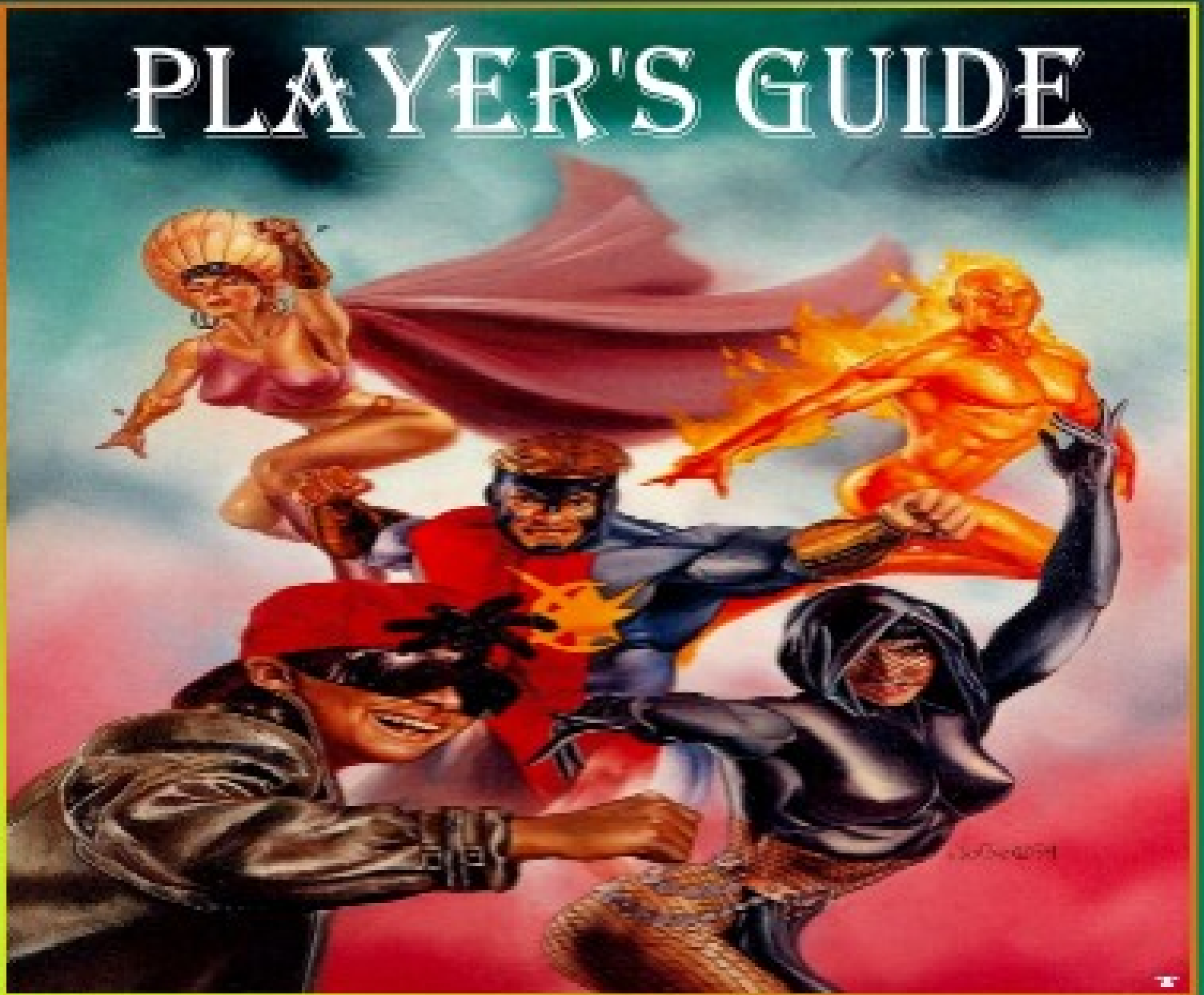


Beyond Heroes

Core Rules BHI

PLAYER'S GUIDE



The Role Playing Game for all Genres

The Beyond Heroes Roleplaying Game Book I: The Player's Guide

Writing and Design: Marco Ferraro

The Beyond Heroes Player's Guide Copyright © 2021 Marco Ferraro
All Rights Reserved

This is meant as an amateur free fan production. Absolutely no money is generated from it.

Wizards of the Coast, Dungeons & Dragons, and their logos are trademarks of Wizards of the Coast LLC in the United States and other countries. © 2021 Wizards. All Rights Reserved. Beyond Heroes is not affiliated with, endorsed, sponsored, or specifically approved by Wizards of the Coast LLC.

Contents

Foreword	3
Introduction	4
Character Points	4
Attributes	5
Races	27
Classes	34
Personalities	35
Skills	46
Powers	47
Magic	47
Equipment	48
Levels	48
Heroic and Unheroic names	51
Advantages and Disadvantages	52
Sight and Audio Ranges	75

Foreword

The Beyond Heroes Role Playing Game is based on a heavily revised derivative version of the rules system from Advanced Dungeons and Dragons 2nd edition. It also makes extensive use of the optional point buying system as presented in the AD&D Player's Option Skills and Powers book. My primary goal was to make this system usable in any setting, from fantasy to pulp to superhero to science fiction.

A role playing game is an exercise in imagination and personal creativity. The organizer of the campaign the Game Master, must use the system to devise an individual and unique world. Into this world of metahumans, supernatural monsters, strange peoples, multitudinous states, and fabulous treasures of precious items and powerful magic stride fearless heroes - you and your fellow players. Inexperienced and of but small power at first, by dint of hard fighting and clever deeds, you advance in ability to become forces to be reckoned with. As a role player you know how strong, intelligent, wise, healthy, dexterous and, relatively speaking, how commanding a personality you have. Details as to your appearance your body proportions, and your history can be produced by you or the GM. You act out the game as this character, staying within your given abilities, and as moulded by your alignment. This is a world where supervillains, sorcerers, monsters, fierce demons, and even the gods themselves may enter your character's life.

The game is ideally for three or more adult players: one player must serve as the Game Master, the shaper of the world in which all action will take place. The other participants become heroes by

creating characters to explore this alternate world and face all of its challenges. As is typical for most of us in real life each character begins at the bottom of his chosen class. By successfully meeting the challenges posed, they gain experience and move upwards in power, just as actual playing experience really increases playing skill. Imagination, intelligence, problem solving ability, and memory are all continually exercised by participants in the game. All in all this is a game for your enjoyment.

Introduction

Each participant in the campaign must create a player character, as opposed to non-player characters or NPCs which are controlled by the GM. Each player develops the abilities of his character through random number generation by means of dice rolling to determine the basic characteristics of the persona, the abilities. The player then decides what race the character is, what the character's class is, the alignment of the character, and what the character's name is to be. He will have a certain amount of money to begin with, and these funds will be used to purchase equipment needed for fighting villains. Finally each character begins with a certain number of hit points, as determined by his race and class. All characters begin at first level, i.e. the lowest possible level for a player character. The higher the level number, the more powerful the character is. Following now are how to create your own character.

1. Character Points
2. Attributes
3. Races
4. Classes
5. Personality
6. Skills
7. Combat
8. Powers
9. Magic
10. Equipment

1. Character Points

Every character begins play with a number of character points determined by his race and class. Further every time a character advances a level he gains additional character points. The points serve numerous purposes;

- Purchase skills and increase skill scores.
- Purchase advantages, and bonus character points are awarded for taking disadvantages.
- Increase attribute scores.
- Acquire meta powers.
- Acquire racial abilities.
- Acquire class abilities.
- Acquire spells.
- In Combat;
 - Temporarily increase Initiative roll.
 - Temporarily increase Thaco roll.
 - Temporarily increase AC.
 - Create a Critical.
 - Prevent a Critical.
 - Temporarily increase a Saving throw.
 - Reduce the effects of stun, fatigue and the effects of poisons, venoms and toxins.
 - Reduce damage taken.
 - Avoid certain death.

2. Attributes

An attribute describes to what extent a character possesses a natural, in-born characteristic common to all fictional characters in a roleplaying game. Attributes are also called statistics, characteristics or abilities.

The character's abilities are Strength (STR), Intelligence (INT), Wisdom (WIS), Dexterity (DEX), Constitution (CON), Charisma (CHA), and Movement Rate (MR).

The scores range between 3 and 18 for most characters, though it is possible for some attributes to go much higher. The premise of the game is your character is above average and has superior potential. Furthermore it is usually essential to the character's survival to be exceptional (with a rating of 15 or above) in no fewer than two ability characteristics.

Each ability score is determined by rolling 3D6. Character points can be used to later increase these scores.

Alternate Method; 4D6 is rolled for each and the lowest die in each case is discarded.

Alternate Method 2; 3D6 is rolled 14 times and the highest 7 scores are retained and assigned to each attribute as desired.

Alternate Method 3; Roll 3D6 seven times and jot down the total for each roll. Assign the scores to your character's seven abilities however you want. This gives you the chance to customise your character, although you are not guaranteed high scores.

Alternate Method 4; Each ability starts with a score of 8. Then roll 8D6. The points from these dice can be added to your character's abilities as you wish.

The Attributes

Strength (STR) measures a character's muscle, endurance, and stamina.

Dexterity (DEX) encompasses several physical attributes including hand-eye coordination, agility, reaction speed, reflexes, and balance. Dexterity affects a character's reaction to a threat or surprise, his accuracy with weapons, and his ability to dodge an enemy's blows.

A character's **Constitution (CON)** score encompasses his physique, fitness, health, and physical resistance to hardship, injury, and disease. Since this ability affects the character's hit points and chances of surviving such tremendous shocks as being physically reshaped by magic or resurrected from death, it is vitally important to all characters.

Intelligence (INT) represents a character's memory, reasoning, and learning ability, including areas outside those measured by the written word. This ability gives only a general indication of a character's mental acuity. However many intelligent people in the real world fail to apply their minds creatively and usefully, thus falling far below their own potential.

Wisdom (WIS) describes a composite of the character's enlightenment, judgment, guile, willpower, common sense, and intuition.

The **Charisma (CHA)** score measures a character's persuasiveness, personal

magnetism, and ability to lead. It is not a reflection of physical attractiveness, although attractiveness certainly plays a role.

Movement Rate (MR) represents how fast a character can walk, jog, run and swim.

Each character has a varying number of **Hit Points (HPs)** which represent how much damage he can withstand before being killed. Hit Points are determined

by the character's CON + the character's Race and Class bonuses. At each successive level this increases again. Character points can also be spent to increase HPs. There is no upper limit to how many Hit Points a character can have.

Hit Points can be healed naturally, healed by metapowers, or magically restored. However a character's Hit Points can never exceed the total previous optimum score he had before injury.

Attribute Cost Table

Listed here are how much it costs to buy each individual point of each attribute. eg. between 1 and 20 CON cost 1 point each, while 21 to 50 cost 2 points each.

	<u>1 Point Each</u>	<u>2 Points Each</u>	<u>3 Points Each</u>
STR	1-26	27-150	
DEX		1-20	21-25
CON	1-20	21-50	
INT		1-18	19-25
WIS		1-20	21-25
CHA		1-20	21-25
MR	1-120	Mach 1 - Mach 10	Mach 20 - 100
HPs	1-50	51-200	201+

Attribute Maximums

<u>Attribute</u>	<u>Average</u>	<u>Maximum for normal human</u>	<u>Maximum for peak athlete</u>	<u>Maximum for metahuman</u>
STR	9	15	26	150 recorded
DEX	9	15	20	25
CON	9	10	20	50
INT	9	10	18	25
WIS	9	10	20	25
CHA	9	10	20	25
MR	9	18	27	100 recorded
HPs	4	8	24	No limit

Strength

Strength represents the character's sheer natural brawn.

The character's carrying capacity is how much weight he can carry while maintaining his maximum movement rate. He can lift double this but at half his MR. He can throw an object equal to the maximum weight he can carry at a distance of STR x2.5cms. See the table below.

If the character succeeds in penetrating the enemy's AC then he does a certain amount of damage. See the table below.

<u>Score</u>	<u>Carry (in kilos)</u>	<u>Damage</u>
1	4.5	1
2	9	1
3	13.5	1
4	18	1
5	22.5	1
6	27	2
7	31.5	2
8	36	2

Score	Carry (in kilos, then tons)	Damage
9	40.5	3
10	45	3
11	51.75	3
12	58.5	3
13	67.5	D4
14	78.75	D4
15	90	D4+1. This is the maximum attribute score for a normal human.
16	103.5	D4+2
17	117	D4+3
18	135	2D4
19	157.5	2D4+1
20	180	2D4 +2
21	207	2D4 +3
22	234	3D4
23	270	3D4 +1
24	315	3D4 +2
25	360	3D4 +3
26	414	4D4. This is the maximum attribute score for a normal human at olympic athlete level. Scores beyond this require some kind of alteration.
27	468	4D4 +1
28	540	4D4 +2
29	630	4D4 +3
30	720	5D4
31	765	5D4 +2.
32	810	6D4
33	1 Ton	6D4 +2
34	1.25	7D4
35	1.5	7D4 +2
36	1.75	8D4
37	2	8D4 +2
38	2.3	9D4
39	2.6	9D4 +2
40	3	4D10
41	3.5	4D10 +3
42	4	4D10 +6
43	4.5	4D10 +9
44	5	5D10 +2
45	6	5D10 +5
46	7	5D10 +8
47	8	6D10 +1
48	9	6D10 +4
49	10	6D10 +7

Score	Carry (in tons)	Damage
50	12	7D10
51	14	7D10 +4
52	16	7D10 +8
53	18	8D10 +2
54	20	8D10 +6
55	24	9D10
56	29	9D10 +4
57	34	9D10 +8
58	39	10D10 +2
59	44	10D10 +6
60	50	11D10
61	60	11D10 +5
62	70	12D10
63	80	12D10 +5
64	90	13D10
65	100	13D10 +5
66	120	14D10
67	140	14D10 +5
68	160	15D10
69	180	15D10 +5
70	200	16D10
71	240	16D10 +6
72	280	17D10 +2
73	320	17D10 +8
74	360	18D10 +4
75	400	19D10
76	480	19D10 +6
77	560	20D10 +2
78	640	20D10 +8
79	720	21D10 +4
80	800	22D10
81	960	22D10 +7
82	1120	23D10 +4
83	1280	24D10 +1
84	1440	24D10 +8
85	1600	25D10 +5
86	1920	26D10 +2
87	2240	26D10 +9
88	2560	27D10 +6
89	2880	28D10 +3
90	3200	29D10
91	3810	29D10 +8
92	4480	30D10 +6
93	5120	31D10 +4
94	5760	32D10 +2

Score	Carry (in tons)	Damage
95	6400	33D10
96	7680	33D10 +8
97	8960	34D10 +6
98	10,240	35D10 +4
99	11,520	36D10 +2
100	12,500	37D10
101	15,000	37D10 +9
102	17,500	38D10 +8
103	20,000	39D10 +7
104	22,500	40D10 +6
105	25,000	41D10 +5
106	30,000	42D10 +4
107	35,000	43D10 +3
108	40,000	44D10 +2
109	45,000	45D10 +1
110	50,000	46D10
111	60,000	47D10
112	70,000	48D10
113	80,000	49D10
114	90,000	50D10
115	100,000	51D10
116	120,000	52D10
117	140,000	53D10
118	160,000	54D10
119	180,000	55D10
120	200,000	56D10
121	240,000	58D10 +1
122	280,000	59D10 +2
123	320,000	60D10 +3
124	360,000	61D10 +4
125	400,000	62D10 +5
126	480,000	63D10 +6
127	560,000	64D10 +7
128	640,000	65D10 +8
129	720,000	66D10 +9
130	800,000	68D10
131	960,000	69D10 +2
132	1,120,000	70D10 +4
133	1,280,000	71D10 +6
134	1,440,000	72D10 +8
135	1,600,000	74D10
136	1,920,000	75D10 +2
137	2,240,000	76D10 +4
138	2,560,000	77D10 +6
139	2,880,000	78D10 +8

Score	Carry (in tons)	Damage
140	3,200,000	80D10
141	3,840,000	82D10
142	4,480,000	84D10
143	5,120,000	86D10
144	5,760,000	88D10
145	6,400,000	90D10
146	7,680,000	92D10
147	8,960,000	94D10
148	10,240,000	96D10
149	11,520,000	98D10
150	12,800,000	100D10

Leaping:

From a standing point a character can jump his STR x the designated number in the table below. This is doubled for a running jump and halved for a high jump.

Score	Distance
01-09	Can leap 15 centimetres per STR point.
10-20	15 is the maximum attribute score for a normal human. Can leap 30 centimetres per STR point.
21-30	26 is the maximum attribute score for a normal human at olympic athlete level. STR 27 and beyond can only be reached by someone who has been altered in some way. Can leap 45 centimetres per STR point.
31-40	Can leap 60 centimetres per STR point.
41-50	Can leap 75 centimetres per STR point.
51-60	Can leap 90 centimetres per STR point.
61-70	Can leap 1.05 metres per STR point.
71-80	Can leap 1.2 metres per STR point.
81-90	Can leap 1.35 metres per STR point.
91-100	Can leap 1.5 metres per STR point.
101-110	Can leap 1.75 metres per STR point.
111-120	Can leap 2 metres per STR point.
121-130	Can leap 2.25 metres per STR point.
131-140	Can leap 2.5 metres per STR point.
141-144	Can leap 3 metres per STR point.
145-147	Can leap 3.75 metres per STR point.
148-149	Can leap 4.75 metres per STR point.
150	Can leap 6 metres per STR point.

Examples of Strength levels

STR	Example
5	Professor X
9	Flash, Invisible Woman
15	Robin, Black Canary, Mr Fantastic
20	Katana, Daredevil, Iron Fist, Black Widow
26	Batman, Black Panther

STR	Example
35	Captain America, Wolverine
40	Black Bolt, Dr Doom
45	Beast, Dracula
50	Spiderwoman I, Deathlok, Machine Man
55	Spiderman, Starfox
60	Sif, Vision, Captain Mar-vel, Red Tornado, Dr Fate
65	Ms Marvel I, Adam Warlock, Blastaar, Steel
70	Luke Cage, Valkyrie
80	Branian I, Ares, Namora, Ronan, Tiger Shark
90	Wonder Girl II, Hyperion, Silver Surfer, Sasquatch
100	Supergirl, Superboy, Captain Atom, Iron Man, Thing, Captain Britain, Colossus, Super Skrull, Ultron
110	Wonder Woman, Orion, Martian Manhunter, She Hulk, Namor
120	Power Girl, Mary Marvel, Thor, Hercules, Thanos
130	Mon El, Darkseid, Gladiator, Wonder Man
140	Superman, Shazam
150	Hulk at max

Dexterity

Dexterity represents the character's reflexes, agility, hand eye coordination and balance. Roll equal to or over the number below on a D20 to succeed at the task.

