despite the awareness and reassurance from others that it is not dangerous. Pick something from the dictionary and the character is afraid of it, or anything to do with it.

**Picky:** A character with this flaw tends to be very selective about everything. This room is too small, this food is cold, I hate this TV show.

**Pointless Belief:** This flaw is similar to strong Ideals, however the ideals they holds true are rather pointless. It could be they are out to find and prove Elvis is still alive. Other pointless beliefs like (fill in Blank) will save the world. It can also be that they believe they are on a mission from God.

**Pointless Ceremony:** The character tend to have a long drawn out ceremony before doing things. It could be before they eat, or go to sleep, or even before they go into combat.

**Poser:** Some people just try to be something they are not, and no matter how hard they try, they will never be. It could be the small skinny dude trying to be a tough guy. Or the farm hand trying to look like high society. A man trying to be femme fatal. It's just never going to be true.

**Power Nut:** This flaw means the character goals are to rule the world, become the most famous man in existence, or control all the money in the universe. They never have enough power and always looking for more.

**Prankster:** The character like to pull practical jokes on everyone, even their friends.

**Puts Up With Anything:** The character will put up with almost anything the other characters do. Although it may get under their skin, they will try to control themselves; sometimes they must leave to vent their anger.

**Sadist:** With this flaw the character likes to cause pain to other people. This includes the people around then and their friends.

**Scattered Brained:** The characters mind is always a mess of thoughts. When trying to tell a story they will always go off on tangents, and it takes constant prodding to keep them on track and actually get to the point. This also effects how they recall information they have read, and often will only remember part of it. -3 to all knowledge rolls.

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**Secretive:** The character has a tendency to keep certain facts to themselves. With this information they have the upper hand and giving it out freely would do them no good. They tend to hold information back and if they do give out the facts they tell, one or two others and tell them not to tell anyone else.

**Self-Conscious about Looks:** The character is always checking their personal appearance, fixing their hair, straightening a tie, putting on makeup. They always worried about what they look like in the wrong situation, as their falling to their death they would cry out "My Hair."

**Selfish:** The character thinks about themselves more than anything else. They do not like to share, or let anyone else take anything.

**Sesame Street Attention Span:** The character with this flaw cannot stop and do any one thing for long. They will get bored and move on to something else very quickly. These type of people can only watch a TV station for about 2 or 3 minutes before they have to change the channel, just long enough to get their attention.

**Short Fuse:** It really doesn't take much to set the character off. They are quick to angry, sometimes you can almost see the tension building in them as they get ready to go off.

**Showoff:** The character deliberately behaves in such a way as to attract attention to themselves. Always trying to make sure they are seen, doing what they do best.

**Sickeningly Cheerful:** Upbeat and perky, these characters always look on the bright side of life. Even when everything around is going wrong they stay very cheerful, to the point of being annoying.

**Smartass:** A character with this flaw always has some smart comment to spit out. A smartass never knows when to quit and thinks they are very clever.

**Speaks in Riddle:** The character will tend to speak in circles telling riddles and stories, they may even end up rhyming. Never giving a straight answers, they prefer to speak in questions or parables, a simple yes or no is not in their nature. This flaw is difficult to play with, and should be carefully roleplayed.

**Someone the Character Know Always Dies:** With this, flaw people the character knows always die on them. Usually leaving them in a jam to solve their murder, or find out what they were trying to tell them before the grim reaper took them away.

**Soliloquies:** It is hard to stop the character from going on and on. Explaining the plan, how and why they came up with it, what they are trying to accomplish, why they are doing it, who will benefit, and who will be punished, how history will view them and there plan, etc..., etc...

**Sounds Like Someone Famous:** The characters speech pattern is like that of a famous character or actor. It might be that they speak like they are in a Shakespearian play, or talk like they are in a John Wayne western, or Jack Nicholson, or another famous person.

**Split Personality:** A character with this flaw has one or more extra personalities, they may be totally different from each other. Usually triggered by some sort of common event, Sneezing, Stubbing their toe, Quick light changes, etc. Their different personality could have their own list of flaws and talents.

**Strong Ideals:** The character has some ideals they hold above all else. It could be truth, honor, or even that they are right all the time.

**Stupid Pets:** The characters has some little pets that hang out with them, they may have some small function but mostly they hang around looking cute, or getting into trouble.

**Stubborn:** This flaw means the character is set in their ways. They do not like changing their minds or do something they are not fond of.

**Sweet Talked into Anything:** All it takes is a few kind words, puppy dog eyes, a twirl of the hair from a member of the opposite sex and the character is easily talked into something they might normally not do.

**Tacky:** The character always dresses in tacky clothes, and say things that are just a little out of date.

**Talks like a Game Show Host:** The character usually talks like a game show host. "That's right not only is this the home of the toughest man in the universe, it's also the home of the one person tougher than him..... His wife."

**Talk with Animals:** At first this sounds like a talent, but when you get down to in the animals live in their own world and aren't that useful to talk to. Unless something affects them in a direct way they tend to notice much. Most don't have much of a memory and can't remember what happened a few hours ago let only yesterday. So a conversation tends to be pretty pointless, much like talking to a preschooler.

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**Technocurse:** Technology seems to break when the character uses it. Its not likely they are trying to destroy it, things just stop working right, jam up, or start to smoke. Anything that has movable parts, electronics, or other technology will be downgraded in quality by one, and chances of it failing doubled while the character uses it.

**Technophobe:** What was wrong with the old technology? Why did it have to change? Wasn't good enough before? New fangled technology bothers the character, if it isn't something they remember from their youth it is too new for them.

**The Type That Would Kick His Grandma In The Shins And Steal Her Ovaltine:** Need we say more.

**Thin Skinned:** The character isn't much for taking punishment, they bruise easily. It really isn't hard to hurt them. -3 to DAN.

**Total Asshole:** With this flaw the character seems to piss everyone off. They are self centered and don't seem to give a damn about anything but themselves, or what they're interested in, and to hell with everyone else.

**Totally Pushy and Violent:** A character with this flaw will push people around to do what they wants them to do. This means anyone including friends and enemies alike.

**Treats People Like...:** Allot of the times a character will automatically treat people a certain way. Ordering them about, blow them off, or being overly nice, it can be anything. But this behavior seems to be a safety net for the character when meeting people.

**Trusts No One:** People can't be trusted, they will lie to cover up the smallest thing, which means you can bet that they are going to do their best to hide the big ones. Not everything is a lie, it is just never the whole truth, and you can bet they are holding something back.

**Uncontrollable Evil Laugh:** Whenever the character comes up with a plan or things goes their way they break into a laugh that is loud and obnoxious that everyone around them must hear.

**Under the Weather:** Cough, running nose, headache, The character always seems under the influence of some sort of ailment. They are always coughing or sneezing, especially when they are trying to be stealthy..

**Unusual Aim Skill:** The character fires off many shots each missing the target they are aiming at, but on a successful hit they will hit something that might end up helping them out. It is up to the Architect and the situation at hand what the character hits, but it will generally be something useful.

**Useless Weapon:** A character with this flaw thinks they have the greatest weapon of all time. They will pull it out as intimidation, and will only use it when all else fails. But of course, the weapon is not good at all.

**Visible Odor:** The character stinks so bad that people can actually see the odor. The odor is difficult to mask and will always be noticed. If the character actual cleans themselves they can remove the odor for a sort period of time, but it will return, and usually at the worst time.

**Weakness to...:** The character has a weakness to a certain something and will become weak or lose talents when they come into contact with it. The weakness could be anything, sunlight, darkness, cats, etc.

**Weirdness Magnet:** Strange things happen around the character. It could be people, places, or things, doesn't really matter. They seem to find the character, or just happen when they are around. Supernatural, rare, or just strange events happen. If they stop in a old house, most likely it will be haunted, Visit some place, something will happen, even if it is an event that happens once every thousand years, it will happen when the character is visiting.

**Whiner:** Everyone has some self doubt, but the whiner goes on and on about it. To anyone who will listen, even when nobody is listening they will go on with a long soliloquies about their doubts and problem.

**Yellow:** The character tries to avoid any situation that might be difficult to deal with. They don't like confrontation, and anything that might cause them bodily harm is really out of the question.

**You Owe A Favor:** In your past someone did you a big favor, one of those life saving ones, it was an offer you couldn't refuse. Now you our in debit, and when you are asked to do a favor, your in no position to say no. Luckily they tend to be little favors that your skills are suited for. Eventually the big one will come down and your debit will be paid.



# Zen and the Art of Mayhem

## 2.3.1 List of Flaws

### Flaws

Absentminded  
Absolutely No Sense of Direction  
Accident Prone  
Acts Like ...  
Always Broke  
Always Complains  
Always on Downers  
Always Hungry  
Always Serious  
Amnesia  
Anal Retentive  
Anatomical Shift Syndrome  
Annoying Personal Habits  
Anti-Brain  
Antisocial  
Argumentative  
Arrogant  
Avoids Pain When Ever Possible  
Angst  
Bad Accent  
Bad Joint  
Bad Reputation  
Bad Vision  
Berserker  
Bi-Polar  
Bloody Nose  
Boy Scout  
Break Away Clothing  
Breaks into Tears  
Bundle of Nerves  
Can Never Get a Date  
Can't Make Up Their Mind  
Can't Notice a Herd of Charging Elephants  
Compulsive Gambler  
Clumsy  
Dark Secret  
Dependence  
Exaggerated Emotion  
Glass Jaw  
Greedy  
Gullible  
Guilty Conscience  
Hangers On  
Hard Drinker  
Hard of Hearing  
Has to Leave Heroes after Tying Them Up  
Hates a Personal Habit  
Hates a Type of People  
Heavy Sleeper  
Hidden Beauty  
Honest  
Hunted by...  
If You Can't Use Your Friends, Who Can You Use  
Illiterate  
Impatient  
Immodest  
Impulsive  
Incurably Shy  
Insanely Jealous  
Intoxicated  
Just Looks Stupid  
Kleptomaniac  
Lazy  
Lecher  
Leering  
Lives in a World All There Own  
Looks Like Someone Else  
Looks Out For Number One  
Love Sick  
Loves to Fight  
Loves Strange Items

Masochist  
Miser  
Misses Important Information People Tell Them  
Mocks Everyone  
Modest  
Mt. Fuji Syndrome  
Naïve  
Negative Skill  
Nervous Twitch  
Never on the Ball  
Never Turns Down a Challenge/Fight  
Noble Calling  
No Common Sense  
No Idea of the Gravity of the Situation  
Noisy  
No Luck  
No One Cares What Happens To You  
No Sense of Danger  
No Sense of Timing  
No Tact  
No Willpower  
Obsessed  
Odd Speech Quirk  
Old  
Out of Shape  
Outwits Himself  
Overconfidence  
Over Denial  
Pacifist  
Paranoia  
Personal Item  
Phobia  
Picky  
Pointless Belief  
Pointless Ceremony  
Poser  
Power Nut  
Frankster  
Puts Up With Anything  
Sadist  
Scattered Brained  
Secretive  
Self-Conscious about Looks  
Selfish  
Sesame Street Attention Span  
Short Fuse  
Showoff  
Sickeningly Cheerful  
Smartass  
Speaks in Riddle  
Someone the Character Know Always Dies  
Soliloquies  
Sounds Like Someone Famous  
Split Personality  
Strong Ideals  
Stupid Pets  
Stubborn  
Sweet Talked into Anything  
Tacky  
Talks like a Game Show Host  
Talk with Animals  
Technocurse  
Technophobe  
The Type That Would Kick His Grandma In The Shins  
And Steal Her Ovaltine  
Thin Skinned  
Total Asshole  
Totally Pushy and Violent  
Treats People Like...  
Trusts No One  
Uncontrollable Evil Laugh  
Under the Weather  
Unusual Aim Skill  
Useless Weapon

Visible Odor  
Weakness to...  
Weirdness Magnet  
Whiner  
Yellow  
You Owe A Favor

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## 2.4 Skills

Skills are proficiencies, capabilities, adeptness, expertise, etc... in areas of knowledge. Skills are used to accomplish task and overcome obstacles in the game. Each skill is linked to a stat category, the Architect will pick which of the three stats is appropriate for the task, or use the categories rating. The higher the stat the better the character will be with the skill. Skills are ranked between 1 and 15, each level showing a greater mastery of the skill.

1-3	Semi Skilled
4-6	Skilled
7-9	Highly Skilled
9-11	Professional
12-13	Unmatched
14-15	Master

Certain skills are linked to prerequisite, or master skills, which need to be taken before the linked skill. The linked skill cannot be a higher level than the skill it is linked too.

Skills represent the characters knowledge and accomplishment in a subject, and will go beyond simple use. For example a character with a sword skill, also understands sword quality, types, history, etc... It wouldn't give them the ability to make one, but they would be able to tell a cheap one from a highly crafted one, even insight in historical swords. Pistol skill, would also cover maintenance, how to take it apart, clean it, unjam it, even what ammo types are the best for each situation.

### 2.4.1 Skill Lists

The list of skills for characters to choose from will vary depending on the setting of the game. A game set in a fantasy environment will have a different set of skills than a game set in modern times, or a future world. The Architect should create a list of skills for a game based on the setting before the players start to create characters.

### 2.4.2 Common Skills

There are some skills that are pretty common between all settings. Most of the time these are physical and presences skills.

#### Physical Skills

**Acrobatics:** The ability to do back flips, handsprings, summersaults, and mid air flips and rolls. A low skill the character can pull a mid air summersault, and land on their feet. With a high skill the character can make their way across the roof tops with grace and ease. Linked to Athletics

**Athletics:** The over all fitness and physical condition of the character. Their prowess, ability to jump, sense of balance, endurance, etc... With a low skill a character can do most physical tasks and not get winded, with a high skill they can make a fast dash through a crowded street, dodging around people, jumping over obstacles, and make it all look easy.

**Climbing:** The higher the characters climb skill the better chance they have of getting over obstacles. A low skill allows them to climb ropes, fences, and steep inclines. With a high skill they can climb up walls and other completely vertical surfaces. Linked to Athletics.

**Defense:** The knowledge of protecting ones own person. When to dodge, when to block, when to duck. The best way deflect a punch or kick, the correct way to roll with the blow, etc... With a low skill the character can avoid most attacks. A high skills allows them to make a fool out of most attackers.

**Forgery:** The art of copying others signature and writing style. With a low skill the character can copy a signature that will pass a quick inspection. A high skill will allow the character to write out a whole letter that looks perfect, even when compared next to the original.

**Heighten Reflex:** Training to increase the characters reaction time. A low skill the character can quick draw a weapon. With a high skill the character can snatch an object right out of some one else's hands.

**Martial Arts:** The skill of trained hand-to-hand combat. Martial arts skill covers any kind of fighting from wrestling, boxing, karate, kicking boxing, kung fu, to street fighting. The style used is up the character. After level 6 the character can choose a weapon class to use with their martial arts skill. At low levels the character can hold their own in a barroom brawl. With a high skill they are able to fight off a group of armed ninjas. Linked to Defense

**Pick Pocket:** The art of relieving something off someone else without them being aware. A low skill allows the character to grab a wallet or purse off an unsuspecting person. With a high skill the character can remove a watch or piece of jewelry. Linked to Heighten Reflexes.

**Quick Build:** The skill of working quickly and accurately, when a trap needs to be set up, or a broken item needs to be fixed fast. With a low skill the character can set up a simple trap quickly. A high skill allows the character to take a part and rebuild an item in half the time it would normally take. Linked to Heighten Reflexes.

**Sleight of Hand:** The art of canceling small objects, making them seem to appear and disappear, with quick movements and misdirection. With a low skill the character can pull off the shell game. A high skill they can make hand size items seem to vanish.

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**Stamina:** This skill allows a character to drag on where others would fall short. If they have to keep up action they can make a stamina roll to see if they can keep going. If the character has been up 20 hours straight they can make a stamina roll to keep going. Run long distances; carry a heavy load, etc....

**Strength Athletics:** The skill of unleashing the body's full strength, lifting, pushing, pulling, etc... A low skill will allow a character to lift twice their weight with ease. A high skill allows the character to move many times their own weight. Linked to Athletics.

**Swimming:** A good skill to have when you find yourself onboard a sinking ship. With a low skill the character can swim across most rivers or lakes, and dive a few meters. With a high skill the character can swim as naturally as they walk, and dive a considerable distance on a single breathe. Linked to Athletics.

**Throw:** The art of propelling objects through the air with great force and accuracy. This skill is used to throw object like rocks, as well as weapons such as Boomerangs, Bola, and Shurikens. With a low skill the character can hit a target with a good deal of force. A high skill the character can take out a moving target in mid air.

**Weapon Skill:** The training in the use of melee weapons in combat. The character can choose one weapon class for every two levels in the skill. At level 5 the character will have up to 3, at level 10 the character will have 5, etc... Linked to Defense

**Archery:** Firing a bow and arrow with accuracy. With a low skill the character can leave a nice cluster of arrows on a target. A high skill allows them to shoot an apple off someone's head, while they are both moving.

**Axes:** The art of using an axes in combat. From tomahawks to battleaxes and great axes.

**Clubs and Maces:** A classic weapon ages old; it could be argued that the club was the first weapon ever used. Weapons include maces, flails, morning stars, baseball bats, sledgehammers, and even boards with nails in them.

**Counterstrike:** This class of weapons is those small quick weapons deigned for defense as much as offense. Counterstrike weapons include batons, fans, fighting sticks, jutte, nunchaku, sai, tri-staff, and tonfa.

**Dagger:** The classic edged weapon, easily concealed, and with a thousand uses, and very deadly in the right hands. Daggers come in many types from Dirks, to Stiletos, to commando knives, and switchblades.

**Ninjitsu:** These weapons are small handheld weapons designed to have multiple uses, making them very handy in combat. These weapons include kama, kusarigama, manriki gusari, and Tiger Claws.

**Pole Arm:** Long bladed weapons designed for phalanx combat. These weapons allow infantry to defend themselves from cavalry and attack others from a greater distance. Pole arms include pikes, spears, halberds, yari, nagamaki, and tridents.

**Swords:** The sword almost goes hand in hand with the warrior. Often becoming the very symbol of the knight, samurai, or other professional soldier. From short sword to claymore, rapier to cutlass, katana to bastard.

**Staff:** Long thin shafts of wood or metal, the staff is a versatile weapon. From shorter bo and quarter staffs to long staffs taller then the user.

**Whips and Chains:** Long thin flexible weapons that are cable of entangling. Including the classic bullwhip, ball and chain, and others.

## **Mental Skills**

**Analyze:** The skill of being able to study a person or object to better understand it, and how it works. With a low skill the character can spot a patterns and how figure out basic functions. A high skill allows the character to predicate actions and understand strengths and limitations. Linked to Notice.

**Archeology:** The study of the past through the recovery, documentation, and analysis of architecture, artifacts, and remains. Also the study of past mysteries, lost items, and treasures. With a low skill the character can identify items and link them to historical periods. A high skill gives them knowledge of where, when, and how the item was created and used, plus its value. Linked to History

**Bookkeeping:** Records and record systems are a wealth of information. Characters with the skill of bookkeeping are able to not only keep accurate records, but audit other record systems to find errors, hidden information, or other oddities. With a low skill the character can spot errors in the books of most small businesses. A high skill they can spot money laundering, secret accounts, emblazonment, and other hidden information in a government or large corporation.

**Camouflage:** To conceal by the use of disguise or by blending it in with the surrounding environment. With a low skill the character can hide small objects. A high skill allows them to hide buildings. Linked to Stalk/Hide

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**Carpentry:** The skill of building, not just the use of tools, but the how to knowledge. The correct way to build a framework, joints, and other aspects of construction. The skill also lets the character understand the construction of buildings and items, allowing them to spot oddities like hidden compartments, rooms, and passageways. Also comes it handy making traps. With a low skill the character can perform most carpentry repairs, make basic furniture, and build a shed or barn. With a high skill they are able to build an entire house and all the furniture inside, with secret rooms and passageways.

**Cook:** The knowledge of food and how to make it. How to prep meats and vegetables, how to prepare the food, and what to do to make it as tasty as possible. The skill also covers nutritional knowledge, allowing the character to know what to make to help heal the natural way. With a low skill the character can make most dishes. With a high skill they can butcher their own meat, and cook a full feast from the most basic ingredients.

**Disguise:** The knowledge of modifying appearance, and manner, in order to prevent recognition. From simple clothing changes, to advance make up techniques. The skill is also useful in spotting others who have employed these techniques. Low skill allows the character to change their appearance enough to fool most people they might not know. A high skill can be used to make the character look like someone else, and even fool those that know them or the person they are disguised as.

**Education:** This skill represents the knowledge of the world in which the character lives. The language and writing used. How to work common everyday items they need to use. The recent history and social traditions, etc... With a low skill the character knows the basics of everyday life, just about a typical high school education. A high skill shows advance knowledge of the world, equivalent to a PhD from an prestige's university.

**Engineering:** The knowledge of applying scientific and technical knowledge to solve problems. The character uses imagination, judgment, reasoning and experience to create problem solving items and inventions. With a low skill the character can make useful items and equipment to solve simple problems. A high skill makes it possible to build things that will push the laws of physics in the characters favor.

**Gamble:** The art of playing the odds, and knowing how to read the tells of others. The knowledge of the games of chance and how to correctly beat to increase the odds of winning. A low skill allows the character to clean up at the home game. With a high skill the character can play the odds and win big at the casinos.

**History:** Knowledge of the past, the who, what, and why of civilization. With a low skill the character knows the background of the world and major historical events and dates. A high skill reveals detailed information on the past, important dates, historical figures, events, etc...

**Language:** The study of language not native to the character. With a low skill the character can speak in broken sentences and generally get their point across. They can also read signs and other simple common writings. A high skill allows them to read and speak like a native.

**Law:** The knowledge of the laws, law enforcement, and the legal system. A low skill the character knows a few loopholes that can get them out of a tight situation with the law. With a high skill the character is able to win a legal case in court.

**Navigation:** The knowledge of triangulation and the use of the tools and techniques such as maps and compasses to get where they want to go. With a low skill the character can follow most maps plotting the course they are taking. With a high skill they are able to make their own map venturing into the unknown.

**Notice:** The skill of being aware of ones surroundings, spotting clues, movements of others, and other oddities. More then just sight, notice incorporates all senses in looking for things that are out of place. A low skill allows a character to spot someone tailing them or spot something out of place. With a high skill they notice things like missing items because of the dust being disturbed, or other small details other would overlook.

**Occult:** The study of secret and hidden knowledge from the past to the present. Where the knowledge came from, who obtained it, how it was kept hidden, the people and organizations that possessed it, etc... With a low skill the character is aware of the past not always covered in history. With a high skill the character knows many of the past secret organizations and the knowledge the possessed. Linked to History.

**Pick Lock:** The knowledge of how lock mechanisms operate, and how to open them without the right code or key. With a low skill most doors and locks can be opened. With a high skill not even safes are all that "safe".

**Psychology:** The study of the mind and behavior, and understanding the motivations that drive people. The skill of viewing and understanding the actions and behavioral patterns of others. A low skill allows the character can get an idea of the motivations of someone they are talking to. With a high skill they are able to predict the actions others might take.



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**Red Tape:** The skill of cutting through bureaucratic mess. They know when things have to be signed in triplicate, who to report to first, even when a little grease might get the bureaucratic wheels turning faster. With a low skill the character can get a permit or other documentation fairly quickly. With a high skill they can process the paperwork for even the biggest project efficiently.

**Research:** The knowledge of how to track down information from many different sources, including records, reference materials, articles, and periodicals. A low skill allows the character to find the latest information on a person or subject. With a high skill they can uncover a vast conspiracy.

**Rhetoric:** The art of persuasion through writing. With a low skill the character can write an article or editorial that can sway people's opinions. A high skill they can write a compelling book on their philosophies convincing many of its value. Linked to Writing.

**Search:** The skill of finding things the character is looking for. A low skill allows the character to find most items that are missed or placed. With a high skill the character can find things that were hidden, and hidden well. Linked to Notice

**Stalk/Hide:** The knowledge of how to follow someone without being noticed, and avoid being followed by others. With a low skill the character can tail someone from a distance and not be spotted. A high skill allows them to avoid even a team of people trying to follow their movements.

**Strategy & Tactics:** The art of using the resources at one's disposal to achieve their goals. Used in competition, business, and warfare. With a low skill the character can figure out short-term options. A high skill allows them to plot out long-term plans.

**Survival:** The knowledge of how to survive out in the wild. Where to find shelter, food, protecting oneself from the elements, etc... With a low skill the character can survive a few days out in nature. A high skill allows them to live long-term outdoors.

**Track:** The skill of following the signs and clues left behind, from footprints, and other markings. It is also useful in covering up one's trail from being tracked. With a low skill the character can track large animals. A high skill allows them to follow even the faintest signs.

**Traps:** The art of designing mechanisms to ensnare, capture, or detect. The skill is also extremely useful in spotting and disarming traps as well. With a low skill the character can set up and disarm simple traps. A high skill allows the design of advanced multistage traps, and the knowledge of how to disarm them. Linked to Engineering.

**Teach:** The skill of imparting knowledge to others, the character can show others how to accomplish a task. With a low skill the character can teach a small group fairly simple tasks. A high skill they can teach others up to their own level of knowledge.

**Writing:** The art of putting words to the page to create poems, stories, or even just documentation. With a low skill the character can create something most people would be willing to read. A high skill they can write best-selling novels.

**Zoology:** The knowledge of animals and animal life, including the study of the structure, physiology, characteristics, and classification of wildlife. A low skill allows the character to know the nature of most common animals. With a high skill they know a great deal about animals past and present, their nature and capabilities.

## Presence Skills

**Acting:** The skill of performance, but more than just remembering lines, it covers the character's ability to feign responses. To convey emotion such as anger, disgust, fear, guilt, joy, sorrow, surprise, etc... With a low skill they can fool someone for a short time. A high skill allows the character to keep up an act over a long period of time.

**Baffle With Bullshit (BWB):** This skill allows the character to ramble on about a subject until the person they're talking to is confused. With a low skill they can baffle most nonprofessionals. With a high skill the character can baffle even experts in the field.

**Bluff/Lie:** The art of deceiving others into believing an untruth. More than just a simple lie, the character must learn to control their body language. With a low skill the character tricks most people. A high skill allows them to fool even the best-trained eye. Linked to Savvy.

**Command/Lead:** The knowledge on how to give orders and have them followed. A low skill allows the character to lead a small band or office. With a high skill they can command a whole army or company.

**Funnyman:** Humor is often a useful weapon, it can get people to drop their guard, or even defuse a stressful situation. Funnyman is the art of getting others to laugh. With a low skill they can crack a joke and get a small snicker. A high skill allows the character to get the most stone-faced person to crack a smile. Linked to Acting.

**Impersonate:** More than just acting, but duplicating another's personality and manners. The art of studying a person and being able to mimic their style. A low skill allows the character to pull off the mannerisms of a person. With a high skill they can mimic the voice, speech patterns, and manners of someone. Linked to Acting.

# Zen and the Art of Mayhem

**Interview/Question:** The art of obtaining information from others through a series of questions. More than just getting a few answers, the Interviewer is looking to obtain facts and to verify them through the series of questions. Often asking background, or leading questions to make sure they are not being misled. The more information, or pieces of the puzzle, the character has the more they can tell if they are being told the truth or not. With a low skill they can interview the man on the street and obtain the information they are looking for. A high skill allows them to question a number of witnesses and pieces together what happened with great accuracy.

**Interrogation:** The skill of obtaining information that someone would not otherwise be willingly to disclose. The typical purpose is not to force a confession, but rather to develop sufficient rapport, playing on the source's character, to prompt the source to disclose his information. A low skill allows the character to grill a criminal to obtain the facts they are trying to hide. With a high skill the character can obtain secret code or name before the person even realizes they gave it up. Linked to Interview/Question.

**Intimidate:** The art of making others do what one wants through fear, to frighten into submission, compliance, or acquiescence. To rattle someone into doing something the character wants. Or to get that person to think twice about doing something that might upset the character. A low skill allows the character to get the local bully to back away. With a high skill they can make even the most highly trained warrior pause and take a step back.

**Negotiate:** The art of the bargaining with others to come to a mutual settlement. A low skill allows the character to haggle over the price of an item. With a high skill they can broker a peace agreement.

**Oratory:** The art of speech making, manipulating the crowd to get behind the speechmaker. With a low skill the character can impress a small auditorium. A high skill allows the character to run for political office.

**Provoke:** The art of motivating someone into action that they would normally not be willing to take. With a low skill the character can get someone to jump the gun so to speak. A high skill allows them to trick someone into doing something they know is a bad idea. Linked to Intimidate.

**Smooth Talk:** The skill of persuasion and manipulating others into actions that benefit the character. With a low skill the character can convince someone to lend them a few bucks, or bouncer to let you in to a club. A high skill allows the character to convince people to hand over riches, or to let them into topic secret areas.

**Savvy:** The knowledge of sophisticated personal interaction. The ability to read people's body language, moods, and emotions, to see through false fronts and deceptions. With a low skill the character can tell when someone is trying to miss lead them. A high skill allows them to detect when someone is trying to hide something.

**Seduction:** The skill of charming, tempting, and coercing others to get them to do what you want. With a low skill they can flirt and tease others, toying with their affections. A high skill allows the character to wrap them around their little finger. Linked to Savvy.

**Savoir Faire:** The art of graceful social interaction, knowing the right things to say, the right way to grate someone, show respect, etc... With a low skill the character knows what to do in most social situations. A high skill allows the character to know what to do when meeting with royalty. Linked to Savvy.

**Street Smarts:** Keen perceptions on dealing with the steamer side of life. The knowledge of how to talk, the right type of body language, when to be forceful, and when to back down. The ability to tell the lowly thug, top soldiers, and underworld bosses apart. With a low skill the character can find underworld contacts. A high skill allows the character to deal with the top bosses. Linked to Savvy.

**Style:** The art of apparel and grooming to increase, or even sometimes decrease, someone's appearance. Knowing the right way to dress, the fashion guidelines of the times. The correct way to style hair and make up to make someone more attractive. The character can also tell a lot about others from their dress and style. With a low skill the character can keep up with the latest fashion trends. A high skill allows them to increase their attractiveness with the right clothes, hair, and make up.

# Zen and the Art of Mayhem

## 2.4.3 Additional Skills

Each setting will have unique skills the characters may need. The following lists are common skills for specific setting types. The Architect should add any other skills that the characters may need.

