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In Memory Of
Sin Nombre RPG is dedicated to my late friends and fellow gamers David and Sigrid Cain.
Too many stories that we never got to tell...

WHO DO YOU WANT TO BE TODAY

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MAYBE YOU WANT TO BLAST YOUR WAY TO FAME AND GLORY LONG AGO IN A GALAXY FAR AWAY. MAYBE YOU WANT TO BE A ROUGH AND TUMBLE GUNSLINGER IN THE **WILD WEST**. PERHAPS YOU WOULD RATHER TRY YOUR HAND AT SURVIVING AND THRIVING IN A POST-APOCALYPTIC NUCLEAR WASTELAND. OR MAYBE YOU FEEL LIKE FIGHTING AGAINST UNETHICAL GOVERNMENT EXPERIMENTS AND HEARTLESS MEGACORPS WITH YOUR SUPER POWERS? VAMPIRE HUNTING IN ELIZABETHAN LONDON? FIGHTING OTHERWORDLY HORRORS DURING THE ROARING TWENTIES? SLAYING DRAGONS WITH SWORDS AND SORCERY? NO MATTER WHO YOU WANT TO BE TODAY, OPUS RPG WILL TAKE YOU THERE.

INTRODUCTION

What's an RPG?

RPG stands for, "role-playing game". In an RPG, you and the other players take the roles of fictional characters- or real characters in fictional situations- and play those characters like actors on a stage. There's many kinds of role-playing games: games like Square's *Final Fantasy* series are a type of role-playing game. Digital massive multiplayer online role-playing games (MMORPGs) like Blizzard's *World of Warcraft* are more like traditional RPGs, though, because multiple people play multiple characters in the same world. But before any of that, there were tabletop, pencil-and-paper RPGs like Wizard of the Coast's *Dungeons and Dragons …* and Sin Nombre RPG.

OK, so why not just play those?

Why not, indeed? Sin Nombre isn't going to replace any of the popular digital franchises like Bethesda's *Fallout* series or MMORPGs like WoW; in fact, the guy writing this right now is going to replay modded *Skyrim* a bit later today. But tabletop RPGs can still do things that no digital RPG can. For one, every tabletop RPG campaign tells its own story in a constantly dynamic world of separate adventures. No level grinding, no rep quests, no fetch quests, no lag, no corrupted game saves, no PvP or griefing (unless everyone agrees to it), no linear storylines or doing the same thing again and again. One day MMOs may become truly "open", too, but for now tabletop RPGs still offer far more character interaction, flexibility, variety, and storytelling.

Whoa there, Buttermilk! What's all that mean?

It helps to think of an RPG campaign like a television series. From start to finish, it tells a complete story set in a certain era of a certain place about certain people and events. But the characters are *your* creation, you play them however you want within reason, and there is no script- everything is improvised. The series is broken up into distinct sections called adventures or sessions – think of one adventure or session as an episode of a TV series. There is one last part to this production, though : the game master. Don't let the name fool you- he doesn't control you and he's not your opponent. He (or she) is more like the director of a TV series, there to provide a story line for the characters to react to and to keep the story moving. The GM usually doesn't play a character, but instead plays *multiple* secondary roles – everything from a random nameless servant to the main bad guy of the series!

Awesome! What do I need to play?

All you need is this rulebook, pencil and paper, several ten-sided dice (also called d10s), your imagination, and three to five friends – one of which should be willing to be GM and tell a story along with the players.

Um, I have work (or school) tomorrow. How long does this take?

A session takes as long as everyone can devote to it – most groups meet once a week or less, and play for several hours as a general rule. It's really up to the group and dictated by personal schedules. But a campaign of individual sessions can take months or even years – as long as the group wants to play, really.

I want to be GM! What do I need to do?

The GM is arguably the most important person in the group, and also the one with the most responsibility and- be warned- with the most work to do. This rules lite version is too short to really go over everything about gamemastering; other RPGs can and do fill an entire book with GM knowledge. Luckily, there's plenty of online resources available to guide new and experienced GMS – and you can always email monkshandgames@gmail.com for advice. We're glad to help, and we've been GMing and playing RPGs a long, *long* time!

PART ONE:
The Characters

First, let's create a character- *your* character. It's simple: just follow the steps. Note the highlighted stuff, though - it introduces key concepts and gives examples.