Thac0

The ability To Hit Armour Class 0 (zero). The character must roll equal to or over the designated score to hit his opponent. A 20 is always a hit and a 1 is always a miss. Further if a 20 is rolled then there is a chance of critical damage being achieved.

Evade

The ability to dodge an attack.

Balance

The ability to maintain ones balance in difficult circumstances.

Critical

If a 20 is rolled on a normal hit then roll again on the critical chart. If successful then double the normal damage is done. The character then rolls again on the critical chart to see if he does triple damage.

Initiative

Bonus or penalty to an initial surprise encounter.

Actions

How many actions a character can perform in 1 round.

Score	Thac0	Evade	Balance	Critical	Initiative	Actions
1	20	20	20		-7	1
2	20	20	20		-6	1
3	20	20	20		-5	1
4	20	20	20		-4	1
5	20	20	20		-3	1
6	20	20	20		-2	1
7	20	20	20		-1	1
8	20	20	20			1
9	20	20	20			1
10	20	20	20			1
11	20	20	20			1
12	20	20	20	20		1
13	20	20	19	19		1
14	19	20	18	18		2
15	18	19	17	17	+1	2. This is the maximum attribute score for a normal human.
16	17	18	16	16	+1	2
17	16	17	15	15	+1	2
18	15	16	14	14	+1	2
19	14	15	13	13	+2	2
20	13	14	12	12	+2	2. This is the maximum attribute score for a normal human at olympic athlete level. Scores beyond this require some kind of alteration.
21	12	13	11	11	+2	3
22	11	12	10	10	+3	3
23	10	11	9	9	+3	3
24	9	10	8	8	+4	3
25	8	9	7	7	+5	4

Conversion to AD&D Third Edition/D20

Score	To Hit	Initiative
1		-7
2		-6
3		-5
4		-4
5		-3
6		-2
7		-1
8		
9		
10		
11		
12		
13		

Score	To Hit	Initiative
14	+1	
15	+2	+1
16	+3	+1
17	+4	+1
18	+5	+1
19	+6	+2
20	+7	+2
21	+8	+2
22	+9	+3
23	+10	+3
24	+11	+4
25	+12	+5

Constitution

Constitution represents the character's health, stamina and recovery ability.

AC

The character's Armour Class which must be penetrated before damage can be done.

Hit Points

How much damage the character can take before dying.

Regeneration

How many Hit Points the character heals per day while performing low level activities such as riding a horse or travelling from one place to another. Fighting, running in fear, lifting a heavy weight or any other physical activity prevents resting as it strains old wounds and may even reopen them. If a character has complete bed rest (doing nothing for an entire day) then his natural healing is tripled for the day. In both cases above the character is assumed to be getting adequate food, water, and sleep. If these are lacking the character does not regain any hit points that day.

Score	AC	Hit Points	Regeneration
1	10	1	1 HP per day
2	10	2	1 HP per day
3	10	3	1 HP per day
4	10	4	1 HP per day
5	10	5	1 HP per day
6	10	6	1 HP per day
7	10	7	2 HPs per day
8	10	8	2 HPs per day
9	10	9	2 HPs per day
10	10	10	2 HPs per day. This is the maximum attribute score for a normal human.
11	10	12	2 HPs per day

Score	AC	Hit Points	Regeneration
12	10	14	3 HPs per day
13	10	16	3 HPs per day
14	10	18	3 HPs per day
15	10	20	3 HPs per day
16	10	22	4 HPs per day
17	10	24	4 HPs per day
18	9	26	4 HPs per day
19	9	28	5 HPs per day
20	9	30	5 HPs per day. This is the maximum attribute score for a normal human at olympic athlete level. Scores beyond this require some kind of alteration.
21	9	33	6 HPs per day
22	8	36	7 HPs per day
23	8	39	8 HPs per day
24	8	42	9 HPs per day
25	8	45	10 HPs per day
26	7	48	12 HPs per day
27	7	51	14 HPs per day
28	7	54	16 HPs per day
29	7	57	18 HPs per day
30	6	60	20 HPs per day
31	6	31	1 HP per hour
32	6	32	2 HPs per hour
33	6	33	3 HPs per hour
34	5	34	4 HPs per hour
35	5	35	5 HPs per hour
36	5	36	7 HPs per hour
37	5	37	9 HPs per hour
38	4	38	11 HPs per hour
39	4	39	13 HPs per hour
40	4	40	15 HPs per hour
41	3	41	20 HPs per hour
42	3	42	25 HPs per hour
43	3	43	30 HPs per hour
44	2	44	35 HPs per hour
45	2	45	40 HPs per hour
46	2	46	50 HPs per hour
47	1	47	1 HP per minute
48	1	48	2 HPs per minute
49	1	49	3 HPs per minute
50	0	50	5 HPs per minute

Saving Throws

Roll equal to or over the number below on a D20 to succeed at the task. A zero indicates no save is possible because the character's Constitution is too low. The score limits for normal and athlete humans apply to saves as well.

Pain	The ability to ignore pain and torture.
Temperature	The ability to withstand extreme temperatures of both hot and cold.
Non lethal Disease	The ability to fight off normal diseases.
Non lethal Drugs	The ability to withstand sensory altering drugs.
Non lethal Gas	The ability to resist smoke and knockout gas.
Electricity	The ability to survive electrical attacks.
Lethal Disease	The ability to fight off deadly viruses.
Lethal Drugs	The ability to survive deadly drugs.
Lethal Gas	The ability to resist nerve gas.
Toxins	The ability to resist poisons and venoms. Poison is secreted, making ingestion or touch a requirement. Venom is injected, such as with the bite or sting of an animal.

Score	Pain	Temperature	Disease NL	Drugs NL	Gas NL	Electricity	Disease Lethal	Drugs Lethal	Gas Lethal	Toxins
1	20	20	20	20	20	20	20	20	20	20
2	20	20	20	20	20	20	20	20	20	20
3	20	20	20	20	20	20	20	20	20	20
4	20	20	20	20	20	20	20	20	20	20
5	20	20	20	20	20	20	20	20	20	20
6	20	20	20	20	20	20	20	20	20	20
7	19	20	20	20	20	20	20	20	20	20
8	19	19	20	20	20	20	20	20	20	20
9	19	19	19	20	20	20	20	20	20	20
10	19	19	19	19	20	20	20	20	20	20
11	18	19	19	19	19	20	20	20	20	20
12	18	18	19	19	19	19	20	20	20	20
13	18	18	18	19	19	19	19	20	20	20
14	17	18	18	18	19	19	19	19	20	20
15	17	17	18	18	18	19	19	19	19	20
16	17	17	17	18	18	18	19	19	19	19
17	16	17	17	17	18	18	18	19	19	19
18	16	16	17	17	17	18	18	18	19	19
19	16	16	16	17	17	17	18	18	18	19
20	15	16	16	16	17	17	17	18	18	18
21	15	15	16	16	16	17	17	17	18	18
22	15	15	15	16	16	16	17	17	17	18
23	14	15	15	15	16	16	16	17	17	17
24	14	14	15	15	15	16	16	16	17	17
25	14	14	14	15	15	15	16	16	16	17
26	13	14	14	14	15	15	15	16	16	16
27	13	13	14	14	14	15	15	15	16	16

Score	Pain	Temperature	Disease NL	Drugs NL	Gas NL	Electricity	Disease Lethal	Drugs Lethal	Gas Lethal	Toxins
28	13	13	13	14	14	14	15	15	15	16
29	12	13	13	13	14	14	14	15	15	15
30	12	12	13	13	13	14	14	14	15	15
31	12	12	12	13	13	13	14	14	14	15
32	11	12	12	12	13	13	13	14	14	14
33	11	11	12	12	12	13	13	13	14	14
34	11	11	11	12	12	12	13	13	13	14
35	10	11	11	11	12	12	12	13	13	13
36	10	10	11	11	11	12	12	12	13	13
37	9	10	10	11	11	11	12	12	12	13
38	8	9	10	10	11	11	11	12	12	12
39	7	8	9	10	10	11	11	11	12	12
40	6	7	8	9	10	10	11	11	11	12
41	5	6	7	8	9	10	10	11	11	11
42	4	5	6	7	8	9	10	10	11	11
43	3	4	5	6	7	8	9	10	10	11
44	2	3	4	5	6	7	8	9	10	10
45	2	2	3	4	5	6	7	8	9	10
46	2	2	2	3	4	5	6	7	8	9
47	2	2	2	2	3	4	5	6	7	8
48	2	2	2	2	2	3	4	5	6	7
49	2	2	2	2	2	2	3	4	5	6
50	2	2	2	2	2	2	2	3	4	5

Intelligence

Intelligence represents the character's learning and reasoning ability. A semi-intelligent character (INT 2-3) can speak (with difficulty) and is apt to react instinctively and impulsively. A character with low Intelligence (INT 4-6) could also be called dull-witted or slow. A very intelligent person (INT 11-12) picks up new ideas quickly and learns easily. A highly intelligent character (INT 13-14) is one who can solve most problems without even trying very hard. One with exceptional intelligence (INT 15-16) is noticeably above the norm. A genius character is brilliant (INT 17- 18). A character beyond genius is potentially more clever and more brilliant than can possibly be imagined.

Key

Skills	How many points the character starts with for buying skills.
Mana Points	How much mana the character starts with for casting magic.
MPs	How many Mental Hit Points the character starts with for mental combat.
PA	The character's starting Psychic Agility or Thac0 for mental combat.
PAC	The character's starting Psychic Armour Class for mental combat.

Score	Skills	Mana Points	MPs	PA	PAC
1	0	1	1	20	10
2	1	1	2	20	10
3	2	2	3	20	10
4	3	2	4	20	10
5	4	3	5	20	10
6	8	3	6	20	10
7	10	4	7	20	9
8	12	4	8	20	9
9	14	5	9	20	9
10	16	5	10	20	9. This is the maximum attribute score for a normal human.
11	28	6	11	20	9
12	20	6	12	20	8
13	22	7	13	20	8
14	24	8	14	19	8
15	26	9	15	18	8
16	28	10	16	17	7
17	30	11	17	16	7
18	32	13	18	15	7. This is the maximum attribute score for a gifted human. Scores beyond this require some kind of alteration.
19	34	15	19	14	6
20	36	17	20	13	5
21	38	19	21	12	4
22	40	22	22	11	3
23	42	25	23	10	2
24	44	30	24	9	1
25	46	40	25	8	0

Wisdom

Wisdom represents the character's willpower, perception, common sense and intuitive ability.

Key

Roll equal to or over the number below on a D20 to succeed at the task.

Perception This represents how well he can notice little clues, suspicious activity, impending danger, movement around him and see through attempts at deception.

Deduction This is the character's reasoning and common sense.

Spell Bonus This is added against the victim's saving throw making it more difficult for them to defeat the spell.

Score	Perception	Deduction	Spell Bonus
1	20	20	
2	20	20	
3	20	20	
4	20	20	
5	20	20	
6	20	20	
7	20	20	
8	19	20	
9	19	19	
10	19	19. This is the maximum attribute score for a normal human.	
11	19	19	
12	18	19	
13	17	18	
14	16	17	+1
15	15	16	+1
16	14	15	+1
17	13	14	+2
18	12	13	+2
20	10	11	+3. This is the maximum attribute score for a gifted human. Scores beyond this require some kind of alteration.
21	9	10	+3
22	8	9	+4
23	7	8	+4
24	6	7	+5
25	5	6	+6

Saving Throws

Roll equal to or over the number below on a D20 to succeed at the task.

Stun	The ability to recover from being stunned.
Trauma	The ability to withstand traumatic shock.
Sanity	Based on the Cthulhu D20 Sanity rules. The ability to withstand horrific visions.
Willpower	The ability to withstand attempts at mind control and possession.
Spell	The ability to resist magical attacks.

Score	Stun	Trauma	Sanity	Willpower	Spell
1	20	20	20	20	20
2	20	20	20	20	20
3	20	20	20	20	20
4	20	20	20	20	20
5	20	20	20	20	20
5	20	20	20	20	20
7	19	20	20	20	20
8	19	19	20	20	20

9	19	19	19	20	20
Score	Stun	Trauma	Sanity	Willpower	Spell
10	19	19	19	19	20
11	18	19	19	19	19
12	17	18	19	19	19
13	16	17	18	19	19
14	15	16	17	18	19
15	14	15	16	17	18
16	13	14	15	16	17
17	12	13	14	15	16
18	11	12	13	14	15
19	10	11	12	13	14
20	9	10	11	12	13
21	8	9	10	11	12
22	7	8	9	10	11
23	6	7	8	9	10
24	5	6	7	8	9
25	4	5	6	7	8

Charisma

Charisma represents the character's personality, persuasiveness, magnetism, beauty and leadership ability.

Key

Roll equal to or over the number below on a D20 to succeed at the task.

Reaction How favourably people react to you upon first meeting you.

Loyalty The ability to inspire allies to trust you without reservation. This can also be used to rally troops during combat.

Presence The ability to intimidate others just by your sheer presence of personality.

Score	Reaction	Loyalty	Presence
1	26	27	28
2	25	26	27
3	24	25	26
4	23	24	25
5	22	23	24
6	21	22	23
7	20	21	22
8	20	20	21
9	20	20	20
10	20	20	20. This is the maximum attribute score for a normal human.
11	20	20	20
12	20	20	20
13	20	20	20

Score	Reaction	Loyalty	Presence
14	20	20	20
15	19	20	20
16	18	19	20
17	17	18	19
18	16	17	18
19	15	16	17
20	14	15	16. This is the maximum attribute score for a gifted human. Scores beyond this require some kind of alteration.
21	13	14	15
22	12	13	14
23	11	12	13
24	10	11	12
25	9	10	11

Movement Rate

The numbers displayed represent how many metres per minute the person can Walk, Jog, Run and Swim. A person can flat out run for a number of rounds equal to their CON. Beyond that they have to roll under that CON to continue with a cumulative -1 penalty every round.

MR	Walk	Jog	Run	Swim
1	10	20	30	5
2	20	40	60	10
3	30	60	90	15
4	40	80	120	20
5	50	100	150	25
6	60	120	180	30
7	70	140	210	35
8	80	160	240	40
9	90	180	270	45
10	100	200	300	50
11	110	220	330	55
12	120	240	360	60
13	130	260	390	65
14	140	280	420	70
15	150	300	450	75
16	160	320	480	80
17	170	340	510	85
18	180	360	540	90. This is the maximum attribute score for a normal human.
19	190	380	570	95
20	200	400	600	100
21	210	420	630	105
22	220	440	660	110

23	230	460	690	115
MR	Walk	Jog	Run	Swim
24	240	480	720	120
25	250	500	750	125
26	260	520	780	130
27	270	540	810	135. This is the fastest possible human speed for a peak athlete with no gene therapy, 48 kph.

With the following tables Walk, Jog and Run are in Kilometres Per Hour. Swim is in Knots per hour. One kilometre per hour = 1000 metres per hour or 16.6 metres per minute.

MR	Walk	Jog	Run	Swim
28	12.6	25.2	50.4	6.3. These scores can only be reached by someone who has been altered in some way or has a power.
29	13	26.1	52.2	6.5
30	13.5	27	54	6.7
31	14.4	28.8	57.6	7.2
32	15.3	30.6	61.2	7.6
33	16.2	32.4	64.8	8.1
34	17.1	34.2	68.4	8.5
35	18	36	72	9
36	18.9	37.8	75.6	9.4
37	19.8	39.6	79.2	9.9
38	20.7	41.4	82.8	10.3
39	21.6	43.2	86.4	10.8
40	22.5	45	90	11.2
41	23.8	47.7	95.4	11.9
42	25.2	50.4	100.8	12.6
43	26.5	53.1	106.2	13.2
44	27.9	55.8	111.6	13.9
45	29.2	58.5	117	14.6
46	30.6	61.2	122.4	15.3
47	31.9	63.9	127.8	15.9
48	33.3	66.6	133.2	16.6
49	34.6	69.3	138.6	17.3
50	36	72	144	18
51	37.8	75.6	151.2	18.9
52	39.6	79.2	158.4	19.8
53	41.4	82.8	165.6	20.7
54	43.2	86.4	172.8	21.6
55	45	90	180	22.5
56	46.8	93.6	187.2	23.4
57	48.6	97.2	194.4	24.3
58	50.4	100.8	201.6	25.2
59	52.2	104.4	208.8	26.1
60	54	108	216	27

61 MR	56.2 Walk	112.5 Jog	225 Run	28.1 Swim
62	58.5	117	234	29.2
63	60.7	121.5	243	30.3
64	63	126	252	31.5
65	65.2	130.5	261	32.6
66	67.5	135	270	33.7
67	69.7	139.5	279	34.8
68	72	144	288	36
69	74.2	148.5	297	37.1
70	76.5	153	306	38.2
71	79.2	158.4	316.8	39.6
72	81.9	163.8	327.6	40.9
73	84.6	169.2	338.4	42.3
74	87.3	174.6	349.2	43.6
75	90	180	360	45
76	92.7	185.4	370.8	46.3
77	95.4	190.8	381.6	47.7
78	98.1	196.2	392.4	49
79	100.8	201.6	403.2	50.4
80	103.5	207	414	51.7
81	106.8	213.7	427.5	53.4
82	110.2	220.5	441	55.1
83	113.6	227.2	454.5	56.8
84	117	234	468	58.5
85	120.3	240.7	481.5	60.1
86	123.7	247.5	495	61.8
87	127.1	254.2	508.5	63.5
88	130.5	261	522	65.2
89	133.8	267.7	535.5	66.9
90	137.2	274.5	549	68.6
91	141.7	283.5	567	70.8
92	146.2	292.5	585	73.1
93	150.7	301.5	603	75.3
94	155.2	310.5	621	77.6
95	159.7	319.5	639	79.8
96	164.2	328.5	657	82.1
97	168.7	337.5	675	84.3
98	173.2	346.5	693	86.6
99	177.7	355.5	711	88.8
100	182.2	364.5	729	91.1
101	187.8	375.7	751.5	93.9
102	193.5	387	774	96.7
103	199.1	398.2	796.5	99.5
104	204.7	409.5	819	102.3
105	210.3	420.7	841.5	105.1

106	216	432	864	108
MR	Walk	Jog	Run	Swim
107	221.6	443.2	886.5	110.8
108	227.2	454.5	909	113.6
109	232.8	465.7	931.5	116.4
110	238.5	477	954	119.2
111	245.2	490.5	981	122.6
112	252	504	1008	126
113	258.7	517.5	1035	129.3
115	272.2	544.5	1089	136.1
116	279	558	1116	139.5
117	285.7	571.5	1143	142.8
118	292.5	585	1170	146.2
119	299.2	598.5	1197	149.6
120	309	618	1236 or Mach 1	154.5

After this speed is measured in Mach speeds, this is written into the MR space. The Mach speeds shown here only represent what can be achieved swimming or running on the ground at sea level. The higher the altitude the more variances affect the maximum speed and endurance. Flight for instance is greatly affected by winds, air pressure and ability to breathe at greater heights.