Before the players start to create characters a full list of skill should be generated for them to choose from.

### Fantasy Setting

#### Additional Physical Skills

**Riding:** The ability to ride beast for transportation, from horses, camels, to chocobos, whatever is available in the world for transportation. With a low skill the character can guide the beast where they need to go without too much trouble. A high skill allows them to push the beast to its peak performance levels.

**Crossbow:** A crossbow is a weapon consisting of a bow fixed crosswise on a wooden stock, varying in size from one handed units to larger models. Crossbow class is added to Weapon Skill.

#### Additional Mental Skills

**Alchemy:** The knowledge of the how interactions in nature. Combining herbs, minerals, and animal matter together. A low skill allows the character to make simple medicines and other useful products. With a high skill the character knows many of the base elements and how to extract them, maybe even change lead to gold.

**Animal Training:** The knowledge of how to train animals. The ability to read and understand animal behavior patterns and the discipline to train them. With a low skill they can house break most pets. With a high skill the character can train a pack of wild animals to obey their commands.

**Blacksmith:** The skill of working metal, how to bend it into useful well crafted tools. The knowledge also covers the knowledge of metals and how to create them. With a low skill the character can mend and create simple metal tools. A high skill allows them to create complex metal creations with durable metal alloys.

**Clockwork:** The knowledge of gears, cogs, sprockets, switches, pulleys, etc.. How they work and complement each other. A low skill allows the character to fix most broken clocks or other device. A high skill they can create complex works using vast number of mechanisms that all work like clockwork.

**Legends and Lore:** The world is full of tales and stories, the character knows these fables and their origins. With a low skill the character know the myths and legends of their lands. A high skill they know lore from throughout the ages, and great knowledge of where it came from and who it was past down through, often having insight into the truth that the legends are based on.

**Magic Theory:** The how and why of magic in the world, an understanding of how it was created and used. With a low skill the character is aware of the ways magic works. A high skill allows them to advance that very knowledge to new levels.

**Weaponsmith:** The knowledge of creating weapons of all types. Characters with weaponsmith can also examine weapons and improve them, or discover weaknesses. A low skill allows them to create basic weapons. With a high skill they are able to create weapons that will actually do more damage and be more accurate. Linked to Blacksmith.

**Tailor:** The knowledge of making clothes and other useful products out of cloths and other materials. A low skill allows the character to mend most fabrics, and make basic products. With a high skill they can create new cloths and fabrics, and sew them into masterpieces.

### Modern Day

#### Additional Physical Skills

**Action Sports:** The ability to manipulate ones center of gravity, to achieve high speeds, and new heights, and to ignore the pain, and suppress the fear. Skating, skateboards, surfing, snowboards, and skiing all are possible. With a low skill the character can pull off simple tricks. A high skill allows them to take the laws of physics to their limit.

**Drive:** The knowledge of how to operate land vehicles of all types. The skill of learning the location of the controls and operating them while the eyes are focused on the environment. A low skill allows them to drive most vehicles avoiding common obstacles and not having an accident. With a high skill the character can take the vehicle to its very limit and beyond.

**Firearms:** The knowledge of how to operate firearms like pistols, shotguns, rifles, submachine guns, and assault rifle. The character can choose firearm class for every 3 levels in the skill. At level 5 the character will have up to 2, at level 10 the character will have 4, etc...

**Assault Rifle Class:** The skill of using high rate of fire rifles, more often fired from the side then from the shoulder.

**Rifle Class:** From bolt action to automatic, the skill of using these weapons long range capabilities.

**Side Arm Class:** The art of firing small one-handed pistols and machine pistols.

**Shotgun Class:** Knowing the ups and downs of these shorter range weapons with heavy sink. Also includes grenade launchers.

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**Heavy Weapons:** Knowledge of how to use and operate large firearms and ballistics, from heavy machine guns to rocket launchers. With a low skill the character can fire most military heavy weapons. A high skill allows them to adjust trajectories and long range fire. Linked to Firearms.

**Pilot:** To operate vehicles in all three dimensions, knowing how to adjust pitch and yaw, and avoiding a death spiral. With a low skill the character can keep the vehicle in the air okay, but take offs and landings can be tricky. A high skill allows them not only to pull off stunning aerial maneuvers, but also land perfectly in a hurricane.

## **Additional Mental Skills**

**Computer:** How to use them and how to abuse them, the knowledge of programming, networking, and hacking. With a low skill the character can gain access to most unsecured computers. A high skill allows them to hack into the most secure systems and run amok.

**Demolitions:** The knowledge of explosives and how to use them. The right amount to use to get the desired effect, and how to properly shape the blast for greatest effect. With a low skill the character can handle most explosives and not blow themselves up. A high skill allows them to take down an entire building, having collapse neatly on itself.

**Electrical Repair:** The skill of working with circuits and electronic parts. Knowing how they work, how to troubleshoot, and replace broken parts. A low skills the character can fix most electronic equipment with the right parts. A high skill allows them to not only repair, but redesign it, improving the performance.

**First Aid:** Knowledge of how to treat wounds, breaks, and common ailments. The character will also have a working knowledge of medicines and medical equipment, as well good on hand substitutes. With a low skill the character can stop bleeding, set a broken limb, and perform CPR. A high skill allows the character to perform battlefield surgery, messy but can save a life.

**Medical:** The knowledge of the body and how and why it works, detailed knowledge of symptoms and causes, as well as pharmacy. A low skill allows the character to treat most common ailments. With a high skill they can track down symptoms to unknown diseases and know how to treat them. Linked to First Aid.

**Mechanical Repair:** The skill of how to repair mechanical engines and systems, the knowledge of how they work and troubleshooting problems. With a low skill the character can keep most machines running in good condition, fixing minor issues. A high skills allows the character to repair a broken machine, upgrading and improving the performance.

**Mythology:** The world is full of tales from the past, epic yarns of gods, demons, and heroes. With a low skill the character knows the pantheon of most myths and the major stories. A high skill they know lore from throughout the ages, and great knowledge of where it came from and who it was passed down through, often having insight into the truth that the myths are based on.

**Science:** Breaking down the physical world to understandable formulas and laws. With a low skill the character knows the basics of most science fields. A high skill allows them to study even the most bizarre phenomenon and understand the complex physical laws that make them possible.

## **Sci-fi**

### **Additional Physical Skills**

**Energy Sidearm Class:** Additional Firearm skill, the skill of firing energy pistols accurately.

**Energy Rifle:** Additional Firearm skill, the knowledge of using energy rifles with precision.

**Zero G:** No gravity at all is difficult to navigate through, with no force to slow you down every action can send you a different way. With a low skill the character can get around fairly well in Zero G, at least without hurting themselves. A high allows them to move about as if they were born without gravity. Linked to Athletics.

### **Additional Mental Skills**

**Stellar Navigation:** The skill of plotting a course through the stars. With a low skill the character can navigate through a star system and plot a course through the stars. A high skill allows the character to take a ship to its design limits, going dangerously close to a star and slingshot them through a star system. Possibly even plotting a course that allowing them to do a run in only 12 parsecs.

**AI:** The understanding of Artificial Intelligence, and the advanced circuitry that makes it possible. With a low skill the character can maintain advanced smart systems. A high skills allows the character to design a computer maybe smarter than they are, maybe.

**Cybernetics:** the knowledge of complex microfiber and circuitry designed to mimic body and muscle, improving them. With a low skill the character can maintain these complex systems. A high skill allows them to upgrade, improve, and design new ones.

**Mecha:** From powered armor to gigantic machines based on human or animal forms. A low skill allows the character to maintain these marvels. With a high skill they can design and build them.



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Nano Tech: The knowledge of micro-machines, how they work, how to program them, and how to make them operate as a greater whole. A low skill allows the character manipulate nano machines,

## 2.4.4 Making New Skills

Each setting created may need additional skills. New technologies will require skills to create and maintain these inventions. A setting with starships may need new skills to cover knowledge of the interstellar drive system or weapon technology. New physical skills to use equipment, vehicles, and weapons. New knowledge skills covering alien races, and cultures, even their technologies. A fantasy setting with different realms and dimensional travel between them would have skills dealing with each realm and the means of travel.

Skills in Zen are usually fairly broad. Allowing the character to have a grasp on a fairly wide field of knowledge. The higher the skill the more knowledge they know on the subject.

## 2.4.5 Skill List

### Physical Skills

Athletics

- Acrobatics
- Climbing
- Stamina
- Strength Athletics
- Swimming

Defense

- Martial Arts

Forgery

Heighten Reflex

- Pick Pocket
- Quick Build
- Sleight of Hand

Throw

Weapon Skill

### Mental

Bookkeeping

Carpentry

Cook

Disguise

Education

Engineering

- Traps

Gamble

History

- Archeology
- Occult

Language

Law

Navigation

Notice

- Search
- Analyze

Pick Lock

Psychology

Red Tape

Research

Stalk/Hide

- Camouflage

Strategy & Tactics

Survival

Track

Teach

Writing

Rhetoric

Zoology

### Presence

Acting

- Funnyman
- Impersonate

Baffle With Bullshit (BWB)

Command/Lead

Interview/Question

Interrogation

Intimidate

Provoke

Negotiate

Oratory

Smooth Talk

Savvy

- Bluff/Lie
- Seduction
- Savoir Faire
- Street Smarts

Style

### Fantasy Setting

#### Additional Physical Skills

Riding

Weapons Skill

Crossbow

#### Additional Mental Skills

Alchemy

Animal Training

Blacksmith

Weaponsmith

Clockwork

Legends and Lore

Magic Theory

Tailor

### Modern Day

#### Additional Physical Skills

Action Sports

Drive

Firearms

Heavy Weapons

Pilot

#### Additional Mental Skills

Computer

Demolitions

Electrical Repair

Medical

Mechanical Repair

Mythology

Science

### Sci-fi

#### Additional Physical Skills

Athletics

Zero G

Firearms

Energy Sidearm

Energy Rifle

#### Additional Mental Skills

Stealer Navigation

AI

Cybernetics

Mecha

Nano Tech

# Zen and the Art of Mayhem

## 2.6 Metaphysical Abilities

Metaphysical Abilities are essentially like skills; they act and work in much the same way. The major difference is the fact that Metaphysical Abilities cost energy to utilize; limiting how many times a character can use them in a game session.

Each metaphysical ability will generate a skill under the appropriate set of stats, either Physical or Mental. The ability will start off with 10 points (or level 4), and can then be upgraded with skill points just as a normal skill (See 2.12.4 Skill Points for more information). The energy to use metaphysical ability is equal to the combine stat scores added together and divided by three (or all stats added together divided by 9) this represents the characters over all power. The character has that many points to spend on using their metaphysical abilities a day, basically between full rests. If a character takes more then one metaphysical ability they share the same pool of points, they do not get more points.

**Astral Projection:** This metaphysical ability allows the character to have their consciousness leave their bodies for a short period of time and float around like a ghost. In this form only others astral projecting can see this form, and the can travel up to twice their level in meters away from their body, for level turns, using all their perception abilities. However while they are astral projecting their body is totally defenseless.

Range Level x2

Leave ones body in astral form

Cost 2

**Boosted Punch/Kick:** The character can direct the force of their metaphysical energy into a punch or kick attack. Add the character Ability Level to their punch or kick damage.

Range: Same as Punch or Kick

Damage +Level to Punch or Kick

Cost 1

**Call Flame:** This metaphysical ability allows the character to create a flame out of thin air. It can be small enough to light a cigar, or large enough to burn a phone book.

Range: Level

Damage 1 point per 1d6 strength flame.

**Charged Throw:** This ability allows the character to charge an object like a knife, arrow, chop sticks, a rock, etc... With metaphysical energy and throw it further and delivering more damage. The distance is object is thrown is double with charged throw. The damage is equal to Ability Level+3d6 +Object damage.

Range: Double normal throwing range

Damage: Level+3d6+Object Damage

Cost: 2

**Clairvoyance:** This ability can give characters warning of events happening elsewhere. The ability can be used to check on people or places a character is familiar with, without having to go there personally. The higher the abilities the more clear the message. However even a high abilities will not tell the character everything, only clues. Clairvoyance has the ability to activate without warning like danger sense and precog.

Range None

See vision tied to others

Cost 1

**Control Wind:** Control the winds and use them to knock opponents around. The victim doesn't take damage from the wind, the wind will knock them off their feet sending them flying (Knockback only) into things (Damage). Character can control winds level away in meters. They roll ability level+A/R+2d10 to hit a target. Minus the targets DAN from the total, anything over the DAN will be treated as knockback effect. Characters can make Coord Stat checks to over come knockback, halved every time the knockback is twice their DAN.

Range: Level

To Hit Level+A/R+2d10

Minus DAN, Anything over is Knockback.

Cost: 2

**Danger Sense:** This metaphysical ability warns the character of danger before it happens, giving the character a free action. The higher the ability the stronger the feeling that something is going to happen to the character. The higher the level the more information the character receives, instead of just danger, it could be feeling to duck, or to move one step to the left.

Range None

Detect danger before it happens

Cost 1

**Dispell:** Metaphysical abilities can be a real bonus, but when used against you a real pain, dispell allows the character to cancel out effects of metaphysical abilities on them, on someone else, or object by touch.

Range: Touch

Negates other metaphysical abilities

Cost 1

**Dream Vision:** This ability allows the user to see future events as a dream hopefully in time enough to do something about it. The higher the ability the more clear the dream and the more the character can remember when the character wake up. The character with a higher level can induce themselves into a trancelike state to get a vision. However they can do no other actions while they attempt this.

Range None

Receive useful information in a dream

Cost 1

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**Energy Blade:** The character is able to create a blade like manifestation of their metaphysical energy, and send it through the air. The energy blade will slice through objects much in the same way as a sword, axe, or other bladed weapon. Range is equal to the ability level x2 in meters, to hit roll is energy blade +Coord+1d10, damage is equal to energy blade x2+1d10, ½ DAN of the target.

Range: Levelx2

To Hit: Level +Coord+1d10

Damage: Level x2+1d10 (1/2 DAN)

Cost: 2

**Energy Blast Cone:** The character learns to focus their metaphysical energy into a cone. This attack covers a large area, range is equal to the character ability level. The character rolls Ability Levelx2+Coord+1d10 to hit, the damage is equal to the to hit roll.

Range Level

Damage To Hit Roll

Cost 3

**Energy Blast Focused:** The character concentrates their Metaphysical energy into a tight beam, to deliver maximum force into one target. Range is twice the ability level, Characters rolls ability level+Coord+1d10 to hit. Damage is equal to the to hit roll x 3.

Range: Level x2

To Hit: Level+Coord+1d10

Damage: To Hit Roll x3

Cost: 3

**Energy Explosion:** Metaphysical energy explosion sends a blast of Metaphysical energy in all 360 degrees. The damage is equal to the Ability Level+1d10, no to hit roll needed all in the blast radius are hit. Blast radius is equal to Ability level in meters.

Range: Level

Damage Level+1d10

Cost 2

**Energy Shield:** Metaphysical energy can be projected into a dome or wall to protect the character and possible others. A dome with a diameter of 4 meters can be created that gives all around protection. A wall can be made that is 4 Meters square, which will stop attacks coming from straight ahead. The energy shield will drop in strength 1 point every turn, it will also drop 1 point every time an attack hits it and doesn't penetrate. It will drop 2 points if the attack goes through, and 1 additional point for each time the damage that penetrates is double the strength of the shield.

Range: 4

Dome: DAN equal to Level+ 1d10

Wall: DAN equal to Level +2d10

Cost 2

**Entangle:** This metaphysical ability can cause a person or object to feel that it is wrapped up by some invisible force and cannot move, or perform any action. The object or person will be immobilized, for X entangle level actions.

Range touch

Immobilized for X level turns

Cost 3

**Empathic Sense:** Sure it is easy to tell when someone is mad, angry, or even joyfully happy. But with Empathic sense the character can tell when another is hiding their feelings, or trying to give off a fake emotion. With a higher level they can also try to influence the emotions of others, getting them to calm down, or get angry. Characters can detect emotions of others up to skill level away. Level+Int+1d10 to try and create a emotion in another, Mental Stat check to resist, half for every 20. The influence is passing and will only last 1d6 turns.

Range Level

Pick up Emotions/influence emotions

Cost 1

**Fear:** When the metaphysical ability is enacted, the person it is cast on will have their sense of fear heightened to the point of wanting to flee, or get away, attacking is not really an option for them. Last fear level in turns.

Range Touch

Causes Fear

Cost 2

**Find:** This metaphysical ability allows the character to locate an object or person. The character must have a piece of the object or something that has been with a person a fairly long time. Then the object will act like a compass. Cost 1 point last ability level +2d6 turns.

Range Touch

Object acts like a compass

Lasts Level+2d6 turns

Cost 1

**Fireball:** Send out a large ball of fire and heat, then send it at your target. Range is equal to metaphysical ability level x2 in meters, roll Fireball level+A/R+1d10 to hit, damage is twice the to hit roll. The Fireball is an area effect when it explodes on impact with anything it hits. It does damage to anything 1/4 fireball level in meters radius, anyone in the radius must make a defense roll.

Range Level x2

To Hit Level+Int+1d10

Damage To hit total x2

Cost 3

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**Heal:** This metaphysical ability allows the character to heal, it could be used to heal someone who is sick or to heal lost hit points. The metaphysical ability can heal level +2d6 amount of hit points. The action takes 1 round to perform and the character can not do any other actions while performing the heal, including any active defense.

Range Touch  
Heal Level+2d6 Hit Points  
Cost 1

**Influence:** When the character uses the metaphysical ability on another they can improve their over all ability to manipulate that person into doing what they want. The metaphysical ability will only last skill level in turns, and once it wears off, the person may question the decision.

Range Touch  
Add +5 to all rolls influencing  
Cost 2

**Invisibility:** This metaphysical ability allows the user, or what ever they use it on, to become invisible for metaphysical ability level turns. While the character is invisible they seem to blend into the background, when moving they can be detected by a strange blurring effect, but it is hard to detect even with a high notice. However they will still be detected by sound, smell, and even touch.

Range Touch  
Invisible Level turns  
Cost 2

**Levitate:** The metaphysical ability lessens the effects of gravity on a person or object for ability level turns. The user can also control the levitation through touch, so they are able to fly if they use it on them selves or control the flight of an object, like a broom or carpet, which they use it on as long as they are in physical contact with the object.

Range: Touch  
Flight/No Weight  
Cost 2

**Lighting:** Create bolts of electricity to send at your opponents, great for just the shock value. The lighting can travel X the level in range, Level+A/R+1d10 to hit, Damage is level +3d6.

Range: X Level  
To Hit: Level+A/R+1d10  
Damage: Level+3d6.  
Cost 2

**Mental Attack:** This ability allows the character to attack another's mind, they flood the mind of their opponent overloading it with information causing headaches, loss of concentration, possible loss of action, and even unconsciousness. The attack can be sent out level in meters, roll Mental Attack+Int+1d10. The opponent most then make a mental stat check to avoid losing an action, halved every 20points. If the Mental Stat check is fumbled they lose consciousness, if they fail they loss 1d6 actions.

Range Level  
Level+Int+1d10 vs Mental Stat check  
Cost 3

**Mind Defense:** This ability allows the character to put up a screen against mental attacks and attempts to alter their minds. The screen is a natural defense against others trying to penetrate their mind, and will protect them from any metaphysical attempt to alter their thoughts. Add level to all Stat checks defending against mind altering attacks.

Range None  
Improve Mental Stat Checks  
Cost 1

**Mind Reading:** This ability allows the character to pull information from another's mind. They can passively try and pick up passing thoughts of others. They attempt to pick up what the other is currently thinking, often getting fragments, if they are in a conversation they can try to ask questions to make the other think of what they are talking about increasing the chance of getting something useful. They can also try to read a persons memory, the person the character is trying to read knows the character is reading their mind and may try to fight it. The character most also completely concentrate on the task giving them no other actions while they attempt. A mind reading may take several turns to complete as the dig deeper into someone's mind, each time getting harder. The more secret or protected the information is, the harder the information is to reach.

Range Level  
Read thoughts, Find information  
Cost 3

**Mirror Image:** This metaphysical ability allows the character to create mirror images of themselves, or anything it is cast on, that all act the same as whatever it is cast on, very hard for most people to pick out the original. The metaphysical ability can create up to X level amount of images, within a 5 meter area. They will last mirror image level turns, mimicking what ever the character does, but do not have any substance.

Range Touch  
Create up to X level in images  
Cost 3



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**Powered Jump:** The character can jump higher and further with a boost of metaphysical energy. In fact sometime the character prefers to “Hop” around instead of running. The higher the character ability the further the character can jump. Characters can jump Powered Jump+1d10 x2 meters in length and half that in height.

Powered Jump+1d10x2 meters, ½ that in height  
Cost 1

**Precognition:** This is a special psi ability allows a character to get glimpse of the future. More of a passive ability precog will hit the character at different times, giving them warnings or clues to different events. The higher the ability the more clear the precog will be. Precognition can activate without warning like danger sense or clairvoyance. The character with a higher level can induce themselves into a trancelike state to try a get a precognition. However they can do no other actions while they attempt this.

Range None  
Precog warnings  
Cost 1

**Shapeshift:** The character can change their shape into an object, animal, or possibly even another person. The more radically different the shift the harder it is. So shapeshifting into a mouse is a lot harder then a wolf. Also trying to duplicate something exactly is also much more difficult to master. The shift will only last shapeshift level in turns.

Range Touch  
Change shape for Level turns  
Cost 3

**Silence:** The metaphysical ability silences all noise half the ability level radius around the user, or object it is used on. The sound simple can't escape until the effects is over.

Range Touch  
No sound for Skill level turns  
Cost 1

**Telepathy:** This ability allows the character to send and receive messages telepathically. With a low skill the character can send simple messages they hope the other person will understand, like duck or look to your left. With a higher level they can send more complete thoughts and sentences to someone else. To get a message back the other person would need Telepathy also. Characters don't need the ability to receive messages but they do need it to try to pick up messages not meant for the character, they can feel the thoughts being transmitted and try to focus in on them.

Range Level x2  
Send Thoughts  
Cost 1

**Telekinesis:** The ability to move things with the characters mind. The higher the ability the heavier object the character can move. Use the ability like the Strength, Coordination, and Speed.

Range Level  
Manipulate Object from a distance.  
Cost 2

## 2.6.4 Metaphysical Abilities List

Astral Projection  
Boosted Punch/Kick  
Call Flame  
Charged Throw  
Clairvoyance  
Control Wind  
Danger Sense  
Dispell  
Dream Vision  
Energy Blade  
Energy Blast Cone  
Energy Blast Focused  
Energy Explosion  
Energy Shield  
Entangle  
Empathic Sense  
Fear  
Find  
Fireball  
Heal  
Influence  
Invisibility  
Levitate  
Lighting  
Mental Attack  
Mind Defense  
Mind Reading  
Mirror Image  
Powered Jump  
Precognition  
Shapeshift  
Silence  
Telepathy  
Telekinesis

# Zen and the Art of Mayhem

## 2.7 Motivation

Every character is required to have a motivation, the thing that drives them, their goal in life. It could be; knowledge, power, money, women, sex, etc... They will always be working towards this goal even if it will hurt them, or the group. The characters motivation should be somewhat vague, something that they can never fully achieve. A character with the motivation of fame might make the local paper, then national news, finally their name is known all over the world. Yet they want to make sure an entire chapter is devoted to them in a history book, so they keep going.

Of Course NPCs should have simpler motivations like, be annoying, just be mean, or even destroy the known and unknown universe (Did I say simple?). NPCs motivation should focus on what their job in the game is. If the NPC is a government official his motivation might be; take the longest coffee break in history.

## 2.8 Luck

Each character has a pool of luck points. Luck gives them something extra, a bonus, an added advantage, an edge when they need it the most. Luck can be spent to improve a characters chance of succeeding in a task. Every character starts with 25 luck points when they create a character. (See 3.10 Using Luck for more information)

## 2.9 DAN

DAN stands for Damage Absorption Number. It is a number representing how much punishment a character can withstand before they actually start to take damage. To calculate DAN add the characters Strength, Speed and Coordination together, divided by three and round up, then add the character body size.

Combined Physical Stat+ Body Size = DAN

## 2.10 Hit Points

A characters Hit Points represent the physical health of a character. A characters hit points is equal to 10 times their DAN. This number is the character normal hit points. As the character takes damage they will lose hit points when the damage is more then the characters DAN.

DAN x 10 = Hit Points

## 2.12 Making A Character

There is a number of different ways to make characters for a Zen and the Art of Mayhem game. The Architect and players should sit down and decided which version they want to use, or come up with their own system.

There are four key factors to making a character for a game; character points, talents, flaws, and skill points. These factors will play an important part in how the character fits into the world, and powerful they are. Also some talents and flaws may conflict with the world the characters are being created for, and should be modified if needed.

Whether talents are chosen first, or character points divided up, or both at the same time, is up to the Architect and players. Since the number of flaws are calculated from the amount of talents, and the stat totals used to create skill points, these are usually chosen first. But it doesn't always have to be that way. Architects can decided to have players pick out a number of flaws they want first, then use the total number to pick out the talents for the characters. They can also give the players a number of skill points, and use the amount of skills chosen for each stat category to determine the amount of character points the character will have in each stat category. It is completely up to the way the Architect and players think works best for them. Try a few different ways till you find the one that work best for the game.

### 2.12.1 Character Points

These are the points used to create the stats for the character. The more points given the higher the over all stats the character will be able to have. The lower the points the more careful the players will have to be in choosing where to put those points.

For a wide variance in characters power levels, the players can roll for a random number of points to spend, either on both stats and talents, or just stats.

5d10+25 for stats giving the players 30 to 75 points  
8d6+30 giving a range of 38 to 78 with an average of 58  
4d10+40 for a range of 44 to 80  
6d6+50 giving 56 to 86 with an average of 71  
9d10  
15d6.

Another alternative is to roll point values for each stat category.

3d10  
5d6  
2d10+10  
3d6+12

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Or it is possible to Roll for each stat  
1d10

Or the Architect can hand out a set number of points for  
Stats 55 or 70, or Stats and Talents like 65 or 80.

## 2.12.2 Talents

Talents can also be handled in a number of different ways. Since the talents the characters have will play a major part in any game. All player characters should have 1 Major Talent and a 1 Minor at the minimum.

The Architect can have the players buy talents with the same character points as they acquire their stats. This forces players to choose between high stats and talents.

Or if the Architect wishes they can hand out point specifically for buying talents. Major Talents are worth 5 points and minor Talents 2. So giving character 20 points to spend they can get 3 Major Talents and 2 Minor, or 2 Major Talents and 5 Minor Talents, etc... Left over points can be discarded, or possible allowed to be turned into skill points or moved to stats.

A random number roll like 2d10+3 can also be used, or 3d6+2, it comes down to how many talents and flaws are appropriate to the game setting.

The over all number of Talents should be kept low, 1-3 Major 2-4 Minor, all characters in a game should have relatively the same number.

## 2.12.3 Flaws

Characters need to choose two flaws for every Major Talent, and one flaw for every Minor Talent taken. These balance out the advantages the character gains with their talents. The other option is to have players pick out flaws, each flaw being worth 2.25 points for buying talents.

## 2.12.4 Skill Points

Skills points are used to purchase the skills the character will be using in the game. The world in which the character is in will play an important role in the amount of skill points the character receives. The more advanced the world, the more points they may get for mental skills, while a more primitive environment may have a factor in the amount of physical skill points the character may get. Also the social conditions may play a key role in the number of presence skill the character gets.

Before skills can be chosen a master skill list for the world needs to be created. Appropriate skills need to be added, and skills that don't work need to be removed. The Architect should sit down with the players and discuss which skills would work, pointing out which ones all characters should have, and create any they think maybe need for the world. The master skill list should then be used when selecting skills for the characters.

Another important factor can be how advanced the Architect may want the characters to start off. If they want the characters to be young and inexperienced then they can have them start off with few skill points, forcing them to up them during game play. Or they can hand out a higher number of points allowing the characters to start off already master in some skills.

An Architect can also put a cap on the amount of skill points the characters can put into a skill, like 36 not letting the skill start over level 8, or 78 capping it at level 12.

A simple way to figure out skill points is to have each character receives beginning points based on their stats. Add up the stats for one category x5. Then have a bonus number of points handed out for each category like 20, 50, or even 100 points.

To reach each level of a skill, skill points equal to that level needs to be purchased. So to start a skill at level 1 only takes 1 skill point, but level 5 would be 15 skill points, and level 10 would take 55 skill points.

1	1
2	3
3	6
4	10
5	15
6	21
7	28
8	36
9	45
10	55
11	66
12	78
13	91
14	105
15	120

## 2.12.5 Backstory

This is the background for the character, what has happened in their life leading up to the start of the game. What they do for a living, where they lived, etc... These details should be worked out between the Architect and the players so that the character can become part of the world they are playing in. There are some charts in section 8 to help randomize and pick out interesting backstories.

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## 2.13 Character Power Rankings

There are different rankings for characters in Zen and the Art of Mayhem, the more points a character is built on the more powerful they will become. Characters who are too powerful can throw off the balance of a game. Characters too weak may not be able to hold out against a powerful enemy. The chart below allows characters to be ranked on power levels, the higher the number the more powerful the character. Remember to keep a game in balance try and keep characters in a party at a maximum of 15 points from each other.

Type	Points
Useless Character	0 - 29
Normal Character	30 - 54
Adventurer	55 - 74
Fighter	75 - 89
Warrior	90-114
Superhero	115-129
Demigod	130-150
Godling	151-Up

To put characters on this chart added up all stats (but not the overall ratings for the categories). Then add 5 points for each major talents, then add 2 for each minor talent.

This chart can help an Architect determine how powerful the characters are compared to each other, and what NPC and villains should be built on. Another use is to allow an Architect to set standards for a game. For example an Architect can limit all characters under 90 points in a game. This will allow a group of characters to be more balanced in the way of points. Or an Architect might want all the characters to be Superheroes and expands the points up to 110 points and 4 major talents.



# Zen and the Art of Mayhem

## 3 The System

There are plenty of situations where the Architect and players will have to resolve a situation with the roll of a dice. The uses of skills, the reaction of a character or NPC, a question of time, a quick determination of success or failure, etc... Not all situations should be resolved by dice roll, but many will.