Step One: Imagine Your Character

You can't very well make a character when you don't know if the GM is planning a superheroes-themed campaign or a Gothic horror campaign! The GM has to have some good idea of what he wants to do before you can make your character, though, so really all you have to do is think of a character who could reasonably exist in that setting (remember, it's like a TV series) who you think would be fun to act out. Your character shouldn't be an actual TV, movie, game, or literary character (unless the GM approves), but it can be influenced by those.

In tabletop RPGs, you can play anything you can imagine

Artwork © Wang Ling. Used with permission.

Aaron's GM tells the group that he has a superheroes campaign planned, and the characters will be part of a heroic team of troubleshooters much like DC's *Justice League* or Marvel's *Avengers*. Aaron is a big fan of strong, tough bruiser-type heroes, and he imagines a hand-to-hand brawler who enhances her powers with elemental fire. Aaron also thinks it would be cool if this character could super leap into combat and blast

fire at enemies upon impact, too, and that gives him an idea for the character's superhero name and persona. And so the superhero brawler known as Daisy Cutter is born.

Step Two: Assign Stats

Stats refer to the various facets of a character that apply to combat or role-playing. The higher the stat's category, the more adept the character is in that stat. Characters have eight stats:

-**Melee attack** (MA) measures how well your character performs in melee combat;

-**Ranged attack** (RA) measures how well he shoots, and throws ranged weapons;

- **Defense** (DF) is a measure of how well he can dodge or block attacks;

- **Skill Points** (SP) are used to raise your character's skill rolls. They represent how much

      experience and know-how he has in a particular subject;

-**Vitality** (VT) is a measure of how much injury your character can sustain without dropping;

- **Body** (BY) governs your character's overall physical health, as well as his constitution, strength,

      and agility. The higher your Body, the better you resist exhaustion, disease, and poisons.

- **Mind** (MD) measures how well your character can learn new things, retain knowledge, and apply

      that knowledge to real-world situations (aka, 'common sense'). It also measures how well

      you can resist mental attacks such as psionics or mental effects such as fear;

- **Action Points** (AP) measures how often your character can make use of his or her special

      abilities, called 'powers'.

Each rank of skill in a stat can be measured as 'Godlike' (the highest possible rank), 'Weak' (the lowest possible rank), or somewhere in between. Depending on the kind of campaign, your GM will establish a baseline for character stats. 'Good' in all stats is a baseline for most campaigns, but for an epic anime campaign or a mid-level superheroes campaign, Heroic or even Amazing may work better. At character generation, you may raise these stats by one rank up to two times from the baseline, but you must lower one or more an *equal* number of categories to 'zero out' again. You may not raise any one stat more than two ranks above the baseline in any case.

Note that these stat bonuses are not cumulative; when a character moves from Weak Body to Poor, for example, his score becomes 10, *not* 15!

T a b l e 1 : S t a t s

Class	Ranged Attack	Melee Attack	Defense	Skill Points	Vitality*
Godlike	+20	+20	+20	20	20d10
Legendary	+18	+18	+18	18	18d10
Inhuman	+16	+16	+16	16	16d10
Heroic	+14	+14	+14	14	14d10
Amazing	+12	+12	+12	12	12d10
Superior	+10	+10	+10	10	10d10
Excellent	+8	+8	+8	8	8d10
Good	+6	+6	+6	6	6d10
Typical	+4	+4	+4	4	4d10
Poor	+2	+2	+2	2	2d10
Weak	+0	+0	+0	0	1d10

Class	Body	Mind	Action Points
Godlike	55	55	55
Legendary	50	50	50
Inhuman	45	45	45
Heroic	40	40	40
Amazing	35	35	35
Superior	30	30	30
Excellent	25	25	25
Good	20	20	20
Typical	15	15	15
Poor	10	10	10
Weak	5	5	5

* Player characters and important non-player characters gain a one-time bonus to VT equal to their BY scores.

Most RPGS have character 'levels' that measure relative toughness. Sin Nombre RPG has no character levels, though; instead, relative experience and toughness is gained through raising stats and powers (those special abilities each character has; more on them later). This system gives the GM flexibility: if he wants to run a tight, gritty, low-powered, real-world campaign, he might start with a Good baseline. If he wants to run a high-powered superheroes campaign instead, he may decide to start at an

Inhuman baseline. Or, he may decide to use one baseline for low-level thugs and other typical NPCs, and another baseline for the PCs and important NPCs!