<u>Mach</u>	<u>Running speed in Kph</u>	<u>Swimming speed in Knots</u>
1.1	1359.6	679.5
1.2	1483.2	741.6
1.3	1606.8	803.4
1.4	1730.4	865.2
1.5	1854	927
1.6	1977.6	988.8
1.7	2101.2	1050.6
1.8	2224.8	1112.4
1.9	2348.4	1174.2
2	2472	1236
2.1	2595.6	1297.8
2.2	2719.2	1359.6
2.3	2842.8	1421.4
2.4	2966.4	1483.2
2.5	3090	1545
2.6	3213.6	1606.8
2.7	3337.2	1668.6
2.8	3460.8	1730.4
2.9	3584.4	1792.2
3	3708	1854
3.1	3831.6	1915.8
3.2	3955.2	1977.6
3.3	4078.8	2039.4

Mach	Running speed in Kph	Swimming speed in Knots
3.4	4202.4	2101.2
3.5	4326	2163
3.6	4449.6	2224.8
3.7	4573.2	2286.6
3.8	4696.8	2348.4
3.9	4820.4	2410.2
4	4944	2472
4.1	5067.6	2533.8
4.3	5314.8	2657.4
4.4	5438.4	2719.2
4.5	5562	2781
4.6	5685.6	2842.8
4.7	5809.2	2904.6
4.8	5932.8	2966.4
4.9	6056.4	3028.2
5	6180	3090
5.1	6303.6	3151.8
5.2	6427.2	3213.6
5.3	6550.8	3275.4
5.4	6674.4	3337.2
5.5	6798	3399
5.6	6921.6	3460.8
5.7	7045.2	3522.6
5.8	7168.8	3584.4
5.9	7292.4	3646.2
6	7416	3708
6.1	7539.6	3769.8
6.2	7663.2	3831.6
6.3	7786.8	3893.4
6.4	7910.4	3955.2
6.5	8034	4017
6.6	8157.6	4078.8
6.7	8281.2	4140.6
6.8	8404.8	4202.4
6.9	8528.4	4264.2
7	8652	4326
7.1	8775.6	4377.8
7.2	8899.2	4449.6
7.3	9022.8	4511.4
7.4	9146.4	4573.2
7.5	9270	4635
7.6	9393.6	4696.8
7.7	9517.2	4758.6
7.8	9640.8	4820.4
7.9	9764.4	4882.2

	9888	4944
Mach	Running speed in Kph	Swimming speed in Knots
8.1	10,011.6	5005.8
8.2	10,135.2	5067.6
8.3	10,258.8	5129.4
8.4	10,382.4	5191.2
8.5	10,506	5253
8.6	10,629.6	5314.8
8.7	10,753.2	5376.6
8.9	11,000.4	5500.2
9	11,124	5562
9.1	11,247.6	5623.8
9.2	11,371.2	5685.6
9.3	11,494.8	5747.4
9.4	11,618.4	5809.2
9.5	11,742	5871
9.6	11,865.6	5932.8
9.7	11,989.2	5994.6
9.8	12,112.8	6056.4
9.9	12,236.4	6118.2
10	12,360	6180
20	24,720	12,360
30	37,080	18,540
40	49,440	24,720
50	61,800	30,900
60	74,160	37,080
70	86,520	43,260
80	98,880	49,440
90	111,240	55,620
100	123,600	61,800

3. Races

After a player has determined the abilities of his character, it is then time to decide of what racial stock the character is to be. This doesn't include just human species but post invasion also fantasy ones which may be chosen from either one of the Earth based races or depending on the campaign one of alien origin. Each race has its own advantages and disadvantages, powers, and variations in attributes. This should be checked with the GM first as some races may not exist in his world. In the modern world the player should also determine which nation he was born in.

Birthplace

01-50 Earth Traditional Nations
 51-60 Earth Underwater Nations
 61-70 Earth Subterranean Nations
 71-75 Earth Fey Nations
 76-80 Earth Sky Nations
 81-85 Earth Mystical Locations
 86-90 Extraterrestrial Planets
 91-96 Surrounding Dimensions
 96-00 Interdimensional Realms

01-50 Earth Traditional Nations

Please note that not every country, sovereign nation, territory, island, etc., is listed in the table. I tried to put in as much diversity as possible, but I can't account for everything. For the most part these races are standard human, though if the GM wishes other species may also be born in these countries.

01 - 09 Africa

01 - 02 Algeria
 03 - 04 Angola
 05 - 06 Benin
 07 - 08 Botswana
 09 - 10 Burkina Faso
 11 - 12 Burundi

13 - 14 Cameroon
 15 - 16 Cape Verde
 17 - 18 Central African Republic
 19 - 20 Chad
 21 - 22 Comoros
 23 - 24 Democratic Republic of Congo
 25 Republic of Congo
 26 Ivory Coast
 27 - 28 Djibouti
 29 - 30 Egypt
 31 - 32 Equatorial Guinea
 33 - 34 Eritrea
 35 - 36 Ethiopia
 37 - 38 Gabon
 39 - 40 Gambia
 41 - 42 Ghana
 43 - 44 Guinea
 45 - 46 Guinea-Bissau
 47 - 48 Kenya
 49 - 50 Lesotho
 51 Liberia
 52 Libya
 53 - 54 Madagascar
 55 - 56 Malawi
 57 - 58 Mali
 59 - 60 Mauritania
 61 - 62 Mauritius
 63 - 64 Morocco
 65 - 66 Mozambique
 67 - 68 Namibia
 69 - 70 Niger
 71 - 72 Nigeria
 73 - 74 Rwanda
 75 Sao Tome and Principe
 76 Senegal
 77 - 78 Seychelles
 79 - 80 Sierra Leone
 81 - 82 Somalia
 83 - 84 South Africa
 85 - 86 Sudan
 87 - 88 Swaziland
 89 - 90 Tanzania
 91 - 92 Togo
 93 - 94 Tunisia
 95 - 96 Uganda

97 Western Sahara
 98 Zambia
 99 - 00 Zimbabwe

10 - 18 Asia

01 - 06 Bangladesh
 07 - 12 Bhutan
 13 - 18 Cambodia
 19 - 24 China
 25 - 30 Hong Kong
 31 - 36 India
 37 - 42 Japan
 43 - 48 North Korea
 49 - 54 South Korea
 55 - 60 Laos
 61 - 66 Maldives
 67 - 72 Mongolia
 73 - 78 Myanmar
 79 - 84 Nepal
 85 - 90 Sri Lanka
 91 - 96 Thailand
 97 - 00 Vietnam

19 - 27 Canada

01 - 08 Alberta
 09 - 16 British Columbia
 17 - 24 Manitoba
 25 - 32 New Brunswick
 33 - 40 Newfoundland and Labrador
 41 - 48 Northwest Territories
 49 - 56 Nova Scotia
 57 - 64 Nunavut
 65 - 72 Ontario
 73 - 80 Prince Edward Island
 81 - 88 Quebec
 89 - 96 Saskatchewan
 97 - 00 Yukon

28 - 36 Europe

01 - 03 Albania
 04 - 05 Andorra
 06 - 08 Austria
 09 - 10 Belarus
 11 - 13 Belgium
 14 - 15 Bosnia and Herzegovina
 16 - 18 Bulgaria
 19 - 20 Croatia
 21 - 23 Czech Republic
 24 - 25 Denmark

26 - 28 Estonia
 29 - 30 Finland
 31 - 33 France
 34 - 35 Germany
 36 - 38 Greece
 39 - 40 Hungary
 41 - 43 Iceland
 44 - 46 Italy
 47 - 50 Latvia
 51 - 53 Liechtenstein
 54 - 55 Lithuania
 56 - 58 Luxembourg
 59 - 60 Macedonia
 61 - 63 Malta
 64 - 65 Moldova
 66 - 68 Monaco
 69 - 70 Montenegro
 71 - 73 Netherlands
 74 - 75 Norway
 76 - 78 Poland
 79 - 80 Portugal
 81 - 82 Romania
 83 - 84 San Marino
 85 - 86 Serbia
 87 - 88 Slovakia
 89 - 90 Slovenia
 91 - 92 Spain
 93 - 94 Sweden
 95 - 96 Switzerland
 97 - 00 Vatican City

37 - 45 Latin America

01 - 08 Belize
 09 - 16 Costa Rica
 17 - 24 Cuba
 25 - 32 Dominican Republic
 33 - 40 El Salvador
 41 - 48 Guatemala
 49 - 56 Haiti
 57 - 64 Honduras
 65 - 72 Jamaica
 73 - 80 Managua
 81 - 88 Mexico
 89 - 94 Nicaragua
 95 - 00 Panama

46 - 54 Middle East

01 - 06 Afghanistan

07 - 12 Bahrain
 13 - 18 Cyprus
 19 - 24 Iran
 25 - 30 Iraq
 31 - 36 Israel
 37 - 42 Jordan
 43 - 48 Kuwait
 49 - 54 Lebanon
 55 - 60 Oman
 61 - 66 Pakistan
 67 - 72 Qatar
 73 - 78 Saudi Arabia
 79 - 84 Syria
 85 - 90 Turkey
 91 - 96 United Arab Emirates
 97 - 00 Yemen
55 - 63 Russia
 01 - 10 Armenia
 11 - 20 Azerbaijan
 21 - 30 Georgia
 31 - 40 Kazakhstan
 41 - 50 Kyrgystan
 51 - 60 Russia
 61 - 70 Tajikistan
 71 - 80 Turkmenistan
 81 - 90 Ukraine
 91 - 00 Uzbekistan
64 - 72 South America
 01 - 08 Argentina
 09 - 16 Bolivia
 17 - 24 Brazil
 25 - 32 Chile
 33 - 40 Colombia
 41 - 48 Ecuador
 49 - 56 French Guiana
 57 - 64 Guyana
 65 - 72 Paraguay
 73 - 80 Peru
 81 - 88 Suriname
 89 - 94 Uruguay
 95 - 00 Venezuela
73 - 81 South Pacific
 01 - 10 Australia
 11 - 20 Indonesia
 21 - 30 Kuala Lumpur
 31 - 40 Malaysia

41 - 50 New Zealand
 51 - 60 Papua New Guinea
 61 - 70 Philippines
 71 - 80 Singapore
 81 - 90 Tasmania
 91 - 00 Timor-Leste
82 - 90 United Kingdom
 01 - 17 England
 18 - 34 Falkland Islands
 35 - 51 Ireland
 52 - 68 Northern Ireland
 69 - 85 Scotland
 86 - 00 Wales
91 - 00 United States
 01 - 02 Alabama
 03 Alaska
 04 American Samoa
 05 - 06 Arizona
 07 - 08 Arkansas
 09 - 10 California
 11 - 12 Colorado
 13 - 14 Connecticut
 15 - 16 Delaware
 17 District of Columbia
 18 Federated States of Micronesia
 19 - 20 Florida
 21 - 22 Georgia
 23 Guam
 24 Hawaii
 25 - 26 Idaho
 27 - 28 Illinois
 29 - 30 Indiana
 31 - 32 Iowa
 33 - 34 Kansas
 35 - 36 Kentucky
 37 - 38 Louisiana
 39 Maine
 40 Marshall Islands
 41 - 42 Maryland
 43 - 44 Massachusetts
 45 - 46 Michigan
 47 - 48 Minnesota
 49 - 50 Mississippi
 51 - 52 Missouri
 53 - 53 Montana
 54 - 55 Nebraska

56 - 57 Nevada
 58 - 58 New Hampshire
 59 - 60 New Jersey
 61 - 61 New Mexico
 62 - 63 New York
 64 - 65 North Carolina
 66 - 67 North Dakota
 68 Northern Mariana Islands
 69 - 70 Ohio
 71 - 72 Oklahoma
 73 - 74 Oregon
 75 Palau
 76 - 77 Pennsylvania
 78 Puerto Rico
 79 - 80 Rhode Island
 81 - 82 South Carolina
 83 - 84 South Dakota
 85 - 86 Tennessee
 87 - 88 Texas
 89 - 90 Utah
 91 Vermont
 92 Virgin Islands
 93 - 94 Virginia
 95 - 96 Washington
 97 - 98 West Virginia
 99 Wisconsin
 00 Wyoming

51-60 Earth Underwater Nations

01-10 Aman Sinaya
 01-50 Mer
 51-70 Dargon
 71-80 Pahari
 81-90 Sea Sprite
 91-00 Turtur
 11-20 Aotus
 01-75 Kna
 76-00 Locathah
 21-30 Aquatica
 01-10 Human
 11-60 Mer
 61-80 Dargon
 81-00 Delfin
 31-40 Atlantis (Atlantean)
 41-50 Kitezh
 01-20 Kuo Toa

21-80 Kopru
 81-00 Sharkk
 51-60 Lemuria (Lemurian)
 61-70 Lyonese
 01-20 Dimernesti
 21-40 Sea Sprite
 41-60 Selkie
 61-80 Sirine
 81-00 Homard
 71-80 Poseidonis
 01-25 Mer
 26-30 Dargon
 31-66 Sirine
 67-00 Nixie
 81-00 Tritonis
 01-15 Mer
 16-30 Dargon
 31-40 Delfin
 46-50 Sea Sprite
 51-00 Shalarin
 81-00 Ys
 01-25 Sahuagin
 26-50 Carapace
 51-75 Morkoth
 76-00 Tako

61-70 Earth Subterranean Nations

01-05 Avertine (Gnome)
 06-10 Chak Ch'tka (Thri-Keen)
 11-13 Crystallion (Gemzanite)
 14-16 Dhon Guruhm (Dvergar)
 17-20 Doomspire
 01-50 Hobgoblin
 51-90 Goblin
 91-00 Bugbear
 21-23 Dunspeirrin (Dvergar)
 24-27 Garel Enkal
 01-50 Orc
 51-00 Orcling
 28-31 Ironforge (Thor bathane Dwarf)
 32-36 Karak-din (Thor bathane Dwarf)
 37-39 Khazargur
 01-50 Orc
 51-80 Orcling
 81-00 Ogre

- 40-43 Lith Murathar
 - 01-75 Drow
 - 76-00 Arachne
- 44-47 Maerimydra
 - 01-75 Drow
 - 76-00 Arachne
- 48-50 Mantol Derith (Dvergar)
- 51-54 Menzoberranza (Drow)
- 55-57 Moltar (Terranean)
- 58-60 Necropolis (Undead)
- 61-63 Neter-Khertet (Human)
- 64-66 Ootul (Beholder)
- 67-69 Oryndoll (Illithid)
- 70-72 Sekolah (Sahuagin)
- 73-75 Sloopdilmonpolop (Sahuagin)
- 76-78 Tellectus
 - 01-80 Illithid
 - 81-00 Minotaur
- 79-82 Thorbardin (Thorbathane Dwarf)
- 83-85 Understone (Gnome)
- 86-88 Verminblight (Vermin)
- 89-91 Verminspike (Vermin)
- 92-94 Yuzce'ac (Lizardmen)
- 95-97 Zardeth (Mineroid)
- 98-00 Zlaxtlan (Lizardman)

71-75 Earth Fey Nations

- 01-06 Arn Mora (Silvanesti Elf)
- 07-12 Asa Thalor (Silvanesti Elf)
- 13-18 Bast (Felinar)
- 19-23 Elderwood
 - 01-75 Arboreal
 - 76-00 Halaman
- 24-28 Elmspring (Arboreal)
- 29-33 Eno Thendor
 - 01-75 Arboreal
 - 76-00 Halaman
- 34-38 Fluvelnistra (Myconid)
- 39-44 For Bel (Kagonesti Elf)
- 45-49 Khalohone (Yuan-Ti)
- 50-56 Moran Tal
 - 01-75 Geophant
 - 76-00 Lupinoid
- 57-62 Nellerai (Hobbit Halfling)
- 63-68 Orlo Thalore (Kender Halfling)
- 69-73 Rehshranken (Naga)

- 74-78 Sai Ancalen (Orso)
- 79-84 Shalla Bellanose (Valley Gnome)
- 85-90 Shsa Serin (Centaur)
- 91-95 Timberbrook
 - 01-20 Arboreal
 - 21-30 Cactun
 - 31-50 Frucht
 - 51-00 Vegible
- 96-00 Ylmager (Yuan-Ti)

76-80 Earth Sky Nations

- 01-20 Aerie
 - 01-98 Aarakocra
 - 99-00 Kenku
- 21-40 Aviary
 - 01-50 Kenku
 - 51-95 Enduk
 - 96-00 Aarakocra
- 41-60 Blue Sky (Raptoran)
- 61-80 Starmount (Avariel)
- 81-00 Stratos
 - 01-80 Sky People
 - 81-00 Avariel

81-85 Earth Mystical Locations

- 01-25 Basilica City
- 26-50 ChiYou Island
- 51-75 Shadow Island
- 76-00 Themiscrya Island

86-90 Extraterrestrial Planets

These are all the known species within Earth's dimension which have had contact with Earth.

- 01-02 Achernos II (Achernon)
- 03-04 Arach Prime (Arachnis)
- 05-06 Arctura I (Arcturan)
- 07-08 Miras (Argrorian)
- 09-10 Antar I (A'rmarr-Oddr)
- 11-12 Soveon (Astaroth)
- 13-14 Capella (Capellan)
- 15-16 Omicron I (Chameleon)
- 17-18 Nucru VIII (Cygni)
- 19-20 Eridanis I (Draconid)
- 21-22 Groth (Dralasite)
- 23-24 Lagam Prime (Hare)
- 25-34 Bootis II (Harmonic)

- 35-37 Eridani I (Hive)
- 38-39 Thilai IV (Horlock)
- 40-41 Hydrai IV (Hydri)
- 42-43 Particus (Iridani)
- 44-45 Jakara
- 46-47 Eridani Prime (Klaxun)
- 48-49 Korbin II (Korbinite)
- 50-51 Tl'bk I (Kraxa)
- 52-53 Fornaca III (Magmanite)
- 54-66 Mars (Martian)
- 67-68 Father1 (Mechalus)
- 69-70 Osiris IX (Osirian)
- 71-72 Celphei IV (Pumeran)
- 73-74 Felin Prime (Puss)
- 75-76 Anitad V (Quack)
- 77-78 Indi I (Quartzite)
- 79-80 Sathos Prime (Sathar)
- 81-90 Tricer Prime (Tsaunid)
- 91-92 Tzienti V (TziTzi)
- 93-94 Procyon VI (Vrusk)
- 95-96 Xenomorph
- 97-98 Yaut Prime (Yautjan)
- 99-00 Yazir I (Yazirian)

91-95 Surrounding Dimensions

These are all the known dimensions which surround Earth and have life. The Prime Material Plane also known as Third Space and the Mortal Plane is our home dimension.