### 3.1 Stat Check

Stat checks are used in times when the character may or may not be affected by an action or event. Architects can use Stat Checks to see if the character loses their balance, or misses a passing clue, lose their composer, etc...

A Stat check is rolled on a 1d10, a successful roll is equal to or less than the stat. If the situation calls for it, the stat check may be halved, rounded up, the process can be halved again, making it 1/4 the original stat, this process can go on as many times as the Architect sees fit for the situation. A roll of a 1 is always a success and a roll of a 10 is always a failure.

Stat checks are used when it is a quick reaction with no time for the character to apply a skill to what they are doing, meaning they have to make do with their natural abilities. If the character trips, they could have to make a coordination stat check to see if they can avoid falling. If they fail the stat check, then maybe they can use a skill to catch themselves, or roll safely, etc... The stat check is rolled to determine if they are going to fall or not. Or it could be a speed stat check to if they can catch something thrown at them they are not expecting. If they are waiting for something to be thrown, then they can use a skill and it becomes a task.

#### 3.1.1 Common Stat Checks

Here is the list of common stat checks that might come up during the game, it is not all the stat checks possible the Architect should feel free to make and use any stat check they think in necessary during the course of the game. There are a couple of cool based stat checks that can come into play that are anime based, such as the .... and sweat drop.

**Awareness:** It is hard for a character to pay attention to everything that is happening around them all the time. Often their focus else where as they try to complete a task. But they have a chance to catch something out of the corner of their eye, hear an odd noise that doesn't fit, or feel a slight vibration. A Comprehension stat check can be used to see if they happen to notice or not.

**Beauty:** There is not always time to make sure one looks their best, sometimes the character is caught off guard, the wind might of blown their hair all over the place, or they could have been working hard and be very messy, and the next thing they know they run into somebody. This appearance stat check will see if the character is looking their best or not.

**Bump:** Most commonly used when the character is moving around in the dark, impaired in some way, or in a rush. They start to bump into an object, possibly making noise and could cause it to fall if they are not careful. If the character makes the coordination stat check they manage not to make any noise and not knock over the object. If they fail it is going to fall, and only a catch stat check is going to stop it.

**Catch:** When something starts to fall, the character knocks something over, when somebody throws something to them, or at them. The character must make a speed stat check to see if they can catch it before it is too late.

**Chain Reaction:** Often times one small action can set off a whole chain of events. With an abstract reason stat check the character can possibly figure out what the next step is and stop the chain reaction before it gets out of control.

**Cough:** Sometimes you can't help but cough, it creeps up on you in the most inconvenient time, and if someone else is coughing, the argument is hard to hold back. The character must make a cool stat check to avoid coughing.

**Discomfort:** Often times the character does not want to show outward signs of pain or discomfort. Sure it is easy enough to mask if you know it is coming, but when it is out of the blue it is hard to cover up. The character must make a cool stat check or cover up the signs, failure could result in a jump, yelp, or other sign of discomfort.

**Endurance:** If the character tries to perform a physical feat for a long time it can get harder and harder to keep up. They can be forced to make the stat check based on the stat which is being taxed. Failure will result in the character having to take a break.

**Gas:** It happens to the best of them, the character ate too much, or has been drinking a lot, possibly it is tied to a slight alignment they have. Problem is they are going to make a bodily noise. Body Stat check to check the noise in check.

**Short Term Memory:** Often times the character will put something down and forget where it is, or forget a name of someone they just meet, sometimes even what they were just in the middle of doing. Intelligence stat check to recall the information. If they fail they must pause and retrace the steps which lead up to the confusion.

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**Slide:** When surfaces are slippery and the character isn't aware of the condition, they could easily slide out of control. Coordination stat check to see if they can stop themselves from losing control, failure will send them out of control, possible falling backwards or into something.

**Sneeze:** Those pesky annoyances, and the character has a hard time fighting off. It is said that someone talking about the character behind their backs can cause a sneeze. Cool stat check, if failed the character will lose an action or have to stop what they are doing.

**Stuck:** When something doesn't open easily, like a drawer or a door, or if an object doesn't want to move, or is stuck, the character can give it a quick pull or push. A strength stat check will determine if the character can get it to move freely again.

**Sweat Drop:** This is a cool based stat check to determine if the character can hide outward embracement to something said or actions done. The embracement could be from things they did, or the actions of others. Failing usually means a awkward look, or shock, on their face and a large sweat drop hanging from the side of their forehead. The affect is short term, but it can cause them to miss an action, stop what they were doing, or be unable to make a snappy comeback.

**Trip:** Often times when the character is in a rush, or not looking where they are going, or simply not paying attention, they can end up tripping on something. If they fail their coordination stat check they are going to stumble or fall.

**Yawn:** When the character becomes a little bored, or worse when others do it, a yawn can be hard to fight off. If the character fails a cool check, they are force to yawn and will be forced to lose an action or stop what they are doing till the yawn is done.

**....:** If the character gets upset or annoyed by another they have a chance to show the outward signs by having a .... appear above them. Failing the cool stat check is only a short-term effect, but the character is unable to mask their annoyance, and it can cause them to pause for a moment.

## 3.1.2 Physical Feats

Each character can perform basic physical feats based on their stat and skill levels. The numbers produced below should be considered basic guidelines of a characters capability. Other factors could come into play that will affect these rolls, the numbers here would be considered under optimal conditions, and the character is fully prepared. If they are wounded, or running uphill, burdened with a weight, etc.. these could all greatly reduce the out comes of the roll. If the character does not have the proper skill they can substitute another related skill at 1/2 level, or just use the stat alone.

Most will not come into play during a game, but if the information is needed for a certain situation it can be found out.

### Lifting

Lifting is simply trying to move a heavy object, whether it is just off the ground, moving it, or lifting it over ones head. Generally a character can lift and move up to Str x25 pounds without to much effort. Grip and position are important factors to the lift. The better grip the character can get the heavier object they can lift, and the better position the have the more leverage they have the more weight they can move. The formulas given assume the character is getting a very good grip, and position on the weight. If the object is difficult to lift the multiplication factor could be reduced to reflect this.

**Dead Lift:** Lifting a weight off the ground only up to around the torso. Characters can dead lift more weight then they can lift over their head. Typically the character would have to make a roll each turn to keep the object lifted. For every minute the multiplication factor will drop by one. A character can also push or pull this much weight, however if the object is easier to move, do to being on wheels or other advantage, the weight could increase up to 10 times. A character can dead lift. Strx25 +Skill +1d10 in pounds, if the character has athletics skill the total can be multiplied by 2, and if they have strength athletics by 4.

**Overhead Lift:** How much weight a character can lift over their head. This is the hardest lift to perform, bringing in both leg and arm strength. A character will have to a roll every turn to left the weight above their head, the multiplier is reduced by 1 every minute. The character can lift Strx25 +Skill +1d10 pounds over their head with athletics, x2 with strength athletics skill.

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## Jumping

The jump is an attempt to clear the maximum amount of distance with a leap, either vertically or horizontally. The situation of the jump can play a factor in distance, a character jumping from a higher position to a lower one, will gain some distance, but jumping from a lower position to a higher one might decrease their maximum.

**High Jump:** With a running start a character can High Jump physical + Athletics + 1d10 x.1 meters high. This is a leap trying to gain maximum height, not distance.

**Long Jump:** With a good running start a character can clear Physical + Athletics + 1d10 x.3 meters.

**Standing Jump:** Without a running start a character can jump Physical + Athletics + 1d10 x .05 meters.

## Running

Running is simply trying to get from point A to B quickly. There are three paces a character can run at. A dash which is putting everything the character has into a quick burst of speed. Running which is a fast pace they can keep up for longer periods. Lastly Jog covers everything from a brisk walking pace to a slow and steady run. Often times a character can start off with a Dash and after a few turns slow down to a running pace, or while jogging they can increase up to a run for a minute or so to pick up time.

**Dash:** A character can dash up to Physical + Athletics x2 +1d10 meters per turn. This is a mad dash of speed, putting everything the character has into it. They can only keep up this pace for about a minute at most, before the strain becomes too much, and they would have to downgrade to a running pace.

**Run:** This is a quick pace, but not giving it the characters all, meant to get over all distance over speed. A character can run Physical+ Athletics + 1d10 meters a turn, or Physical + athletics + 1d10 x12 meters a minute. This pace can be maintained for extended periods, up to an hour or more, Endurance would play effect how long they could continue.

**Jog:** This is a brisk walking pace to a jog, allowing the character to cover allot of ground without straining their body to much. A character can cover Physical + Athletics + 1d10 x.5 meters a turn, or Physical + Athletics + 1d10 x6 Meters a minute, or Physical + Athletics + 1d10 x.36 KPH or Physical + Athletics + 1d10 x.22 MPH.

## Swimming

Characters can swim in water one of two ways, on top, using a variety or strokes, and holding their breath underwater. Surface movement is always a faster pace, but if the character can push off something to gain momentum they can move pretty fast underwater. The use of fins and other underwater gear will of course improve performance.

**Holding Breath:** Normally a character can hold their breath for Physical + Athletics x3 +1d10 turns, or Physical + Athletics + 1d10 x.25 minutes.

**Swim:** A character can swim freestyle at Physical +Athletics +1d10 x.35 meters a turn, or Physical +Athletics +1d10 x4 meters a minute.

**Underwater Swimming:** A character can swim underwater Physical + Athletics + 1d10 x.2 meters a turn, or Physical + Athletics + 1d10 x2.4 meters a minute, for as long as they can hold their breath.

## Throwing

How far a character can throw an object is effected by the weight and aerodynamic nature of the object. Typically the smaller and lighter the object the further it can be thrown. Also objects designed to be thrown will travel further and more accurately.

**Aerodynamic Throw:** A character can throw a lightweight object at Physical x10 meters. These are small object typically designed to be thrown, like balls, daggers, spears, boomerangs, etc... Of course the throw will not be that accurate, x5 meters if the character wants to try to hit something around a meter in size.

**Heavy Weight Throw:** This type of throw is pure power, trying to get a heavy object as far away as possible. A character can throw an object Strength+ Athletics+ 1d10 meters. The objects weight will play a factor in the distance. Up to 5lb x4, 10lb x3, 15lb x2, 20lb normal, 25lb x.75, 30lb x.5, etc... This type of throw assumes the character has room to move and rotate a bit to get as much velocity on the object as possible, and the object is allowed to move in a gentle arc, if their movement is restricted, or in a confined space the total distances could be greatly reduced.

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## 3.2 Tasks

Whenever a character uses a skill it is referred to as a task. How difficult the task is up to the situation at hand. The Architect must take into account the complexity of the actual work, how much time is needed, and how much time the character has. Plus consider other factors like correct tools, help from others, etc...

There are a few ways to resolve tasks depending on the situation and skills involved; Conflict, Skill Test, and Situational. Each has its place in a game and the Architect will have to decide when each is appropriate to use.

### 3.2.1 Conflict

When a character is using a skill against another character, player or non-player. Both characters roll off using the appropriate Stat+Skill+1d10 (+Modifiers), the higher score wins. The Architect will have to decide what happens on a tie, typically the defender wins, but there is not always a defender. Typically used in combat, competitions, fast convincing, or when two skills being used against each other.

Of course the roll off is the mechanical side of how to resolve conflicts, it is still important to roleplay out the situations. Often times the way the character roleplays the conflict can add modifiers. The roll off should only be used at the end, after both sides in the conflict describe what they are trying to accomplish, and the Architect adds in appropriate modifiers (see section 3.2.2.1 for a list of modifiers) See Section 5 Combat for more information and examples of conflicts

### 3.2.2 Skill Test

This is a situation where the Architect sets a difficulty rating the character must use their skill to beat to succeed. These tasks are based on the time and resources at the characters disposal. The more time, and the more resources the character has the easier the task will become. For example if the character needs to disarm a bomb, but the bomb is not set to go off for a week, the character has a full set of tools, plus the plans for the bomb complete with wiring diagram and codes, it is pretty simple and easy to do. Now that same bomb with only 10 seconds left, no tools, no diagram or plans is going to be almost impossible.

## Difficulty Rating

Each skill test should be rated in difficulty by the Architect. The rating is based on how easy or hard it is to accomplish. This rating shouldn't be based on how hard it would be for a certain character to do the task, just over all how difficult it is. The following is a list of difficulty ratings and some common tasks associated with them, the Architect should use these as guidelines to rate skill test that may come up in the game.

5	Easy
10	Simple
15	Average
20	Difficult
25	Hard
30	Improbable
40	Now you're Getting too Silly

### Easy 5

- Hitting the broadside of a barn from close range
- Punching someone who is unconscious
- Driving down a road on a nice clear day
- Doing adding and subtracting, with small numbers
- Boiling Water
- Remembering a recent world altering event
- Using your typical household appliance
- Getting someone to lend you a penny
- Spotting someone in the same small room as you

### Simple 10

- Hitting a van at close range
- Tapping someone on the shoulder
- Driving in traffic
- Doing multiplication and division
- Cooking meats and vegetables
- Remember a major news story
- Unjamming a copier or printer
- Talking someone into loaning you their pocket change
- Spotting someone in a large busy room

### Average 15

- Hitting a man size target at close range
- Hitting a slow pitched ball with a bat
- Driving in heavy traffic
- Doing geometry and algebra
- Following a recipe
- Remembering some history, or a news story
- Fixing a minor issue with a engine or machine
- Performing a tune up
- Talking someone into loaning you a few bucks
- Spotting someone in a crowded hall or ballroom



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## Difficult 20

Hitting a small target at short range  
Hitting a fast ball  
Driving fast and weaving through heavy traffic  
Doing advance physics and calculus problems  
Cooking a multi-course meal  
Remembering details from a news story or history  
Rebuilding an engine or machine  
Getting someone to lend you ten or twenty bucks  
Spotting someone in a busy area with people constantly arriving and leaving

## Hard 30

Hitting a bull's eye at long range  
Hitting a 100mph fastball  
Winning a Car Race  
Creating a new mathematical proof  
Cooking an entire feast, all from the most basic ingredients  
Remembering facts of an obscure news story or historical event  
Supping up and improving performance of an engine or machine  
Getting someone to loan you a hundred bucks or more  
Spotting a small object mostly obscured

## Improbable 30

Hitting a small moving object at long range  
Catching a fly with a pair of chop sticks  
Winning a rally championship  
Discovering new laws of physics  
Piecing together events from fragments of information  
Redesigning a machine or engine to double or more the original performance  
Getting someone to lend you a car, house, a grand, etc...  
Noticing a moved object by the dust, or dents in the carpet

## Now you're Getting Too Silly 40

Hitting a quarter thrown in the air at long range  
Catching a bullet in midair  
Defining a whole new field of physics  
Discovering a conspiracy that reaches back through ancient history  
Making a new engine that outperforms all others in your spare time  
Getting someone to hand over control of a vast empire  
Noticing a few pennies removed for a large change jar

## Modifiers

These are outside forces that can affect how difficult a skill test is to complete, and should be taken into consideration by the Architect. Adding up modifiers can make even the simplest task much harder to accomplish. The Architect should think over environment the character is in, what condition the character maybe in, and what other outside forces that could be effecting their concentration.

### Things that make a Task More Difficult

- +4 Don't have all the right tools
- +4 Hard to concentrate: drunk, drugged, sick, slightly wounded, tired, groggy, under attack, extra stress, noisy environment, vision impaired slightly, someone is nagging them, etc...
- +4 They have never done it before
- +5 They don't have the proper skill
- +6 Don't have all the right parts
- +6 Pressed for time
- +8 Very hard to concentrate: badly wounded, very tired, just woken up, extremely noisy environment, vision impaired greatly, etc...
- +8 They are substituting parts
- +8 They are using makeshift tools
- +10 No ones ever done it before
- +12 Extremely hard to concentrate: very badly wounded, practically blind, so noisy you can barley hear yourself think, etc..
- +12 Really pressed for time
- +16 Hanging on to conscious with each breathe

### Things that can Make a Task Easier

- 5 Plenty of time
- 10 No foreseeable time limit
- 5 Close range (half the normal distance)
- 10 Point blank range (within a meter or two)
- 5 Instructions
- 10 Plenty of information handy
- 5 Assistant with same skill helping

Difficulty and Modifiers are offered up as suggestions and are not written in stone. If the Architect feels that a normally simple repair rates as hard instead because the character is unfamiliar with design or technology involved then it is their call. If they decide that a wounded character only receives +2 because it is a very slight wound, or +6 because it is a wound getting worse, then it is excitable. These are only guidelines, the Architect has to figure out how they want to rate task based on the game they have designed.

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## Rolling a Skill Test

To find if the character succeed in a task, take the character Stat+Skill+d10 and roll equal to or higher than the task difficulty. If the character Stat+Skill is equal to or higher than the difficulty level + modifiers the character succeed without rolling.

If the character rolls under the total then they do not succeed, however it does not always mean total failure. Depending on the task the character may find that they have succeeded in something's, but not everything, and can try again later. Often times they can spend time again and try the task. However repeated failures can make a task harder to retry. Each failed attempt can increase the difficulty till success become virtually impossible. The lower the roll the more chance they did more harm then good, the closer they come to making the roll, the less chance they did harm.

A roll of the target number and means success, the higher the roll total then the target number means greater success. This is of course up to the task and difficulty rating and modifiers. Typically if the total is 1.5 times greater then the task difficulty then the success is that much greater.

### 3.2.3 Situational

These are tasks where roleplaying can affect the outcome. Instead of rolling the character roleplays the situation, because the way the character interacts can have a greater affect on the situation then just a roll. Do they try a friendly approach? Trying to gain the confidences of someone? Or the hard approach trying to make the other nervous?

The characters stat and skill should be added together, this will give a general rating of how good the character maybe over all. The higher the total the better the character is at the task overall. Any modifiers should be reversed when applied to Situational, for example being drunk would be -4, and plenty of time would be +5

5	Novice
10	Experienced
15	Practiced
20	Professional
25	Master
30	Unmatched
35	How did you get to this level???

Characters then roleplays out the situation and the Architect will have to figure in how that will increases their chance of success. The character is not really trying to beat a specific number as in a skill test, instead they are trying to get degrees of success. If the situation goes badly then they might fail at achieving their goal. If it goes fairly well they may get some of what they were looking to achieve. However if they are able gain control of the situation then they maybe able to achieve even more then they originally hoped for.

Used most often with Presence skills, a situational task maybe two characters (PC or NPC) bargaining over a price of an item. Both characters would add Skill and Stat taking into account any modifiers, and the character with the higher total will start with the advantage. The greater the difference the greater the advantage. A character with twice the score of another will have a considerable advantage then two characters only separated by a few points. An advantage could be lost, or improved, as the situation is roleplayed out. Architect may still role dice for random reaction to things that happen, low roll meaning they are not accepting the others point of view, high roll meaning they are liking it, etc..

In the case of a character trying to do a fast talk, con job, or other type of trickery could gain the advantage over someone, but they maybe able to perform mental stat checks to over come the deceit. Each situation will be different and it will be up to the characters and Architect to figure out the out come.

## 3.3 Dice

Zen and the Art of Mayhem uses d10 for most rolls, and d10 and d6 for damage. Is that the only dice that can be used? Well generally yes.

However if an Architect and players want to they can change the range of success and failure by rolling 2d6 instead of 10, it can be done. In the rules any place it says roll 1d10 replace with 2d6. This change will effect play giving characters a better chance of scoring a marginal success, and less of a chance at low or high totals. It is completely useable.

If the Architect and players wants to use a d20 instead of a d10, it is up to them. It will mess with the mechanics of the system, but if they don't mind and want the greater totals and success, then it can be done. Also the damages can be changed to different dice as will. The total damage should not be changed but if a Architect and players like using different types of dice, they can.

### 3.3.1 Open Ended Dice Rolls

Zen and the Art of Mayhem uses open ended dice rolls. If the character rolls a 10 they get the bonus of an extra roll to add to the total. This allows the character a chance to succeed at task they normally would not be able to accomplish, or to truly shine every now and then. As long as the character rolls a natural 10 they can roll again. If the game wishes to use 2d6 instead or 1d10 a roll of box cars, or two six's, would be a open ended die roll.

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## 3.3.2 Fumble

The flip side is if the character roll a 1 on an action the character must roll on the fumble table. A way to avoid this is by spending luck points, if the character spends luck the character can't fumble. If the game wishes to use 2d6 instead or 1d10 a roll of snake eyes, or two one's, would be a fumble.

### Action Fumble Table

- 1: Sneeze Lose 1 action
- 2: Yawn Lose 1 action everyone else must make a cool check, if they fail they yawn too.
- 3: Stumble lose 1 action make a coordination check, if you fail you fall.
- 4: Cause action to airball (Random Effect)
- 5: Forget what you're doing, roll 1d6, Spend this many actions retracing your steps, or until someone reminds you.
- 6: Cause action to effect yourself.
- 7: Stub your toe, lose the rest of the turn hopping around.
- 8: Drop your weapon/ drop your guard (Lose 1 action)
- 9: bumble about lose 1d6 Actions.
- 10: You get the hick ups, you must do something to get rid of them. You now fumble on a 1-2 till you get rid of the hick ups.

### Tech Fumble

- 1: Caused more damage to Item +5 Difficulty next try.
- 2: Drop important Tool spend 1d10 turns looking for it.
- 3: Caused more damage to the Item +10 Difficulty next try.
- 4: Cause damage to yourself (roll your own punch damage).
- 5: Caused more Damage to the Item +15 Difficulty to next try.
- 6: The Item is ruined and you have to get a new one.
- 7: The Item blows up in your face, you are confused for 1d6 turns.
- 8: The object works differently than it is suppose to.
- 9: It looks fixed but it falls apart upon use.
- 10: You turn the Item into a Trans Dimensional Vibblefester.

### Cool Fumble

- 1: Your pause is slightly too long.
- 2: Your eye's wander and the effect is ruined.
- 3: You can't resist and must scratch yourself.
- 4: Your nose starts to drip.
- 5: You stutter.
- 6: You can't remember what you where going to say.
- 7: You start to drool.
- 8: You have an uncontrolled body exhaust.
- 9: You get the hiccups, must figure a way to get rid of them or all cool rolls fail.
- 10: You completely fall apart.

## Memory Fumble

- 1: You pause with nothing but a blank look on your face.
- 2: You start to remember something that has nothing to do with what you where doing in the first place
- 3: You remember what you want but forget an important fact.
- 4: You think you forget something important and get side tracked.
- 5: 42 that has to be it, but now why 42?
- 6: You remember only fragments.
- 7: You remember the complete opposite.
- 8: You break into a long story which has nothing to do with what you where trying to remember.
- 9: You come up with the WRONG fact (you think it's the right fact).
- 10: You spend 1d6 turns trying to remember, but then you forget what you're trying to remember.

## 3.4 Luck

Luck is a pool of points a character can use to modify their rolls and increase their chance of success. It is also used to increase stats and skills, so the more luck collected by the character and not used during the game can be used to improve the character.

### 3.4.1 Adding Luck to Rolls

Most common use for luck is to increase the characters chance for success in completing a task. The character can add 1 point to your rolls total for every 1 point of luck the character spends. This will allow the character to get out of tight spots or just show off. However characters can spend a maximum of 10 points of luck with any one roll.

### 3.4.2 Raising Stats and Skills

Luck is also used to increase stats and skills, allowing the character to grow. The raising of stats and skills should not be done during a game session. Instead it should be left as an option to do during the characters downtime. This is to reflect the character actually having time to devote to learning a skill or boosting a stat.

The exception is when a character may pick up a new skill during the course of a game. The Architect may allow the character to spend luck points to learn a skill they may have just started using during the game. For example a character is given a bow and some arrows by another character but doesn't have an archery skill. But they spend time learning how to use it and practice when they can. The Architect should allow the character to put points into starting archery. On the other hand if a character is handed a bow and the player wants to use his luck points to add archery at level 7 and then use it, that should not be allowed.

Skills are of course easier to raise, 5 luck points will give the character one skill point. That skill point can then be used to increase the level of the skill. If the Architect wishes they can allow characters to spend luck points right after the character has used the skill or

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practiced with the skill. The limit of how many luck points the character can use will be up to the situation and Architect. Although it is should be limited to a few points each time. This allows the character to slowly increase the skill over time. They won't go up in level fast but they will be improving over time.

Stats are much hard to increase and cost 10 times the current level in luck points to raise. To raise a Stat from 6 to 7 would be 60 luck points. Stats cannot be raised past 10 spending luck points. Stats take allot of time to improve and should be done mainly between long down times in a games or campaign. If the Architect wishes the character can slowly build up a stat by adding luck points to it during a game. But the points spent should be limited to 5 or 10 each time, and only when the character is actively using a stat or training in that stat during a game.

Stat

Level x 10 Luck Points

Skill

1 Skill Point = 5 Luck Points

### **3.4.3 Increasing Luck**

Luck points should be handed out by the Architect to reward creative, inspired, imaginative, inventive, enterprising, and artistic role playing. Luck points should go to characters that plays their flaws, use their talents in new and imaginative ways, figure out important points in the plot, etc..

How much luck and when is completely up to the Architect. Points can be handed out during a game to award players, or after each game session. If the Architect chooses they can hand out all points at the end of a campaign. An important note, luck points can never be taken away.



# Zen and the Art of Mayhem

## 4 Props

Props are a very important part of any role playing game. It defines what a character has access to, how they can travel, the way they communicate, etc... Since Zen and the Art of Mayhem is designed to be used in almost any setting it is hard to come up with the ultimate props list that covers objects from the stone age to vast interstellar empires. But that does not mean we are not going to try.

### 4.1 Props Damage Absorption Number

Each prop has a Damage Absorption Number, this number is how many points of damage it can absorb before taking actual damage and eventually being destroyed. A small prop like a gun, or a computer would have about a 10 DAN, a large prop like cars would be around a 100 DAN, and buildings would be around a 1000 DAN. (Section 4.7 lists basic prop DAN)

Each time an item is hit compare the damage to the items DAN, if the damage is greater then the items DAN it takes damage equal to the amount over the DAN. The Items DAN will also go down 1 point for every 5 points over the DAN. If an Objects DAN is reduced to zero it is pretty much destroyed. It may not necessarily fall into little pieces, but for the most part its original use is no longer going to work, the object is basically scrap.

### 4.2 Quality

Normal items are made at standard quality, which is the DAN given for a prop. But not all items are always built the same. Some are built cheaply, which means they cost less, but then again they break easier and can't take as much damage. Others carry a higher price tag, and are built with expert care and are much better products. To reflect this a character can buy any item for lower cost but then DAN may be as low as half of the original. On the other side of the coin, a more expensive item may have twice the normal DAN, however the price will also reflect this.

Quality	Cost	Breakdown	Fix
Very Cheap	1/4	9 or less	+10 Difficulty
Cheap	1/2	7 or less	+5 Difficulty
Normal	Norm	5 or less	Normal
Well Built	x2	3 or less	-5 Difficulty
Superb	x5	on a 1	-10 Difficulty

### 4.3 Damage and Breakdowns

Anytime a character uses an item a great deal there is a chance for it to breakdown, start to work funny, go haywire, etc... The chance of this goes up or down depending on the quality of the item. Each time a character rolls a fumble when using a prop there is a chance it is going to breakdown. Have the character roll 1d10, if the item is very cheap it breaks down on a roll of 9 or less. If it is cheap it will breakdown on a roll of 7 or less. A normal item will breakdown on a 5 or less, a well built item will breakdown on a 3 or less, and a superbly built item will breakdown on a roll of a 1.

Fumbling is not the only way for a prop to break. Any time the item takes some damage there is a chance it will break. Normally roll a quality test anytime a Very Cheap item is hit. Cheap Items will roll anytime the item takes damage over 1/2 its DAN. A Normal item will make a roll if it takes damage over its DAN. A Well Built item will make a roll if the damage is over twice the items DAN. A superbly built item will only need to make a quality check if it loss half it's DAN.

#### 4.3.1 Weak Spot

The DAN given to an object is it's over all rating of punishment it can take. However many objects will have weak spots that can be targeted that will damage the object much quicker. Screens, controls, air vents, tires, exposed parts, etc... These areas can be targeted and if hit do double, triple, or more damage to the object. Or the targeted area could halt the object function till it is replaced or fixed. Quality will also play a factor, with cheaper objects having bigger weak spots, and well built ones having smaller ones. An architect will have to figure out what an objects weak points are and what will happen if hit, when it comes up during a game.

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## 4.3.2 Fixing

When trying to fix a broken prop the quality will come into play again. The more cheap the item the more things that break on it, quality can increase or decrease the difficulty of the task to fix the item. Very cheap items have a +10 Difficulty to repair rolls so a simple repair (5) becomes a Difficult (10). Cheap items have a +5 difficulty factor. Normal Items are the flat rate, well built items go down 5, while suburb items go down 10 so a Hard (20) repair becomes Average (10). (Other factors can come into play when a character is trying to fix anything.

Complexity and Tech Level (TL) of a prop will increase the difficulty level to a task repair. Simple items like a pulley or a hinge are easier to repair then a computer or clockwork mechanisms.

Easy (5): These are items like a pulley, hinge, the wheel, etc.. They are the simple forms of machines and do not take much to fix when they breakdown.

Simple (10): Most common mechanical items like guns, locks, drive trains, internal combustion engines, clockwork gears and wheels, etc...

Average (15): Common electronic circuitry like computers, TVs, VCRS, advance clockwork, miniature gears and wheels..

Difficult (20): Miniaturized electronics like integrated circuitry, micro circuit boards, etc...

Hard (25): Molecular machines, nano technology, etc...

### Other Factors

- +4 Bad Instructions
- +4 Don't have all the right tools
- +6 Don't have all the right parts
- +6 Each tech level above the character tech level
- +8 Substituting parts
- +8 Using Makeshift tools
- 5 All the right tools
- 5 Good Instruction
- 10 Full tech manual and problem database

DAN Loss	+to Repair Difficulty
None	Normal
up to 1/2	+5
More than 1/2	+10
More than 1/4	+15
All	+30

## 4.3.3 Jury Rig

Jury rig is a way of fixing a prop fast, or when you don't have what you need. However the item is not really fixed and there are problems that go along with jury rigging. First if the character wants to jury rig an item the difficulty rating will go down 10 a Hard task (25) will become Average (15), the item will have a quality rating of very cheap until repaired correctly.