Amy is making a character for a supernatural campaign set in the Wild West, with player characters made with a Good baseline. Amy has an idea for a rough-and-tumble gunslinger, Bryre Galvan, and after some thought she decides to shift Bryre's RA, DF, and VT to Excellent. After all, a gunslinger should be a crack shot, be able to dodge, and be able to survive a gunshot. She drops MA, MD, and SP to Typical: Bryre isn't very learned or exceptionally smart, and she's not very good in melee combat. Bryre's final stats look like this: RA: +8, MA: +4, DF: +8, SP: 4, VT: 8d10+20, BY: 20 MD: 15, AP: 20

Step Three: Choose Skills

Skills represent specialized fields of knowledge, training, or even natural aptitude. Any time a player wants his character to use a skill - for example, convincing a town guard that his character had nothing to do with the robbery that he actually committed – he rolls 2d10, hoping to beat a number the GM sets based on the difficulty of the situation. If there were no witnesses to the crime, for example, the player might only have to beat a 10; however, if the guard plainly saw that crime being committed, he would have to beat a 20 or more- impossible without bonuses. For every skill point that a player assigns to a skill, he gets an additional attempt each time he uses that skill – up to three for any skill. These are called known skills. He may keep trying to succeed at a skill roll until he either succeeds or runs out of attempts – with bonuses and penalties applying to each roll. He can stop rolling before his limit, but only his last roll is counted.

There is one exception to this: rolling a 2. This is a critical failure, and rolling that means that the character has botched the attempt so bad that he gets no additional rolls for that particular attempt!

Amy's gunslinger Bryre is riding hard to catch up to a runaway coach, and there's enough obstacles to dodge that the GM calls for a Ride roll. He tells Amy that she needs a 15 or higher to keep from sliding off or having to pull up the reins to keep from colliding with something. Bryre has two points in Ride, so she gets three rolls. Her first roll is an 8, but her second roll is a 16. Amy doesn't roll a third time, though, because the chances of rolling less than 15 are far greater than rolling higher than 16. Bryre succeeds in keeping up with the runaway coach without mishap to herself or her horse.

When using a skill against another character, skill rolls work in the same way. Normally, minor NPCs such as the town guard only get one roll against a player character, but important NPCs may have skill points- and rerolls- as well.

Skill rolls can automatically succeed or fail, too. This happens when there's no way possible for one character to overcome another character or a situation with just 2d10 and modifiers – no matter how many rolls he gets. A simple farmer may have Good Body, but there's no realistic way he's going to wrestle a dragon with a Legendary Body score – even if he rolls a 20!

The following list is a generic, general list of skills; GMs can add or subtract as needed to fit their campaign.

- Athletics (juggling, climbing, swimming, walking a tightrope, jumping, catching, tumbling)
- Craft (any occupation that produces a tangible item, such as carpenter, chemist, tailor, or cook
    You must spend skill points separately on each). You gain Wealth equal to your Craft bonus x 1d10
    per game month if you use that Craft to make a living (no rolls required). This is profit after all
    necessities and overhead is paid for.
- Deceive (bluffing, misdirection, lying, gambling, or even just feigning innocence)
- Discern (reading body language, tone of voice, spotting tells, etc)
- Focus (performing under pressure or when distractions abound)
- Knowledge, Alien Lore (knowledge of alien races, cultures, and technology)
- Knowledge, Arcane (magic, supernatural or legendary creatures, astrology, alchemy)
- Knowledge, Business (book-keeping, appraisal, corporate activities, and such)
- Knowledge, Computers (knowledge of hardware, software, programming, viruses, and peripherals)
- Knowledge, Geography (familiarity with an area; this may be a general knowledge of a large area or
        intimate knowledge of a small area, or somewhere in between)
- Knowledge, History (recorded history and ancient lore)
- Knowledge, Medicine (human and alien diseases, poisons, wounds, and treatments)
- Knowledge, Nature (plants, animals, monsters, the elements, and how to survive in the outdoors)
- Knowledge, Religion (different faiths and their beliefs, gods, and folklore)
- Knowledge, Society (high society, streetwise, pop culture, or even a specific subculture you choose)
- Knowledge, Tactics (military protocols, theory, and application)
- Perceive (awareness of yourself and your surroundings)