- 01-05 Subspace or Zero Space
- 06-10 The First Realm or 1st Space
- 11-20 The Flat Realm or 2nd Space
- 21-30 Aetherscape or 4th Space
- 31-40 The Chronoverse or 5th Space
- 41-50 Hyperspace or 6th Space
- 51-60 The Middle Realms or 7th Space
- 61-70 Elementalverse or of 8th Space
- 71-75 Bioscape or 9th Space
- 76-80 Phase Space or 10th Space
- 81-90 Microscape or 11th Space
- 91-00 The Outer Realms or 12th Space

Middle Realms Table

- 01-25 Astralscape
- 26-50 Dreamscape

- 51-75 Screamscape
- 76-00 Shadowscape

Elementalverse Table

- 01-10 Celestialscape
- 11-15 Cinderverse
- 16-20 Cirroscap
- 21-25 Corrosiverse
- 26-30 Cryoverse
- 31-35 Dynaverse
- 36-40 Emberverse
- 41-45 Fissionverse
- 46-50 Gravitiescape
- 51-60 Hydroscape
- 61-65 Illumniscap
- 66-70 Mireverse
- 71-85 Pyroscap
- 86-00 Terrascap

Bioscape Table

- 01-20 Faunascap
- 01-33 Animorphicverse
- 34-66 Antipodalverse
- 67-00 Arthropodicverse
- 21-40 Florascap
- 41-50 Saphromorphicverse
- 51-60 Machinescap
- 61-70 Orescap
- 71-80 Quantumverse
- 81-00 Stratoscap

The Outer Realms Table

- 01-33 After Realms
- 34-66 Faerie Realms
- 67-00 Realms of Reason

After Realms Table

01-12 Athabaska After Realms

- 01-20 Aztlan
- 21-40 Giizhigong
- 41-60 Hanan Pacha
- 61-80 Orun
- 81-00 Yachay Wasis

13-24 Europa After Realms

- 01-07 Alkyonide
- 08-14 Cruchan Feli
- 15-21 Ditsov

22-28 Elyssa
 29-35 Galatia
 36-42 Lusitania
 43-49 Midlands
 50-56 Nartae
 57-63 Olympus
 64-70 Temair
 71-77 Thule
 78-93 Tir Na Nog
 94-00 Ys

25-36 Fertile Crescent After Realms

01-09 Akkadia
 10-18 Chronopolis
 19-27 Emesa
 28-36 Heliopolis
 37-45 Kaaba
 46-54 Mitanni
 55-63 Nibiru
 64-72 Nineveh
 73-81 Nirvanah
 82-91 Stygia
 92-00 Thuvaraiyam

37-52 Genesis After Realms

01-20 Avalon
 21-30 Battleverse
 31-40 Dada
 41-60 Heaven
 61-80 Hell
 81-00 Purgatory

53-64 Orient After Realms

01-20 Abyrga
 21-40 Amenoukihashi
 41-60 Shambhala
 61-80 Ta-Lo
 81-00 Tocharia

65-76 Orisa Watta After Realms

01-08 Ashe
 09-16 Maasai
 17-24 Mbati
 25-32 Odinala
 33-40 Odinana
 41-48 Odinani
 49-56 Oduduwa
 57-64 Omenala
 65-72 Omenana
 73-80 Ori

81-88 Orisha
 89-94 Oromo
 95-00 Sawar

77-88 Realm of Isles After Realms

01-11 Alchera
 12-22 Atua
 23-33 Hawaiki
 34-44 Kaluwalhatian
 45-55 Kerguelen
 56-66 Maui Nui
 67-77 Quidlivun
 78-88 Truk
 89-00 Zealandia

89-00 Ural After Realms

01-50 Asgard
 51-60 Bjarmaland
 61-70 Illyria
 71-80 Pohansko
 81-90 Svarya
 91-00 Taivas

Faerie Realms Table

01-08 Abyss
 09-16 Arcadia
 17-24 Chesscape
 25-36 ChiYou Island
 37-44 Gemscape
 45-52 Hydros
 53-60 Lost Realm
 61-68 Manascape
 69-76 Neververse
 77-84 Shangri-La
 85-92 Tunnelverse
 93-00 Wastelands

Realms of Reason Table

01-09 Angleverse
 10-18 Animalverse
 19-27 Antimatterverse
 28-36 The Cyberscape
 37-45 Else Realms
 46-54 Inertiascape
 55-63 Logic Zone
 64-72 Matterverse
 73-81 Miraculverse
 82-91 Mirrorverse

91-00 Prismscape

96-00 Interdimensional Realms

01-50 Shattered Realms

01-07 Abeir Toril

08-14 Aebrynis

15-21 Abysmal

22-28 Athas

29-35 Cthon

36-42 Dis

43-49 Eberron

50-56 Firefall

57-63 Gamma

64-70 Krule

71-77 Mystara

78-84 Krynn

85-91 Oerth

92-00 Other (GM's choice)

51-57 Nexus Crossroads

58-64 Marvelverse

65-70 DCverse

71-76 Imageverse

77-82 Valiantverse

83-88 Amalgamverse

89-94 Alternate Heroverse within the Multiverse

95-00 Other (GM's choice)

4. Classes

Class refers to the profession of the player character. The approach you wish to take to the game, how you believe you can most successfully meet the challenges which it poses, and which role you desire to play are dictated by character class. Non meta vigilantes will hardly be able to up against Darkseid.

The character's class is what he has worked and trained at in the lead up to the campaign. If you wanted to become a doctor, you could not walk out the door and begin work immediately. First you would have to get some training. The same is true of character classes in the game. Your character is assumed to have some previous training and guidance before beginning his adventures. Now armed with a little knowledge your character is ready to make his name.

The classes available will depend on the era you are playing in and in some cases which race you choose. When a character reaches the next level in his current class he can opt to freeze his skills and experience in that occupation to begin a new class. The new class is begun with zero experience and all new abilities at level one, but retains his previous class skills/knowledge. He improves in two or more classes simultaneously.

His experience is divided equally between each class. The character can use the abilities of both classes at any time, with only a few restrictions. He always uses the most favourable value and the best saving throw from his different classes. The character's hit points are the highest of all the classes.

5. Personality

Next it is necessary to determine the personality of the character.

First up is Alignment, which describes the broad ethos of thinking, reasoning beings. Note that alignment does not necessarily dictate religious persuasion, although many religious beliefs will dictate alignment. It helps describe the world view of the character and helps to define what their actions, reactions, and purposes will be. Naturally, there are all variations and shades of tendencies within each alignment.

The descriptions are generalizations only. It is of utmost importance to keep rigid control of alignment behaviour, part of the role they have accepted requires a set behaviour mode, and its benefits are balanced by this. Lawful good characters for instance should not be allowed to ignore unlawful or shady actions by "looking the other way". If he does then his actions or lack of will constitute a voluntary alignment change and then let the chips fall where they may.

Good aligned beings believe in the tenets of human rights, each creature is entitled to life, relative freedom, and the prospect of happiness. Cruelty and suffering are undesirable. Evil on the other hand, does not concern itself with rights or happiness; selfish desires are the most important.

Alignments

Here is a revised in-depth look at alignments;

Lawful Good

- 1) Uphold the word and spirit of the law wherever you travel, and permit the system of justice its way unless such a system proves itself antithetical to justice for the community. Expose corruption for the system of justice, and respect the agents of justice for their authority in these matters.
- 2) Put forth all your strength to protect the weak from those who would exercise their strength unjustly and in the service of Evil.
- 3) Exercise the virtue of respect for the community by invoking consensus.
- 4) Always grant mercy to those who are truly repentant, aiding them in the expedition of penance of all sins against the community and against Good.
- 5) Always ply all resource toward the healing of mind, body, and soul in the service of compassion, the service of Good, and the community.
- 6) Always exercise your strength of arms and spirit to the measure necessary to effectively oppose, diminish, and nullify the source and ends of Evil. Always exercise enough strength to defend your well being and health or the well being and health of another and no more.
- 7) Do not use your divine gifts to misrepresent the source and ends of Good to serve your own ends.
- 8) Always uphold the tenets of order to build for the greater good, rather than to destroy or oppress.
- 9) Always exercise the virtue of charity for the material and spiritual well being of others.
- 10) Uphold honesty and truth as sacred; the choice of a man to serve the Good is worth nothing if its essence is obscured and unknowable. Keep all promises and oaths and remain sensible of honour.

Neutral Good

- 1) Let good sense rule all other actions.

2) Waste no opportunity to benefit your fellow man, but let not your commitment exceed your ability to deliver, otherwise you have damaged his trust and committed an evil through good but unwise intentions.

3) Respect the beliefs of others if they differ from your own as long as they're not doing anyone any harm. There is no absolute truth.

4) Honesty may not always be the best policy, but it's the one you should always strive for whenever possible. However, sometimes a lie prevents greater hurt or its unnecessary longevity.

5) If you're going to break the rules, accept your responsibility for breaking them and suffer the consequences of your actions within reason. Keep in mind, though, that sometimes the rules can be wrong.

6) In a confrontation it's polite to keep things equal and fair. Abide by the rules of engagement so long as your opponent obeys them as well. Make sure that if he breaks those rules, breaking them on your part doesn't make you the bad guy as well. Keep your self-respect.

7) Help others who are sincere to change for the better but only if they ask. Sometimes asking isn't done with words.

8) If intercession is required to prevent harm to another, intercede else you are an accessory to the fact but do so sensibly and creatively.

9) On the other hand there is a difference between an injustice and a life lesson to be learned for experience's sake; moderate the negative consequences of another's folly with grace and compassion.

10) Remember that there is no perfection in the mortal world; hold no one to an absolute to which you would not hold yourself.

Chaotic Good

1) Service to ethics (law and chaos) is second to service to Good.

2) Put forth all your strength to protecting the weak from those who would exercise their strength unjustly and in the service of Evil.

3) Protect the rights of the individual to pursue personal freedoms, and they harm no others. The rights of the individual to pursue personal freedoms may be revoked, if that individual would serve the cause of Evil.

4) Grant mercy to those who repent if their actions merit such trust.

5) Ply all resource toward the healing of mind, body, and soul in the service of compassion, and the service of Good.

6) Exercise your strength of arms and spirit to the measure necessary to effectively oppose, diminish, and nullify the source and ends of Evil. Exercise enough strength to defend thy well-being and health, or the well-being and health of another, and no more.

7) Do not use your gifts to misrepresent the source and ends of Good to serve thy own ends.

8) Foster change for the Good. If a system does not serve the cause of Good, change the system whenever possible.

9) Provide an example of personal responsibility in your service to Good.

10) Uphold honesty and truth as sacred; the choice of a being to serve the Good is worth nothing if its essence is obscured and unknowable. Treat each being according to its merit, and exercise virtue toward it accordingly.

Lawful Neutral

1) Honour all oaths, traditions and agreements. Oaths, contracts, agreements, and traditions all serve to

shape realities between individuals within the consensus. Failure to honour these serves to shatter realities and perpetuate disorder.

2) Be unrelenting in your support of order. Contribute to the existence of the status quo. It is through order that creation is possible. It is through the preservation of tradition that civilizations endure. One cannot build a house upon sand.

3) Destroy or eliminate all sources of disruption that threaten the status quo. The consensus rules. All decisions are final unless and until the consensus itself reverses its decision.

4) Decisions are made upon empirical fact. Reality is inextricably based on unalterable rules; that which can be determined and quantified objectively is ideal for decisions of every nature. Beware emotion.

5) Impose structure where it does not exist. Chaos left unmastered is a threat to order. Mastering a thing is strengthening it from within and without using the structure of systems; as in nature, the bee builds the hive. Symmetry and discipline are tools by which all things can be mastered.

6) Everyone and everything has its place in the universe. All actions have consequences. All components rise or fall in response to its natural place in the universe. Thus is hierarchy sacred. Act with this in mind before initiating change.

7) In an ordered society responsibility is a function of place. There is accountability. Go through the proper channels whenever possible.

8) Breaking the law, breaking one's word, breaking commitment each of these actions has consequences. Be the agent of enforcement whenever possible,

and the agent of consequence to the degree the consensus permits you.

9) Planning, analysis and forethought minimize mischance and inefficient use of resources.

10) The past contains within itself the majority of all solutions to all problems. Research history to discover precedent, examples and proven cases to discover possibilities, solutions and consequences.

True Neutral

1) All actions have consequences. Make sure your actions are within your best interest.

2) Maintain relationships of mutual exchange. Treat others as you wish to be treated. If you are thereafter treated badly, you owe nothing to that individual and may cease treating them well. Judge each person according to his or her merit.

3) Repay all debts in the fullness of time.

4) Reward those who have aided you, so that they may continue to do so, and avenge yourself upon those who have wronged you, so that they may never wrong you again. Sometimes the best revenge can be indifference.

5) All things in moderation. Excess is undesirable, but sometimes unavoidable. When conscious of excess, strive to achieve balance, and be conscious that perfect balance does not exist in the mortal world.

6) Adapt to circumstance. Be resolute, but do not be inflexible.

7) There is nothing mortal that is absolute. The passage of time permits change. Acknowledge the power of change when it occurs, and give yourself permission to change your mind or alter your course as circumstances demand.

8) If it isn't broken don't fix it. If it is broken fix it.

9) Judge each situation according to its merit. Check the general consensus. If it agrees, follow it. If it does not agree, choose your course and accept the consequences.

10) The way of the world is that it will not run as you or I would have it but as it will. Change is a constant and an unalterable factor of existence. All things change. To survive change when necessary, stand resolute otherwise.

Chaotic Neutral

1) Change is essential for promotion of growth, evolution and opportunity. Foster change without reservation; even if benefits are not readily apparent from one perspective, initiating change may provide new avenues of opportunity.

2) Nothing is linear. There can be no true order as change is the nature of the universe. Nothing endures under scrutiny but change is constant and eternal.

3) As the universe itself is always changing there is no obligation. All things, even those things that seem immutable alter their essence under the optimum circumstances.

4) Tradition, discipline and hierarchy prevent creativity, stifle evolution, and restrict opportunity. Ignore them at best and oppose them if they cannot be ignored.

5) The nature of life is to respond to environment. Respond to the need at hand. Each moment is unique.

6) Consistency is illusion.

7) Conformity places the consensus before the Self. The ideal of self in anathema to conformity. There is no separation. Conformity ultimately threatens the individual and restricts freedom of movement and action that opposes stagnation. Conformity is death.

8) If the flow of evolution is stopped, the species dies as the world changes. If the flow of blood is stopped life ceases as nourishment ceases. Stop time, and potential is never awakened. Eliminate motion and you eliminate actualisation. Life is motion. Move or die.

9) Chance rules; there exists no fate or predetermined outcome. Therein lies the secret of potential. That which seems identical is in fact unique. What men perceive as unalterable is limited by the power of their comprehension; as men are not omniscient, neither are their laws omnipresent.

10) You are not obligated to believe what others believe. Your perception is what shapes your existence and none other. Definition limits, acceptance unleashes.

Lawful Evil

1) The needs of the Self are paramount. The World contains the Self. Either the Self serves the World, or the World serves the Self. To master the Self one must master the World.

2) The artisan of efficiency utilizes the tools necessary to complete his work and no more. Once a tool has exceeded its usefulness it is no longer a tool but an encumbrance. Abhor waste and discard encumbrance whenever wisdom and intellect dictate. Remember however that weapons are also tools and a discarded tool can change from an encumbrance to a weapon turned against you if it is not discarded properly.

3) He who seeks control of his environment must dominate everything within it. The degree of control one has over the rewards one wishes to elicit from his environment is in direct proportion to the amount of order one has over the environment. Minimize randomness through the support and

increase of order such as it serves and rewards your place in said order.

- 4) Eliminate all opposition efficiently, decisively and irrevocably.
- 5) Ruthlessness is key to victory yet exercising milder virtues at the appropriate times can elicit reward from those of lesser character. Learn and remember the weaknesses of lesser beings, and use them to your advantage.
- 6) Discipline of mind and body results in the increase of strength and the proportionate increase of efficiency in utilizing that strength.
- 7) Individuality is subversive to absolute control. Uphold conformity for the community, and eliminate all individual expression that does not contribute to the benefit of the Self.
- 8) Emulate the ways of the strong, and use them to advance your potential for dominance.
- 9) Thou shalt deny the exercise of charity; charity undermines the privation which toughens the strong and eliminates the weak.
- 10) Order rests upon consistency of action and expectation. Maintain balance of reward and punishment. Keep all promises and oaths and remain sensible of honour; do not make promises and oaths idly.

Neutral Evil

- 1) Exploit the weaknesses in others to your benefit.
- 2) It is the height of foolishness to spare your enemy. Yet the manner of your enemy's death may be a lesson to others. There are many tools by which a man may be destroyed yet many more useful ways can be served if he lives as an example. Judge whether the manner of your enemy's demise or punishment as well as its timing serves your need best.

- 3) The natural cycle of things is that the strong prey upon the weak and the unfit. Only the strong survive. Life is cheap.
- 4) Be heedful of your survival, yet risk oft brings great reward. If the risk is great yet the reward is small, send others in your place; if they survive, they will be so weakened as to be unable to prevent you taking the fruits of their labour. If the risk is small, and the reward is great, move quickly and decisively to secure the prize. If the risk is great, yet the reward is as great, surround yourself with others to act as your shield against danger.
- 5) Only exert the fullness of your strength when you are absolutely sure nothing exists to challenge it. What your enemies do not know about your capabilities is their weakness.
- 6) Stack the odds in your favour. Deceit and treachery are effective tools and can last you for some time if you use them sparingly, so exercise conservatism in this area. If your life is imperilled, however, stop at nothing to survive.
- 7) In the wild the most effective predator is the animal that cannot be seen. Take the coloration of those around you, especially of those who have engendered trust and loyalty in others. Mimic their ways for camouflage.
- 8) Win some, lose some, but always get in the last word if you can and make it hurt for the other guy.
- 9) Waste nothing. There's always an opportunity to shift the blame or the consequences to a scapegoat. Turn others against each other and mix in a little truth with any lie for true potency.
- 10) When caught by enforcers of the law, turn the bureaucracy against itself, and prolong your trial until you can devise an escape. It won't hurt to have several irons in the fire under these circumstances.