Jury rigging can also be used to upgrade or improve the performance of any prop. It can be used to improve the top speed of a car or double the speed of a computer. However the same problem will arise as when you fix anything with a jury rig. The props quality rating will become very cheap until the improvement is removed.

## 4.4 Cost and Money

A price list for a game is never written in stone. Depending on the world objects can have radically different prices. In some worlds guns may be very rare and have a high price tag, in others they may be available at the local corner store and therefore costs allot less. The two factors that effect prices are quality and availability. The lower the quality the lower the price, the higher the quality the more money it will cost. Availability of an item will also affect price, mass produced items will cost less then costume built. New technology will always carry a higher price tag then older out of date tech. If the Item is not commonly available a very cheap item on the black market may cost 10 times the normal cost, but it's the only place you're going to get it.

The prices for the list are given in Cabbage, the money system in the world of Pangea. A Cabbage is about equal to the American dollar, this is done to help keep an easy reference for most Architects and players. For more information on the Cabbage see section 6 the World of Pangea. All Items are listed with a price, even though the character would never truly buy some of the Items. The prices are given for consistency and just in case someone decides they want one.

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## 4.5 Weapons

Weapons play a big part in any roleplaying game, characters are always trying to do damage to something or someone with a weapon. To generalize and say all weapons act the same is unrealistic and unwise. However to create an accurate combat system that takes everything into account is just unwieldy to use. Zen and the Art of Mayhem weapons only have a few rules they need to follow.

### 4.5.1 Accuracy

All weapons have a few things in common, first they all have an Acc, or Accuracy. A weapons accuracy reflects how well it was built, the higher the accuracy the higher quality of the weapon. Accuracy is usually between -2 and +2. -2 for Very cheap, 0 for average, +1 for well built, and +2 for suburb. Accuracy is added to any roll to hit, it can also be added to parry rolls for hand to hand weapons.

Quality	Acc
Very Cheap	-2
Cheap	-1
Normal	0
Well Built	+1
Suburb	+2

### 4.5.2 Ammo

Characters and guns can be a fun, but sometime they become a complicated combination. Do you force a character to keep track of every bullet? Or let them endlessly fire shots? If the gun has a low ammo count like a revolver it is easy to keep track of shots, however if the gun is an automatic with a large clip it can be very difficult

The ammo listed for a full automatic, assault rifle, or machinegun is not the true number of bullets it holds, instead it represents more grouping of ammo and how the gun is fired will determine how fast the ammo goes down. A single aimed shot uses only one shot, a short burst uses 3 shots and full out uses 5. If the character uses single shot most of the time, when the ammo reaches zero it means they are down to the last few shots and will be able to squeeze off two more before needing to reload. If the ammo reaches zero from short burst or full out it is empty.

Single Shot	Normal Damage
Short Burst	Double Damage (x2)
Full Out	Triple Damage (x3)

## 4.6 Vehicles

Vehicles can come in many types and are broken down into four basic categories; air, land, water, and space. The rules given for each type is very basic and only really scratches the surface when it comes to using vehicles in a game. Most will be expanded in later add on rules. All vehicles follow the same rules as props with quality affecting the over all performance.

Quality	Performance	Difficulty
Very Cheap	Down 1 level	+10
Cheap	Down 1 level	+5
Normal	--	--
Well Built	Up 1 level	-5
Suburb	Up 1 level	-10

### 4.6.1 Aircraft

Vehicles that are designed to fly through the air, making getting from point A to point B the fastest, and it is always cool to fly over head, looking down at the world below you. Aircraft come in many types depending on its use, from small personal craft to large passenger and cargo craft. An aircrafts performance is rated on altitude, handling, and speed. A good pilot can always improve the performance of a aircraft, knowing just how to coax the extra performance needed, even if it maybe short term.

Size: The overall size of the aircraft typically the larger the aircraft the more DAN it will have and the more cargo and passengers it can carry. But this is not always true, often space will be sacrificed to make room for improvements and advancements in the design.

Size	Example	DAN
Small	Fighter/Prop Plane	40-80
Medium	Small Cargo	80-120
Large	Transport	120-200
Very Large	Passenger Plane	200-500
Huge	Zeppelin	500

Armor: Armor is additional protection given to an aircraft to shield it from damage. Most aircraft will not have any armor as it typically makes it heavier and more difficult to fly, but military aircraft will have armor levels.

Armor	Bonus	Drawback
Light	+½ DAN	None
Medium	+DAN	.25 Speed
Heavy	1.5x DAN	.5 Speed/-1 handling
Super Heavy	2x DAN	.75 Speed/-2 handling

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**Speed:** Speed is the overall top speed of the aircraft, how fast it can go when the throttle is turned up to full. Typically a aircraft can reach .25 (1/4) its top speed per turn. However the quality of the aircraft will play a big factor in it's acceleration and over all top speed, reducing it by .25 for each level below and raising it .25 each level above.

Speed	Max Speed
V Fast Slow	150mhp
Slow	300mhp
Fast	Up to the speed of sound
Very Fast	Mach 1 to Mach 3
Ludicrous	Mach 3 or faster

**Altitude:** This is a rating of how high the aircraft can fly. Typically the altitude is limited by what the aircraft was designed to do and whether or not it is pressurized or not.

Altitude	Max Height
Low	1000 meters
High	10000 meters
V High	50000 meters
Extreme	Almost reaches orbit
Orbit	Can reach space

**Handling:** How well the aircraft handles in flight, how easy it is to change directions and perform aerial maneuvers. A aircraft with a poor rating can really only be flown in a straight line, and you better hope the weather is good. While an aircraft with an excellent rating can perform tight turns, power dives, and Ariel stuns.

Handling	Modifier to Tasks
Poor	+10
Standard	0
Good	-5
Excellent	-10

## 4.6.2 Land Vehicles

Cars, Trucks, Vans, Semis, Cycles, Bikes, Tanks, Hovercraft, etc... all rate as land vehicles, covering any mechanical means of traveling on land. Vehicle can be very diverse in a world, and the types listed here and in the prop lists are just suggestions. Architect should go through and create any land vehicles they need for their world based on the guidelines listed here. The performance here is listed as a guideline, a good driver can always improve the performance of a vehicle. Knowing just how to coax the extra performance needed, even if it maybe short term.

**Size:** The size of the vehicle will effected not only how much damage it can take, but what it is capable of. Typically the smaller the vehicle the faster it will be able to Accelerate and Decelerate.

Size	Example	DAN
V Small	Skateboard/Bike	5-10
Small	Cycle/Compact Car	10-25
Medium	Car/Small Truck	25-50
Large	Truck/Van	50-100
V Large	Semi/Tank	100-250
Huge	Train	250-500
Mammoth	Mobile Base	500

**Accelerate and Decelerate:** This is how many turns it takes the vehicle to speed up to it's top speed, or slow down to a stop from it's top speed. The quality and type of vehicle will effect the levels of acceleration and deceleration.

Typical Acel/Decel	
V Small	1/1
Small	2/2
Medium	3/3
Large	5/5
V Large	7/7
Huge	10/10
Mammoth	15/15

**Handling:** How easy it is to drive or steer the vehicle in question. If the vehicle is just being driven down the road handling is not really that important, but when the vehicle is trying to weave through traffic, driven in bad conditions, or just being pushed to its limits handling can play an important role.

Handling	Difficulty
Pathetic	-10
Poor	-5
Good	0
Excellent	+5
Superb	+10

**Top Speed:** This is actually not the full top speed of the vehicle, but more the practical limit of its capabilities. It can be pushed past it's top speed, but not without risk, plus its handling will be effected as well, becoming lower when pushed to it's limit. The longer a vehicle runs over its top speed the greater chance it will fail.

**Extras:** Land vehicles can be loaded with extras, armor weapons, turbo, nitro, sound system, etc... These extras are left up to the Architects desecration on how they should be handled in a game. Some will give performance boost, while others will really have no effect other then roleplaying.



# Zen and the Art of Mayhem

## 4.6.3 Watercraft

Boats, cannons, rafts, sailing ships, ships of the line, battleships, submarines, etc.. anything that travels through the water one way or another. Early ships used sails and oars to navigate the waters, never a fast method. Later developments of prop system greatly increased speed and maneuverability.

Size	Example	DAN
Small	Raft/Rowboat	10-50
Medium	Fishing Boat	50-100
Large	Yacht/Large Fishing	100-250
Very Large	Destroyer	250-500
Huge	Battleship	500-750
Immense	Cargo/Aircraft Carrier	750
Speed	knots	
V Slow	5	
Slow	10	
Quick	20	
Fast	30	

Handling: How easy it is to steer the boat in question. If the boat powered by sail it will be limited in its ability to move depending on the wind, but get it behind a wind and it could move quite fast. Boats with oars will be able to maneuver much more efficiently at low speeds, but its top speed will be limited. Boats with prop systems tend to handle well at small size, but the large they get the hard they are to handle.

Handling	Difficulty
Pathetic	-10
Poor	-5
Good	0
Excellent	+5
Superb	+10

Armor & Weapons: Warships will often be armored and armed depending on the era in which it was built and the technology available. Anything from side mounted cannons, to large turrets and missiles could be used. But typically most ship will not be armed, unless someone mounts a mini-gun or harpoon cannon on the deck.

## 4.6.4 Spacecraft

From small shuttles to vast interstellar starships these craft are used to leave the confines of gravity and head towards the stars. Spacecraft are a whole different type of vehicle then air, land, or water, and the rules here only scratch the surface. Spacecraft will be presented in only the most basic terms.

Fighter/Shuttle: These are small craft carrying 1 to around 4 people depending on the design. Most, but not all, are designed to work in space and the atmosphere. They cannot take much punishment, but their key defense is being hard to hit. Typically fighters are armed, shuttles are not.

DAN	25-100
Handling	Good to Superb

Transport/Cargo/Escort: These smaller ships are used for a great number of jobs, adapted for the needs of the time. They can be crewed by a small number of men, sometime 3 or less, or fully staffed around 20. They are not as agile as Fighter/Shuttles but are still pretty maneuverable. Many will be able to travel in the atmosphere. They can be armed and have defenses built in.

DAN	100-250
Handling	Good to Excellent

Destroyer/Freighter: These ships are large in size, usually crewed by 100 people or more and can be armed to the teeth with defense to match, or carry a great amount of cargo or passengers.

DAN	250-1000
Handling	Good to Poor

Battleship/Colony/Mega-Transport: These massive ships are symbols of power. Sometimes crewed by 1000 people or more, these massive ships can be armed with enough fire power to decimate at planet. Or carry an entire colony to a new world.

DAN: 1000 or more	
Handling	Poor to Pathetic

# Zen and the Art of Mayhem

## 4.7 Standard Props

The following is a list of props divided into three broad categories. Each category is based around a group of tech levels. The items listed in each category are commonly found in the Tech Levels they represent.

### Rudimentary Tech Level 1-3

These items can be found in almost any civilization. Even if they do not use them they can be created or designed if the need arises.

### Modern Tech Level 4-6

With the advancement of science come many useful items not available before, numerous items won't be available in all worlds. If the Architect wishes to not allow or limit items, they should inform the players of these changes before they finish character creation and start to pick their props.

### Advanced 7 and Beyond

Representing all the super science and magic items an Architect may wish to have in their world.

Prices on items will vary depending on the world the Architect creates. It is important for the Architect to remember to create a price list for the players if they choose to modify the prices listed.

## 4.7.1 Rudimentary Tech Level 1-3

### Clothing and Armor

Normal Fashion: Your everyday clothing found all over Pangea. These come in all sizes made of durable cloth.

DAN-4 COST-50

High Fashion: The way to make yourself stand out from the crowd. High Fashion clothes will get you noticed, you look better than anyone in normal fashion.

DAN-4 COST-200

### Armor

Helms: Helms comes in a variety of styles, sizes, and fashion colors. Each helm has an Armor level of 1 through 4 and adds 4 to 16 points to a character's DAN.

Helm	DAN	COST
Light	4	25
Medium	8	40
Heavy	12	60
Ex-Heavy	16	120

Breastplate: A breastplate comes in a variety of styles, sizes, and fashion colors. Each breastplate has an Armor level of 1 to 4 and adds 4 to 16 points to a character's DAN.

Breastplate	DAN	COST
Light	4	250
Medium	8	300
Heavy	12	400
Ex Heavy	16	750

Full Armor: Full armor comes in a variety of styles, sizes, and fashion colors. Each full armor has an Armor level of 1 to 4 and adds 4 to 16 points to a character's DAN.

Full Armor	DAN	COST
Light	4	500
Medium	8	800
Heavy	12	1000
Ex-Heavy	16	1500

### Shield

Buckler: Small shield used in the off hand and strapped down to the arm. Designed to block and deflect blows of melee weapons.

DAN-4 COST-40

Large Shield: Coming in many different shapes and sizes large shields provide mobile protection against most melee weapons and can even be used to protect ones upper body from a rain of arrows.

DAN-8 COST-80

Full Body Shield: These large shields are employed by ranks of soldiers. Large enough to crouch behind they can also be put side by side making a wall of protection. Great for protection against enemy arrows, spears, and pole arms. More of a hindrance in close quarters combat.

DAN-12 COST-200

### Personal Items

Compass: Small handheld device to tell you which way is north.

DAN-2 COST-5

Torch: Great for lighting the way when it's dark.

DAN-4 COST-2

Lantern: Lasts longer than a torch by slowly burning fuel.

DAN-6 COST-12

# Zen and the Art of Mayhem

## Tools

Saw: A small saw for cutting trees, branches, and other wood products. Also good for interrogation sessions.

DAN- 5 COST-5

Hatchet: A long flat blade, a good item for cutting through the overgrowth.

DAN-6 COST-8

Rope: Rope is sold in 10ft increments, up to 1000ft or so. Each 10ft section of rope has 10 DAN points.

COST-10

Grappling Hook: Tri-pronged grappling hook for the end of your rope, great for grabbing hold of solid objects so you can climb.

DAN-16 COST-35

Tool Set (Digging): Shovel, pick axes, etc... all sold together in a portable kit. Each has to be pulled out and put together. Each tool has 15 DAN points.

COST-90

## Survival Equipment

Tent: Large 5 person tent for those trips away from civilization.

DAN-10 COST-250

Sleeping Bag: One man sleeping bag for those cold nights in the deep dark uncivilized frontiers.

DAN-6 COST-30

Mounting Climbing Kit: This set comes complete with 500 feet of rope, grappling hooks, some spikes and a hammer. Everything you need to climb the highest peaks.

COST-275

## Furniture and Household Items

Wooden Chair: Nice and strong, great for hitting someone with.

DAN-7 COST-10

Wooden Bench: Long bench for sitting on or hiding under

DAN- 12 COST-50

Wooden Table: Found in almost any home

DAN-18 COST-100

Cauldron: Large black pot found in most early kitchens. Some were even big enough to hold a person

DAN-50 COST-250

Ale Keg: Large keg for storing alcohol in bars.

DAN-20 COST-175

## Transportation

Cart: Can be drawn by a horse or pack animal, not the most comfortable ride, but sometimes better than walking.

DAN-30 COST-120

Water Vehicle

Row Boat: This small boat can fit three people comfortably, and can be rowed across a body of water.

DAN- 25 COST-100

Fishing Boat: A large boat that can carry around 6 people. Very slow speed, can be equipped with sails, oars or both.

DAN- 50 COST-1250

Large Fishing Boat: Larger version of a fishing boat, it can carry up to 12 people. Travels at slow speeds can be sail, oars, or both.

DAN- 80 COST-4000

## Weapons

### Axes

Breaded Axe: Larger axe designed to be wielded two handed, it is also weighted to be thrown easily imbedding itself into an opponent.

Damage- 4d6+3 DAN- 8 COST-70

Battle Axe: Probable one of the most famous axes, the long handles and larger cutting edge are easily feared on the battlefield.

Damage- 4d6+6 DAN- 10 COST-85

Great Axe: Powerful two handed, double headed, battle-axe. The great axe can deliver a powerful blow able to cleave through thick armor.

Damage- 5d6+6 DAN- 10 COST-100

Tomahawk: A small one-handed axe popular with many warriors. The tomahawk is weighted to be used effectively in close combat as well as to be thrown at short range.

Damage- 2d6+3 DAN- 6 COST-30

### Clubs

Large Spiked Club: Probably the most recognized club on the battlefield, these primitive weapons should never be under estimated in combat.

Damage- 4d6+3 DAN- 10 COST-40

Small Fighting Sticks: Light slender sticks that are designed to be used defensively, then deliver a quick counterstrike.

Damage- 1d6 DAN- 5 COST-10

Solid Club: Light in weight, but still able to deliver plenty of damage to an opponent.

Damage: 3d6 DAN-10 COST-25

# Zen and the Art of Mayhem

## Daggers

Large Dagger: This dagger is always handy in a pinch, or close quarters combat. It is also weighted to be thrown when needed.

Damage- 3d6+3      DAN-6      COST-50

Dirk: Double edged, very sharp, broad headed dagger popular with foot soldier. Often the weapon most associated with the word dagger. It was used for everything from cutting, chopping, to eating and combat.

Damage- 2d6+3      DAN-6      COST-35

Stiletto: A long slender dagger designed to slip through an opponents defenses. The stiletto is often viewed as the blade of the assassin; easy to carry and conceal, designed to be thrust into a victim, able to find its way past armor, and can be used to deliver poison for added effect.

Damage- 2d6+3      DAN-8      COST-75

## Maces

Cavalry Mace: Light one-handed mace designed to be fast and agile. The weapon can be passed from hand to hand easily, also very handy in tight fighting conditions.

Damage- 3d6      DAN-12      COST-125

Flail: The chained head of the flail allows it great power and speed when striking an opponent. Not very effective when fighting near allies, but with the freedom to swing it can easily strike down many opponents.

Damage- 4d6      DAN-12      COST-140

Morning Star: The classic spiked mace, the head will have a few large spikes, and a number of smaller spike arranged around the head. Excellent for crushing and possible penetrating armor.

Damage- 5d6+3      DAN-14      COST-160

Two handed Mace: Popular foot soldier weapon the Two handed mace can easily dismount a cavalry or send a man off his feet.

Damage 6d6      DAN-16      COST-180

Warhammer: The warhammer is a very powerful weapon on the battlefield. Even though it takes great strength to wield, the weapon can deliver a heavy blow to an opponent.

Damage: 5d6+3      DAN-14      COST-160

## Pole Arms

Pike: Carried by foot soldiers to defend against opposing cavalry and formations, the pike is a very basic pole arm, nothing fancy but still very effective.

Damage- 5d6      DAN-12      COST-250

Spear: Designed to be thrown or thrust into an opponent, very basic, and very effective.

Damage: 3d6      DAN-8      COST-75

Halberd: Not the longest pole arm, but very versatile on the battlefield. The double-sided longer blade makes the weapon very dangerous in the right hands.

Damage: 6d6      DAN-14      COST-300

Nagamaki: A type of yari with a short staff and long blade, making it an effective hand-to-hand weapon even in close quarters combat.

Damage- 5d6+3      DAN-12      COST-200

Yari: A cross between a sword and a pole arm, the yari supports a long blade at the end of a long shaft. Designed to give the foot soldier an advantage over cavalry units.

Damage- 6d6+3      DAN-14      COST-300

Trident: The trident is often viewed as a weapon of the sea, but it can be very useful on any battlefield. The three prong head can be used to catch and disarm opponents, and is weighted to be thrown.

Damage- 3d6      DAN-12      COST-250

## Swords

Bastard Sword: Popular long sword that could be wielded one handed or two. Slightly longer than a standard long sword, it was usually better crafted over all, using the finest materials.

Damage- 5d6      DAN-12      COST-300

Cavalry Sword: Small curved sword designed to be used on horseback, either against other cavalry or foot soldier. The blade was kept small to make it easier for the swordsmen to change targets in the chaos of a close combat melee.

Damage- 3d6+3      DAN-10      COST-250

Claymore: Large and powerful two-handed sword favored by the highlanders.

Damage- 7d6      DAN-16      COST-350

Cutlass: Popular short sword which is commonly associated with pirates do to the easy it can be wielded in close quarters combat and below decks where space is at a premium.

Damage- 3d6+6      DAN-12      COST-300



# Zen and the Art of Mayhem

**Katana:** The blade of the Samurai, some call it the ultimate sword of design and function. The blade is slender, curved and made of the finest quality. The handle is extended allowing for greater power and agility.  
Damage: 5d6+6      DAN-18      COST-750

**Long Sword:** The sword of the knights, greater range and power than the typical short sword. The blade would give the knight a better chance of cutting through the armor of his opponent.  
Damage: 4d6      DAN-16      COST-400

**Rapier:** Long slender sword designed for dueling, it is quick and agile but less effective on an armored foe. It is designed to deliver its point hard into a foe.  
Damage: 4d6      DAN-12      COST-500

**Scimitar:** Popular curved sword that could easily be wielded on horse back or on foot. The blade is wider than most designs giving it great durability, a favorite slash and gash weapon.  
Damage: 4d6+3      DAN-12      COST-400

**Short Sword:** Classic foot soldier weapon, easy to carry along with other weapons, and would be used when the fight broke down to close in melee combat. The short sword was not too effective against armor, but small enough to find weak points and unarmored areas of a foe.  
Damage: 3d6      DAN-8      COST-300

## Others Weapons

**Bola:** A bola is three small balls connected by a chain. It is thrown at an opponent to entangle limbs.  
Damage: 2d6      DAN-4      COST-100

**Boomerang:** The boomerang is a classic throwing weapon, able to be whipped across the battlefield, and return to the thrower if it fails to connect with a target. It can also be used in close combat as a hand weapon when needed.  
Damage: 1d6      DAN-5      COST-150

**Clawed Gauntlet:** An armored glove equipped with sharp claws. In close combat fighting it is like having a fist of daggers slashing at an opponent.  
Damage: 2d6+3      DAN-6      COST-200

**Fan:** A normal fan is not a weapon, but when the spines are replaced with thin metal needles, it can not only defend, but the sharp tips can puncture or slash at an opponent in a counterstrike.  
Damage: 2d6      DAN-3      COST-100

**Jutte:** Small metal fighting stick with one side equipped with a weapons catch to disarm opponents. Not a powerful weapon on the battlefield, but it can be extremely useful in skilled hands.  
Damage: 2d6      DAN-6      COST-80

**Kama:** The kama is a converted farming tool, perfectly adapted for close in fighting. The sickle style cutting edge makes it a very effective slash and gash weapon.  
Damage- 2d6+3      DAN-6      COST-80

**Kusarigama:** A combination weapon, the Kusarigama is basically a kama, with an attached chain, and a weighted spike at the end. Hard to manage, in the hands of a skilled warrior it can be quite effective.  
Damage- 3d6+3      DAN-8      COST-120

**Nunchaku:** The two small sticks connected by a small chain was originally a farming tool to beat seeds out of grains. But it was soon seen as a useful weapon in the right hands. The chain allowed for great speed and power with a swing.  
Damage- 3d6      DAN-6      COST-75

**Quarter Staff:** Also called a Bo Staff, this is basically a smaller staff favored due to its agility over range.  
Damage- 3d6      DAN-8      COST-80

**Sai:** Looking like a large dagger, the sai has no cutting edge, just a long slender cone for thrusting. The hilt is designed to catch and disarm opponent's weapons. But the key to the sai is its defensive and counterstrike ability.  
Damage- 3d6      DAN-8      COST-175

**Shuriken:** The shuriken, or throwing star, is weighted so it can be thrown with great accuracy. The effective range is equal to the character's Coordination, normal to hit and damage. At twice Coordination range the to hit is reduced by two and damage is halved.  
Damage- 2d6 +3      DAN-2      COST-30

**Staff:** The staff is a classic weapon, one of the earliest used by man, and never abandoned because of its easy to make and use. Nothing more than a length of wood anywhere between half, to the height of a man, sometimes even a little longer.  
Damage- 4d6      DAN-10      COST-140

**Tiger Claw:** The tiger claw is a dangerous weapon, two to three claws are anchored to the character's forearm and extend out past the hand. The blades carry a sharp edge, and are spaced to be able to catch and disarm opponents.  
Damage- 3d6+3      DAN-10      COST-180

**Tonfa:** The tonfa is part of the evolution of the fighting stick. A 90 degree handle, 2/3<sup>rd</sup> of the way up the weapon, is added to allow the weapon to switch from defense to offense and back with the flick of the wrist.  
Damage- 3d6      DAN-8      COST-120

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Tri-chucks: Tri-chucks or three section staff is a very difficult weapon to master, but in the hands of a skilled warrior truly deadly. The design to only gives the user great range and power, but the chain often allowed the weapon to reach around a block and hit the target.

Damage- 5d6                      DAN-10                      COST-160

Whip: The whip can be a very versatile weapon, not really designed to be a killing weapon its main use is to entangle an opponent's weapon or limb.

Damage- 1d6                      DAN-4                      COST-80

Yoyo: Not your typical battlefield weapon, the yoyo can be used by a skilled warrior was a very dangerous weapon. The increased range and entangling ability can come in very handy.

Damage- 2d6                      DAN-2                      COST-20

## Bows and Crossbows

Longbow: Also referred to as the military bow, typically as tall as the archers themselves. It is designed to fire an arrow unaimed long distances, most effective when a rank of archers rain arrows on the opposing force. However a trained archer can use the long bow to hit targets at great range and force. Do to its size the archer must be standing still, feet firmly planted, to use it.

Range                      +to Damage  
Str+Coordx2              +3d6  
Str+Coordx4              +2d6  
Str+Coordx8              +1d6  
Str+Coordx16              Effective Range

DAN-10    COST-300

Recurve Bow: The end of the tips of these popular bows curve away from the archer. These small curves allow the bow to generate a greater amount of force, and be highly accurate.

Range                      +to Damage  
Str+Coord                      +3d6  
Str+Coordx2                      +2d6  
Str+Coordx3                      +1d6  
Str+Coord                      Effective Range

DAN-8    COST-200

Short Bow: These are small bows originally designed to be used hunting. They are unable to generate great force, which does decrease the effective range of the bow. However the smaller size does allow the bow to be fired quicker, and it can be wielded while running, on horseback, or other moving vehicles.

Range                      +to Damage  
Str+Coord                      +2d6  
Str+Coordx2                      +1d6  
Str+Coordx3                      Effective Range

DAN-6    COST-150

Arrow: These are those long pointy sharp sticks you shoot out of your bow.

Damage-2d6                      DAN-2                      COST- 15

Compact Crossbow: Small crossbow designed to be aimed and fired one handed. Not having a great range it can still be very deadly. The compact crossbow fires the smaller quarrels instead of arrows.

Range                      +to Damage  
Coord                      3d6  
Coordx2                      2d6  
Coordx4                      1d6  
Coordx8                      Effective Range

DAN-8    COST-225

Heavy Crossbow: Also known as the military crossbow, this large crossbow can be fired easily over great distances.

Range                      +to Damage  
Coordx2                      4d6  
Coordx4                      3d6  
Coordx8                      2d6  
Coordx16                      Effective Range

DAN-12    COST-400

Hunting Crossbow: This light crossbow is designed to be fast off the draw, easily carried and fired even in a dense forest. The hunting crossbow is a comprise between power and size.

Range                      +to Damage  
Coord                      4d6  
Coordx2                      3d6  
Coordx4                      2d6  
Coordx8                      Effective Range

DAN-8    COST-200

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Wrist Crossbow: Small and compact the wrist crossbow does not have much power or range, but it can come in handy in close quarters combat. The wrist crossbow uses the smaller quarrels instead of arrows.

Range	+to Damage
Coord	2d6
Coordx2	1d6
Coordx3	Effective Range

DAN-4 COST-120

Quarrel: Smaller projectile designed to be used with smaller sized crossbows.

Damage- 1d6	DAN-2	COST-10
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## 4.7.2 Modern Tech Level 4-6

### Clothing and Armor

Clothes stay pretty much the same, just the fashions change.

Armor is no longer made of bulky forged metal. The new armor uses bullet proof fabrics, and plastics, not available before.

### Personal Items

PDA: Personal Data Assistance, these nice handy dandy items can store useful information. Names, places, dates, appointments, bounty lists, blackmail material, etc...

DAN-3	COST-500
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Laptop Computer: A personal computer fits in your lap. It is generally loaded with the software you need and a few games to keep you amused. It is able to be attached to a network and allow the character to download and research important information. It can also be given maps, city information, and other handy facts with input cards.

DAN-5	COST-1600
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Input Cards: These allow your personal computer to be up dated with information. Card price go up with the information and variety of information.

DAN-2	COST-20
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Flashlight: This small hand held item will illuminate a cone in front of it allowing a character to see.

DAN-4	COST-10
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Scuba Gear: Comes with wet suit, tank, and goggles. Perfect for those underwater trips.

DAN-7	COST-400
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Flaregun: A small gun that can fire flares to signal other people or for help. Also used to Ignite villains who are standing in puddles of flammable liquid

DAN-6	COST -15
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Flares: Reloads for the flare gun.

DAN-1	COST-5
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Walkie Talkie: Small hand held communication device. Broadcast over a small range to others on same frequency.

DAN-2	COST-35
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SOS Transponder: Small hand held device used to signals an SOS, it also transmits the coordinates of your locations. Most of the civilized part of Pangea has someone listening for SOS transmissions.

DAN-4	COST-15
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Shortwave Radio: This compact piece of electronics allows a person to listen to transmissions and communicate over long ranges, even cross country.

DAN-8	COST-300
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CB: A shorter range version of the shortwave radio, a CB will allow a open band transmission to be sent, but only to the local area.

DAN-6	COST-80
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Telephone: Small portable phones are available for use. However only the civilized parts of Pangea have telecommunication lines.

DAN-4	COST -240
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Binoculars: Small device used to increase characters notice at longer ranges.

DAN-6	COST-30
-------	---------

Pocket Camera: Small camera use to take Holiday snaps, wink wink nudge nudge.

DAN-4	COST-25
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Video Camera: Portable camera used to record those moments you want to keep forever.

DAN-6	COST-175
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### Tools

Tool Set (Fixing): This tool kit includes wrenches, screwdrivers, hammers, crowbar, and an assortment of nuts, bolts, and nails. Plus a few power tools, including Power screwdrivers, a drill, circular saw, and belt sander. The kit also has its own blow torch. Each tool has 15 DAN points.