Chaotic Evil

- 1) Service to the Self is paramount. Gratify the needs of the Self. The World and everything in it only matters as much as it is able to provide satisfaction.
- 2) Exercise cruelty in all deeds and actions. The ability to prolong the pain of others is a sign of strength and control.
- 3) Protect your right to pursue personal freedoms at any cost necessary. Give into your whim and will. Pursue the path of least resistance by reaping from the weak whenever possible.
- 4) Exploit the weaknesses of others for your gratification. Sow confusion whenever possible. The unprepared are always vulnerable when deceit murders truth and illusion masks reality.
- 5) You are not obliged to exercise any virtue that does not benefit your needs. Sacrifice nothing without sufficient remuneration. Impose your will when given the advantage.
- 6) Those weaker than you are not worthy of the caution paid to the strong. Use them to gratify your needs of the moment. Destroy them at whim; there are always more to replace them.
- 7) The strong are to be eliminated whenever and however possible; they stand in the way of the importance of the self. Break others whenever possible.
- 8) Foster change upon your whim, and indulge the cruelty of living. The ability to destroy is divine. Build nothing unless it proves to your gratification. Teach others the truth of the world by destroying what they love and value.
- 9) Be inventive in your cruelty. Explore the darker emotions, as they are the expressions of the immediacy of personal need and power.

10) Uphold the negation of the higher principles when they cannot be exploited. They serve no purpose other than manipulation. Undermine any system that supports the higher principles, and encourage other beings to follow their own destruction, physically, spiritually, and mentally. Destroy all sense of community and stability.

Examples of how characters of each alignment would behave:

Evil: burn down the homes of innocent people.

Good: actively try to put out the fire.

Neutral: report the identity of the arsonist for a reward.

Evil: steal whenever the opportunity arises.

Good: take from villains for a good cause.

Neutral: steals from the wealthy and possibly from the poor.

Evil: rule with a heavy hand, despise their subjects.

Good: rule with great compassion.

Neutral: keep the people content and guard their power.

Next are the Disposition and Motivation tables which will help with his general attitude and motivations for being a hero.

Disposition and Motivations

The character's disposition and motivations determines his or her personality, philosophy of life, likes, dislikes, and general attitude to the world and the people around him. These tables can be used to round out your character's personality. In each table more than one selection can be made, so

long as they are not diametrically opposed.

Disposition Table

Roll at least twice on the table below to round out your character's personality.

01	Sullen or morose
02-03	Sombre or serious
04-05	Light hearted, cheerful or joyous
06	Unrestrained, reckless or indulgent
07-08	Stubborn or obstinate
09-10	Uncaring, mean, ruthless or cruel
11	Docile, amenable or cooperative
12-13	Paternal/maternal or over protective
14-15	Intimidating, overbearing, bully
16	Radical or open minded
17-18	Orthodox or conservative
19-20	Loving, friendly or amicable
21	Quarrelsome, hostile or antagonistic
22-23	Prudent, patient or cautious
24-25	Impatient, impulsive, reckless or rash
26	Nervous or apprehensive
27-28	Confident, sanguine or secure
29-30	Extrovert, outgoing or talkative
31	Reserved, shy, timid or introvert
32-33	Envious, possessive or jealous
34-35	Dependant or clinging
36	Self reliant or independent
37-38	Tolerant or open minded
39-40	Snobbish, prejudiced or intolerant
41	Creative, inventive or original
42-43	Optimistic or upbeat
44-45	Uncertain, fatalistic or pessimistic
46	Quick tempered or hot headed
47-48	Calm or even tempered
49-50	Forceful, enthusiastic or excitable
51	Passive or detached
52-53	Loyal, faithful or reliable
54-55	Treacherous or disloyal

56	Honourable or highly principled
57-58	Dishonourable, shifty, deceitful or dishonest
59-60	Pious, devout or religious
61	Merciful, compassionate or kind
62-63	Pacifist, non violent or peaceful
64-65	Meek, self effacing, modest or humble
66	Proud, conceited, cocky, pompous or arrogant
67-68	Lethargic, idle, lazy, easy going or laid back
69-70	Vibrant, energetic, enterprising or ambitious
71	Deferential, respectful, courteous, polite or civil
72-73	Impolite, rude, impudent or insolent
74-75	Charitable or forgiving
76	Vindictive or vengeful
77-78	Benevolent, generous or giving
79-80	Selfish, miserly or greedy
81	Honest, direct or trustworthy
82-83	Practical, pragmatic or cynical
84-85	Sceptical, suspicious or paranoid
86	Curious or inquisitive
87-88	Focused or attentive
89-90	Distracted or absent minded
91	Lustful, lecherous, flirt or exhibitionist
92-93	Valorous, brave, bold or audacious
94-95	Timid, cowardly or craven
96	Antisocial or cold
97-98	Idealistic, gullible, trusting or martyr
99-00	Quiet or mysterious

Motivation Table

Why your character does what he does.

01-08	Remorseful for past sin.
09-16	Hates and works against...a person/group.
17-24	Must have revenge against...a person/group.

- 25-32 Attempting to rebuild/restart own life.
- 33-40 Needs adoration/worship from others.
- 41-48 Mercenary, gets paid to do it.
- 49-56 Feels a need to protect others.
- 57-64 Feels a need to preserve a certain way of life.
- 65-72 Must acquire specific...object/knowledge.
- 73-80 Enjoys adventure, thrills and excitement.
- 81-88 Has heroic ideals.
- 89-00 Must make the world better for all.

Who do you value the most?

The person most value in your life has a big effect on your personality and can affect your own outlook on life.

- 01-10 Everyone.
- 11-20 Your parents.
- 21-30 Sibling (your choice).
- 31-40 Close personal friend.
- 41-50 A lover (girlfriend, boyfriend, etc).
- 51-60 A celebrity figure.
- 61-70 Favourite teacher (school, trainer, sensei).
- 71-80 A hero (warrior, legend, personal hero).
- 81-90 Yourself.
- 91-00 You hate everyone and everything.

What do you value most?

- 01-06 Life
- 07-12 Honesty
- 13-18 Wisdom
- 19-24 Justice
- 25-30 Relationships
- 31-36 Vengeance
- 37-42 Honour
- 43-48 Freedom
- 49-54 Looks and reputation
- 55-60 Wealth and money

- 61-66 Respect
- 62-72 Strength
- 73-78 Power
- 79-95 Loyalty
- 96-00 Nothing

What is your most valued possession?

- 01-06 Memories
- 07-12 A plant
- 13-18 The skull of an enemy
- 19-24 A family heirloom
- 25-30 A memento
- 31-36 A picture (photo or painting)
- 37-42 A childhood toy
- 43-48 A book
- 49-54 A valuable collectable
- 55-60 A certain device or gadget
- 61-66 A vehicle
- 62-72 Money
- 73-78 A weapon
- 79-95 A pet
- 96-00 Nothing

What is your world view?

How do you feel toward other people? Are you friendly and outgoing to other people or are you hostile and spiteful to all?

- 01-10 Every person is a valuable individual.
- 11-20 I like nearly everyone.
- 21-30 I'm indifferent to most people.
- 31-50 No one ever understands me.
- 51-60 You're born, you live, you die.
- 61-80 People must earn my respect. No free rides here.
- 81-90 Everyone is scum and untrustworthy.
- 91-00 People are sheep. Use them and then discard them.

Finally, we need to ask; does he have a family, where was he born, does he have any notable friends or enemies, and is he wealthy or are they poor? All of these

can be determined through the Life Path tables.

Life Path

These are optional tables which may be used to round out a character.

Starting Money

How wealthy was your family?

01-50 Poor: Start with D100 dollars.

51-75 Average: Start with D10 x100 dollars.

76-90 Well to do: Start with D10 x1000 dollars.

91-97 Wealthy: Start with D10 x10,000 dollars.

98-00 Rich: Start with D10 x100,000 dollars.

Siblings

Does your character have any family?

01-30 Only child

31-55 One sibling

56-75 D4 siblings

76-90 D6 siblings

91-00 D8 siblings

For each sibling roll for their gender

01-50 Brother

51-00 Sister

For each parent and sibling roll to see whether they are alive or dead

01-50 Alive

51-00 Dead

If a parent or sibling is dead roll to determine cause of death

01-50 Accident

51-85 Disease

86-00 Murdered

For each parent or sibling roll to determine their feelings to you

01-25 Wants nothing to do with you

26-50 Lost contact with him/her D10 years ago

51-75 Standard relationship

76-00 Close relationship

Each time you roll on the Life Advantage table you also have to roll a corresponding amount of times on the Life Disadvantage table.

Life Advantage

01-20 You have a Contact in either the underworld, law, government or some major organization.

21-30 Lottery win. You get an extra D100 x \$1000.

31-40 Good Schooling. You have a far better than average education. A one off +1 bonus to all skills.

41-50 Gifted Learner. +1 additional skill.

51-60 Nominated for Membership. Use this to gain membership with any special club.

61-70 Natural combat ability. Gain +1 on all combat rolls.

71-80 You find a Sensei. +1 level with your chosen Martial Art. He can teach you any martial art not normally available.

81-90 Gifted meta. Acquire a free Advantage. If don't have powers then roll again.

91-00 Innate magical ability. Start with one additional spell or +10 mana. If not a spellcaster then roll again.

Life Disadvantage

01-10 You were set up and made a scapegoat. Hunted by the law or underworld (can be in another state or country).

11-20 Falsely imprisoned for D10 months.

31-40 Betrayed. You were betrayed by a friend or loved one.

41-50 Major Debt of D100 x \$ 1000 or you owe someone a Favour.

51-60 Comatose for 1D10 months. You have no memory of how or why.

61-70 Mental breakdown. Take an Insanity.

71-80 You cause an accident that kills others or are responsible for the death of your team or squadron.

81-90 Gain an enemy. Either an old friend who knows your secrets or someone with a lot of power.

91-00 Incurable Disease. You have a disease which is not curable by modern science. May or may not be incapacitating.

Physical Characteristics

The character's appearance is usually the first thing anyone notices about them, and can say a lot about their personality, profession, and background. Detailing what the character looks like gives the player a good mental image of the character, vital in imagining scenes in the game. The character's appearance also helps other players visualize the character, and enables GMs to determine how NPCs might react to the character.

Height Table

What is the character's height?

01-05	5'1
06-10	5'2
11-15	5'3
16-20	5'4
21-25	5'5
26-30	5'6
31-35	5'7
36-40	5'8
41-45	5'9
46-50	6'0
51-55	6'1
56-60	6'2
61-65	6'3
66-70	6'4
71-75	6'5
76-80	6'6
81-85	6'7
86-90	6'8
91-95	6'9
96-00	7'0

Weight Table

What is the character's weight in pounds (to convert it to Kilograms x3.3)?

01-05	80 +D10
06-10	90 +D10
11-15	100 +D10

16-20	110 +D10
21-25	120 +D10
26-30	130 +D10
31-35	140 +D10
36-40	150 +D10
41-45	160 +D10
46-50	170 +D10
51-55	180 +D10
56-60	190 +D10
61-65	200 +D10
66-70	210 +D10
71-75	220 +D10
76-80	230 +D10
81-85	240 +D10
86-90	250 +D10
91-95	260 +D10
96-00	270 +D10

A character's background is a role playing tool. It provides the player with more information about his character, more beginning personality on which to build. It should complement the GM's campaign and help spur it forward.

Musculature Table

What is the character's build?

01-15	Muscular
16-30	Toned
31-55	Scrawny
56-70	Pot belly
71-85	Overweight
86-00	Really fat

Blood Table

What is the character's Blood Type?

01-35	A	Type A can be administered to type A and AB patients.
36-70	B	Type B can be administered to type B and type AB.
71-90	AB	A patient with type AB blood can receive any type of blood. Type AB blood though can only be administered to type AB patients.
91-00	O	A patient with type 0 can receive type 0 blood only. Type 0 blood however can be administered to all patients.

Next determine whether the blood type is positive or negative;

01-50	Positive
51-00	Negative

6. Skills

Most of what a player character can do is defined by his race, class, and attribute scores but three characteristics don't cover everything. Most people have a variety of skills learned over the years. Skills measures a character's knowledge and training in specific areas. When a character uses a skill either the attempt is automatically successful or the character must roll a proficiency check. If the task is simple or the skill has only limited game use (such as carpentry) a proficiency check is generally not required.

If the task the character is trying to perform is difficult or subject to failure a proficiency check is required. Of course to use a proficiency the character must have any tools and materials needed to do the job. A carpenter can do very little without his tools and a smith is virtually helpless without a good forge. The character must also have enough time to do the job. The GM can raise or lower a character's chance of success if the situation calls for it. Factors that can affect a proficiency check include availability and quality of tools, quality of raw material used, time spent doing the job, difficulty of the job, and how familiar the character is with the task.

Character points must be expended for each skill selected. The same skill can be bought more than once, each time adding a +1 bonus to any rolls.

Characters cannot improve their unmodified ratings in skills above 19. Regardless of how high a character's modified proficiency rating becomes, a

roll of 20 on a proficiency check is always a failure. In general characters will not be able to perform a task unless they have some level of proficiency in it. However the GM can allow nonproficient adventurers to attempt proficiency tasks under a few circumstances. In general the tasks performed must be very simple and the character will not be able to perform them very well. A nonproficient character must roll a successful check using the proficiency's initial success rating, modified by the character's relevant ability.

All skills are linked to an attribute and a skill check is performed by rolling under that attribute score (plus any bonuses or minus any penalties). A 20 is always a failure, no matter how many bonuses.

Each time a character advances a level, he gains more character points which may be expended on skills if desired.

Complete information on skills can be in BH6 the book of skills

7. Powers

Powers are those abilities which ordinary people do not have, only certain classes have access to them. These classes grant a specific amount of character points exclusively for the buying of powers. More points may be obtained for buying by taking disadvantages.

If the character does have powers he needs to determine when they manifested;

01-20 The hero has possessed all his powers from birth onward (although learning to control them took time).

21-80 The hero gained his powers sometime after reaching adulthood.

Powers may have begun manifesting themselves sporadically during adolescence, or even childhood, but full control wasn't achieved until maturity.

Most Random Mutants are in this class.

81-00 The hero's powers still haven't manifested. It will most likely happen in the first game session or early on in the campaign.

Complete information on powers may be found in BH3 the book of powers.

8. Magic

Unlike other game systems characters in my universe don't use a standard spell progression table. Instead they are assigned a number of Mana points based on their character class and level. Mana are the flows of magical energy that mortals can manipulate to cast spells.

There are thirty two spheres, each reflecting a particular branch of magic. Each time a mage wishes to use the force of magic, he must do so by using a spell.

When a spell is filled with mana, the mage wills into being a desired outcome. He can cast any spell he knows so long as he has sufficient mana remaining to do so. It is also possible for spells to perform critical hits. Some classes like Deacons receive all their spells from their patron, and can access any spell their patron knows. They are still limited though by how much mana they have. Additionally their patron may decide to cut off their spells (usually as part of a much larger storyline in a campaign).

Anyone can cast spells but not everyone knows how to or has enough mana to cast even the simplest cantrip.

Complete information on magic may be found in BH4 the book of magic, and on spells in BH5 the book of spells.

9. Equipment

Careful selection of equipment and supplies for characters is very important as often there will not be sufficient funds to purchase everything desired, so intelligent choices will have to be made. It may even be necessary for the characters to shop in a number of places in order to obtain everything they desire. It will depend on how much starting money the player rolls up or sometimes on the class. And that's it, you're ready to go out and fight evil.

Complete information on equipment may be found in BH8 the book of Hardware.

10. Levels

Characters start as fairly weak and untrained. When a sufficient amount of experience is obtained, the character "levels up", achieving the next stage of character development. Such an event usually increases the character's statistics, such as health points and strength, and may permit the character to acquire new abilities or improve existing ones.

By gaining a level, a character's abilities or stats will increase, making the character stronger and able to accomplish more difficult tasks, including safely battling stronger enemies, gaining access to more powerful abilities (such as spells or combat techniques), and to make, fix or disable more complex mechanical devices, or resolve increasingly difficult social challenges. The levels are associated with a character class.

An experience point (often abbreviated XP) is a unit of measurement used to quantify a player character's progression through the game. Experience points are generally awarded for the completion of quests, overcoming obstacles and opponents, and for successful role-playing. As the difficulty of the challenge increases, the experience rewarded for overcoming it also increases. As players gain more experience points, the amount of experience needed to gain new abilities typically increases.

After a player's character has bravely set out and survived his first adventure the player will have experienced the entertainment of role-playing games. But

what will the character have gained? If the character never improves, he will never be able to survive, let alone overcome the powerful dangers that fill his world. Fortunately, this isn't the case. Every time a character goes on an adventure he learns something. He may learn a little more about his physical limits, encounter a creature he has never seen before, try a spell as yet unused, or discover a new peculiarity of nature. Indeed not all his learning experience need be positive.

After blowing up half his party with a poorly thrown grenade, a character may (though there is no guarantee) learn to pay more attention to ranges and areas of effect. However a character also improves by increasing his power. Although the player can improve his play, he cannot arbitrarily give his character more hit points, more spells, or a better chance to hit with an attack. These gains are made by earning experience points (XP).

An experience point is a concrete measure of a character's improvement. It represents a host of abstract factors: increased confidence, physical exercise, insight, and on the job training. When a character earns enough experience points to advance to the next experience level, these abstract factors translate into a measurable improvement in the abilities of the character. Just what areas improve and how quickly improvement occurs all depend on the character's class.

If the GM consistently gives too little experience to players, they become frustrated. Frustrated players don't have fun and, usually, quit the game. Even if they don't quit, players can develop an "It-doesn't-matter-what-I-do-so-why-

bother" attitude. They stop trying to do their best, figuring they will only get a measly amount of experience whether they play their best or just coast along. On the other hand, players can be given too many experience points too quickly. Players in this situation develop an "It-doesn't-matter-what-I-do-because-I'm-going-to-win" attitude.

They quit trying to be inventive and clever, and they just get by. Consequently the GM must take care not to give characters too little experience or too much. The best approach is to vary the awards given from game to game, based on the actions of the characters. Players should be rewarded according to how hard they try and how well they accomplish various goals.

Every game session should have a goal. Some goals are constant, applicable to any game. Others are dependent on the individual campaign, storyline, character levels, and specific adventure. All goals should be clear, understandable ones that players can see or decipher from clues they get during play.

Hero Experience Points Table

Experience is the measure of a character's ability in his or her chosen profession, the character's class. Each player character begins the campaign at 1st level with no experience points accumulated. Thereafter, as he or she completes adventures and returns to an established base of operations, the GM will award experience points to the character for opponents captured or slain and for solving or overcoming problems through professional means.

item.

<u>Points</u>	<u>The Action</u>
500+	Player roleplays character well
100-200	Player encourages role playing in others
500+	Playing in Character
20-50	Higher risk involved in clever use of proficiency
10	Clever use of nonweapon proficiency
50-100	Player has a clever idea
100-500	Player has an idea that saves the party
200	Performing a Skill successfully
200	Quick thinking idea or action
400	Critical plan that saves the character's life, or a few comrades
+400	For each additional person that Critical plan saves
400+	Endangering one's life to help others
2000+	Potential Self Sacrifice to help others
300+	Deductive reasoning or insight
150+	Good Judgment
200+	Daring or Heroic
100	Defeating a Minor Menace
500	Defeating a Major menace
2500	Defeating an Extreme Menace
500+	Completing mission objective
XP value of creature	Defeating an enemy in single combat
XP value of item	Successful creation of potion, scroll, artifact or other form of magical

Villain Experience Points Table

Not everyone wants to play a hero. Sometimes for a change of pace your players may want to be villains. Here is a table for them to use;

<u>Points</u>	<u>The Action</u>
500+	Player roleplays character well
100-200	Player encourages role playing in others
500+	Playing in character
20-50	Higher risk involved in clever use of proficiency
10	Clever use of nonweapon proficiency
50-100	Player has a clever idea
200	Performing a Skill successfully
200	Quick thinking idea or action
400	Critical plan that humiliates a hero or forces him to assist you
+400	For each additional hero that Critical plan involves
400+	Forcing a hero into endangering his own life to help others
2000+	Forcing a hero to sacrifice himself to save others
300+	Deductive reasoning or insight
150+	Good Judgment
200+	Daring or Malicious
100	Defeating a Minor Hero
500	Defeating a Major Hero
2500	Defeating an Extreme Hero
+50%	Defeating any level Hero in a spectacular way
500+	Completing mission objective
XP value of creature	Defeating an enemy in single combat

XP value Successful creation of
of item magical item.

11. Heroic and Unheroic names

Now we really should give him a name, so lets start with his real name. Next if he has a secret identity then he also needs a superhero code name.

To use the table below simply pick a name from column A first then one from column B and presto you've got a heroic name

	<u>Column A</u>	<u>Column B</u>
01-02	Dark	Lord/Lady
03-04	Fire	Master/Mistress
05-06	Shadow	Sword
07-08	Black	Dragon
09-10	Moon	Rider
11-12	Spider	Slayer
13-14	Iron	Witch/Warlock
15-16	Night	Hawk
17-18	Sky	Storm
19-20	Time	Dancer
21-22	Earth	Mask
23-24	Gray	Knight
25-26	Wing	Guardian
27-28	Phantom	Axe
29-30	Blood	Stalker
31-32	Hawk	Eagle
33-34	Star	Stealer
35-36	Ring	Destroyer
37-38	Power	Thief
39-40	Ruby	Force
41-42	Crimson	Mane
43-44	Winter	Star
45-46	Plague	Fire
47-48	Wind	Serpent
49-50	Scarlet	Flame
51-52	Silver	Wizard
53-54	Mind	Light
55-59	Sun	Warrior
57-58	Dragon	Flower
59-60	White	Shadow
61-62	Death	Phantom

63-64	Dream	Skull
65-66	Hell	Arrow
67-68	Sea	Shark
69-70	Air	Demon
71-72	Doom	Amazon
73-74	Thunder	Wolf
75-76	Dawn	Tiger
	<u>Column A</u>	<u>Column B</u>
77-78	Were	Singer
79-80	Mad	Spear
81-82	Fox	Bird
83-84	Green	King/Queen
85-86	Red	Duke/Duchess
87-88	Blue	Baron/ess
89-90	Yellow	Bane
81-92	Lord/Lady	Wing
93-94	Nega	Ranger
95-96	Duke/Duchess	Fist
97-98	Baron/ess	Champion
99-00	King/Queen	Hero

12. Advantages and Disadvantages

An advantage is a physical, social, intellectual, or other enhancement to a character. In contrast, a disadvantage is an adverse effect. Advantages are also known as virtues, merits or edges and disadvantages as flaws or hindrances, or by the abbreviation "disads". Players to take disadvantages for their characters in order to balance their advantages or other "positive" statistics. Disadvantages also add flavour to a character that can't be obtained solely by a list of positive traits. Advantages and disadvantages often have a thematic element to them. They often provide a direct relationship between how someone wants to role-play their character and a tangible "in-game" enhancement to skill or ability rolls.

Normal Advantages

Acceleration Tolerance

This is the ability to withstand the sudden high-G forces of extreme acceleration for short periods. It is most useful for atmospheric and space fighter pilots where it can sometimes be possible (for instance) to dodge a missile. This advantage gives a +1 on any roll to avoid the effects of acceleration and G forces. Costs 5 points per +1 bought.

Age Well

The character has a very youthful complexion, retaining the smooth looks and robust body of someone in the prime of their life. People often assume the character to be younger than they actually are, and the character's CHA

does not diminish with age. Costs 5 points.

Alcohol Tolerance

The character's body metabolizes alcohol with remarkable efficiency. He can drink twice as much with no major detrimental effects. If bought again it becomes three times as much, etc. Costs 5 points each time bought.

Ally

Allies can be comrades, sidekicks, or lifelong friends from various walks of life. Many times a character will make allies in a games session, but most of them are acquaintances, with their own agendas, goals, and motivations, which may not be the same as the players. Allies are more than just an acquaintance or a contact. Allies are wholly reliable and someone a character can trust, they are a friend. They can be of great use providing emergency funds, information, equipment, or support and help in times of need.

An ally will travel with the character, fight back to back, and may even give his or her life for the character. The player should explain how the character gained such a dedicated friend. Allies do have lives of their own. Allies do not follow the character around waiting on them hand and foot. The more powerful the ally the busier they are.

An ally can be created just like a player character. They can have advantages totalling no more than points, or one disadvantage of any value. In selecting skills, it is important to remember that often the ally comes from the same background or profession as the character.

The ally is a NPC and should be played as such. While allies are usually agreeable on the opinions or suggestions of the player they are not puppets. They may disagree or may try to persuade the character from a plan that seems foolish to them. He may even refuse to cooperate. An ally may even cause problems for the player picking fights, landing in jail, insulting high status people. But of course an ally will try to bail him out if the player makes similar mistakes.

A player will receive a negative reaction for betraying an ally. If continued the player will lose the ally and will have to spend the initial amount of points and a resolving adventure to get the ally back or a new one to take its place. If the ally dies on its own, then the character may slowly develop another ally without the cost of any points. The Ally may earn experience but it will be up to the GM to give the ally his experience not the player.

Costs 5 points to buy the Ally + however much else to buy his abilities, powers, magic, etc. Just like creating a player character.

Ally, Unwilling

It is possible to obtain an Unwilling Ally through blackmail or other forms of coercion. Such allies work differently than normal allies, if the character endangers the Ally or attempts to get him to do something sufficiently unpleasant the Ally will rebel and the hold on him is lost (in game terms the player loses this Ally advantage permanently). Because Unwilling Allies are less reliable and probably hate your guts they are cheaper than regular Allies

of the same power. An Unwilling Ally is half the cost of a normal one to create. Costs 5 points to buy the Ally + however much else to buy his abilities, powers, magic, etc but at half cost. Just like creating a player character.

Alternate ID

This character has an extra identity which to all appearances is legally established. Fingerprints (and retina prints if this is a common method of ID) are registered under two different names, with the player having two sets of licenses, passports, birth certificates, etc. This can be extremely useful for anyone involved in illegal activities or for anyone trying to conceal a super identity. This advantage may be purchased as many times as desired giving another set of papers each time.

While the new identity may include credit cards and bank accounts, all money in these accounts must be supplied from the real character's bank account. Certain characters might have access to an Alternate Identity legally. An undercover FBI agent, or a superhero might have government help in creating a secret identity. In such instances this advantage will be supplied free. Costs 5 points per new ID bought.

Approachable

You appear friendly and non-threatening. Passers-by will ask you for directions, and old women ask you to help find their lost cats. This advantage can be helpful when trying to make a good impression, giving the character a +2 effect bonus when trying to win someone's trust. Of course, this veneer of amicability needn't be a reflection of your true personality: many sociopaths

display an approachable persona. Costs 5 points to buy this.

Bland

This is a combination of a physical and psychological benefit. The character knows how to blend in in any environment or circumstance. As long as he is dressed to blend and is doing nothing out of the ordinary no one will notice him. And even once noticed people will only be able to describe you as "average looking, about normal height, no distinguishing features..." Costs 5 points to buy this.

Contact, Corporate

Executives, secretaries even temps can provide information on the corporation they work for and sometimes other organizations. Costs 5 points for temp or typist with limited knowledge, 10 points for an important secretary or accountant and 15 points for an executive.

Contact, Law Enforcement

This includes anyone connected with law enforcement and criminal investigation such as patrolmen, detectives, forensics specialists, coroners, and federal agents and even superhero organizations. Costs 5 points for a cop or clerk, 10 points for a detective, coroner or federal agent and 15 points for a senior administrator, captain or well known superhero.

Contact, Military

This includes anyone from enlisted grunts up to the Joint Chiefs of Staff. Military contacts can provide information on troop movements and assignments, missions and goals, details on secret weaponry and contractors, or

Pentagon level strategy. Cost depends on the rank (and thus amount of access) of the character: 1 point for a buck private or new recruit (effective skill 12), 2 points for an NCO (effective skill 15), 3 points for officers anywhere up to major (effective skill 18) or 4 points for a general or member of the Joint Chiefs (effective skill 21). Costs 5 points for a non officer, 10 points for an officer below general and 15 points for a joint chief or someone of similar knowledge.

Contact, Other

This includes journalists, lawyers, special interest groups, religious organizations, gun shop owners, hospitals, a supplier, etc. Costs 5 points for someone low level, 10 points for someone with middle level knowledge and 15 points for a senior administrator or someone well connected.

Contact, Street

These are minor criminals, derelicts, shoeshine boys, street entertainers, fences and other streetwise NPCs who provide information on illicit activities, local criminal gossip, upcoming crimes and so forth. Costs 5 points for contacts who are not part of the local criminal organization or 10 points for contacts who are.

Cultural Adaptability

The character has an instinctive knack for getting along with everybody no matter how culturally, physically or psychologically alien. This advantage gives +1 to all CHA rolls and +1 skill bonus with all CHA skills. When confronted with a completely alien concept or custom he gets an INT roll to understand what's going on and respond correctly. Costs 5 points to buy this.

Double Jointed

A double-jointed person has extremely limber muscles, flexible bones, can pop bones in and out of their sockets with ease, and can twist, bend and fold themselves into normally impossible positions. These contortions enable the character to collapse the bones in his hands to easily slip out of handcuffs or manacles, temporarily and painlessly dislocate joints to wiggle out of ropes or straight jackets, slip through small openings and fit into small areas (suitcase, trunk, etc). Costs 5 points to buy this.

Eidetic Memory

The character has a photographic memory and is able to recall scenes, faces and sensations with utmost clarity. The game master should provide the player with information that the character would know, no matter how small or seemingly insignificant (i.e. a police officer's badge number, the tones of a phone number dialed, etc.). The character also receives a bonus of +1 to any skill where memorizing facts is useful; most scholastic skills fall in this category. Furthermore, any tasks that rely on memory also receive a +1 bonus to effect. Note that an eidetic memory is not supernatural in nature, and so does not negate memory loss or amnesia resulting from magic or destruction of the Illusion. Costs 5 points to buy this.

Endure Cold

The character is able to withstand extremes of cold, possibly due to the environment in which he grew up. Characters with this advantage take half normal losses from extreme temperatures and gain +1 on any saves. Costs 5 points to buy this.

Endure Heat

The character is able to withstand extremes of heat, possibly due to the environment in which he grew up. Characters with this advantage take half normal losses from extreme temperatures and gain +1 on any saves. Costs 5 points to buy this.

Endure Hunger and Thirst

The character is able to function for long periods of time without food or water, and incurs only half the normal losses when under such conditions. The maximum amount of time the human body can survive without water is four days. Dehydration sets in at two days, bringing on headaches, hallucinations and the cessation of perspiration. After the third or fourth day without fluids, it is likely that dementia will set in and the character will die. Costs 5 points to buy this.

Faith

The character possesses a deep-abiding faith in some concept or notion, which they believe is greater than themselves. This concept needn't be religious in nature: the character could have faith in the law or science, faith in the non-existence of God, faith in another person or group. The character is able to use this conviction to their advantage; it preserves their psychological stability and brings them peace of mind. +1 on any Will and Sanity saves. Costs 5 points to buy this.

Famous

Some characters are so well known that this actually becomes an advantage. For game purposes Famous affects the reaction rolls made by NPCs. The details of the player's fame are entirely up to him; he can be known for bravery,

movies, ferocity, eating green snakes, or whatever. If he has fame either his name or face will be enough to trigger a fame roll to see if the people he meets have heard of him. Roll once for each person he meets. For a large group the GM may roll more than once if he likes. Costs 5 points to be recognized 25% of the time, 10 points at 50% and 15 points at 75%.

Fast Healer

The character's body heals quicker than most people, cutting the recuperative times of injury and illnesses in half. The character is still susceptible to infection, however, and all other effects of wounds. Costs 5 points to buy this.

Fast Learner

The character catches on quicker than many. Skills cost one point less. Costs 5 points to buy this.

Favour

The player saved someone's life, kept silent at the right time, or otherwise did someone a good turn. Now he owes him one. Think of a Favour as a one-shot version of the Ally, Patron, or Contact advantages. You have one of these for one time only for each time you buy the advantage. A minor favour could be a warning or helpful information, a major favour altering someone's records, and an extreme favour joining the player in a dangerous combat situation. Costs 5 points per minor favour, 10 points per major favour and 15 points per extreme favour.

Hard to read body language

This character's body language is almost impossible to read meaning he can lie incredibly convincingly. +2 to CHA rolls for lying, bluffing and persuasion. Costs 5 points to buy this.

Inherent Skill

The character is unusually adept at one skill. He may buy it at half cost and gains +1 on all rolls with it. Costs 5 points per skill.

Intimidate

This character has the natural ability to seemingly look right through people. He can do this to put people on edge, make them nervous or even to get people to back down. +2 on any interviews, intimidation and interrogation when the game master indicates that it would be appropriate. Costs 5 points to buy this.

Lightning Calculator

The character can perform basic and extended math in mere seconds in his head, allowing him to do math without pen and paper or a computer. +1 on any maths rolls. Costs 5 points to buy this.

Lightsleeper

This character sleeps very lightly, and is often disturbed in his sleep by his neighbours, local wildlife, etc. Luckily he's learned to live with it and can get by with less sleep than most. He awakens from sleep easily, ignoring any initiative bonuses someone sneaking up on him might have. Costs 5 points to buy this.

Minor Paranoia

The character exhibits abnormal paranoid tendencies, but manages to keep them from running his life. Although others may find this to be an irritating personality quirk, he always keep a close watch on possible ambush locations and are always keeping an eye out for people packing weapons or reacting to his actions. He keeps this paranoia from ruining his life, and understands that it is unlikely that

someone is poisoning his coffee and paying off all his friends to kill him, but still get +1 to initiative and on awareness rolls to notice ambushes and the like. Costs 5 points to buy this.

Pain Tolerance

The character is incredibly resistant to the sensation(s) of pain. For some this is a nervous disorder, for others its the result of many years of body modification or self-denial. +1 to any saves vs. pain or torture. Costs 5 points to buy this.

Patron

A patron is a NPC that is created by the player but ultimately controlled by the GM. A patron is usually a individual or organization that employs, teaches, grants favours or helps the player in his adventures. A patron can be a friend, mentor, advisor, or employer. e.g.. a crime lord who freelances thieves or assassins, a crime fighter or politician who feeds information to a news reporter, or an intelligence organization who provide resources to a secret operative.

Costs 5 points for a patron who is of minor help, 10 points for major help and 15 points for extremely helpful.

Patron, Secret

This is similar to the standard Patron Advantage but the character doesn't know the identity of the individual or organization that has taken him under his wing. This means there's no way to directly call upon the Patron for help. If the character broadcasts his predicament in such a way that the GM judges the Patron gets the message the Patron may (or may not) take action. Cynics might not fully accept that they've got a Secret Patron. The only evidence might at first

be minor incidents or lucky breaks. All the while however the Secret Patron is watching over the individual protecting him to some degree while also possibly testing him and grooming him for greater things. He might gain information, equipment, even direct aid but only when it suits the Secret Patron, and almost certainly in an untraceable way.

In many cases the Secret Patron is a corporation or other large/powerful organization. Such groups don't give gifts, they make investments and will expect to get some return. The character could be manipulated, bribed or otherwise coerced into carrying out a task for the Patron. It could just as easily manifest itself more subtly: the person is used as an unwitting pawn by the organization.

Costs 5 points for a minor patron, 10 points for a major patron and 15 points for an extremely powerful patron.

Resist Illness

The character has an extremely robust immune system and rarely becomes ill, taking only half the effects and time to recover. Costs 5 points.

Temperature Tolerance

This character can function normally at a wider range of temperatures than a normal human. For game purposes the character can withstand an additional 1C of temperature per 5 CON. Costs 5 points.

Wealth

This character has available a much greater amount of wealth than normal, whether via a trust fund, investments or simply family. This represents how much cash he can access every week.

Costs 5 points for x5 the average savings, 10 points for x20, 15 points for x50, and 20 points for x100.

How Contacts work

A Contact is an NPC like an Ally or a Patron. However the Contact only provides information. A Contact may be anything from a wino in the right gutter to the chief of state of a country depending on the character's background. The Contact has access to information and he already knows the character and is likely to react favourably.

Of course offering a price in cash or favours is never a bad idea. The Contact is always played and controlled by the GM and any price he asks will be set by the GM. The GM may assume that a Contact is in general well disposed toward the player. However the Contact is not an Ally or Patron and is no more likely to give special help than any other generally friendly NPC.