COST-60
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Tool Set (Electronic): Digital Volt Ohm Meter, oscilloscope, soldering iron, a few miscellaneous chips, etc... Or everything you need to fix or improve electronics. Case has a DAN of 20, each tool has 8 DAN points.

COST-420
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**First Aid Kit:** All you need to patch up wounded party members. The kit carries a wide variety of bandages and Gauzes. It also includes pain killers and laughing gas.  
DAN-10 COST-75

**Portable Chemistry Set:** Small kit including a supply of a variety of chemical compounds, beakers, tubes, and a Bunsen Burner. Case can take up to 20 points of DAN, each beaker or tube has 1 point of DAN.  
DAN-20 COST-350

## Spy Equipment

**Bugs:** When this small device is left behind in a room, you can pick up signals from it and listen in. They can broadcast up to 10 miles away, and also can be detected be detected and removed.  
DAN-3 COST-70

**Bug Detector:** A bug detector lets you find any bug in your general area. It will sweep a room and give you a beep if there is a bug. The beep gets faster the closer you get to the bug, giving you an idea where to find a bug at (only works on normal bugs).  
DAN-5 COST-130

**Coldlight Sticks-** Chemical agents are mixed in the stick and will release a glow for an hour.

**Delayed Reaction Knockouts:** These are special knockouts that can be applied to opponents through skin contact. Once exposed all you have to do is tell them they've been drugged and they will be out cold. Duration depends on the size of the dose, or 1 hour per dose.  
COST-200

**Sonic Ears:** These allow a person to pick up conversation from a great distance. The sonic ear is gun shaped with a huge cone on the front. If you point it at the area you want to listen in on it will amplify the sound so you can hear. You must be in line of sight to do this.  
DAN-6 COST-220

**Spy Camera:** These are small cameras which you can take pictures with. Both the camera and the film are very small and easy to hide.  
DAN-2 COST-320

**Wire Tap:** This small device works like a bug but can be put in a phone line allowing you to listen to phone conversations. Bug detector will find wire tapes.  
DAN-2 COST-65

## Furniture and Household Items

**Couch:** Long seat perfect for sleeping or for three people to sit.  
DAN-12 COST-200

**Loveseat:** Like a couch but built for two.  
DAN-10 COST-150

**Reclining Chair:** A must for those who like to lay back and relax.  
DAN-8 COST-175

**Overstuff Chair:** If you can't afford a recliner this chair will do, still comfortable.  
DAN-8 COST-100

**Ottoman:** That little thing that sits in front of a chair for your feet.  
DAN-7 COST-45

**Normal Chair:** Small hard seat for sitting. Not the most comfortable but it beats standing.  
DAN-6 COST-20

**Stove:** Gas or electric, good for all your food, also good to hide behind.  
DAN-20 COST-750

**Refrigerator:** Large and cool comes with both refrigerator and freezer unit. It can hold a lot of food, plus take allot of damage.  
DAN-30 COST-900

**TV:** Typical 19' television, comes cable ready, it also has rabbit ears that can pick up local stations (all fuzzy though).  
DAN-12 COST-200

**Desk:** A desk with large work place, selves and doors.  
DAN-18 COST-150

**Kitchen Sink:** Large and heavy the kitchen sink is perfect for dumping things in or hiding behind.  
DAN-20 COST-80

**Counter:** Long work area, best for preparing food on  
DAN-16 COST-150

**Table:** Square or circular, both can fit 6 people.  
DAN-18 COST-450

**Toilet:** Or better known as the can, the throne, or the crappier, can take a lot of damage.  
DAN-18 COST-150

**Bath Tub:** Big enough to hide in and can take a lot of damage.  
DAN-25 COST-275



# Zen and the Art of Mayhem

## Items Found out in the Public

Vending Machine: These large machines are found all over providing sweets and snacks for a price. They make great cover.

DAN-25 COST-1500

Dumpster: These huge trash receptacles are made of metal and take allot of punishment.

DAN-75 COST-1000

Paper Box: Great of getting the morning news, even better as emergency cover

DAN-20 COST-275

Phone Box: These small unit hold public phones, the price goes up daily but they are made of metal.

DAN-25 COST-450

Phone Booth: All though tall it doesn't take much to destroy.

DAN-12 COST-275

## Cars and Land Vehicles

Clunker: A Clunker is a car that's always on the verge of breaking down, there are always at least 10 things wrong with the car at one time. It will always break down at the most inconvenient time, if you fix it something else will go wrong, the clunker is also slow at acceleration and deceleration. The advantage to a clunker is it can take more damage then most cars before they breakdown (Since most of the systems on the clunker don't work in the first place, it doesn't matter if it takes a few slugs). With this in mind you can abuse a clunker more than you would a normal car. Plus clunkers are cheap.

Acel/Decel-6/6 Handling-Pathetic  
Max Speed-60mph  
DAN-45 COST-700

Grocery Getter: These are your nice big multi passenger family cars. Each Grocery getter can hold up to 5 people if not more, plus plenty of cargo. The down side to a grocery getter is that it has slow acceleration and deceleration, plus the handling is awful.

Acel/Decel-5/4 Handling-Poor  
Max Speed-60mph  
DAN-50 COST-1200

The Boat: This large car is built to last. Most boats come complete with huge engine and massive steel body. This makes for great DAN but poor acceleration and handling.

Acel/Decel-6/5 Handling-Pathetic  
Max Speed-80mph  
DAN-70 COST-1000

Ghetto Rambler: These are your downtown specials, all supped up and ready for show. The car is always decked out with silly gadgets, like ground effect neon lights, jumpin shocks, and always a flashy paint job. The acceleration is always good, but you can't say much for the brakes.

Acel/Decel-4/4 Handling-Normal  
Max Speed-120  
DAN-40 COST-4500

Sports Car: Sleek and fast the sports car is the ultimate in high-end speed and handling. However the down side is your entire vehicle is made of fiber glass and can't take much damage.

Acel/Decel-2/2 Handling-Excellent  
Max Speed-150mph  
DAN-30 COST-30,000

Drag machine: A drag machine is the fastest car off the light, it's all engine, with every available attachment. If it's speed and quick acceleration you want the drag machine is for you.

Acel/Decel-2/3 Handling-Good  
Max Speed-150 mph  
DAN-40 COST-7000

Yellow Cab: Yellow cabs are the transportation of those without vehicles. All cabs have poor acceleration and handling, however they can take allot of damage and those who drive have a high rank in combat driving.

Acel/Decel-6/5 Handling-Poor  
Max Speed-80mph  
DAN-60 COST-3000

The SUV: Large 4 x4 vehicle that can take the off-road as well as the highways. Sport Utility Vehicle, or SUV and punishment go hand and hand, however they stay in the low end of Acceleration.

Acel/Decel-4/4 Handling-Good  
Max Speed-80mph  
DAN-75 COST-20,000

Custom Van: A custom van is made to each person's needs and desires. It is fitted with huge comfortable seats, complete with swivel option, TVs, even a water bed if needed. However Vans are slow and handle very poorly.

Acel/Decel-5/5 Handling-Poor  
Max Speed 75mph  
DAN-75 COST-35,000

Work Van: Allot like a custom van, however, the vans back area is devoted to equipment storage. Handling and acceleration still poor.

Acel/Decel-6/6 Handling-Poor  
Max Speed-60mph  
DAN-75 COST-2000

# Zen and the Art of Mayhem

Party Limo: The party limo is the ultimate luxury, the limo is as long as two or more cars. It's back is loaded with comfortable seats, bars, TV sets, or anything else you want, sometimes you can get the one with the Jacuzzi on the back.

Acel/Decel-6/6 Handling-Poor  
Max Speed-60mph  
DAN-70 COST-75,000

Transport Bus: Big, long, slow, and poor handling. However nothing gets in the way of one of these, for very long.

Acel/Decel-7/7 Handling-Pathetic  
Max Speed-70mph  
DAN-100 COST-100,000

Semi: Large powerful trucks are made to pull a heavy load. However they are slow and have poor acceleration when pulling loads.

Acel/Decel-7/7 Handling-Poor  
Max Speed-80mph  
DAN-85 COST-50,000

Optimus: These are large combat trucks of the dangerous highways. They can go all most anywhere and pull massive amounts of cargo.

Acel/Decel-7/7 Handling-Normal  
Max Speed-120mph  
DAN-100 COST-100,000

Pedal Pusher: Small man powered bikes, very light weight, quick acceleration, and super handling. However limited to strength for speed.

Acel/Decel-1/2 Handling-Superb  
Max Speed-20mph  
DAN-12 COST-200

Scooter: Small one man motor powered bikes They handle good and have decent acceleration. However they have a low speed and poor DAN.

Acel/Decel-2/2 Handling-Excellent  
Max Speed-40mph  
DAN-15 COST-75

Low Rider: Large powerful bikes built for the road. Always have an over abundance of power. Handling and Acceleration are also good. Can have a side car attachment.

Acel/Decel-3/2 Handling-Excellent  
Max Speed-80mph  
DAN-25 COST-1500

Street Bike: Fast sleek bikes made for quick acceleration and speed. However like the sports cars they are made of mostly of fiber glass, which means low DAN.

Acel/Decel-2/2 Handling-Superb  
Max Speed-100mph  
DAN-20 COST-2500

Crotch Rocket: Bike built for speed, and some handling but mostly speed. Lean around corners and roar through traffic.

Acel/Decel-2/2 Handling-Superb  
Max Speed-150mph  
DAN-20 COST-2500

Tank: Tanks are heavily armed and armored vehicles. However they are slow and handle very poorly.

Acel/Decel-8/8 Handling-Pathetic  
Max Speed-40mph  
DAN-125 Armor-20  
COST-500,000

Train: Not normal land transport, trains can only travel on premade tracks, however they can be fast (like bullet trains) and can take allot of damage.

Acel/Decel-10/10 Handling-None  
Max Speed: 100mph  
DAN-150 COST-1,000,000

Train Car: Not actually a vehicle, train cars can be added to a train. The more cars a train pulls the slower it will become. However most cars can absorb allot of damage.

DAN-100 COST-500,000

## Aircraft

Prop: These are old one or two engine planes. They can carry up to 3 people and fly fairly slowly. A prop's greatest advantage is it's cheap.

DAN- 50 Armor-None  
Speed- Slow Altitude- Low  
Handling- Excellent COST- 100,000

Cargo Plane: These are your twin engine prop cargo planes. They can carry up to 10 people or 4 people and allot of cargo. They are made to last and are quite durable.

DAN- 200 Armor-Medium  
Speed-Slow Altitude- V High  
Handling- Standard COST- 250,000

Ancient Jet Fighter: These are your old jet fighters, built during the early days of jet technology. However they are well built and can take allot of punishment. Ancient jet fighters are armed with a 20mm cannon

DAN-60 Armor-Light  
Light Altitude-High  
Speed-Fast COST- 500,000  
Handling-Good

Jet Fighter: These are your new sleek fighter jets, hot off the assembly line. They are fast, can take allot of damage and can dish it out fairly well too. A fighter is usually armed with a 30mm cannon plus a couple of heat seeking missiles.

DAN-75 Armor-Light  
Speed-V Fast Altitude-High  
Handling-Excellent COST- 5 mil

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Jet Interceptor: A Interceptor is based on speed and quickness, they are fast and can get from point A to point B in no time. An Interceptor is armed with a 30mm cannon plus a few heat seeking missiles.

DAN-100	Armor-Medium
Speed- V Fast	Altitude- V High
Handling- Good	COST- 25 mil

Sleek Black Interceptor: These are your top of the line spy planes., they are fast, almost on undetectable, and can handle a dog fight. A Sleek Black is armed with a 30mm cannon plus a few missiles.

DAN-75	Armor-Light
Speed-Ludicrous	Altitude V-High
Handling-Excellent	COST- 75 mil

Passenger Jet: These Large aircraft are designed to ferry passengers around Pangea. Each jet can hold around 100 people plus their luggage, per flight. However the seats are small and the food and service is lousy.

DAN-175	Armor- Light
Speed-Slow	Altitude- V High
Handling-Standard	COST- 10 mil

Larger Passenger Jet: Theses jets can carry around 500 people and their luggage around Pangea. The seats are a little better however it's still pretty cramped.

DAN-200	Armor- Light
Speed- Slow	Altitude- V High
Handling-Poor	COST- 25 mil

Small VTOL: These are small very quick and agile planes, plus it can take off and land with out a runway. The cockpit has enough room for two people, plus a small cargo area in the back. Some models have a minigun.

DAN-50	Armor-Light
Speed-V Fast	Altitude-Low
Handling-Excellent	COST- 750,000

Large VTOL: These are large versions of the VTOL they can carry up to 8 people plus cargo, and have the easy access sliding side door. They can also be equipped with a minigun.

DAN-100	Armor-Medium
Speed-Fast	Altitude-High
Handling-Good	COST- 4 mil

Attack Helicopter: Small fast helicopters able to get in and out of an area fast. Cockpit has enough room for two people. Like the VTOL the helicopter can take off and land with out a runway, however it needs room for its blades. A minigun can be added.

DAN-75	Armor-Light
Speed-Fast	Altitude-Low
Handling-Excellent	COST- 15 mil

Large Helicopter: Larger then the Attack Helicopter, it can hold up to 8 people in it's hull, also has a sliding side door and can be equipped with a minigun.

DAN-150	Armor-Heavy
Speed-Fast	Altitude-High
Handling-Good	COST- 25 mil

Transport Helicopter: These monster can hold up to 30 people and land them just about anywhere, and if the Helicopter can't land the people can jump out on ropes for either side. Comes standard with a minigun.

DAN-200	Armor-Medium
Speed-Slow	Altitude-High
Handling-Standard	COST- 40 mil

Blimp: A blimp is a slow lighter then air vehicle. However they can travel anywhere and carry it's passengers in style.

DAN-200	Armor- Light
Speed- V Slow	Altitude-High
Handling-Poor	COST- 2 mil

Zeppelin: Zeppelins are the pleasure ships of the skies, they are slow but you travel in style. A Zeppelin has many decks, each set aside for rooms, diner, pool, etc...

DAN-250	Armor-Medium
Speed-V Slow	Altitude-High
Handling-Poor	COST- 5 mil

Super Zeppelin: These ships make Zeppelins look small. They have everything you need to travel luxury, if you don't mind taking a week to get where you're going.

DAN-300	Armor-Heavy
Speed-V Slow	Altitude-High
Handling-Poor	COST- 50 mil

Air Fortress: An air fortress is an armor plated monster of the sky. Most air fortresses are armed to the teeth and can take more damage than a battleship.

Super Cannon x5-	
Cannons x10-	
Anti Aircraft guns x15-	
DAN-600	Armor-Super Heavy
Speed- V Slow	Altitude-High
Handling-Poor	COST- 150 mil

# Zen and the Art of Mayhem

## Water Vehicle

Life Boat: A small inflatable boat, once inflated it can carry up to 5 people inside.

DAN-5 COST-175

Row Boat: This small boat can fit three people comfortably, and can be rowed across a body of water.

DAN-25 COST-100

Speed Boat: A speed boat is a fast 5 person boat. It moves fairly quickly (for a boat) and handles good.

DAN-35 COST-5000

Fishing Boat: A large boat that can carry around 6 people. Fairly slow boat handles good.

DAN-60 COST-1250

Large Fishing Boat: Larger version of a fishing boat, it can carry up to 12 people. Still slow and average handling.

DAN-100 COST-4000

Yacht: Large pleasure ship, a yacht can carry up to 12 people in comfort with bar, bed rooms, and dining room.

DAN-120 COST-200,000

Ferry: Large boat built to ferry vehicles over water. Top deck allows passengers to get up and view the trip, lower decks for vehicles.

DAN-200 COST-500,000

Pleasure Ship: These large ships carry people over the ocean in style, if you don't mind the travel time.

DAN-500 COST-7 mil

Battleship: Huge armored and massively armed ships. A battleship is the most dangerous ship on the waves.

## Weapons

Super Cannon x3 5d10x10

Cannons x8 5d10x5

Anti-Aircraft Gun x12

Missile x6

DAN-750 COST-300 mil

## Weapons

### Melee Weapons

Baseball Bat: Not really designed for combat it is still a favorite weapon of many. Light in weight, but still able to deliver plenty of damage to an opponent.

Damage- 3d6 DAN-6 COST-15

Brass Knuckles: The punch is always dangerous in combat, but add in some metal and the damage can be even more deadly.

Damage- 1d6 DAN-4 COST-20

Chain: The chain is a simple weapon but it can deliver a good deal of damage in close quarters combat. The chain's main advantage is its ability to wrap around a block and hit an opponent, and entangle itself around a foe's weapon or limb.

Damage- 2d6 DAN-6 COST-12

Commando Knife: Preferred by Special Forces units this dagger is always handy in a pinch, or close quarters combat. It is also weighted to be thrown when needed.

Damage- 3d6+3 DAN-6 COST-60

Nightstick: Popular among law enforcement the nightstick is short and compact making it easy to carry, but still very effective in combat.

Damage- 2d6 DAN-6 COST-45

High Tech Materials: Many older weapons can now be constructed with higher grade materials and be even more lethal. Add 1d6 damage for improved materials.

### Pistols

Automatic: Used by the military, police, and criminals alike, the automatic is a solid pistol with plenty of shots, up to 18 per clip depending on the model. The automatic can be fired in single shot or short bursts.

Damage-3d6 DAN-10 COST-350

Hand Cannon: When you're looking for the most powerful pistol you can find look no further than the hand cannon. It's limited 6 shots may turn some people off, but with the damage it does 1 shot is typically all you need.

Damage- 4d6+3 DAN-10 COST-300

Revolver: Classic six shot pistol, old and very reliable. Still the weapon of choice for many marksmen who believe that one shot is all it should take.

Damage- 3d6 DAN-8 COST-250

Saturday Night Special: Small concealable pistol favored by anyone needing a gun but don't want everyone to know they are carrying a gun. Due to its size it typically only carries 4 to 8 shots, very small models may only have 2.

Damage- 2d6 DAN-6 COST-200



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Submachine Gun: Allot of bullets in a small package, the submachine gun is always a threat even in the most unskilled hands. Clips carry plenty of bullets 20 to 30 and it can fire single shot, short burst, or full auto.

Damage- 2d6 DAN-8 COST-500

## Rifles

Assault Rifle: The rifle of the military, the design is lightweight, but able to delivery a high rate of fire and remains accurate. The assault rifle is able to fire a large 30 round clips at single shot, burst, or full auto.

Damage-2d10+3 DAN-14 COST-750

Gangsters Typewriter: This powerful automatic rifle is popular is very popular with the criminal element. It is able to fire bullets at a high rate of speed turning most things full of holes pretty damn fast. Clips will hold 40 bullets and is able to fire single shot, short bursts, and full auto.

Damage-2d10 DAN-12 COST-600

Sniper Rifle: These large bolt-action rifles can only deliver one shot at a time. A highly accurate shot at long range with divesting results.

Damage-4d10 DAN-12 COST-1000

Shotgun: Instead of a single shot, the shotgun fires a tight cluster of small pellets that are very effective at close range. Although the double barreled models are popular riot shotguns can hold around 10 shots.

Damage- 2d10 DAN- 10 COST-250

## Heavy Weapons

Minigun: These are large multi barreled weapons that spew massive amounts of damage. The minigun uses belt fed ammunition, coming in various lengths averaging around 50. However, only someone of over 7 strength and 6 size can carry one into battle.

Damage- 2d10x5 DAN-22 COST- 7,500

Rocket Launcher: These are 3 shot weapons with heat seeking rockets, great for hitting large moving objects.

Damage- 2d6x10 DAN-18 COST-7000

Flame Thrower: These weapons throw out a stream of flame catching anything in a 5 meter cone in front of the barrel.

Damage- 2d6x5 DAN-18 COST- 8000

## Better Ammo

Armor Piercing: These are specially coated shells designed to go through armor, ½ DAN of an object when hit.

Hallow Point: Designed to expand and cause larger wounds, Add a extra dice to damage.

## 4.7.3 Advanced Tech Level 7 and Beyond

### Clothing and Armor

All Temperature Clothes: These clothes allow a character to be at a comfortable 75 degrees no matter what the temperature is around them. Of course they come in all the latest fashions.

DAN-4 COST-300

Cool Clothes: With advance technology or magic clothes can do more then just protect you from the elements. These Clothes are Guaranteed to make you look cooler (gives a +2 to all cool rolls) However you must keep them clean, too much dust, dirt, and grim will destroy the magic, and the clothes will start to fall apart.

DAN-4 COST-350

Fast Shoes: These items allow a person to run faster then normal. Each pair of shoes has 5 charges which will allow a character to double his speed for 1 round a charge. Charges can be replaced at the cost of 50 a charge.

DAN-3 COST-175

### Armor

Armor Woven Mesh: clothing and uniforms can be woven with special synthetic fibers, these fibers are strong enough to reset penetration from most projectiles, the fibers also absorbs the kinetic energy of the hit and spreads it out through out the rest of the armor.

DAN-8 COST-1000

Personal Force Field: A small generator worn on a person, the PFF creates a kinetic energy field, which can ward off an incoming attack. The field only activates when an object enter s a personal space at a high velocity. A Person wearing a PFF has transducer placed over their clothing or armor that emits the field when attacked.

These transducer are designed with a universal plug and cable system so that any power unit can be used with a number of different outfits. The PFF will deflect up to 8 points of damage off an attack. A deflection will drain 4 power points; a typical battery is 50 points.

DAN-8 COST-1000

# Zen and the Art of Mayhem

## Personal Items

**Communication Stones:** These small products of Magical-Magic(c) allow two people or more to communicate between themselves. To work you must buy the stones together. Then each person carries a stone. When one wants to talk to the other they pull out the stone and concentrate. The person will receive a knock in their mind, at that point if they pick up the stone (or touch it in anyway) he can talk to the other person.

DAN-10 COST-200

**Dimension Super Compass Computer:** This all purpose device not only tells you about this dimension but has information on other dimensions as well. And if you are swept up to a dimension it doesn't know it will show you how to get to the nearest dimensional hole or weak area.

DAN-6 COST-650

**Grav Backpack-** The grav backpack has foldable wings, these short wings extend and are the grav elements that allow the user to fly. The pack also has a harness that attaches to the upper arms which allows the user to control his direction of flight.

DAN-10 COST-750

**Light Stone:** This item will illuminate a small circle around the character allowing the person to see.

DAN-6 COST-15

**Point to Point (PtP):** These specialty design communicators do not use the normal communication networks used by most other forms of communication. A set of PtP are built to communicate between themselves. Range can be increased by the use of drone relays that will bounce the message back and further. PtP are used largely by small military units, or covert mercenary groups. PtP can be disguised as anything from a piece of jewelry to an ordinary object.

DAN-3 COST-250

**Super Compass Computer:** This device not only tells you where north is, but shows your location on a map. Plus information on towns, cities, and tourist traps.

DAN-6 COST-300

## Computer Systems

**Chips-** Many items are designed to record on these little round chips. These chips fit in a socket and can record 3 to 4 hours of high quality sight and sound information.

DAN-2 COST-20

**Desk/Mini Computer:** This unit has a signal card slot for inputting or exporting information or files, large internal storage, built in interface. Usually a Desk/Mini Computer is automatically tied into a local computer network.

DAN-8 COST-1000

**I/O Card-** These small flat items are the chief recording medium in they can record up to 16 hours of high quality sight and sound. Data storage on these I/O cards is immense.

DAN-2 COST-100

**Laptop Computer:** About the size of a notebook this versatile computer has multiple I/O slots for inputting or exporting information or files, large internal storage, and holds many ready to use programs and comes with built interface that can access computer networks.

DAN-8 COST-1250

**PDA:** Small portable computer holding enough memory to keep personal files and information in. The computer also holds a signal card slot for inputting or exporting information or files plus internal storage. The PDA fits nicely into a pocket and can hold programs in ready use. The computer also has built in interface with whatever types of networks are available.

DAN-4 COST-250

**Smart System Server:** These large units are usually located in an office or ship. They control local networks monitoring communications between many different types of computers and machines.

DAN-6 COST-2500

## Espionage Equipment

**BinoGlass:** High tech binoculars that enhance the characters vision, they can see a man size object 10 kilometers away and read print 2000 meters away. For an extra cost a thermograph can be added, and a minicam can be installed to photograph images.

DAN-4 COST-300

**Color Camouflage Clothes:** These specialized clothing are made with special fibers that are able to change colors. Located somewhere on the clothes is a color strip. To adjust the color a person only needs select a color on the strip, the clothes then change to that color. The clothes can also be outfitted to produce different color patterns or symbols; however these have to be preprogrammed.

DAN-3 COST-1500

**Holographic Cloak:** The newest in espionage equipment, the holocloak is able to produce a holographic image of that ever is behind a person on the cloak. This effect makes a person harder to spot (But not impossible).

DAN-4 COST-2500

**Holographic Generator:** This device allows the user to recreate preprogrammed holograms. Each unit can be kept on a person, but it must be programmed. The unit can hold 3 pre-programmed images. Common programs include; multi- image reproduction, or effects to distort the person actual position.

DAN-2 COST-4000

# Zen and the Art of Mayhem

Jammer: Can be used to jam any transmitters up to 15 meters away.

DAN-2 COST-100

Light Enhancement Contacts or Glasses: These contacts or give the wearer eyes protection plus increases the lowest amount of light to the equivalent of noon day sun.

DAN-2 COST-400

Microcam: Small hand held video camera outputs to an I/O Card or chip or transmitter. Can be hooked up to a grav unit for independent flight.

DAN-4 COST-500

Micro-recorder: These small recorders are lightweight and can fit nicely into a pocket. Each chip can record up to 3 hours or can be set on a time loop up to 3 hours. A directional mic can pick up sounds 40 meters away; some models can focus on a source and block out background noise.

DAN-4 COST-300

Minicam: Tiny camera for spy work these little items automatically adjust for light they have available without a flash. They record all pictures on to either a I/O card or chip.

DAN-3 COST-400

Surveillance Kit: This Unit is about 1 foot by 2 foot. It contains a computer system that can operate 12 remote drones. These drones work on pre-programmed commands or can be operated separately. The drones scan the area for power source, deadly chemical compounds and other threats to personal safety. They can operate up to kilometer of the control box. The drones report to the control box which translates the info and sends it to the headgear. The headgear is worn over 1 ear and a small glass screen over 1 eye, also a small microphone is attached and hung in front of the mouth. The Information is given over the eye, Highlighting and giving tactical read outs. Audio and voice input can be given through the microphone.

DAN-6 COST-4000

Synth-Flesh Mask: A specially designed mask, the synth-flesh mask attaches to the face and become like a second skin. The mask is hard to spot and usually takes a close look to spot one. Contacts that change eye color and false teeth can also be applied to the mask.

COST-350

Tracking Bugs: These devices are the ultimate in security and infiltration, it transmits all it's information to a computer or PDA. Bugs come in three types; location, listening, and camera. Location bugs are smaller than a penny it sends only a location beacon. Listening are slightly bigger they also provide audio information. Camera provides everything above, plus a picture, it is slightly large than a quarter.

Tracking Bug Locators: These items will find bug devices in a room or if a search is conducted.

DAN-2 COST-50

Thermograph Contacts or Glasses: These items translates all visual information into heat forms blue for cold and red for hot, good for looking in the dark and can pick up heat traces through objects.

DAN-2 COST-400

Spy Stone: Instead of broadcasting a signal spy stones send telepathic message to the owner, allowing them to listen in.

DAN-3 COST-90

Spy Stone Eater: These little fuzz balls, seem to be motionless, until it detects a spy stone. They will then hop to life seek out the stone and eat the magic, making the stone useless (only works on spy stones).

DAN-3 COST-150

Cone of Silence: This product allows the user to stand in a 3 meter radius of the device and talk in peace. No outside noise can get in, and no noise can get out (not even signals from bugs or spy stones).

DAN-6 COST -750

Roaming Eye: This device has two parts. One is the base unit, which must be kept on the person. The second part is a small flying ball. The ball is controlled by whoever is using the base unit, the ball will fly in the direction of the users wish. It will send back telepathic pictures and sound to the user. It can be detected by a Spy stone eater.

DAN-6 COST-450

# Zen and the Art of Mayhem

## Medical Equipment

**Med Scanner:** A med scanner is a small hand held computer with a library of almost every known injury or disease. If the computer can't come up with a cause it can access the Networks medical files for its information. A diagnostic program will read data entered into the scanner and identify the most probably causes and recommended treatment. In addition to the readout screen on the top of the medscanner, There is a cable & sensor attachment which, when placed on the body, will monitor heartbeat, temperature, respiration, blood sugar, and brain wave functions.

DAN-4 COST-2000

**Medkit:** High impact plastic "doctor's bag" contains: hypo, surgical kit (scalps, forceps, etc.), 10 doses of pain killer, spray on flesh, speed heal, sleepdrug, stimulus, 5 doses of multi spectrum antibiotic, poison neutralizer.

DAN-8 COST-1250

**Multi Purpose Antibiotics:** 1 dose helps cure must illness and low level poisons. Again most people take a daily dose in their diet to help fight of sickness. This is standard practice for anyone who travels from world to world.

COST-50

**Pain Killer:** This quick drug is applied around a wound and deadens the nerve endings and thus stopping the pain. 1 dose last 2 about hours, kills pain.

COST-100

**Poison Neutralizer:** Universal poison neutralizer for the Human body. However it is not perfect, some poisons have been designed that deny this neutralizer.

COST-250

**Sleep Drug:** This drug is designed to help a person sleep. The stronger the body the large dose that is needed. Overdoses of sleep drugs could have adverse effects on some people.

COST-40

**Speed Heal:** This drug will accelerate the healing ability in a person's body. Although the drug does cause the body to fatigue do to it working over time to heal the wound.

COST-100

**Spray on Bandage:** This Bandage is sprayed on to an open wound to stop blood lose and start the wound healing.

COST-80

**Stimulus:** Quick pick up after fatigue 1 dose last 6 hours but afterwards the person can do nothing but sleep.

COST-20

## Black Market Drugs

**Black Lotus:** This drug is sold on the black market mostly to warriors in the Galactic Underground. When injected a person become more resistant to pain, the body actually become stronger, and wounds don't slow them down. However, Black Lotus is very addictive, those who use it to much become depends on it.

COST-Depends

**Truth Serum:** This drug is found on the black market. A person under the effects of this drug loses will power and the ability to block thoughts. Heavy Dose could cause a verity of mental problem including strokes.

COST-Depends

## Tools

**Micro Tools:** Set of small tools for working on micro circuits, (or picking locks), comes in small black bag with circuit jumper cables, wire cutters/wrench tools.

DAN-4 COST-60

**Nano Repair Bots:** These small micro bots are able to crawl in and make repairs, or form components to replaced ones that may have been damaged, a techie's best friend.

DAN-1 COST-750

**Techscanner:** Your techies best friend being a digital multi meter, oscilloscope, frequency modulator, all rolled into one, and fits nicely on a belt too.

DAN-4 COST-400

**Tech Tool Kit:** High impact plastic tool chest contains: 3 adjustable combination wrenches to fit all sizes of nuts and bolts, Universal adjustable socket wrench, full set pliers, screwdrivers, mini-tools for working on small devices, combination hammer & pry bar, electrical tape, 40 meters of wire, spray lubricant, spray plastic insulation, plastic filler putty, vise grips, assorted nuts, bolts, screws, fasteners.

DAN-6 COST-250

## Weapons

**Blaster Pistol:** Designed to fire shots of energy at a target instead of a projectile. Highly effective in space where recoil and risking a hole in the bulkhead is too great. Early designs used external power units, attached by a cord, later models would have battery systems built in, and typically a blaster pistol will have 10 to 20 shots.

Damage- 3d6+6 DAN-8 COST-750

**Blaster Rifle:** The larger version of the blaster pistol, it can deliver and more powerful blast and hold more shots. Early models typical came with backpack units, latter ones used easy to replace battery clips.

Damage- 4d6+6 DAN-12 COST-1250



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**Rail Gun:** These large heavy weapon uses magnetism to fire large solid slugs through the air. Although the power requirements sometimes force the weapon to have a backpack power supply these weapons can be highly effective.

Damage- 3d10x5      DAN-22      COST- 2,500

**Stun Gun:** This weapon fires a beam of energy that tries to overload the targets nervous center causing them to collapse. If one shot doesn't do it repeated ones will.

Damage- 5d6      DAN-8      COST- 1000

**High Tech Ammo:** High tech ammo can be used to make earlier guns more dangerous. Things like APE (Armor Piercing Explosive), HEAP (High-Explosive Armor Piercing), HEI (High Explosive Incendiary), etc... These rounds will increase the damage by two dice.

**Spaceage Materials:** one molecule wide cutting edges, high impact materials that are almost unbreakable. Weapons built with these materials will gain 2d6 damage and 1.5 DAN.

## Weapon Accessories

**Gun Scope:** Mounts on any rifle increases accuracy of a weapon at longer ranges. Most scopes are fully interactive giving distance to target, light meter, and inferred selections. +4 to Hit with aim.

DAN-2      COST-200

**Laser Scope:** Mounts on any firearm increases accuracy with no need to take a long aim. The scope projects a small red dot onto target up to 40 away. Other versions are invisible and have special glasses for the user to focus with. +2 to Hit

DAN-2      COST-350

**Hidden Weapons:** With advanced materials it is possible to have weapons designed into pieces of his outfit. Grenades can be buttons, knives can be hidden in jewelry, etc...

## Spacecraft

Spacecraft typically come in three types; Civilian, Military, and Pirate. The type will effect the over all performance and capabilities of the spacecraft.

**Civilian:** These craft and privately owned and operated, or part of some corporations merchant fleet. They come in all types and condition, from vessels on their last leg, to brand new shiny ships with advanced prototype systems.

**Military:** These vessels are built to protect their worlds from hostile forces, or rule over them with an iron fist, and they are gleaming with weapons to do either job. Often these ships will be equipped with the newest technology and have massive, but often untested, weapons and capabilities.

**Pirate:** These ships are either crewed by the scum of the universe that will try and steal from anyone unlucky enough to cross their path. Or the last free men, of untouchable honor and integrity, that choose to leave behind the shackles imposed by society and live free in the sea of stars. Problem is you never know which is which until it is to late. These ship are usually a match for equal sized military vessels, however the scum type pirates ships are typical in disrepair and can't take much punishment, while the ones run by the last free men are in tip top shape, outclassing some military vessels.

**Starfighter:** Small and maneuverable, these craft are almost all engines with just enough room for the pilot and a few weapon systems.

Handling- Superb      Speed- V Fast  
DAN- 75      COST- 10mil

**Personal Shuttle:** When new these craft fill their needed role very well, but as they get older they start to suffer from performance issues, and it is sometime hard just to get it to run at minimal levels.

Handling-      Speed- Fast  
DAN- 50      COST- 250,000

**Cargo Shuttle:** These are small ships are built to take cargo back and forth between colonies and worlds. Being mostly cargo space they can be kept running long past their prime by a talented crew.

Handling- Good      Speed- Quick  
DAN- 150      COST- 500,000

**Star Freighter:** These large vessels travel back and forth bring large cargo shipments or raw materials through the sea of stars.

Handling- Good      Speed- Slow  
DAN- 300      COST- 1mil

**Destroyer:** Smaller military vessels used to support the larger ships of the fleet, or sent out as scouts or explorers. Often out matched by ships they run into they typically use maneuverability and speed as their greatest weapons.

Handling- Good      Speed- Quick  
DAN- 400      COST- 100 mil

**Cruiser:** Not as large as the battleships these ship are still very formidable and carry a nice array of weapons and advance technology, while still being more maneuverable then the larger battleship.

Handling- Poor      Speed- Slow  
DAN- 800      COST- 750 mil

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Battleship: The largest of the vessels, these craft are often looked at as a symbol of who they represent. Often built with the most cutting edge technology of the time, even when they become dated they still are nothing to snare at.  
Handling- Pathetic  
DAN- 1250

Speed- V Slow  
COST- 2 tril

## 4.8 Technology Levels

When designing a world it is important to work out the level of advancements in technology. In Zen and the Art of Mayhem it is not necessary to have everything pin pointed down to the precise level of development, you can work on a general scale. The scale for technology follows the technology development of western civilization.

Some developments in each field may happen earlier or later, this can vary and can be decided by the Architect. The steam engine was almost developed during Roman times, and Charles Babbage had designs for a steam powered computer in the mid 1800s. These inventions, if released and developed, would have shifted advancement of other technologies. Under each tech level is listed the major developments for that time. A Tech Level 3 society may come up with an early version of a train or may even start to develop flight. Remember that many advancements spring from others. Medical technology advances when science does for example. Creating worlds where some technology has been advanced while other still lag behind is always interesting. However, do not let tech get out of hand a Tech Level 3 game with a few Level 4 developments and may be 1 Level 5 development which the game is based around is fine.

Early developments are also skipped over at large rate, the Copper, Bronze, and Iron ages had many developments and each was superior to the latter however it is listed on the Tech level chart as simply Metal Working.

In any world there will always be a number of tech levels available depending on where the characters are. One society will always have the highest level and a few places might be down one level. In remote areas the tech level may drop 2 levels. And if the characters explore they may discover a few tech level 1 or 2 societies in isolated areas.

## Tech Level

- 0- Before Civilization
- 1- Simple Stone tools
- 2- Metal Working
- 3- Steam and Early Industrial
- 4- Post Industrial
- 5- Electronic age
- 6- Nuclear/Computer age
- 7- Post Nuclear
- 8- Early Star Faring
- 9- Advance Star Faring
- 10- Beyond Technology

### Tech Level 0 Before Civilization

At this level of development it is hard to tell those bound for civilization and the rest of the animal kingdom. Ground breaking world altering concepts like sharpened rocks and fire shake the foundation of life and may guarantee the possibility of civilization.

### Tech Level 1 Simple Stone Tools

Not quite a true tech level, society has barely begun, most peoples would be nomadic hunter gathers. Later developments include simple farming and irrigation. Towns will begin to grow, with simple architecture building, and a barter system for an economy. Simple laws are laid down to keep order in the towns. Common weapons include clubs and spears with sharpened ends, and the bow and sling are also developed for ranged attacks. Some trade between settlements, mostly foot travel is used with simple navigation using landmarks. No medical knowledge, simple mathematics and a base number system.

- Nomadic Tribes
- Farming and Irrigation
- Small Trading Towns
- Barter System
- Simple Laws
- Clubs, Spears, and Bows for weapons
- No Medical
- Foot Travel
- Land Mark Navigation
- Simple Mathematics

### Tech Level 2 Metal Working

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Tech level two is marked by mining and metal working of all sorts. Early metal working is done with copper then advancing to Bronze then Iron. Windmills and water wheels are developed. Cities grow in sizes and currency is invented although bartering is still a major part of trade. Language grows and become more standardized, written language also begins. Laws advance to control human morality and behavior. Animals have been trained for transportation, sea travel grows, and trade develops. Navigation expands with the use of the sun and the stars. The sword and other edge metal weapons are developed, organized armies are started as well. Medicine is start with herbal treatments and knowledge of healing wounds. Advance mathematics including geometry are in use, as well as the development of philosophy.

- Large Trading Cities
- Metal Working
- Wind Power
- Advance Moral and Behavior Laws
- Edge Weapon
- Wound Treatment and Herbal Medicine
- Language and Writing
- Currency and Bartering
- Animal transportation and Sea Travel
- Navigation based on the Sun and Stars
- Advance Mathematics
- Philosophy

## Tech Level 3 Steam and Early Industrial

Early marks of tech level three include the advancement of basic sciences like biology, chemistry, and physics. Medical science's also expands with new discovery in the field of science understanding of anatomy. Steam power and industrialization are started in major cities, the printing press expands the knowledge, and written language. Courts of law and justice codes are developed. Clockwork on a large scale is also begun. Gun powder is developed as well as the cannon and muskets. Navigation expands with the knowledge of latitude and longitude, advance sailing ships, and armed naval vessels.

- Steam Power
- Large Cities
- Industrialization
- Early Sciences Biology Physics & Chemistry
- Gun Powder Weapons
- Early Clock Work
- Early Medical Know and Anatomy
- Printing
- Advance Sailing Ships
- Advance Navigation Latitude and Longitude
- Early Legal System

## Tech Level 4 Post Industrial

Tech level four is developed with the Standardized of parts and sizes, as well as powerful combustion engines used in trains and ships. Miniaturized clockwork is developed as well as the telegraph and early electronics. The periodic tables and atomic theory are developed in science, along with the germ theory. Medical science also developed sterilization and amputation techniques. Rifling and case ammo advance firearm technology, ship carry turreted weapons and are Iron Clad. Early flight is developed with biplanes, balloons, and lighter then air ships. Governments expand and legal codes become more complex.

- Trains
- Standardized of Parts and Sizes
- Periodic Table
- Telegraph
- Miniaturized Clock Work
- Germ theory
- Amputation
- Rifling
- Case Ammo
- Early Flight
- Iron Clads
- Advance Legal System

## Tech Level 5 Electronic Age

With the advancement of science and electronics come many new inventions including plastics and the transistor and vacuum tubes to be used with alternating current. These developments lead to broadcast technology like radio and TV. Motorized vehicles with small internal combustion engines appear like cars and tanks as well as metal hull ships and submarines. Flight advances with intercontinental flight capable aircraft. Radar and sonar technology are also developed. Automatic weapons and long range ballistic guns become more common in warfare as well as chemical weapons. Medical knowledge advances with surgery and antibiotics. Government grow larger with huge bureaucracies and very complex legal systems.

- Motorized Vehicles
- Automatic Weapons
- Ballistic Guns
- Radar & Sonar
- Chemical Warfare
- Alternating Current
- Surgery & Antibiotics
- Metal Ships & Submarines
- Advance Flight
- Broadcast Technology
- Plastic
- Complex Legal System & Large Bureaucracies

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## Tech Level 6 Nuclear/Computer age

With the development of nuclear power brings in a new age of technology. Missile technology begins to advance allowing orbital launches as well as the development of the jet engine. Computer are develop with integrated circuits (or IC Chips) and miniaturized electronics. Early robotics are also start to develop.

Nuclear Power  
Jet Engine  
Missile Technology  
Organ Transplant  
Computers  
Integrated Circuit and miniature electronics  
Orbital Launches  
Early Robotics

## Tech Level 7 Post Nuclear

New super weapons are developed including magnetic projection weapons like rail guns and gaos rifles. Lasers are scaled down and orbital weapons are used. Electronic and machine shrink inside down to nano circuits and molecular machines. Robotics and cybernetics advance along with artificial intelligences and genetic manipulation. Hologram projection becomes possible as well. Power become easier to produce and store as fusion power is developed and recycle power cells.

Magnetic Projection Weapons  
Laser Weapons  
Molecular machines  
Nano Tech  
Cybernetics  
Advance Robotics  
Genetic Manipulation  
Fusion  
Artificial Intelligence  
Orbital Weapons  
Holograms

## Tech Level 8 Early Star Faring

At this level technology has advance to the point of allowing travel between the stars. Spaceship can cross a light year of space between a day to a couple hours time. Antimatter reactions and miniature black holes provides the power for ships to warp space and travel at these speeds. Anti-grav has developed to allow hovercraft and artificial gravity. Matter to energy conversion allow transporting of people and objects over great distances. The process can rearrange simple patterns into a new patterns, however complex patterns can not be rearranged. Force fields allow an energy protection fields to ward off damage done by powerful energy weapon and disruptors. Genetic Engineering is more common place allowing cloning and entire new species to be created

from raw DNA.

Anti Grav  
Antimatter  
Cloning  
FTL Travel  
Force Fields  
Powerful Energy Weapons and Disruptors  
Matter to Energy Conversion  
Genetic Engineering

## Tech Level 9 Advance Star Faring

Tech level 9 is ushered in with the development of the fold engine which allows ships to instantly move to the other side of the galaxy. Also full matter to energy and vice verse is developed anything can be broken down and reassembled into what ever is need. This advancement allows anything to be created from the proper material. Genetic engineering reaches a point where they can create living sentient ships. Superior forms are also developed increasing the tolerance levels for pain, eliminating disease, even lengthening life spans to centuries and beyond. Psi abilities start to develop and even a shared conscience.

Fold Technology  
Advanced Matter to Energy Conversion  
Living Ships  
Superior Forms  
Psi Abilities  
Shared Conscience

## Tech Level 10 Beyond Technology

Technology has reached a point where a person genetic code bestows the power to rearrange matter at will. They are born with the sum of knowledge at their command. They can even bend the laws of physics when needed. Just hope morality has advance to the point where a person can use this power properly.



# Zen and the *Art* of Mayhem

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## 5 Combat

The Combat system for Zen and the Art of Mayhem is meant to be fast and fun. Combat is not the heart of the game, it is meant to resolve physical events during the course of the game. With that out of the way, Combat in Zen and the Art of Mayhem is meant to be first and foremost FUN, the system is not highly realistic, and in fact it is downright unrealistic. Hollywoodisms abound. In the system most characters can take a few bullets and still remain standing. A martial arts character can send an opponent flying through the air 10 meters with one well placed upper cut. While this stuff may not be realistic it is fun (unless you're the one flying 10 meters through the air).

### 5.1 Steps of Combat

- 1: All involved roll initiative
- 2: The character with the highest initiative describes one simple action to the GM (fire gun, punch opponent, dive behind cover, run away, etc...) and roll to find result.
- 3: Architect rolls any necessary dice to determine what the action did, and describes the result to the players.
- 4: The character that completed their action then subtracts 10 from their Initiative score.
- 5: Go to 2 if there is no Initiative left go to 1 if there is no opponents left combat is over.

### 5.2 Initiative

Combat is the same for ranged and melee, initiative is rolled Speed +1d10, the higher number goes first. Then subtract 10 from the total, this is when the character takes their next action. This process is done until the total is less than 1. The higher your base speed the better chance of winning initiative. If more than one person has the same initiative number use base speed, whichever ever has the higher speed wins. If it is still a tie roll off on a d10, again higher number wins.

The open dice roll does not apply for initiative rolls, if the roll is a 10 do not roll again. Likewise fumbles do not occur a roll of a 1 is just that a 1. You can also use speed skills to quicken your initiative roll. One example is fast draw; add your skill level to your Speed before rolling. However do to jumping the gun to get a head start you must sacrifice your last action. If one or more people are surprised by an attack, they will lose Initiative and will not have any actions during that turn. This also goes for characters that have failed a Cool check do to intimidate, panty flash, or other effect.

### 5.3 Range

Range is given in meters, a range of 5 is basically 5 meters, in Zen and the Art of Mayhem exact range not that important just round up to the nearest meter. Characters can pretty much attack anyone within 2 meters of them in melee combat, sometimes longer depending on the reach of their weapon. If they want to attack anyone further away than 2 they will have to spend an action moving, or do a ranged attack.

Ranged combat is of course any gun, rifle, thrown knife, card, stone, etc... (See physical feats throwing 3.1.2 for more info). The range of guns and rifles are limited to line of sight an unobstructed path. Pistols are accurate up to 30, rifles 75.

### 5.4 Turns & Actions

A Turn is approximately 5 seconds long and is the base unit of time in Zen and the Art of Mayhem. In a turn you can do actions. Actions have to be basically simple, shoot gun, get an object, do a martial arts attack, run away, etc... Most characters will get two actions per turn, possible three depending on their initiative rolls. Each action is 2 to 3 second long so the character should tailor their actions around this time, if the action is fix the car, it will take more than 5 seconds to do, so it won't be complete at the end of the turn.

#### 5.4.1 Movement

A character can run half their movement in an action (See 3.1.2 Physical Feats). It will take 2 actions to move your full movement, if a character only has one action during an initiative they can be allowed to move their full movement that action.

#### 5.4.2 Attacks

An attack is when one character tries to hit someone or something else. Attacks are done by a roll off, the attacker Coordination+ Skill+ Bonuses+ 1d10, against the Defenders Coordination+ Skill+ Bonuses+ 1d10, the higher roll wins. Many attacks receives plus's to hit from weapon accuracy, type of attack they are performing, or other factors. If it is a stationary target that does not have a defense counter roll, then a difficulty level will be assigned by the Architect (See Section 3.2.2)

#### 5.4.3 Defense

Everyone who is attacked will get a chance to perform a defense, as long as they are aware of the incoming attack. However, it takes actions to try and defend. A character can defend once before their next action. If the character has to defend more than once before their next action they receive a -3 to the defense roll, doubling each time until their next action. Defense is a generic term to refereeing to avoiding an attack or reducing the damage taken. Defense's includes, but are not limited to athletics, planting feet, blocking, martial arts, etc...

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When the character is attacked, and after the attack is described, the defender will then describe what they are trying to do to defend themselves. Bonuses should be added on depending on what they are trying to do. Certain types of defenses are going to give characters a better chance to avoid damage, such as rolling out of the way, or blocking a blow.

## 5.4.4 Descriptions Of Actions

An attack should never be just “I attack my opponent” or “I swing my sword to hit the first guy in front of me”. The description should be a little more detailed. Something that fits the approximate 2 second time frame the character has to act. The description should also fit the type of attack the character is doing without going into far too much detail and length.

“I use a quick attack to throw a fast punch at my opponent”.

“My character does a feint at the opponents head to try and open a hole in their defense”.

“My character is going to counter, and goes in a defense stance, ready to counter my opponent’s next move”.

Going too much into detail is bad;

“My character parries my opponents weapon, and drops down to do a sweep of their legs, as my opponent falls I will spend my body around and land my elbow on their chest, driving them into the ground”.

This description is about 3 actions and not one. They would have to start with the parry, and wait for their next action before moving to the next action.

To simply attack a foe, wait to be hit, attack back, etc.. is never a good way to have a fight. Combat is an active ever changing environment, and characters are hardly ever just stand around trading blows until one falls. The description should reflect this, the character using their environment to their advantage, trying to coax their opponent into a trap, etc...

Once both the attack and defense have been describe then the dice are rolled and the higher roll will succeed in their action, and the Architect will describe how everything played out.

## 5.4.5 Types of Attack and Defense Bonus’s

The actions taken by the attacker and defender should modify their possible roll. Each description should be rated giving a character a certain modifier. Listed here are some common modifiers to help an Architect to gauge how to rate certain types of actions and their affects.

### Attack

Aim (Ranged) +4: Character spends an action aiming they will get +4 to hit next action.

Called Shots: Even though there isn’t a hit location table, characters can still call shots. Called shots will have different effects than normal attacks.

Area	to Hit	Bonus
Head	-4	x2 Damage
Arm	-2	Coord Check to see if they drop an item
Leg	-2	Coord Check to remain standing
Hand	-4	1/2 Coord Check or drop item
Item	-5	Damage Object

Consider any aimed shots to a character’s private areas a head shot.

Charge (Melee): If the opponent is out of the 2 meter range of the character they can do a charge which is movement and attack at the same time. However the amount of movement it takes to reach an opponent will add a negative modifier to hit. -1 for every 5 meters the character most travel.

Counter (Melee): Character holds their action, waiting for their opponent to describe their action. They can then describe their defense and attack as one smooth action, gaining +3 to defense and +3 to their attack.

Extra Power (Melee) -4 To Hit: The character puts even more power into their attack, making it slower and easier to dodge but increasing the damage it does. Adding +2d6 damage.

Knock Out: This attack is designed to knock an opponent out quickly without doing serious damage. The attack is rolled normally, however the damage total is doubled when checking for stun, and then halved when applied to hit points.

Quick Attack (Melee) +4 To Hit: Character chooses speed over power to try and gain the upper hand. But it does come at a cost reducing the damage down up to half, depending on the situation.

Study: The character sacrifice one of their attacks to study the fighting techniques of their opponent, hoping to gain insight and find a weakness. +2 to all future rolls against the opponent during combat.

Sweep (Melee) +2 To Hit: This type of attack is not designed to do damage, but to rather knock an opponent over. If the attack succeeds the opponent will have to make a coord check or fall. If they fall, all actions most take that into account, meaning most of the time they will have to spend their action getting up instead of counterattacking.

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## Defense

**Block/Deflect (Melee):** The character is using their weapon, armor, or body part to deflect the incoming attack. This is often easier than trying to completely avoid an attack, and leaves the character ready to deliver a counterattack. However if the attack can't be blocked or deflected by the character they will not be able to use this defense. For example the character is fighting an opponent with a sword and they have no armor, or weapon to counter with, doing a block will not help.

**Dodge:** When the character has freedom of movement to avoid incoming attacks, both hand to hand and range. They duck, roll, and spin out of the way of the incoming attack. They can use dodge as long as they have the space to move. If backed into a corner, or tight area this type of defense cannot be used. Depending on the situation the character may not be able to attack their opponent next action if they use dodge. It depends on the situation and how much the character was forced to move. Characters can use either a fighting style or athletics skill to dodge.

**Retreat (Melee) +5:** Always a good option, the character basically backs out of the range of their attacker. Good against hand to hand and melee weapons. Useless against ranged weapons. Problem is when the character retreats they can't attack with their next action unless it is ranged, they charge, or their opponent enters their attack range. Characters can use fighting style or athletics skill to retreat.

**Taking Cover:** If cover is available this is a great option. The modifiers will vary depending on what the cover is available and the environment the character is fighting in.

**Catch:** The character attempts to catch the attack, grabbing a fist, arm, leg, or even a weapon. A catch will change depending on the difficulty of what they are trying to catch. Typical no bonus is applied unless the character is using a weapon which allows it to catch an opponent's weapon. If the character is trying to catch an opponent's weapon with their bare hands they will mostly likely receive a negative to the attempt (-2 to -5 depending on the weapon). The bonus comes when they succeed, and they are now holding an opponent's fist, arm, leg, weapon, etc...

**Plant Feet:** With this defense the character does not try and avoid the incoming attack at all, instead they basically turtle up, covering the more vulnerable areas, and dig their heels in to absorb the attack. Allow the character to add skill level of their fighting style to DAN. Anything over is damage as normal.

## Psychological Attack

This type of attack does not actually do any physical damage, but it can be used to affect an opponent's state of mind, causing them to hesitate, jump the gun, throw off their timing, or even retreat. During the character's action they can use a Presence skill to try and affect their opponent. The affect will be up to what the character is trying to do, and how successful the roll is. Generally a successful psychological attack will cause an opponent to lose an action or retreat.

## Using the Environment

The area in which a fight takes place can offer many bonuses and modifiers to a fight. Gaining the high ground, by going up stairs, or table. Or swinging from a low hanging ledge, or other protrusion, to gain power to a kick. Pushing objects like chairs in the path of your opponent, etc... All these actions will add modifiers to attack and defense rolls and should be used by the characters. It is important for players to understand the environment they are fighting in and how they can use it.

## 5.5 Damage

Each attack does a certain amount of damage, depending on the skill of the character and the type of attack and weapons used. Weapons and attacks have damage listed. The character will also add the difference between the attacker's roll and defender's roll to damage. This reflects how successful the hit was.

### 5.5.1 DAN

Each character can absorb so much damage, a character's DAN represents this. DAN is the amount of damage a character can shrug off with no effect. If the damage is more than the character's DAN then the rest of the damage is absorbed into hit points. (See 2.9 DAN for more info.)

### 5.5.2 Hit Points

If the damage is more than the character's DAN then the damage is taken to hit points. Subtract the amount of damage over the DAN from the character's hit points. The more hit points lost the more injured the character is. If a character's hit points reach zero they are unconscious for the rest of battle and may actually die if not helped.

### 5.5.3 Lowering the Damage from an Attack

The character can also spend luck points to lower the amount of damage they take. 1 luck point lowers damage by 1 point, up to twice the character's DAN. A character can use this to save their ass in a tight situation, used too much and they will run out of luck points.



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## 5.5.4 Losing Actions

When a character takes damage to their hit points there is a chance that they will lose an action or actions. If the damage done to hit points is less than their DAN they do not have to make a stat check. If the damage is up to twice their DAN then they have to make a size stat check, if they fail they lose an action. If the damage is twice to three times their DAN the body stat check is halved, and so on.

## 5.5.5 Stun

A character can be stunned or knocked out before reaching zero hit points. If the character loses an action then there is a chance that they maybe stunned. Characters will roll a physical stat check to see if they are rendered unconscious or not. Same rules for losing actions apply if the damage is up to twice their DAN then they have to make a normal stat check, if the damage is twice to three times their DAN the stat check is halved, and so on. If the character did not lose an action they do not need to make a stun check.

## 5.5.6 Knockback

If the damage in hit points is greater than twice the characters DAN, they have a chance of taking knockback. The character will have to make a coordination check, if the roll fails a character is knocked back 1 meter for every 10 points of damage. If the damage taken is more than four times the characters DAN then they must make a 1/2 coordination check, if they fail they are knocked back 1 meter for every 5 point of damage. If the damage is more than a characters hit points they are knocked back with no coordination check, 1 meter for every 5 points of damage.

## 5.5.7 Knockback Flight Path

Now with this kind of knockback the character will probably hit something while recoiling through the air. The Architect will have to make a decision of what direction the character flies off in and whether there is anything in the flight path. If there is something in the flight path, they must decide whether the character will go through it or will it stop the momentum. The best rule of thumb is if the amount of meters thrown back left when they hit is over the DAN of the object the character goes through. A character hitting an object in flight can receive damage equal to the object DAN. The characters DAN will still reduce the total damage taken.

## 5.5.8 Zero Hit Points

Once a character reaches zero hit points they are out, not dead but out. They will be unconscious until they have a chance to recover hit points either through rest or healing. If the character takes more hit points of damage while at zero hit points they have a chance to be killed. This is up to the Architect to decide, typically a character taking more than their hit points in negative damage will be dead. The body will have taken more damage than

it will be able to heal without serious outside help. How often characters die will be up to the type of game being played. In a less serious game, characters reaching zero hit points will be out for awhile, then the next day will pretty much be fine. In a more serious game any character reaching zero hit points and someone does not come to their aid will have a good chance of dying.

## 5.6 Armor

Characters can wear armor to increase their DAN. Armor can be anything but must cover most of the body to be effective. There are three basic types of armor, full body armor, breastplates, or helms. Full body armor covers everything, adding DAN to all attacks, however it is more likely to restrict your speed and coordination. Breastplates cover the torso area sometimes protecting the arms. Breastplates will add DAN to all attacks, other than called shots to areas that are not covered. The more heavy the Armor the more chance to restrict your speed and coordination. Helms cover the head area to protect against headshots only, The DAN is only added when a head shot is called.

Armor Level	+ to DAN	- to Speed & Coordination	Breast Plate	Full Armor
1	4	-0		-0
2	8	-1		-2
3	12	-2		-4
4	16	-4		-5

Remember to roleplay armor, a character wearing a Level 4 helm all the time will not be able to seduce someone in a bar. When a character wears armor make sure it is in character. Also armor does not raise hit points, only DAN.

## 5.7 Metaphysical Attacks

Anytime a character wishes to do a metaphysical attack like a ki projection, ki punch, fireball, mental attack, etc... it takes an action to charge, and then an action to release. The charge can be done with no negative with another non-attack defense. The release takes a full action and cannot be combined with another attack.

If a metaphysical attack has a character use stat checks to defend, then for every 15 points on the attack roll divided the stat check in half.

# Zen and the Art of Mayhem

## 5.8 Other Damages

Characters in Zen and the art of Mayhem can be damaged in more ways than just normal combat.

**Falling:** Any character falling more than 3 meters (or approximately 1 story or 10 ft.) will take 1d10+1 point of damage. So a character falling 15 meters (5 stories) would take 5d10+5 points of damage. A character can use skills like acrobatics to slow a fall, Architect discretion.

**Fire/Burning:** Any character hit with flame will take damage normally, however the character's objects and clothes take the chance of catching on fire. If the object takes more damage than its DAN, roll 1d6 for every point over DAN, if the total roll is more than the object's DAN then it catches on fire. The fire will reduce the object's DAN by 1 point per turn. Also anything touching that object will take the burning object's DAN in damage plus risk catching on fire itself.

Covering a character or object with flammable liquid and lighting it can also induce burning damage. Roll a 1d6 for small dose, or 1d10 for large, the die roll determines how many rounds the liquid will burn.

**Freezing:** Characters trapped in ice, or by freeze ray, or just trapped in the cold risk taking damage. Typically the character will have to be trapped in ice to take damage, each turn doubling until they can break out. Character's which take damage from the cold, will fall unconscious once they take twice their DAN. A character cannot wake up from cold damage until they are removed and had a chance to warm up.

**Poison:** Poison is different between characters, NPC, and major villains. Poisons can kill most NPC on one dose, however characters and major villains react differently. For one poisons can't kill characters or major villains, it's a cheap way to die, and too easy. So what can poisons do? They can knock someone out, or make them sick. What a poison does depends on the strength, the Architect determines strength.