A Contact doesn't have to be created when the PC is first developed. Contacts may be added later. When appropriate the GM can turn an existing NPC into a Contact for one or more players possibly in lieu of character points for the adventure in which the Contact was developed and encountered.

During the adventure, if a PC wants to talk with his Contact the GM determines the availability of that Contact. If the Contact is available then the GM determines the Contact's effective skill for each general piece of information the player requests. No Contact may be reached more than once per day even if several players share the same Contact. If the character has several questions to ask he should have them all in mind

when he first reaches his Contact. A Contact can never supply information outside his particular area of knowledge. Use common sense. Likewise the GM must not allow a Contact to give information that short circuits the adventure or part of it. Contacts are not guaranteed to know anything useful and are not guaranteed to be truthful.

Super Advantages

Can be used with any power and can be bought multiple times. They cost 10 points each.

Accurate

The character gains +1 thaco when attacking someone with the power this is applied to. Costs 5 points per +1 thaco.

Affects Corporeal

For a power which normally only affects ethereal enemies or psionic type powers. It can now be used against the corporeal. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode. Costs 5 points per power affected.

Affects Intangible

For a power which normally only affects the physical world. It can now be used against ethereal enemies or psionic type powers. However it doesn't effect both normal and intangible at the same time, you must declare which mode will be use. Requires 1 attack to switch between solid and unsolid otherwise will remain in current mode. Costs 5 points per power affected.

Affects Others

For a power which normally only affects the character. It can now be used on other people or things. Costs 5 points per power affected.

Area Affect

For a power which normally only affects a single target. It now does damage

within a radius area. Costs 5 points per metre radius per power affected.

Area Affect, Mobile

The character must have Area Affect first. After doing its initial damage the Radius of Effect now drifts 1 metre per round in a random direction every round for up to X rounds. Costs 5 points per round of drift.

Based on different Attribute

The selected power is now permanently based on a different attribute of your own choice. Costs 5 points per power affected.

Cone Effect

For a power which has a ranged attack. The power spreads out in a fan like cone covering an area of one metre for every 20 metres of range. Costs 5 points per power affected.

Contagious

Anyone touching the victim affected within the next X minutes will also suffer the effects of the power. Costs 5 points per minute the victim is contagious.

Continuous Effects

Once successfully hit or otherwise affected the victim continues to be affected for X amount of rounds. Costs 5 points per round affected.

Continuous Hit

For a power which has a ranged attack. The character needs only a successful thaco roll to hit with the power. The victim then continues to be automatically hit and suffer damage until a successful dodge of the attack roll is made, aim is diverted, the attack is blocked, or the attacker runs out of

attacks. The character cannot attack anything else while using this power. Costs 5 points per power affected.

Delayed Effect

The effects of the power can be delayed up to X hours. Costs 5 points per hour delayed.

Higher Save

Can be bought for any power or spell which has a save. The power requires an extra +1 to save against. Costs 5 points per extra +1.

Homing Attack

For a power which has a ranged attack. The shot will dodge around structures and non targets on it's way to the intended target. Costs 5 points per power affected.

Inherent Magic Sphere

The character is unusually talented in one sphere of magic and gains an extra +1 in damage, +25% range and +50% duration (whichever ones apply). Costs 10 points each increase.

Invisible Effects

Any one power that would normally be visible isn't, making dodging it extremely difficult, -8 to avoid or to AC. Costs 5 points per power affected.

Knockback

For an attack power or if STR has been enhanced. The victim if hit is also thrown back off his feet up to X metres. Costs 5 points per metre of knockback and per power affected.

Melee to Ranged

The specified touch power now has a range of one metre per WIS. Costs 5 points per power affected.

No Range

For a power which has a ranged attack. Range is now line of sight instead of measured. Costs 5 points per power affected.

Overhead Attack

For a power which has a ranged attack. Instead of following a direct line to the target at the last second the shot will loop up and hit the victim from directly above. Costs 5 points per power affected.

Piercing

The specified attack power will penetrate the first X amount of HPs of armour, shields and fields doing damage to whatever is left. If no protection is left then the damage is done directly to the victim's HPs. Costs 5 points per 10 HPs penetrated.

Precise

The specified power can now be fine tuned for delicate tasks. eg. energy emission could now do a single point of damage in order to etch a surface. Costs 5 points per power affected.

Rapid Fire

For a power which has a ranged attack. You can fire one extra shot per action each time this is bought. Costs 5 points per power affected.

Remove Area Affect

For a power which has an area affect, it now affects only a single target. Costs 5 points per power affected.

Ricochet

The specified attack power will bounce X amount of times between objects without doing any damage to reach its true target. If it runs out of ricochets the

attack fails. Costs 5 points per 10 ricochets.

Split Attack

For a ranged attack power. The shot may now hit one extra target with the damage being split between the two. Damage is reduced accordingly for each additional target. Costs 5 points per extra target affected.

Split Attack No Loss

Split Attack must be bought before buying this advantage. There is now no reduction in damage between targets, each takes it equally. However this must be bought for each extra target bought in split attack. eg. the character buys 3 targets in split attack. He must then also buy No Loss 3 times. If not then No Loss will only apply to how many shots are covered, all the rest will still only do proportional damage. Costs 5 points per extra target affected.

Stays On

Once activated the power stays on even if the character is rendered unconscious, only he can will it to turn off. Costs 5 points per power affected.

Trigger

One power is triggered by a specific event when not in use (eg. forcefield, even if don't see the attack coming). Costs 5 points per trigger event and per power affected.

Works in Unsuitable Environment

This power will continue to work with no penalty in environments where it shouldn't. This would mainly apply to most ranged powers being used underwater. Costs 5 points per power affected.

Normal Disadvantages

Disadvantages may be taken to gain points which may then be used to spend on the character. Difficult disadvantages are worth 5 points, Severe are worth 10, and Extreme are worth 15.

Absent Minded

The character has difficulty paying attention to anything not of immediate interest. An absent-minded person suffers a penalty on any INT roll except those for a task he is currently interested in and concentrating upon. If no engaging task or topic presents itself, his attention will drift to more interesting matters in five minutes; he will ignore his immediate surroundings until something catches his attention and brings him back.

Once adrift in his own thoughts, an absent-minded character must roll against INT minus penalty in order to notice any event short of personal physical injury. The absent-minded person may attempt to rivet his attention on a boring topic through sheer strength of will. To do so he must make a WIS minus penalty roll once every five minutes. Absent-minded individuals also tend to forget trivial tasks (like paying the bills) and items (like car keys or reloading a weapon before a mission). Gain +1 point for each -1 penalty to the listed rolls.

Addiction

The character is addicted to a drug or alcohol which he must use daily or suffer the penalties of withdrawal (see below). Gain +10 points for how many times a day the character needs his fix.

An incapacitating or stimulating drug will render its user unconscious (or uselessly drowsy) for about two hours. A hallucinogenic drug renders its users useless for work or combat, though they may be active and talkative. Some drugs (e.g., tobacco) have none of these effects and some drugs have unique effects, side effects are also possible.

Sometimes voluntarily or otherwise an addict may be deprived of his addiction. This may happen if he is imprisoned if he travels to a place where his drug is not available or just because he can't afford it. Withdrawal is a painful process requiring two weeks (14 days) of successful Willpower rolls (the GM may vary this time as he thinks appropriate for a particular drug).

Amnesia

The character has lost his memory. He can't remember any of his past life including his name. There are two levels to this disadvantage: Partial and Total. If Partial Amnesia the player can see the character sheet but the GM may reserve up to half his creation points for use as he sees fit for disadvantages. Other than these secret disadvantages the character knows that he can do certain things and use certain skills, but have no idea where he learned how to do them. He is likely to have enemies and possibly friends that he can't remember. Gain +10 points for Partial Amnesia.

Total Amnesia is much more serious. Physical skills are unaffected, but the GM makes all rolls for the character (because he has no idea what he can do until he tries it). He has no idea what advantages, disadvantages and skills he has. If a player designs a character with

this disadvantage, the only things he can choose are those things that can be seen in a mirror. The GM assigns everything else (and holds the original character sheet until memory returns). If he is playing a character with Total Amnesia the GM knows what his quirks and mental disadvantages are and the player doesn't. So from time to time he will overrule the player's statements about what the character is doing. For instance the player won't know he has the Berserk disadvantage until he goes berserk. Gain +20 points for Total Amnesia.

This disadvantage can only be bought off if there is some rationale for the victim recovering his memory. Meeting an old friend, reliving some fateful event, or the ever-popular blow-to-the-head are all reasonable. In most cases, the cure will be related to the cause of the memory loss. Particularly twisted GMs might enjoy considering people with Total Amnesia to have been brainwashed. One of the character's hidden disadvantages will probably be an Enemy with sufficient resources to have brainwashed him in the first place.

Attribute Maximum

The specified attribute can never rise beyond a certain level. Gain +5 points if max is 12, +10 points if max is 9 and +20 points if max is 6.

Bad Back

The character has suffered an accident that has somehow hurt his spine. Every time the character needs to make a STR roll, he must roll against his CON. On a failed roll he is in agony for the next D4 rounds. If he was trying to lift something he fails. Gain +10 points.

Bad Karma

Improbable and unlucky things happen to this character. The GM should require a roll when the character is winning easily in a fight, depending on a sure thing, succeeding easily, taking a simple task for granted, and so forth. Gain +5 points; slip during a fight, equipment malfunctions, lose a vital clue, a complete stranger picks a fight, etc. Gain +10 points; bystanders block his way or interfere, a stray shot hits a different target, the weapon's ammo clip falls out, etc. Gain +20 points; stunned by debris, another enemy shows up, downed enemy wakes up, airlock opens accidentally, the plane runs out of fuel, all the ammunition are duds, etc.

Bad Odour

The player exudes an appalling odour that cannot be removed. It causes a -2 reaction from most people and animals. The smell may be masked with heavy colognes or perfumes, but the overpowering amount that must be used still causes the negative reaction modifier with most humans. Pests or carrion-eating scavengers may also be unusually attracted to him. Gain +5 points.

Berserker

This character is not in full control of his emotions. In any stressful situation he must make a Willpower roll. A failed roll means he loses his temper and must insult, attack or otherwise act against the cause of the stress. Gain +5 points for this.

Or for +10 points you can take Berserker. In this case the Willpower roll is made with a -5 penalty and upon failure must make frenzied attacks against whoever or whatever he sees as the cause of the trouble. Gain +20 points

if take Berserker with a -10 Willpower roll penalty.

If the player has a gun he will fire as many shots as he can every turn until his gun is empty. He will not reload and when his gun is empty, he will attack with his hands or another weapon. He may never aim and may not use any combat roll bonuses. While berserk, he cannot be stunned, and injuries cause no penalty to his MR or thaco. All rolls to remain conscious or alive are made at a +4 bonus. If he doesn't fail any rolls he remains alive and madly attacking until knocked out or killed. Any friend attempting to restrain the berserker will be treated as a foe.

Blind

The player cannot see at all. Many actions and abilities too many to list are impossible to the blind, and is at -10 on any combat or skill roll. However skills like Blindfighting are still possible. GMs should use common sense. Gain +20 points.

Cant Learn

A character with this disadvantage cannot improve his INT or WIS by spending points, nor can he ever improve his skills. He is stuck with whatever abilities he started out with. Gain +20 points for this.

Chronic Pain

The character has an injury, disorder, or illness that leaves him in severe pain on a regular basis or perhaps even constantly. Examples include arthritis, bone cancer, migraines, and pieces of shrapnel embedded in the body. The timing of this attack is up to the GM but it usually occurs during waking hours, he might wake up with it, or it might be

set off by stress (fatigue, exertion, etc.) during the day. While in pain reduce DEX and INT by the amount bought. Reduce self control rolls to resist disadvantages such as Bad Temper and Berserk by the same amount, someone in pain is more likely to lose his cool. If the GM rules that the attack occurs while trying to sleep the character suffer penalties for sleep deprivation instead. Chronic Pain attacks endure for a fixed interval, after which you may attempt a HT roll to recover.

If you succeed, you have dealt with your pain . . . today. If you fail, the attack continues for another interval, after which you may attempt another HT roll. Gain +5 points per amount of times a day it happens. Gain an additional +5 points per -2 penalty incurred during the period of pain.

Clumsy

The character must make a DEX roll to get through the day without tripping, dropping books or knocking over shelves filled with fragile items. Its not life threatening but is very inconvenient and often expensive. The GM should be creative in inventing minor torments. Maximum DEX is 15. Gain +10 points. For +20 points the character suffers a -5 penalty on all DEX, thaco and AC rolls. Critical hits are still possible but rare.

Compulsive Liar

This character lies constantly for no reason other than the joy of telling the tale. A compulsive liar delights in inventing stories about his deeds, lineage, wealth whatever might impress his audience. Even when exposed as a liar, he will cling tenaciously to his stories, calling his accuser a liar and a scoundrel. In order to tell the pure,

unvarnished truth a compulsive liar must roll against Willpower -5. Gain +5 points.

Coward

Any time the character is called on to risk physical danger he must roll against his Willpower. If he fails the roll he will refuse to endanger himself unless he is threatened with greater danger.

Otherwise he will try to flee the scene. Gain +5 points, +10 points if -5 penalty and +20 points if -10 penalty.

Cyber Incompatible

The player's immune system resists any bionic or cybernetic implant, his body automatically rejects such things as foreign. This includes chip sockets, interface jacks, etc. If he loses any part of his body it must be replaced with a strap on prosthesis or a vat grown clone. This Disadvantage is only available in settings where cybernetics are a common part of everyday life. Gain +5 points.

Deaf

The character cant hear anything. Any information he receives must be communicated in writing (if he is literate) or through sign language. Gain +10 points.

Deep Sleeper

This character could sleep through an earthquake followed by an explosion and takes twice as long to come fully awake. Gain +5 points.

Delusions

The character believes something (or several things) that are simply not true. This may cause others to consider him insane. They may be right. If he suffers from a delusion, the player must roleplay his deflationary belief at all times. Gain

+5 points if its a trivial delusion that does not affect everyday behaviour, and is not likely to be noticed by a casual acquaintance. Gain +10 points if it affects his behaviour and is likely to be noticed quickly by anyone around him but it does not keep him from functioning more or less normally. Gain +20 points if it affects his behaviour so much that it may keep him from functioning in the everyday world. Others will react to at -5 though they are more likely to fear or pity him than to attack.

Dependence

The character requires some special substance to survive. Without it he will weaken and die. The value of a Dependency depends on how common the substance is: gain +5 points if it is common and available anywhere. Gain +10 points if it is uncommon and not easy to find. Gain +20 points if it is rare and difficult to get.

Distinctive Features

Distinctive Features could be such things as bright red hair, a facial scar, unusual height (large or small), a peculiar walk, a strange voice, an unusual odour, extra arms, green skin, being a mutant, and the like. Gain +5 points if its concealable, +10 points if its concealable with makeup or disguise and +20 points if its completely unconcealable.

Easy to read body language

The character's body language, face or stance betrays his true intentions. All uses of detecting lies, psychology and empathy against him as well as non-combat uses of body language are made at +5 by anyone who can see him. He is also at -5 on all attempts to bluff, either while gambling or attempting

intimidation. Needless to say, this disadvantage would be crippling for a spy or con man. Gain +5 points.

Easily Intoxicated

This character becomes intoxicated twice as fast as normal. Gain +5 points.

Epilepsy

This character is subject to seizures, during which his limbs tremble uncontrollably and cannot speak or think clearly. Whenever he is in a very stressful situation (especially if your life or the life of a friend is threatened) he must under his Willpower. A failed roll will bring on a seizure lasting for D4 minutes. Needless to say he can do nothing while the seizure goes on. Gain +10 points.

Evil Twin

An Evil Twin is someone who looks like the character, sounds like him and occasionally uses a name similar to his but who acts completely the opposite.

The evil twin may even be the character's identical twin brother. Naturally the character will get blamed for anything his twin does but the twin's reputation will also be affected by anything the character does. Gain +5 points if the twin is a minor thug, +10 points if a moderately well know villain and +20 points if an infamous terrorist or world conqueror.

Fear of success

The character will sabotage himself at a critical moment. Gain +5 points if incur a -3 penalty in combat and skill rolls, +10 points if -6 penalty and +20 points if -9 penalty.

Flashbacks

In a stressful situation the character may experience a flashback. These are vivid

hallucinations, full participation replays of memories, or any other similar phenomena. The player may choose at the time of character creation what type of flashback will be experienced but the content of each episode is up to the GM. Gain +5 points if the flashback lasts 10 seconds, +10 points if it lasts 1 minute and +20 points if 5 minutes.

Fragile

This is a rare disorder which causes bones to break easily. Gain +10 points if bones fracture more often than normal, have a slight spinal curvature, loose joints and poor muscle tone. Gain +20 points if bones fracture easily, have bone deformity, severe respiratory problems, spinal curvature, loose joints and poor muscle tone in arms and legs.

Frightens Animals

Animals of all kinds have an innate dislike of this character. He will find it extremely difficult if not outright impossible to befriend any animal with horses rolling their eyes in terror and throwing their riders, dogs snarling or whimpering and shying away if possible (or attacking savagely if not), and his mere scent enough to panic most creatures. It also makes it almost impossible for the character to train an animal to do anything. It has no effect on sentient or unintelligent creatures. Gain +5 points in a modern or high-tech campaign, but is worth +10 in a low tech world where animals are more commonly encountered and riding beasts are the primary form of overland travel.

G-Intolerance

This disadvantage is the reverse of Acceleration Tolerance. It gives a -1 on any roll to avoid the effects of

acceleration and G forces. Gain +5 points per -1 taken.

Guilt

The character is consumed with feelings of guilt over some past misdeed for which they feel responsible. These feelings cause problems for the character and may cause them to desire punishment. At 5 points the character has vague feelings of guilt, and worries about everything from the ozone layer to what baby Jesus thinks of them. At 10 points he feels personally responsible for those who play a significant role in his life.

If anything bad happens to someone like this, he will be wracked by anxiety and guilt – even if there was nothing he could have done to avert the disaster. At 20 points the character either has committed or believes they have committed some reprehensible act in their past which they are unable to let go of (this may be tied in with a character's dark secret). Guilt can be the root of many other disadvantages, such as Depression, Drug addiction or even Death wish.

Haemophiliac

Even a small wound unless well bandaged will not heal and the character may bleed to death. Any untreated wound will bleed at a rate equal to its original damage every minute. A haemophiliac may not have a basic CON over 12. First Aid will be satisfactory to treat most wounds. However any impaling wound to the torso will cause slow internal bleeding and will continue to do damage equal to its original damage once per day until properly treated. Only a surgeon or

magical/psychic healing can cure this injury, if proper treatment is not available he dies. Gain +20 points.