Typical Poisons are:

**Knock Out:** Characters get a body stat check to resist if they fail they will be knocked out. Typically if they are hit with a dose again the stat check will be halved. Once they pass out they will be out for an hour or so.

**Sickness:** Characters must make a body stat check to stop from getting sick. Sickness will last until a character can make a stat check. While sick the character will receive negatives to actions.

The higher the strength of the poison the better chance of knocking down a stat check to half or lower. Most poisons will only be strength 1 or normal stat checks. A few poisons will be higher and drop a stat check in half, a FEW actually cut the stat checks by 1/4. Also remember poisons aren't all colorless, odorless, and tasteless, so characters can be warned ahead of time with small clues.

## 5.9 Healing and First Aid

Hit point loss reflexes wounds; cuts, bruises, bleeding, etc... The type of wound caused will depend on how many hit points of damage were taken and what caused the wound, it is up to the Architect to decide.

Characters can apply first aid and medical skills to wounds to try to recover hit points. Depending on what is available to the character a typical first aid roll will recover 1d6 hit points for every 10 points on the roll. The use of medical equipment like first aid kit, bandages, herbs, etc... can augment the total. Often giving 1d6 for every 5 points. To apply first aid takes time, and cannot be done in a 5 second combat turn. How much time will be up to the Architect, the type of wound, and the equipment on hand.

When a character has a chance to rest and recover they will start to gain back lost hit points. After every 8 hours of sleep a character will recover their DAN back in hit points. Characters under medical care can recover double DAN during 8 hours of rest.

# Zen and the Art of Mayhem

## Attacks and Weapon Damage

Type	Damage
Str 1-3	--
Str 4-6	1d6
Str 7-9	2d6
Str 10-12	2d6+3
Str 13-15	3d6+3

Punch	1d6
Kick	2d6

Axes	
Breaded Axe	4d6+3
Battle Axe	4d6+6
Great Axe	5d6+6
Tomahawk	2d6+3

### Clubs

Large Spiked Club	4d6+3
Small Fighting Sticks	1d6
Baseball Bat	3d6
Nightstick	2d6

### Daggers

Dirk	2d6
Large Dagger	3d6+3
Stiletto	2d6+3

### Maces

Cavalry Mace:	3d6
Flail	4d6
Morning Star	5d6+3
Two handed Mace	6d6
Warhammer	5d6+3

### Pole Arms

Pike	5d6
Spear	3d6
Halberd	6d6
Nagamaki	5d6+3
Yari	6d6+3
Trident	3d6

### Swords

Bastard Sword	5d6
Cavalry Sword	3d6+3
Claymore	7d6
Cutlass	3d6+6
Katana	5d6+6
Long Sword	4d6
Rapier	4d6
Scimitar	4d6+3
Short Sword	3d6

## Others Weapons

Arrow	2d6
Quarrel	1d6
Bola	2d6
Boomerang	1d6
Brass Knuckles	1d6
Chain	2d6
Clawed Gauntlet	2d6+3
Fan	2d6
Jutte	2d6
Kama	2d6+3
Kusarigama	3d6+3
Nunchaku	3d6
Quarter Staff	3d6
Sai	3d6
Shuriken	2d6 +3
Staff	4d6
Tiger Claw	3d6+3
Tonfa	3d6
Tri-chucks	5d6
Whip	1d6
Yoyo	2d6

### Non Weapon

Chop Sticks	2
Chair	2d6
Pen/Pencil	2
Butter Knife	1d6
Umbrella	2d6

### Bow Types

Longbow	
Range	+to Damage
Str+Coordx2	+3d6
Str+Coordx4	+2d6
Str+Coordx8	+1d6
Str+Coordx16	Effective Range

### Recurve Bow

Range	+to Damage
Str+Coord	+3d6
Str+Coordx2	+2d6
Str+Coordx3	+1d6
Str+Coord	Effective Range

### Short Bow

Range	+to Damage
Str+Coord	+2d6
Str+Coordx2	+1d6
Str+Coordx3	Effective Range

### Crossbows

Compact Crossbow	
Range	+to Damage
Coord	3d6
Coordx2	2d6
Coordx4	1d6
Coordx8	Effective Range

### Heavy Crossbow

Range	+to Damage
Coordx2	4d6
Coordx4	3d6
Coordx8	2d6
Coordx16	Effective Range

### Hunting Crossbow

Range	+to Damage
Coord	4d6
Coordx2	3d6
Coordx4	2d6
Coordx8	Effective Range

## Wrist Crossbow

Range	+to Damage
Coord	2d6
Coordx2	1d6
Coordx3	Effective Range

### Pistol

Automatic	3d6
Hand Cannon	4d6+3
Revolver	3d6
Saturday Night Special	2d6
Submachine Gun	2d6
Blaster Pistol	3d6+6
Stun Gun	5d6

### Rifles

Assault Rifle	2d10+3
Gangsters Typewriter	2d10
Sniper Rifle	4d10
Shotgun	2d10
Blaster Rifle	4d6+6

### Heavy Weapons

Minigun	2d10x5
Rocket Launcher	2d6x10
Flame Thrower	2d6x5
Rail Gun	3d10x5

# Zen and the Art of Mayhem

## 6 Adding Detail to the World

The who, what, when, where, and why of the world. No matter how clever the concept of a universe, without details it will not hold up. After the six major factors for creating a world have been decided on (See Chapter 1) the Architect must then add the details to flesh out the universe. These details are the heart of the world, the very essence of the game. They are what add the mood, the soul, the color, and the spirit for the characters to become a part of.

The who is the characters of the world, those characters both major and minor. From the villains and heroes of the story to the man on the street, a major factor in all most any adventure. The what is the actual adventure, what the characters are actually trying to accomplish when playing. The mysteries they have to solve, the puzzles they run into, dilemmas they have to deal with, and the obstacles they most over come. The when is the background, history, and timeline of the world. For a world to truly come alive there must be a history, what went on before the game actual starts. It is also import to have an idea of what will happen to a world during a game. The where is the locations created for a world. Places the characters will travel to or come from. These Places add a sense of substance to any world. They are places characters become familiar with. The why is the goal of the game, what the characters are trying to achieve, what they hope to get out of it. Without a goal the characters have nothing to strive for, nothing to look forward to when it's over.

### “Who”

The who is all the Non Player Characters in the world. They are who the player's characters interact with, they provide them with clues, or try and stop them. An Architect will have a variety of NPC's in any given game. Some like the villains or major supporting characters will require character sheets, listing stats, skills, talents, and flaws. Other NPC's will drift in and out of games, or only appear when needed. These characters will not need full character sheets, but can use note sheets which just list the important information. Then come the many NPC's that populate the world, they don't play a major part in the game, but they fill the cities, drive the cabs, tend the bars, and work as cogs in huge bureaucracies. The character will constantly be running into these NPC's, but only to interact, no character sheet is needed, at most just a quick description of their personality.

### Cast of Thousands

An Architect will have to build up a cast of thousands for any good Zen and the Art of Mayhem game. These people include friends of the characters, and people who just get in the way. The larger your supporting cast, the more fun the game will be. There is almost an unlimited amount of different types of characters you can come up with to add fun to the game. The best way to come up with characters is just watch TV and Movies, or read books and stories. They are chucked full of characters who are clichés, and clichéd characters are perfect for any game, but even better for Zen and the Art of Mayhem.

### The Family

The first part of the cast is the family. The family has many possibility, there is the over protective mother, the missing father, the kid brother that follows you where ever you go, the possibilities are endless. Other techniques are the wise old zen master grandfather who taught the character everything he knows, but he was an old miser who expected 500%. The character hated the hell training, but would follow their master to hell and back. Of course there's the possibility that one of the villains is your parent, or siblings.

Clueless Parent or Sibling: They never get it, things happen right in front of them but it doesn't register. Life is always normal and anything unusual can be explained.

Over Protective: They always try and protect you from harm. Any type of harm physical, emotional, psychological, it doesn't matter they will always try and shield you even if the harm isn't any danger to you.

Exceedingly Helpful: They are always trying to help out, and end up getting in the way at the same time. Even if you tell them to stay behind or not get in the way, they follow you anyway.

Nagging: Nothing is ever right with what you do, no matter how successful you are, or not. They are always finding fault with something.



# Zen and the Art of Mayhem

## The Friends

Friends are another source of unlimited clichéd characters. There is the best friend, the one person who causes you the most trouble but is ready to throw himself on a live grenade to save your life. There is the love interest who is either on the other side, or is always getting you in trouble. The teacher a buddy who taught you everything you know, making you the person you are to day. These teachers usually get killed early on so you can go on a quest to avenge their deaths. Other types are the friends who mean well, but always seems to get you in trouble, or the friend who is always willing to help (for a price). The possibilities are endless

**Best Buddy:** The best buddy is always ready to take a bullet for you. They will do things you would never ask them to, only because it is what needs to be done. They trust you even when you think you sound insane. They are always ready to drop what ever they are doing to help you out.

**Connected Friend:** This friend always seems to know someone, or can get something. If you need that something, they can get it for you, have to meet with someone, they can arrange it for you.

**Fair Weather Friend:** They seem like a good and trusted friend, but when the going gets tough, they get going, away. As soon as things cool down they show back up with some excuse.

**Wise Cracker:** A good friend all around, but they always seem to say the wrong thing at the wrong time. Which always leads to trouble.

**Teacher:** You were taken under their wing and taught you more than you can learn in a book. Although training was tough you know they have only your prosperity in mind. And you would like to do them proud.

## The Police

Most players will cause plenty of reason for the police to show up, and most of the time it won't be to help. The police will show up eventually to investigate, depending on the urgency of the situation. The more destruction caused the quicker, and larger, the force that will show up. The police will send detectives to investigate a crime sense, so even if they escape the beat cops it does not mean the heat will necessarily be off.

**Beat Cop:** Your typical police officer, the beat cop. They are sent to the scene of crimes in progress. One is usually an experience officer ready for retirement the other a new rookie learning the ropes. When not rushing to the scene of a crime, they usually can be found, at a food joint grabbing a bite to eat.

**Detective:** After a crime is committed and the perp got away, the detective is sent to investigate, find clues, and track down the wanted felons. More experience and better trained a detective has more skills and better overall combat abilities then a beat cop.

**SWAT:** The police's special forces SWAT are highly trained in group tactics. They have high combat abilities, excellent equipment and weapons. They act in teams, and like to shot first and forget the questions all together.

## Street Criminals

The streets of the city are full of crime. The underworld thrives off the lives of others. People are bought and sold on a daily basis, and all in the name of money. But even in the underworld there are rankings to move up through, or get caught in.

**Thug:** The underworld's muscle, thugs can be found just about anywhere. They are big, mean, have a bad attitude, and like to throw their weight around. Often not too bright a thug main ability is to hit things hard, really hard.

**Big Thug:** Once a thug has been around the block a few times and decides they like their line of work they become a big thug. A big thug is a more experienced then a common thug and can deliver even more damage. A big thug may even have developed a fighting style.

**Bouncer:** Ever place of business on the mean streets needs a bouncer. A bouncer is trained at making people leave who are not quite ready. Each bouncer develops their own skills that help them achieve their goals. Some bouncers work strictly for money, others do it because they like kicking people out. Some do it out of honor, helping those who could not protect their own business on the mean streets.

**Streetpunks:** The streets are littered with punks, kids proving they're tough, bullying others, causing trouble. Most of the time it's just a short-term stop in life, other who like it tends to become thugs. These kids that live on the street often learn to fight just for survival. Although good in their own circles most could not hope to take on a trained fighter, that's why they like groups.

**The Conman:** Always running some kind of con, they live off the streets. It may be a simple shell game, or a blackmail scam they always make sure the odds are in their favor. It is difficult to work with a con artist, because you just may be getting coned yourself.

**The Street Informant:** They're crafty, they're shifty, and they're full of important information, if you can pay the price. Informants listen to the whispers on the street; it's in their best interest to make sure the information they are passing on is correct. Because if their information can't be trusted, they would have to make an honest living.

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**The Assassin:** Subtler than a thug, an assassin is trained to do their job quietly and efficiently. Most assassins develop a calling card so everyone knows their work. The more famous they become, the higher price they can demand.

**The Small Time Boss:** They run protection rackets, loan sharking, drug operations, and gambling houses. But nothing to big, they have to answer to the big boss after all. If they get to major, the big boss will send a lieutenant to deal with them. The small time bosses all have a few thugs for muscle.

**The Lieutenant:** The legman for the big boss, the lieutenant, is always enforcing his will. They always travel with some big thugs, for taken care of business. The lieutenant must keep the small time bosses in line, the cops off their backs, and the politicians in their pockets. Sometimes the lieutenant gets ambitious, and has to be dealt with.

**The Big Boss:** In control of the underworld, or at least their part of it, is a big boss. There is always area of crime they won't touch, usually do to a loss of a loved one to that crime. They are always worried about one of their lieutenants getting to ambitious. So they keep a couple of loyal experienced big thugs close to deal with the problem.

## **Military Personal**

Some join the military for the adventure, some for excitement, some for a new life, some for the cool toys, some for power, some just to kill and get away with it. But the military is rarely what someone is truly looking for. Red tape is the rule, and if it's logical and efficient, it's probably not what is going to be done.

**Enlisted Grunt or (E3 Enlisted Expendable Extra):** The Enlisted Grunts make up the bulk of the militaries fighting force. They are trained in weapons usage, group tactics, and basic defense technique. What do you expect for eight and a half weeks of basic training? They're young; they're brash, they're foolhardy, and are ready to plunge into battle.

**The Sarge:** The experience enlisted grunt over the years they have learned to survive past their expected life span, as a reward they have to watch young enlisted grunts. The experience that got them the promotion, usually gets them an attitude to go along with it. They're mean, they're cranky, they're sadistic, and it's to toughen up the grunts so they can survive also.

**Special Forces:** When the job is too tough for grunts they send in the special forces; trained military experts in the fields of survival and combat. They are dangerous, highly cunning, and trained to kill. Most work in small units, covering each other weakness, but not get in each other's way.

**Officer:** The leaders of the military are the officers, trained in many weapons, tactics, and combat styles. The officer is meant to be a leader of men able to take a group of soldiers and turn them into an unstoppable force. Young officers are full of vigor and youthful ambition. As they grow older they become more complacent and disillusioned, some though still have dreams of becoming the brass.

**The Brass:** Once trained soldiers now the leaders of the military. They have gained some weight and have many stories. They talk about the good old days of the "mans military" not like it is today. They're ready to prove themselves and unleashed their war machine, send thousands to die for the cause, and hope that it is worthy.

## **Corporate Warriors**

The business world should not be taken lightly, intrigue, double crosses, backstabbing, deception, fraud, betrayal, treachery, disloyalty, infidelity, all go on. When climbing the corporate ladder you must be aware of what rung you're on. The people below want to remove you, and the people of above want to make sure you don't go any higher.

**The Old Boss:** They tend to be cranky, irritable, and never happy. No work is ever good enough for the old boss, they want more more more. If you ever do anything right, they soon forget, do something wrong and they will never forget.

**The young up and coming Backstabber:** They see an opportunity they take it, morals just get in the way. On the ladder to success the ends justify the means. Taking credit for others work, sabotage others projects, poison coworkers, blackmail, financial ruin, it's all part of rising to the top.

**The Sexy Secretary:** They're alluring, they're desirable, they're seductive, and they know how to uses it to get ahead. Everyone else in the secretary pool hates them because what they do. And if two sexy secretary meet look out all hell will break lose.

**The Brainy Secretary:** The Brainy Secretary runs the office, they know what's going on, what has to be done, and know how to do it. If the job has to be done, the brainy secretary will get it done, although someone else will take the credit.

**The Cubical Legions:** Inside the offices lurk the cubical legions. The force moves as a chaotic mass, gossiping around water coolers, inspecting the latest piece of hardware, ogling the sexy secretaries, and other non-productive activities. It takes the whip and the threat of finding a new job to get them to work.

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**Temp:** They are the contract workers, brought in to handle a heavy work load, ready to be thrown out on their ass once it is done. Some are highly skilled and move from contract to contract like a mercenary working for the highest bidder. Others are desperate to get hired on full time and work like mad to try and get the cushy job. Then there are the ones that know the end is near and try and just do the minimum trying to stretch it out as long as possible.

**Help Desk:** These cocky people help run the infrastructure of the office and help things to keep running. They make sure things are so complicated that no one else can come in to replace them easily. They love annoying other works when they are called upon, acting very arrogant and annoyed that they have to be trouble with such a simple issue.

**The Lawyer:** Shifty, crafty, disreputable, and unseemly are some of the nicer terms used to describe the lawyers. There are many legends surrounding the truth about what lawyers are. Some say they have no soul, it has to be removed before the title can be taken. Other speak of dark rituals and secret sects involved in expanding some dark goal. No one knows the truth, the lawyers always claim their just normal people leading normal lives. That alone proves they're up to something, right?

## Espionage

The world of Espionage is about information and who has it, who wants to know it, who wants to destroy it, and who wants to expose it. There is no difference between Intelligence and Counter Intelligence they are just flip sides of the same coin. Working in the world of espionage is not a safe job people are more expendable then the information.

**The Spy:** Sent out to infiltrate, gather information, and report back, yet it is never that simple. But the spy is confident they can do the job, this may make them a bit cocky, but it comes with the territory. No matter how good the spy they must rely on a network to help them in their task.

**The Researchers:** Usually in front of a computer or locked away in a vault of records, the researchers process the information retrieved by spies to check its authenticity. An important part of the network, the researchers findings can be invaluable in times of need. They can also be helpful in aiding the spy in their task of infiltrating enemies' strongholds.

**Old Spy / Grizzled Veteran:** Saying an old spy has been around the block a few times is putting it lightly. They have learned too much, the people they worked for want them dead because of what they have learned, the other side wants to capture them to find out what they know. The only thing that keeps them alive is the fact they are well integrated into the network and if anything did happen to them, information would leak out and people would pay. Of course this means they most still play the game on some level to guarantee their safety.

**Double Agent:** They work both sides, gathering information for the enemies from inside their own agency. It's dangerous work, and if they're caught death would be the easy way out. But the pay off is big if they live long enough to collected.

**Gadget Techie:** The world of spies rely heavily on gadgets and gizmos. The gadget techie provides weapon disguised as everyday items, gizmos that allow the user extra abilities, and improved security devices. Eccentric and more in touch with their inventions than the real world, the gadget techie is sometimes called into the field to do their work, which is like a fish out of water.

**Master of Disguised:** You can never tell who the master of disguised is, or even their gender. They can be practically anyone at anytime, and not in just looks, mannerisms, accents, everything.

**Deep Cover Agent:** Placed years ago deep in the enemies' domain, the deep cover agent lives and works as a normal citizen. They work their way into the enemies' organization, until they can get into a position of power.

**The Contact:** The enemies' territory is a dangerous place, it would be almost impossible to survive without help. The Contact works inside the enemies' establishment to provide support to agents. It's a tough job, support the agents and risk blowing a careful cover.

## The Media

The media is always around investigating anything news worthy, strange events included. Of course the media is not always after the truth just a good story. The media is not an organized association they are constantly trying to one up the competition. Some believe that the truth speaks for itself, report the news honestly with little opinion and the people will always believe you. Other think that opinions is where it's at, the facts are not important only what they think. Still others are more interested in spicing it up, shock, gore, horror, only then will people watch and pay attention. The end comes down to ratings, the higher the ratings the more people believe, right?

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**The Hard Hitting Reporter:** When there's a story out there, they will find it. But not the easy ones, no way, the hard-hitting reporters most dig deep to find their stories. They most get beyond the false fronts and lies to get to the truth.

**The Sleazy Tabloid Reporter:** It's not the truth the sleazy tabloid reporter is after it's the dirt. Scandal can be found anywhere, you just need to point it out. Sensation is what sells, if you want to keep an audience you have to keep on giving them what they want.

**The Photographer:** A picture can say a thousand word, but that doesn't mean it will be bought. The Photographer needs to get that special picture, the one that will make the front page and bring in the cabbage. That picture doesn't come to someone that plays it safe, the photographer must be willing to dive into the heart of danger to come out with that one of a kind photo.

**The Chief:** The news is a tough business, there's a thousand stories in the naked city and the Chief doesn't have enough reports to cover 10% of them. A reporters job is never done, 24 hours a day news is happening and the Chief has got to be sure their reporters are on the job. Sleep is for the retired, as long as they work in the news biz caffeine is their best friend.

**The Anchor:** People must trust the anchor, they go in front of the camera every day to tell people the news. If that news isn't truthfully they could lose creditability. The Anchor also has to worry about their looks as well, they have to look good for people to trust them.

## **The Warriors**

They train, they fight, and they seek perfection of their skills, that is the life of a warrior. There is a sense of competition in the spheres of the warriors, one is almost required to prove their worth when they encounter another. As their reputation grows a warrior will find more people challenging them, some just for the status, others for the competition.

**The Kung Fu Disciple:** By training in the martial arts one can learn to focus their energies, achieve inner peace, and reach their full potential. This is the goal of the kung fu disciple. But inner peace does not come easy, they most travel the world to gain wisdom to accomplish their goals.

**The Street Fighter:** Training is the key to perfecting ones fighting style. Yet sometimes they do have to fight others to make sure their moves are flawless. Every match is an opportunity to increase their skill, find the flaws in their style and fix them, to study the strengths of other styles and incorporate them into their own style.

**The Ninja Trainees:** The ninja trainees make up the bulk of a ninja force. They are sent out in numbers to soften up an opponent. They are not overly skilled but what they lack in personal skill is made up in numbers.

**The Ninja Leader:** A ninja trainee that has survived long enough to become skilled, and become a threat by themselves, becomes a ninja leader. A ninja leader will wait until the trainees have softened up the target, and then attack to finish the job. The ninja leader is skilled enough to have mastered many of the stealth and deception tricks made famous by the ninjas.

**The Ninja Master:** The ninja master is much older and wiser then most ninjas, they know when to pick a fight, when to pack it in, and what for another day. The Ninja Master has perfected all the tricks of the trade and can use them practically at will.

**The Swordsmen:** The sword is an extension of their body, they train to perfect their skill, because strength counts for little with the blade, finesse is everything. A devotion to the sword many times causes inner reflection, and may cause the apprentice to become distance.

**The Weapons Master:** Every weapon has its school, and every school has its pupils. They say that every weapon has its own personality, and the student of that weapon develops that personality. Although not always true, it seems to be the case most of the time.

## **Magic Types**

In the circles of magic there are many different schools. But inside those schools there always seems to be similar types of personalities.

**Old Wise One:** Wisdom did not come easy to these sorcerers, it was a long difficult road. Now giving advice in riddles, and helping out only when absolutely necessary must be some kind of retribution.

**Power Nut:** Magic means power, power means control, control means satisfaction, at least to the magic power nut. Nothing is out of bounds for these magician, power is its own reward.

**Manipulator:** Magic is a tool best used in the shadows, these mages orchestrate people and events to their advantage. Done mostly through illusions and other manipulations they like to be in control, even if it is from the shadows.



# Zen and the Art of Mayhem

## The Rouges Gallery

In any Zen and the Art of Mayhem game the players will run into non player characters whose goals are in opposition with theirs. These scoundrels will cause conflict in any adventure, which is a good thing. Nothing spices up an escapade like a good set of bad guys.

## Villains

The most important non player character in the game is the villain. The villain's purpose in the game is to make trouble for the players. But villain's come in many different forms, some have aspirations of conquering the universe, other may just have the intent of being mean.

Villains can come in many types, the most common type is the players equal, their rivals so to speak. They're foil of the players; intelligent, good looking, highly skilled, lots of talents, etc... These rivals are almost impossible to destroy, no matter how hard the characters try they always come back with bigger and better plans. A good villain ill always have grand ambitions, but sometimes the villain's other aims, like revenge against the characters, may take over ever now and then.

There is also a possibility that the villain may set aside their difference and help the characters deal with a problem that affects them both. A villain may even be working for the same goal as the characters, but goes at it in a way the characters might not agree with.

Some villains might only be around for a few adventures, these villains have smaller goals and sometime are even destroyed by the end of the adventure. They don't have to be as tough as the characters, but they usually have some trick or gimmick up their selves. Sometimes they will return with a new plans in which to annoy the characters, but they still lack that forte which makes a master villain.

## Henchmen

The villain usually relies on a bunch of henchmen to do their dirty work, these henchmen come in many types. They are the forces which the villains rely on to help them achive their goals. The size of the villains henchmen force will depend on their ultimate goals. Some villains whose goals are relatively simple do not like having any henchmen around at all. Others will keep a small handful they can keep an eye on. Some have vast bureaucracies where even the main villains does not know everyone working for them.

Muscle Bound Thug: The muscle bound thug likes to solve problems by beating it to a pulp. They run around and try to carry out their master's orders. Not as smart as the main villain, thugs usually have one or two talents that help them get their jobs done. A good villain likes to keep a few thugs around for their dirty work, with the fact that a number of thugs working together can some times add up to a single brain.

Mad Scientist: They build all the neat inventions for the villain and his forces. Usually very smart, most of the time they lack the muscles and looks to be a real villain so he becomes a lackey instead. The mad scientist is always building some new device or robot army to help his master's plan.

Yesman: They run around arranging things for their masters and they are never far from their master's side. Not particular strong or intelligent, the Yesman may only have one talent in their favor but they uses it well.

1000 Faceless Minions: The last thing every good villain has is a 1000 faceless minions, these hordes of followers are always out doing something for their master. Their only strength is in numbers. Alone they are nothing, but together they are a nuisance. All 1000 faceless minions are gullible and stupid, they will fall for "your shoes is untied" and "look out behind you" every time.

## 1000 Faceless minions

A 1000 faceless minions are a special case equipment. These mindless Hordes, are always at the beckoning call of some evil leader. Although they can never hurt a character they do slow them down a bit, allowing the bad guy to get away. Their stats are all 3 and have a Talent of Get in the Way.

A 1000 Faceless minions main goal in combat is to delay the heroes. They never truly attack they just make it so the characters can't get anything done. They protect their boss (throwing themselves in the way of attacks, so the boss can recover from an attack or escape). Attacking a 1000 Faceless minions in combat is a little different from normal combat. First, minions always go last, second a character can hit more than one minion at a time. Each attack will take care of a percentage of the minions. At a 100% strength the minions have a base 30+1d10 to get in the way of on coming attacks they most beat the attack roll. Each of the characters may take out a small percentage of the minions' forces making them less effective. Each attack will take out a small percentage of the minions, about 5% per 15 points of damage.

Strength	Base chance to stop an attack
100%-91%	30
90%-81%	28
80%-71%	25
70%-61%	23
60%-51%	20
50%-41%	17
40%-31%	15
30%-21%	10
20%-11%	07
10%-01%	05

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Of Course there are other ways to take out 1000 faceless minions. They include uprooting trees and using it to sweep them out of the way, Asking to see their official 1000 faceless minion union card, you can't fight non-union minions that would break your heroes union code, etc... These tricks will work once or twice and may only work on some of the minions.

Final note, the term 1000 faceless minion is just that a term. It doesn't mean there always must be a 1000 of them for full strength, just allot.

## “What”

The true heart of any game is in the Adventure. It is the soul of the game, everything should revolve around the adventures. The background, the locations, everything for a world should be created to further the adventures the player characters are playing in.

## Creating An Adventure

There are a number of different ways to create adventures for Zen and the Art of Mayhem. It all depends on what kind of game you are looking to play. Some adventures are singles exploits that when finished is done. Others lead into subsequent plots naturally. Or maybe the characters make an enemy by the end of the adventure that will probably want revenge sometime soon. Whatever it is the adventure should have some form and follow a few rules.

**The Adventures Reason:** One important factor in creating an Adventure is the reason. You have to know the characters reasons for adventuring. Are they the local Earth Protection Force? Are they thieves (I mean treasure hunters)? Or are they just going to school and weird thing just keep happening to them? The reason could be anything, but there must always be a reason. If there is no reason for the characters actions, everything gets chaotic, which is never a good thing. Further more each characters motivation should be furthered by this reason, so they have a reason to go through with the adventure.

**The Adventures Goal:** Next, ever adventure needs a goal. The goal can be anything from finding a hidden treasure, seeking out forgotten knowledge, ridding the planet of nasty invaders, or to just graduate. Whatever the goal of the game is, each character must be working towards it. The reason should have something to do with the characters motivation. If the character doesn't want to achieve the adventures goal they will just drag out the game, making it harder to play.

**The Setting:** Each adventure needs a setting. The setting is where the adventure takes place. You don't need fully detailed maps of every inch of the locality. However, you should have some maps made in advance to help the players see what you're describing. You don't have to create the entire locale, if the adventure takes place in a large city you only need to know about the important things in the city. Places the characters need to go to get the adventure done. You should have an Idea what the rest of the city is like just in case the characters end up there, however you don't need fully detailed maps in five different scales and colors.

**Non Player Characters (NPC's):** Each adventure will have a number of different NPC's. Some are just filler, like the people on the streets, some are important to finishing the adventure. The filler NPC's don't have to have much information on, they can have a number of different personalities. They are people like cab drivers, waitress, bartenders, secretaries, used car salesmen, etc.. You should be able to use some of the pre-made NPC for filler roles. You can also make them up on the spot it's not all that hard. The other type of NPC's are the ones that are important to the adventure. They are people who help the characters, or the ones that cause their troubles. These NPC's are more complicated then the filler ones. Most have some talents and flaws. A few are equal to the characters. These NPC's should be made in advance before you start the adventure.

## Puzzles

Puzzles are the meat of the adventure, puzzles are why you should be playing Zen and the Art of Mayhem. All adventures should have puzzles to solve, this makes the players think and use their characters abilities in clever and new ways. You should start the adventure off with a few simple puzzles for the characters to solve, then build up to bigger ones. This keeps on going into the climax where the plot puzzle is solved.

Simple puzzle could be how to locate and open a secret door, or find where someone is staying. A more difficult puzzle might be Identifying a murderer or uncovering stolen item (and you must solve a lot of little puzzles to be able to solve the big one).

Traps are another type of puzzle that need to be solved by the characters. Traps can range from just a pit covered by branches. To a large death trap (a la Indiana Jones). A note to Architects; you don't always need to think of ways around traps the players can do that very well themselves.

# Zen and the Art of Mayhem

## Luck Points

At the end of a normal game session the Architect should hand out a few luck points to the characters for their action. Depending on how the character played the game and the way they solve the puzzles the Architect should hand out extra luck points. Any character conquering a major puzzle will get extra luck points. Any character that came up with a clever solution to a puzzle should also be handed extra luck point. Clever uses of talent should also be rewarded. Very important to remember to reward extra luck points to any character that plays a flaw even though it's obviously going to result in problems and further complications. At the end of a long adventure / campaign you should hand out extra luck points for completing. This bonus should be enough for characters to raise skills.

## Notes

Try to tailor your adventure to the characters. If the characters tend to try to solve everything with their fists, give them things to beat up and blow up. If the characters like to solve puzzles with clever tricks allow them to do it. Don't force the characters to solve a puzzle a certain way, allow them to go at it in their own unique way.

Most puzzles can be solved one of two ways, physical or mentally. In a game there should be plenty of puzzles that need to be solved either one way or the other, plus a few that can be solved either way. However try not to make things too easy for the characters either, remember to test their ability to solve things.

One mistake an Architect can run into is leading the characters through an adventure. This should be avoided don't write every adventure as characters go to A then must go to B then arrive at C and finish at D. Have the adventure set up where the characters might skip over B and go directly to C then must travel back to B and then finish at D.

Another important factor to remember is not to always force players into following the plot. Leave them some room to do what they want and to roleplay their characters. If the character wants to stop at a bar you didn't plan, don't stop them, and let them have some fun.

Lastly try not to create too many paradoxes in the plot. Don't force characters to find an item they might not know they need. If the character needs a special password to break into a computer system, don't have them look for the password before they even know they need it. Give them hints they may need the password and have them look for it.

## Types of Adventures for Gaming Groups

When designing an adventure you have some major choices on how an adventure may flow. Each is different and can be used a number of different ways. What type of adventure you plan to play should be geared around what type of characters are going to be playing.

### Follow the Orders

Characters are given an assignment to complete. It can be fairly simple and straight forward. "Go to this castle and bring back my kidnapped daughter". Or more difficult "My daughter has been kidnapped find her". Depending on the group of players, the type of characters they are playing, and the time you have to play. This type of adventure can range in complexity to simple and straight forward, to infinitely complex. The common thread is that the characters have a goal they know they are working towards.

### Bing Bang Boom What Hit Us??

This type of adventure is to throw the characters into a situation and things just keep happening to them. The characters can't help but be caught up in the story. This kind of plot works best when the characters are located in one place like a mansion or small city. You want the characters to be able to move around, but not too far. After all you want the adventure to keep them on their toes.

This type of adventure lends itself to the stumble through solution. If the characters are slow and don't pick up on the clues the adventure will climax with them in the middle anyway. If the characters are smart they will start to figure out things early and find the solution before it finds them.

A good example of Bing Bang Boom what happened adventuring is the following. The characters are in a small town bar, a beautiful curvaceous fantastic looking blonde runs in. After the characters get to know her (and they will do it) mob enforcers types walk in a try and take her away. The character either try and stop them, or get mistaken for some who is with her. After the fight (and there will be a fight) the women will disappear, possibly leaving something with the characters. Later the characters will be thought to be involved and the enforcer types will be on them trying to get them. The women will show up a few more times, with trouble following, each time giving the character a small clue to what is happening. By the end both sides will come together for the final solution. This is where the characters piece everything together and solve the plot. Or during the climax everything is explained to them.

A Bing Bang Boom what hit us adventure is perfect for new players and characters. It allows characters to start to learn the game system and keep them busy with the plot so they don't get bored.

# Zen and the Art of Mayhem

## I Think He Went That Way!

This type adventure starts much like a Bing Bang Boom What Hit Us?? However the plot won't come the characters way, they have to go out and find it. This type of adventure can take place in a large city or over many locations. The characters are brought into the adventure in a big way. The characters then have to run around and find leads and clues. In each place the characters find a lead that sends them to a new location. After a while of tracking down leads and clues, the characters will be able to solve the game.

In a "I Think He Went That Way" adventure the characters are caught up in a every flowing plot. However if the characters miss too many clues they may not be able to finish the adventure, the plot will move on without them. If the character are trying to stop an assassination, they may miss too many clues then miss the location and a time of the assassination. If so they fail.

This type of adventure is best for experienced players and characters. If the characters spend too much time fouling around they may never get a chance to finish this type of game.

## Campaigns

Warning this type of Adventuring is not for every Architect, it works for some, and it is a complete disaster for others. WHY??? Good question, it's a combination of the right Architect attitude and the right group of players. The wrong group of players will make this a horrible game format. When I say wrong group of players I don't mean bad, so don't get me wrong, these games must be handled in a certain way, the players game style must work with the adventure. With that warning out of the way.....

Campaign adventures should start with adventure idea, that idea should developed and thought out by the Architect. The Architect must figure out a few plot questions before they can begin. The answer to these questions define what the scope of the adventure is, why the characters are involved, and other important queries.

## The Scope

The scope of the game details the complexity of the campaign, the more majestic the scope the more grandiose the game. Try to tailor the scope to the time you want to play the campaign, the larger the scope the longer it will take to finish.

Minor: After the game is done nothing will have changed much, whether the characters succeed or not.

Troublesome: The effects of this adventure will change the world in someway, whether the characters succeed or not things will be different. Or if the characters succeed things will stay the same, if they are lucky (and they want things to stay the same).

Grand: This games minor plots will have an effect on the world, and even if the character succeed everything will not necessarily end up the way they wanted. To start a grand plot the Architect must be sure they are ready for the effects this game might produce.

Epic: These games don't just affect the gaming world, their effect can reach out and affect the known universe. In an epic game things change, some good, some bad, but changes will happen and everyone (including the Architect most be ready for them).

## Notes

Notice the words winning and losing don't appear in the description of the scope, why??? Because the adventure is not step up in terms of winning or losing, the plot elements take on a life of their own, and the players actions will set the game in motion.

The Higher the scope of the game the more consequence minor plots will make. In a minor scope game the adventure is played and ended. Effect from that adventure may not ever make much of a difference. In a Grand Adventure, Troublesome Sub plot are involved and Minor subplots are involved in those. Then when you look at and Epic Plot, their a few Grand sub plots with troublesome sub-sub plots, etc.... I think you are starting to get the picture.

## Detailing out the Adventure

After you decide the scope, the who, what, and why of the plot must be figured out in some detail. Who is behind the adventure, what are they using to cause the trouble, why are they causing the troubles they are, and so on. These questions lead you to others and so on down the line. Once you are done you should have a fairly detail plot.

## Plot Threads

Ever hear of the three fates of Greek mythology, the three sisters that divide the length of a persons life, weave it into the tapestry of the world, and cut it off in the end? Well you are doing the same with plots and sub plots in a campaign adventure. The main adventure should be maybe up of a number of sub plots, each sub plot forms a plot thread, and the plot threads form together as an adventure. Each plot thread should have a life of its own, yet it will affect other plot threads in the game and they affect others, and so on down the line.

Try and detail this out as much as possible, write down the information and add to it. Go back to the first questions and see if you answer them the same way as before. If you change a plot thread, make sure it doesn't affect any other plot threads you have made. This process should take some time to complete and shouldn't be fully finished in 1 night. The higher the scope the longer it should take to create. An epic scope game may take over a month to developed may be even a year or more.



# Zen and the Art of Mayhem

## Creating the Background

During this process it is a good time to come up with villains, NPCs, places and events. These can be added, expanded on, changed, and detailed as your plot advances. Your subplots should start too developed as your adventure takes form.

However since the plot is detailed enough you don't have time to flesh out every little detail. Instead you come up with enough to expand on later when it is needed. In an Adventure the characters will not be able to chase down every clue, to explore every sub plot, hell half the time they can stumble on a clue and can skip half the adventure, or stumble around in the dark missing the most basic clues that will allow them to move on.

## Background Sheet

Before starting the game you should have enough information done to give the players a background sheet. This sheet should be filled with the most basic information on the gaming world which the players are going to be in. Inside should be a short history of the world, information on where the character start location is, and some hints to where the plot might lead. The information should be relative to the scope of the game.

In a minor game the sheet might be no bigger than one sheet. Say the characters are going to be looking for the lost city of gold, the background sheet should Information on the legends about the city, where it is suppose to be, and maybe what they might find there. Inside that information might be names of adventures and archeologist who have searched for the city in the past. If the characters are smart enough to look up their notes, or find them they might have an easier time.

In an epic game the background might be several pages long as you detail out past history that ties into the events that are about to begin. This gives the players a good sense of history about the game allowing them to get more involved.

## Introducing the Characters into the Adventure

Once you feel your plot is set up and you have enough background to work with it's time to get the adventure rolling. It is sometimes useful to have the players create characters once you have started to develop the adventure. That way you can integrate the characters with the adventure involving them with the subplots.

If you have not done this it is necessary to get the characters involved in the plot whether you introduce the characters through one of the subplots you have developed or leave them smack in the middle of everything it is up to you. However you should start the character off by getting them involved in someway. Then you sit back and let the characters decide what to do.

## Running a Campaign Adventure

Yes, let the characters take over from this point, where they lead you follow detailing the adventure out as they go. If a clue leads them to a city, you should have an idea the size of the city and places of interest, but until they go there you don't need to map out every street and building (even when they're in the city you don't need every street or building). If you play a game on a weekly basis it is relatively easy to detail out the adventure information between games. Knowing which way the characters are headed and what they are planning on doing makes it easier to prepare.

For this type of adventure to work your characters have to have a couple of reason to trudge through the plot (other than the fun of it). They should feel that what they are doing is important or they will get something out of it in the end. This stops the characters from just giving up, saying it's too much for them to handle and fleeing to a safe place. Although this may sound tempting to the characters sometimes, make sure they really can't afford too.

## The Plot That Wouldn't Die

Another good plot type is the plot that wouldn't die. Every time the characters think that they are done with the plot it rears it's ugly head. For example the characters are hired to find someone, the client is killed, then someone else hires the characters to find the same person. Then someone threatens to kill the characters if they stay on the case, and so on.

## Keeping the Adventure Rolling

Since the character are in charge of where the adventure goes it is important to keep them interested in the plot without throwing clues and leads in their lap. If the characters are having problems in the beginning it is sometimes useful to use "The Plot That Wouldn't Die" approach. But soon as the characters get into the swing of thing they should be fully caught up in the plot.

However every action the characters do will have an affect on the plot. Every time a game session ends the Architect should have to make a discussion on what affect that session will have on the over all plot. A characters action could cause a villain to move up or delay a plan, or may have gotten them noticed by the villain and he will change his plans to deal with them.

# Zen and the Art of Mayhem

## Be Careful What you Plan

In this type of campaign game you must be careful what you plan, and be ready for the results one way or the other. If the characters get an NPC killed before revealing important information, oh well to bad. If the villain plants a nuclear bomb underneath a major city and the character flee instead of deactivating it, oh well the city is now gone.

Don't be tempted to meagerly change events in a game because the players are missing important clues, that's the beauty of a campaign game, anything can happen once the plot gets moving. The characters should be sweep up and carried away by the plot threads, change events and causing problems with ever action and not even fully realizing it.

## Success and the Campaign Game

To have a successfully campaign adventure you should sit back and let the characters roam free, don't slow them down if they are moving to fast, don't speed them up if they are stuck. In a good campaign games if the players are linger for to long other areas of the plot will advance, causing them to act or move on. Sometime an entire game session will be the players watching the results of their actions, although it may look like the Architects doing from their point of view. Many of the actions where caused by the characters and they are watching the results.

Each Campaign should start small, giving characters a chance to build up. Then start introducing them to the main story, through small adventures. By the end they will be caught up in the climax. Campaign games always lead to the big pay off. In the climax it is either the characters succeed, or big time failure. Failure might result in the world being destroyed, evil gains ultimate power, or other unthinkable end come about.

## “When”

Having a background, a prehistory so to speak, is important to developing any world. How much of a prehistory, and how detailed, is up to the Architect and the world they are designing. In some worlds the history only has to go back a few years, so characters know what events to possible build their character histories from. Other games need the history to go back hundreds of years to explain the current world situation. It is also very important to know in what direction the world is heading in. What affects the game will have on the history and how things may change.

## Background

Background is the information directly related to the game. It is the facts that will create the adventure that the player characters will travel through. It forms the mysteries, formulates the dilemmas, and devises the plot elements. How much background is need is based on the complexity of the game. A lighthearted situation based game would need a lot less background developed, then an elaborate campaign.

Background mostly deals with events related to the characters past, player characters and NPC's alike. These events are major decisions or happenings in a characters past that cause them to become who they are today. Not every event in someone's life needs to be detailed, just the ones that are related to an adventure or campaign. Events like a death of a family member at the hands of someone else, discovering some long lost secret, or designing a new type of technology. Any major event that deals with an adventure should be at least outlined.

## History

A history is very important to the background of any world. It provides point of reference for character and explains what went on before. How detailed and how far back the history must go is up to the Architect. Some worlds only need a few paragraphs as background. Just enough to cover the major points of an up coming adventure or campaign. Other worlds will need detailed backgrounds explaining the long history leading up to an adventure or campaign. This is especially true of fantasy epics, space operas, or a post apocalyptic saga. A game set in modern times at a high school or university would not need a great deal of history written for the game. But in a fantasy epic, where kingdoms have fought each other for thousands of years and gods and dragons involve themselves in the destiny of man. Then the players will need a great deal of history to play in the campaign

How much of the history the player character knows is entirely up to Architect. Yet, even if the player character are not privileged to all the information at the start of a game. It should be developed before the game starts. For example if a campaign is centered around the character discovering that the world is controlled by the Illuminati. They would not know all about how the Illuminati has been controlling the world and history. But the Architect would have to have these details planned out in advance, so as they player character discover more, the Architect can reveal the information to them.

# Zen and the Art of Mayhem

## Important Events

Every game will have important events that happened in the past that affect the game or campaign. These events somehow effect the events that are the heart of an adventure. They could be simple tidbits, like how a villain actually decided to take the road towards evil and world domination. Or major story elements like changing how World War II ended. These Important events should be laid out in advances, even if they are not common knowledge, they should be written down and fleshed out by the Architect. So when they are discovered by the player characters they mesh well with the rest of the world.

If the Architect does create a history altering event, it should be well thought out. Considering how its effect will affect the rest of the world, and possible change other events in the world.

## Future Events

In every game there are going to be events that are planned in advance by the Architect. These events are major points in the plot of the game. However they are not set in stone. These events could be moved ahead or held back do to actions by characters in the game, player characters and non player characters alike. Characters that the Architect planned to have at the event fail to arrive, or where killed early in the adventure. All these factors can change a planned event or even cancel it. But the Architect should have an idea of where the adventure is going, and what events may happen ahead of time. Each time a game session has ended they should evaluate the future events and modify them to fit what is going on in the game now.

## Timeline

The timeline is set up to help the Architect keep track of events for an adventure or campaign. The timeline should stretch both forward and backward. It should list important events that shaped the start of an adventure, and then list future events "if everything goes according to plan". After every game session, reference the timeline and review upcoming events. If you think change is warranted move events around, make new ones, or remove the ones that will no longer matter. You may want to reference events according to plots and sub plots, so if one event does change, it is easy enough to find and change in future events that are related.

If you are keeping a timeline for a long running game, you can put down events that may deal with a future sub plot or adventure. So when one sub plot or adventure is done, you have already laid the ground work for the next one.

## "Where"

An Architect should have an Idea of the important locations that the characters come from or may travel to during a game. These locations include; homes, hang outs, bars, enemy bases, even cities, countries, dimensions depending on the type of world.

## Local Locations

To help flesh out the world the character are playing in, it helps to have common locale where they can become familiar with. These sites are places the characters spend alot of time at, usually in down time. They can be bars, restaurants, homes, headquarters, etc... Where ever they are, and what ever they are, they should have a mapped out floor plan, some NPC's that either work there or hang out. These NPC's should be given some type of personality to help flesh out the location.

As an Architect you may never know before hand where the player characters will go to hang their hat. You may design a neat apartment complex, with nutty neighbors and annoying staff. But the players all ways go down to a bar you set up for one tiny event in the beginning of the game. If this happens go with it, if you like move some of the NPC's to this location, and detail it out. Don't force the players to go where you want. These locations are for their roleplaying benefit.

## Important Locations for Adventures

Locations important to an adventure should be detailed in advance as well. Floor plans always help the Architect to keep things straight. Nothing is worse then the players making a map and you tell them information that usually doesn't work. In some cases it is fitting to plan out guard schedules and when and where NPC's maybe. It is always possible the characters will use this to their advantage, or just get lucky.

## Cities

If the player characters are going to be adventuring alot in one city it should be detailed. That does not mean every street named, every building given an address number, and a floor plan. However major cross streets should be named. Areas of the city should be divided up and given catchy names, like hundred bar mile, or the suburb that is a mall. As the game grows, always write notes and expand the city. If the characters visit a part they've never been in before, copy down the name of streets and places they go. So if they go back you remember what you put there.

# Zen and the Art of Mayhem

## Countries

If the game is on a grander scale and the characters start to travel the world it is necessary to detail at least the major powers. At first all that is required is a name, a generalized type of government, and some major cities. As the game goes on, organizations, corporations, and points of interest can be added to flesh out the country.

## Dimensions and Other Planets

In some adventure the characters may travel between dimensions or even voyage to other worlds. If this is the case then locations and information will have to be developed for these places too. Depending on the frequency of travel the detail will vary. If the players only travel to the dimension once to recover some lost artifact, then the Architect won't have to do much work. If the players spend as much time there as their home dimension then a lot more work will have to be accomplished.

## Making Things as You Go

It is impossible to plan everything for a game ahead of time. The Architect must learn to add detail on the fly. Yet, as detail is added it is important to write down what you have added and keep track of it. You never know when the information may be needed again, and it helps to add detail to a world.

## “Why”

The why is a goal, an ambition, and a purpose. Every game needs a goal to drive the adventure. An overall quest, a question that needs to be answered, an aim that needs to be achieved, a target that's needed to be reached. This goal is the driving force behind the game. It is the reason it goes on, it's what the players should be striving for. Even if it's only personal wealth, fame, or power.

A game without an overall goal will not run smoothly, the character will lack focus and direction. There must be a driving force that makes the players move forward, to strive to finish the game.

## A Visitors Guide to Pangea

### Background

Pangea is a world made up of only one continent, it also sits on an area of dimensional shift. The walls that separate this universe from others in the multiverse is very thin and from time to time collapse. When they collapse it allows travel between dimensions. Where, when, how large, and for how long these collapsed walls will appear is never known. However, the extreme north in the Darklands and the south in the Ice Desert, are where the most cross dimensional rifts appear. These two areas are pretty much unsettled because entire cities can fall through a rift and are never seen again, plus some nasty things have been known to cross over into Pangea as well.

Pangea's largest cities are very technically advanced with computer networks, flying vehicles, and huge skyscrapers. Even airports capable of launching spacecraft and orbiting satellites. However as you move further out the cities you seem to move backwards in time. As you get into the country you may even see horse drawn carriages or gas lanterns.

### Countries

**Pangea:** The largest superpower on the planet, the nation covers just around 1/4 the continent. Its capital is the city of Pangea. The nation rose from 7 small empires that banded together 2148 years ago electing an Emperor from their ranks. Through the years Pangea changed and is now the largest democracy on the planet, and the Emperor is only a figure head.

**Arcadia:** Second largest world power, Arcadia has a large trading commerce and holds many powerful multi national corporations. Capital City is Arcadia's governmental seat this sea port has been in use for over 2 millennium. Most of Arcadia's cities are port towns, or fishing towns. The Mountains hold many old castles and estates used by aristocrats.

**Cathey:** Third largest power on Pangea, Cathey is an ancient empire that has gone through many densities. The last dynasty in power, prior to the current one, closed its borders after losing territories to independence movements, and having to deal with internal strife. Cathey's borders were opened only 50 years ago. The trade and commerce bloomed, Cathey quickly climbed to an economic power, as it had been militarily. Inside of Cathey is the forbidden city. A strange place that only a few foreigners are allowed to enter.



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**Muscovi:** This former superpower has fallen into disarray. At one time it rivaled Pangea, Arcadia, and Cathey with its military might. It claimed all territories around the motherland included the Titan Mountains, the Nomad Lands, and the Darklands. Now its conquered lands are breaking off and declaring themselves independent. The Muscovians are trying to hold what's left of their nation together. They are still a proud people having a long history of hardship, they have survived, and will survive, and forged a place for themselves in the world of Pangea.

**the 4 Kingdoms:** Made up of Gaul, Musvak, Moldavia, and Dalmatia these four kingdoms have been allies for over a century, banding together to fight off an invasion by Pangea at that time. They are fairly powerful individually and each have separate economies, but they have banded together as a military force and share free trade across their borders. Being strong industrial producers the Four Kingdoms ship many products out to the rest of the world.

**Argo Island Kingdoms:** Located on the southeast coast of Pangea these islands have banded together and have become fairly powerful sea traders. They have a large trading fleet that trade with every other nation and ship products all over the globe. The Argo Islands do not have much in the way of agriculture resources, save for the sea. Since many metropolises have sprung up on these tiny island, they most rely on agricultural trade to support their population.

**Freedom Islands:** This is a group of island which are located off the northeast coast of Pangea. They are all independently run yet linked by trade and commerce. Each piece of land on these island is its own nation, allowing many crackpots to set up their own governments. Conquering is no way to take land, only cash. There are numerous cities in the Freedom Islands that are hang outs for many of the criminal elements of Pangea. Since they own the city they are the law. Still other places are run by strange religious cults who buy land for their own purposes. The Freedom Islands are far enough north they do get hit by the dimensional rifts every so often.

**Koolawn:** A small city state built on a peninsula on the coast of Cathey, it was once a haven for pirates and marauders. It was then conquered by Pangea to act as a supply base for the war between the two empires at the time. After the war Koolawn was kept as a territory of Pangea after the signing of the peace treaty. It then bloomed as a trade port. Now it is a free city and it is one of the riches cities in all of Pangea. A place where trade takes place at all times of the day, and not all of it legal. Koolawn's underworld is infamous ruled by Outlaw Princes. They can get anything, any place at anytime, but it will cost. Many run operations all over Pangea, but headquarter themselves out of Koolawn.

**The Third World:** Many small nations across the globe make up the third world. These are small dictatorship ruled by tyrants, democracies that have been taken over by militaries coups. There are small states trying to join the industrialized worlds, others whose people work in large factories of huge multi national corporations for little to nothing. Still others are fighting their way out of feudalism. These small nations scatter the globe, numerous bordering the several powerful nations, and spreading out into the more dangerous places in Pangea.

## Regions

**The Titan Mountains:** A large Mountain range sitting north of Arcadia and Muscovi. The peaks of the Titan Mountains are some of the tallest peaks on Pangea. There are a few path through these mountains that lead into the Darklands. The Titan Mountains are not really controlled by one nation however many have established bases in the mountains. Most are abandoned do to trouble from the dimensional shifts. Some are still used for covert opportunities, other have been taken over by renegade and criminals.

**The Darklands:** Lying on the north side of the Titan mountains the Darklands are the unsettled unexplored regions to the north, they hold many small city states unexplored forest and steppes. Many nomadic people roam these untamed lands, while other actually have started settlements and have establish trade routes through the Darklands and across the Titan mountains. The interdimensional rifts are quite common in the Darklands, they open up taking many of the lands residence away or dropping of visitors and strange creatures from other dimensions.

**The Nomad Lands:** Lying west of Muscovi these lands are the cold wastes of the north. The southern areas of the Nomad lands are temperate forest and swamps, yet the further north you go the colder it gets. Many nomadic tribes roam these lands. Some small city states have formed trading with themselves and other nations. The Nomad lands have many problems with the dimensional shifts and are mostly unsettled because of this.

**The Southern Jungles:** Lying south of Pangea and Cathey, past the third world. These are vast jungles that stretch over thousands of miles of land. Inside the jungle is teaming with all kinds of life, from huge thunderous lizards, to exotic insects that can eat through anything. Much of the Jungle remains unexplored by civilization. However there are always explores that travel all over the vast jungle looking for lost civilizations and new surprises. It is not uncommon for dimensional rifts to open inside the jungles depositing the strange and unusual.

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**Ice Desert:** Below the Jungles lies the vast Ice Desert, the northern regions of this land are fairly temperate but the lack of moisture keeps vegetation from over taking much of the land. The further south you travel the colder it gets, and the less life you see. Many nomadic people travel the edge of the Jungle and the Ice Desert cutting themselves a life out of what they can scavenge. The Ice Desert is a lot like the Darklands with dimensional rifts opening up and changing the shape of the land, leaving behind gifts from other dimensions

## Places of Interest

**The Underground Realm:** Somewhere in the Nomad Lands there is the entrance to the great Underground Realm. Rumored to have been constructed over a millennium ago by a long dead race. Legends claim they were stranded on Pangea after a dimensional collapse, other tales claim they were a colony from another dimension. The Underground Realm is proclaimed to stretch over five hundred miles out at various depths and levels. Some of the main chambers are rumored to be over five square miles in size. Fables tell of riches beyond the imagination in the tunnels, but they also speak of traps and other dangers awaiting anyone exploring this lost domain.

**Raputa the Citadel in the Sky:** Many legends speak of Raputa a magical citadel in the sky. Centuries ago it was launched to rule the lands below. Eventually the tyrant who ruled passed on and the citadel erupted into civil war. Many of the citizens of Raputa fled back to the ground. The rest were rumored to kill each other off, leaving the floating citadel wandering the skies of Pangea. Myths still speak of treasures lost in the floating fortress and weapons of destruction waiting for someone to find them.

**Kukukamunga:** A mysterious city rumored located in the Southern Jungles. The tales talk about a former asylum taken over by a group of mad scientist. The others were let out to form a town around the asylum. The mad scientist now conduct experiments in the old asylum, coming up with many strange inventions, some useful others truly bizarre. An explorer once stumbled into the city, he came back with a couple of strange devices, that then made him rich. Since then many people have gone looking for Kukukamunga, legends speak about the entire city being able to change locations, and travel to other dimensions. Other tales talk about a cloaking field surrounding the city, and other outlandish defenses.

**The Cursed Pools of Remorse:** Myths talk about magical pools located somewhere in Cathey, and how they can change anyone that is unlucky enough to fall into them. Legends say anyone who falls into one of the pools will be cursed with two forms. Why anyone in their right minds would seek out such a place is not known.

**Ogre City:** Once a fairly normal metropolis for Pangea, the city was invaded by a demon race calling themselves

Ogres. They came through a dimensional rift they had open to try and conquer Pangea. A war was fought for three years, finally a peace treaty was signed ending the war. Part of the treaty stated that the gate would remain open for 100 years. Now the metropolis is known as Ogre City and is the center of trade between Pangea and the Ogre world. The Ogre people are allowed to travel Pangea, and some Pangeains are allowed to travel to their world. A special branch of the GLC works in conjunction with the Ogre's own law enforcement division to keep the peace, they are referred to as the Dark Guard.

**Toyoh Tower:** Located in the Capital of the Argo Island Kingdom, Edo city, This ugly mass of steel girders seems to be a focal point of strange activity. Weird events always seem to happen around the tower. Many believe it was constructed over a focal point of magic energies, or perhaps it was designed to focus these energies, no one knows for sure.

**Utopia's Gate:** A research complex for the GLC, this center also acts as a school for gifted children. Located in the bay outside of Cypruss city in Arcadia, Utopias Gate is always experimenting in technologies even weapons research. The base has been the target of attacks, espionage, sabotage, and other covert activities. As well as weird and bizarre events. The wisdom of keeping small children at Utopias Gate has been questioned, but they claim it's easier to protect the kids if they are close at hand. To date no kids have died, but many have been held as hostages.

**Ruins of Sayeah:** This former temple was once a base of power for some long dead warriors. The broken pillars and endless steps are now inhabited by strange creatures which feed off the magic energies still emitted by this strange temple. Many tales speak of hidden treasures and vast power stored away in the vast relics.

## Organizations on Pangea

**Global Law-enforcement Council (GLC):** The Global Law-enforcement Council, or GLC for short, was established as a world's police force. The GLC officers have authority to work anywhere on Pangea. The GLC mostly hunt down international criminals or are called in to investigate strange happenings. Local law enforcement and sometimes even the military may resent the involvement of the GLC. Located in the City of Pangea, the GLC's Headquarter houses the council itself, plus many of their top marshals, inspectors, and detectives. The most advanced forensics lab is located in the building as well as the GLC super computer, and the Mystic Sphere for dealing with magical troubles.

**Really Big Force (RBF):** The Really Big Force, or RBF for short, is a special forces division of the Pangea Military. They use experimental weapons and equipment. All soldiers are highly trained, and work in small teams or

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squadrons. The teams are sent out and special missions that would be too dangerous for the normal military. In times of war RBF teams and squadrons are banded together into battalions for special missions. Although each team works better alone they can be quite effective as a spearhead force.

**Arcane Society:** An ancient association of wizards, the Arcane Society is now a high society club. Anyone of power is a member, and the Arcane Society has clubs all over Pangea. The rich and powerful come to talk deals and rub elbows. But tales still speak of a secret wizards council that still meets. They control from the shadows, shaping the destiny of Pangea.

**The Mechanical Carnival:** This traveling festival is well known all over Pangea. It travels from city to city, putting up rides, doing shows, etc, the usual carnival stuff. However this is not a normal carnival, some of the greatest minds in both magic and technology travel with the show. The Mechanical Carnival is known to deal in blackmarket technology and magic. They smuggle unique items from city to city. They are suspected of stealing items from research facilities and other illegal activities, but nothing can be proven. For the right price, and if they like you, maybe they will do a job for you.

**Magica-Magic:** Not the largest corporation on Pangea, or the most powerful, but they have created a niche market for themselves. Magica-magic makes some ingenious products by combining magic and technology. Stores across Pangea carry Magica-Magic products, they do carry hefty price tags. But they are always well built and reliable.

## **Races on Pangea**

Pangea is full of many races, most are humanoid but not fully human. Some areas of Pangea there are small humans that only grow to three feet in height they are often called Halflings. Elsewhere there are short, squat, dwarf humanoids, some claim it was from many generations spent mining and drinking ale. A long line of tall, slender, p