Homicidal

This is an overwhelming urge to commit murder. Killing in self defence does not count, the character has to stalk and attack somebody (this can be mitigated slightly by killing enemies and potential threats instead of any innocents, like in the TV show Dexter). The murder has to be committed in cold blood and the victim must be within eyesight of the killer, preferably but not necessarily at arm's length (bombs are too impersonal, although using a sniper rifle wouldn't be).

Upon committing the crime the addict feels a surge of almost sexual pleasure as the fleeting spirit of his victim momentarily touches him. The sufferer can never hope to live a normal life; at best he must lead a double life to satisfy his cravings. Generally the character will spare anybody toward whom he feels a sense of duty but if left with no other available victims he must make a Willpower roll at -1 per day (cumulative) to avoid giving in to his murderous urge. Gain +20 points.

Hunchback

This spinal deformity is not crippling but it is restrictive. The hunchback cannot hide his deformity and will be noticeable in a crowd, he is also likely to be considered physically unappealing. A person with this disadvantage must pay double for the CHA attribute and cannot take better than 12. He can wear normal clothing or armour but it will fit badly unless he has specially made garb. Gain +10 points.

Hunted

A character with this Disadvantage is pursued by some person or group. The Hunter may show up during adventures and attempt to do something to the character. This can range from monitoring his activities, interrogating him, arresting him, or even trying to kill him. The GM must approve all Hunteds and write them up himself. The player (with the GM's help) should figure out why his character's being Hunted by that particular individual or group.

The Hunters may be involved with the character's background or some part of his early (nonplayed) career. Gain +5 points if the character is followed by a reporter, private investigator, police, mafia, etc who turn up once per adventure at most. Gain +10 points if actively pursued for questioning and knowledge turning up 2-4 times per adventure. Gain +20 points if they want the character captured or killed and will not leave the character alone.

Insomniac

The character has difficulty sleeping or is plagued by constant nightmares. He must make a successful Willpower roll each night in order to fall asleep. Failing this he is constantly tired, reduce CON by half, also actions which require endurance and prolonged concentration suffer a -3 penalty. Gain +10 points.

Kleptomania

The character compulsively steals things. He may not realize what he has done until the shop alarms go off. Gain +5 points.

Lame

The character has one bad leg with his MR, AC and any Dodge being reduced by 3. Gain +5 points.

Low Pain Threshold

You have no tolerance for pain, none whatsoever. Double the effects of shock and are always at -5 to save vs trauma. Any injury will also cause him to cry out and possibly give away his presence. Gain +10 points.

Manic Depressive

This characters moods see-saw, bouncing back and forth between bubbling enthusiasm and morose withdrawal. At the beginning of each play session, roll a D6. On a 1-3 he is extremely upbeat; a 4-6 indicates depression. Every five hours of game time thereafter roll another D6; a 1-3 indicates that he begins a mood swing.

Over the next hour he will shift from his current phase into its opposite. In the character's happy phase he suffers from overconfidence, will be sickeningly friendly, outgoing and excited about whatever it is anyone's doing. In the depressive phase the overconfidence is replaced with apathy and gloominess. He will not be interested in doing anything other than lying in bed, sitting in a dark room and moping or other equally exciting pastimes. Gain +5 points.

Migraine

The character is plagued by severe headaches that hamper his life. They can happen as often as once a day, and while they last your abilities are reduced and you are not a fun person to be with. Once a day roll against the Migraine's frequency of appearance number, if roll

below the number he suffers a migraine attack. DEX and INT are reduced by D6; Will rolls to resist Berserk and similar disadvantages are reduced by the same amount, someone in pain is more likely to lose his cool. Gain +5 points if the Migraine lasts one minute, +10 points if lasts 5 minutes and +20 points if lasts 10 minutes.

Missing Digit

You are missing a finger or thumb. The loss of a finger decreases DEX in that hand by -1 point and is worth +5 points, the loss of a thumb decreases it by -5 and is worth +10 points.

Mistaken Identity

The character looks similar to someone else and is often mistaken for him. His "double's" allies will approach him and tell him things he doesn't wish to know. His enemies will be after him too, and his acquaintances will treat him in strange and irritating ways. Note that if the other person is aware of this resemblance and maliciously uses this fact to take advantage of him then he has an Evil Twin instead. Gain +5 points.

Motion Sickness

This character is miserable whenever you in a moving vehicle whether an automobile, train, airplane, balloon, ship or spacecraft. A character with Motion Sickness must roll vs. Willpower as soon as the vehicle's speed exceeds 20 kph. He vomits on a failure and is incapacitated for the rest of the journey; all die rolls are at -5. On a successful roll, he is merely miserably queasy and suffers a -2 penalty to DEX and INT. Gain +5 points.

Multiple Personalities

The player has two or more distinct personalities, each with its own set of behaviour patterns. They may interpret their memories differently and even use different names.

For each personality;

- 1) Roll stats for INT and WIS.
- 2) Select or roll an alignment and disposition.
- 3) Select skills. They may be totally different from each other or there may be overlap.
- 4) Select any mental based advantages and disadvantages.
- 5) Select any powers or spheres of magic. These may be available to all personalities or all separate.
- 6) All the personalities have the same physical traits and may share some skills.

The dominant personality is the one who is usually in control, he is the main force behind the character and the one who has decided to become who he is.

Another personality takes over under the following circumstances; extreme stress, trauma, being knocked out (but not falling asleep naturally), or a near death experience. In any of these instances a Willpower roll must be made. If he fails the roll then randomly determine which personality takes over. Gain +5 points per personality.

Mute

The character cannot speak. All his communications with others must be in writing or via sign language. Gain +5 points.

Night Blindness

This is the inability to see well in the dark causing a disadvantage in a fight in dim lighting. Double all combat penalties for poor lighting. He may not

possess Night Vision or any ability to see in the dark. Gain +5 points.

Nightmares

Each night brings a torment of horrible nightmares. These dreams come in the character's sleep, and they haunt him while he's awake. Sometimes they're so harrowing they actually affect efficiency during waking hours. A character with this disadvantage must make a roll vs. Willpower every morning upon awakening.

If this roll is failed he is at -1 to all skill and perception rolls for the rest of the day. Some of the nightmares are so vivid they're indistinguishable from reality, this means that the GM can actually roleplay a nightmare. The nightmare starts out like a normal scenario and steadily becomes more horrible. The character should only gradually come to suspect he's dreaming. Such dreams can have a dramatic effect on the victim's waking activities such as phobias or compulsive behaviours. Gain +5 points.

No Arms

The character has no arms and cannot make repairs, pick locks, tie knots, wield weapons, etc. It may be possible to learn to do some of these tasks with his toes. Artificial or bionic arms will negate this disadvantage. Gain +20 points.

No Legs

The character was born legless or has lost them in an accident or through battle. He cannot kick, cannot be struck in the legs in combat, cannot not wear leg armour, will be a lot shorter than most and will be reliant on his arms for movement. Artificial or bionic legs will negate this disadvantage. Gain +20 points.

One Eye

The player has only one good eye; he may wear a glass eye or cover the missing eye with a patch. He suffers a -1 Thaco penalty on combat and on anything involving hand-eye coordination, and a -3 on anything involving missile weapons, thrown objects, or driving any vehicle faster than a horse and buggy. He also cannot see anything on the side he is blind and is prone to a sneak attack. Gain +5 points.

Paranoia

The character is out of touch with reality, thinking that everyone is plotting against him. He will never trust anyone except old friends, and you keep an eye on them too, just in case. Gain +5 points.

Phobia

A phobia is a fear of a specific item, creature, or circumstance. Many fears are reasonable but a phobia is an unreasonable, unreasoning, morbid fear. The more common an object or situation the greater the point value of a phobia against it. It is possible for a person to control a phobia by a successful Willpower roll at -5, however the fear will persist. If he successfully controls a mild phobia he will be at -2 INT and -2 DEX while the cause of the fear persists. On a failed roll he will react badly and must roll on the fright table.

If a phobia victim is threatened with the feared object he must immediately make a Willpower roll at -10. A rare phobia (eg. a left handed carpenter) is worth +5 points, an uncommon one (eg. bears) +10 points and a common phobia (eg. darkness) is +20 points. Of course all these are mitigated by their frequency in

a campaign (eg. fear of Elves in a game with no Elves isn't worth squat).

Planet Bound

This is only available in campaigns where space travel is common. The character requires certain environmental conditions which cannot be duplicated away from its home planet (or home plane in campaigns with planar travel). Thus individuals must return to the planet periodically or die. The value of this disadvantage depends on the amount of time an individual can stay away from the homeworld and the time that it takes to lose each point of CON after he has been away too long. Gain +5 points if lose -1 CON per month in space, +10 if per week and +20 if per day.

Public ID

No privacy, none. Gain +5 points.

Pyromania

Fire is pretty. The character loves fire, loves setting it, loves watching it burn. When presented with an opportunity to light a fire the character can only resist at a Willpower roll of -5. Gain +5 points.

Quadriplegic

The player is either paralysed in both arms and both legs or lack limbs entirely and can't move without assistance. Artificial or bionic limbs will negate this disadvantage. Gain +20 points.

Secret

A Secret is some aspect of the character's life or past that must be kept hidden. Were it made public the information could harm his reputation, ruin his career, wreck his friendships and possibly even threaten his life. Gain +5 points for a secret which is embarrassing. If this information gets

around he can forget about ever getting a promotion, getting elected, or marrying well. Gain +10 points for a life changing secret which can result in loss of job and loved ones. Gain +20 points if it could lead to imprisonment for a long period.

Sleepwalk

The character walks in his sleep. This is usually just annoying or embarrassing (unless he falls down the stairs), but can be very dangerous if he sleepwalks while encamped in hostile territory. Gain +5 points if sleepwalk on a roll of 1-5 on a D20, +10 points if a roll of 1-10, and +20 points if a roll of 1-15.

Slow Healer

The player's body heals very slowly. Gain +5 points if heal 25% slower and -1 on all CON saves, +10 points if 50% slower and -2 on CON saves, and +20 points if 75% slower and -5 on CON saves.

Stutter

The player suffers from a stammer or other speech impediment, which the GM may require the player to act out. -2 on all reaction rolls where conversation is required, and certain occupations and skills (e.g., Diplomacy, Fast-Talk, Public Speaking, interpreting, newscasting) are impossible. Gain +5 points.

Watched

A character with this Disadvantage has some person or group keeping an eye on him. The player (with the GM's help) should figure out why his character's being watched by that particular individual or group. The people may be involved with the character's background or some part of his early (nonplayed) career. Gain +5 points if the character is followed by a reporter,

private investigator, police, mafia, etc who turn up every other adventure at most. Gain +10 points if they turn up once per adventure. Gain +20 points if they are constantly around and will not give him a moments peace.

Weak Willed

This character is easily persuaded, frightened, bullied, coerced, tempted and so on. Gain +5 points for every -1 penalty to Willpower rolls including attempts to resist Diplomacy, Fast-Talk, Sex Appeal, Interrogation, Hypnotism, or magical or psionic attempts to take over, read, or affect his mind. Weak Will also affects all attempts to master phobias, to resist hostile magic, to make Fright Checks and to avoid giving in to Addictions, Berserk behaviour, and the like.

Weirdness Magnet

Characters with this disadvantage tend to have strange things happen around them, and even stranger things happen to them. Smart people that recognize a w-magnet for what he is tend to keep their distance. Freak accidents, strange phenomena, and absolutely kooky people tend to cross paths with the character, with improbable frequency. Unfortunately, this happens to those in this character's immediate vicinity, as well, which can lead to tension if the w-magnet is in a team. Gain +5 points if attract weirdness once a week, +10 points if once day and +20 points if every D12 hours.

Super Disadvantages

These are disadvantages which only apply to powers and spells. The points gained from taking one of these may then be used to spend on the character. Difficult disadvantages are worth 5 points, Severe are worth 10, and Extreme are worth 15.

Accidental Change

If the character has an alternate identity or form he will change back unwillingly under certain circumstances. Gain +5 points if the change occurs on uncommon situations, +10 points on common situations, and +20 points on very common situations.

Activation Roll

This power wont activate without a successful roll. Gain +5 points if it starts on a roll of 1-15 on a D20, +10 points on a roll of 1-10 on D20, and +20 points if 1-5 on a D20.

Always On

Gain +5 points of power on 25% of the time, +10 points if 50% of the time and +20 points if 100% of the time.

Cant use other powers if this one on

Gain +5 points for each power which doesnt function while this power is on.

Concentrate

Cant do anything else while using one particular power and wont notice anything going on around him. Gain +10 points per power affected.

Doesnt Affect One Colour

This power doesnt affect anything covered in a specific colour. Gain +5 points for each colour affected.

Doesnt Affect One Material

This power doesnt affect one specific COMMON material. Gain +5 points for each material affected.

Doesnt work on Organic/Inorganic

This power has no effect at all on either Organics or Inorganics (choose which one). +10 points per power affected.

Endurance Drain

The power drains X amount of CON for every round it is used. Gain +1 point per CON drained each round.

Extra Time to Activate

One power doesn't activate immediately. Gain +5 points if 1 round, +10 points if 1 minute and +20 points if 5 minutes.

Gestures

One power wont work if hands encumbered, restrained or grabbed. Gain +10 points per power affected.

Inaccurate

This power is really hard to hit with. Gain +5 points per -1 thaco when using this power.

Incantation

Must announce power out loud for it to activate. Gain +5 points if speak at normal level, +10 points if shout, and +20 points if scream at top of lungs.

Incapacitated by power

The use of this power either paralyzes or knocks out the character each time used. Gain +1 point per minute affected.

Injured by power

The character is injured every time he uses this power. Gain +5 points per D6 damage taken.

Jams

Sometimes the power just jams. Gain +5 points if it fails on a roll of 1-5 on a D20, +10 points if on a roll of 1-10 on a D20, and +20 points if on a roll of 1-15 on a D20.

Limited

One power won't work under certain conditions. Gain +5 points if during uncommon situations, +10 points if during common situations and +20 points if during very common situations.

or

Only works under certain conditions. Gain +5 points if during uncommon situations, +10 points if during rare situations and +20 points if during very rare situations.

Linked

One power is linked to another so that it won't work unless the other is also active. Gain +5 points per power it is linked to. If linked to four powers then all four must work together or none of them work.

No Conscious Control

This power only works randomly (worked out with the GM). Gain +5 points if works 75% of time, +10 points if 50% of time, and +20 points if 25% of time.

Object Focus

One power must be focussed through a particular object to work. +10 points per power affected.

Only in Alternate ID

Certain powers only work when transformed. Gain +5 points per power affected.

Recharge

One power requires a certain amount of time to recharge after each use. Gain +1 point per minutes rest needed.

Reduced by Range

Damage and effects lessen over distance. Gain +5 points if 25% less, +10 points if 50% less and +20 points if 75% less.

Reduced Penetration

Gain +5 points for every D6 reduction in damage by the power.

Requires Multiple Users

This power requires at least two people who must touch each other in some way for it to work. Gain +10 points for each additional person required.

Side Effects

GM's discretion, one power has unusual effects such as causing blindness, cancer, etc. Gain +1 point per metre radius within which all are affected. Gain +5 points if the effects are temporary, +10 points if it does long term damage and +20 points if has fatal effects over time.

Susceptible

Take D6 damage per round from exposure to a common object which is non harmful to most others. Gain +1 point per metre radius which affects the character.

Visible Effects

Invisible powers eg. mind bolt are visible, as it becomes more visible so should the ability to dodge it increase. Gain +5 points if ethereal 25% visible, +10 points if 50% solid looking and +20 points if 100% solid looking.

Vulnerable

Extra damage from 1 form of attack. Gain +5 points if +D6 damage, +10 points if +2D6 and +20 points if +4D6.

12. Sight and Audio Ranges

Presented here is a table with the maximum distance a person can see clearly. It is divided into how far away a person can see a jumbo jet, a car, a man and finally full details on an object. All ranges are in metres unless specified otherwise.

Visibility Conditions	Jumbo	Car	Man	Detail
Clear day	48kms	2700	1350	18
Cloudy or overcast	32kms	2160	1080	18
Mist or light rain	24kms	1800	900	9
Light fog, snow or heavy rain	12kms	450	450	9
Moderate fog, snow or torrential rain	4.8kms	225	90	9
Dense fog or blizzard	180	45	9	2.7
Twilight	16kms	900	450	9
Clear night with full moon	24kms	800	90	4.5
Clear night with half moon	16kms	720	67.5	4.5
Clear night with stars	8kms	540	45	2.7
Overcast night with full moon	3.2kms	450	31.5	2.7
Overcast night with half moon	1.6kms	360	22.5	1.8
Overcast night with no moon	900	450	13.5	1.8
Mist or light rain at night	900	450	9	.9
Light fog, snow or heavy rain at night	90	90	4.5	.9
Moderate fog, snow or torrential rain at night	36	18	2.7	.9
Dense fog or blizzard at night	1.8	1.8	.9	.9
Scrub, brush or bush	Reduce all ranges by half			
Light forest	Reduce all ranges by one fourth			
Jungle or dense forest	Reduce all ranges by one eighth			
Indoors	Visibility limited to line of sight			

Hearing Ranges

Presented here is a table with the maximum distance a person can hear clearly. It is divided into how far away a person can hear a sound, distinguish what that sound is and an example of that sound.

Decibel	Hear sound	Distinguish sound	Example
0	1 centimetre	Lowest threshold of hearing	
10	3 centimetres	Light whisper	
20	7 centimetres	1 centimetre	Normal whisper
30	15 centimetres	3 centimetres	Murmuring in office
40	30 centimetres	7 centimetres	Subdued conversation
50	60 centimetres	15 centimetres	Average office
60	2.5 metres	30 centimetres	Average conversation
70	10 metres	60 centimetres	Busy street

80	19 metres	2.5 metres	Acoustic guitar
90	77 metres	10 metres	Heavy traffic
100	308 metres	19 metres	Subway/train
110	615 metres	77 metres	Power tools
120	2458 metres	308 metres	Thunder, rock band on stage
130	5 kms	615 metres	Airport
<u>Decibel</u>	<u>Hear sound</u>	<u>Distinguish sound</u>	<u>Example</u>
140	10 kms	2458 metres	Sonic boom
150	20 kms	5 kms	Permanent damage to hearing begins here
160	40 kms	10 kms	Jet engine
180	80 kms	20 kms	Rocket engine
220	160 kms	40 kms	Cannon