- Perform (singing, acting, dancing, poetry and creative writing, playing a musical instrument. You must   spend
    skill points separately on each)
- Persuade (the use of intimidation and threat of harm, bribery, or diplomacy and guile, to sway others)
- Piloting (if you are good at driving any kind of vehicle. You must specify the general type of vehicle: land
    vehicle, watercraft, aerospace vehicle, exotic vehicle, or deep space vehicle).   If you have at least 2 SP in
    Piloting, you can use any exploit you have in conjunction with a vehicle, per GM's approval.
- Profession (an occupation that provides a service, such as physician, mechanic, tour guide, or ship's
    navigator. You must spend skill points separately on each profession). You gain Wealth equal to
    your Profession bonus   x 1d10 per game month if you use that profession to make a living (no roll
    required). This is considered leftover after all necessities are paid for.
- Repair (if you are good at fixing things of a mechanical or electronic nature)
- Resist (if you are good at resisting temptation and have a lot of self-discipline; a role-playing tool if nothing
    else)
- Ride (use of balance and skill to stay in the saddle. Applies only to riding on creatures)
- Science (engineering, mechanics, electronics, chemistry, physics, biology, etc)
- Stealth (a knack for moving silently, quickly, and decisively, as well as hiding)

Some skills may not fit into some campaigns. Your GM will tell you which skills won't be available in the current campaign.   The GM can also treat certain skills as common knowledge depending on the campaign genre and setting.   For example, in a modern-day campaign set in the United States, almost everyone knows how to drive a passenger car and use a computer. A GM running such a campaign might decide that characters don't need to roll these skills except in unusual circumstances, like during a car chase or while trying to hack into a secure corporate database.   A character can attempt a success in any skill, but obviously he will have more success at those he has skill points assigned to.

What skill rolls succeed and what skill rolls fail depend on the situation. In general:

- rolling a 2 on 2d10 *before modifiers* is a critical failure. The failure is total – no more rerolls allowed- and
    quite likely to be an annoyance somehow.
- failing to meet or exceed the target number by 8 or more is a failure. The character may not attempt the
    same skill again that scene if he's out of rerolls.
- failing to meet or exceed the target number by less than 8 is a partial success. The character may try
    again (if he has enough rolls left), but at a -4 penalty
- meeting the target number or exceeding it by 8 or less is a success. The character accomplishes what he

or she wished to accomplish.

- meeting or exceeding the target number by 9 or more is a great success. The character accomplished
what they attempted to with visible skill, in half the time it might normally take, or whatever the
GM can think up.

– rolling a 20 on 2d10 *before modifiers* is a critical success. The character not only succeeded with
style and visible skill (even if was really just dumb luck), but self-confidence gives them a +4 to their
next skill roll if made in the same day.

This rule only holds true for skill rolls. With attacks, things are simpler: a critical failure is just as embarrassing and potentially catastrophic, and a critical success inflicts an additional effect (typically another 1d10 damage), but otherwise there are only hits and misses. A partial failure is still a miss, and a partial success hits, but just fails to have an effect.

A critical failure can be very bad, indeed

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Step Four: Roll Vitality

Vitality (VT), or health, is a measure of how much injury your character's body can suffer before he is

in danger of dying. Some wound damage is temporary, meaning your character was more bruised and battered than actually injured, but most of it is eventually deadly. At character generation, your character's Vitality score is equal to her Vitality stat plus his Body score. Most minor opponents don't get this Body bonus, but important non-player characters might.

Bryre has a VT of 8d10+20, meaning that Amy rolls a 10-sided die eight times, adds those up, and adds her BY score as a 'kicker' to determine Bryre's starting Vitality. She rolls a 9, 8, 10, 5, 4, 6, 6, and 2 for a total of 50. With her +20 point Body score kicker, Bryre's total Vitality score is 70.

Step Five: Calculate AP

Almost everything your character will ever do in combat situations has an Action Point (AP) cost. If your AP total reaches zero, your character can do nothing but take simple actions (just trying to hit with a weapon with no chance for additional effect, moving, or attempting skill rolls). Players who are familiar with MMOs may think of simple attacks as 'auto attacking': if you run out of energy, or mana, or whatever the MMO term is, all you can do is auto-attack. Each time you use any power, you subtract its AP cost from your current AP total- usually, whether it succeeds or fails.

Since Amy didn't shift her character's AP stat, Bryre's AP score is 20. This may change depending on what other options Amy chooses for Bryre later though.

Step Six: Choose Advantages and Disadvantages

Disadvantages are traits that will probably give your character (and maybe the whole group) some grief, but also add depth and interest to a character. Even better- for each rank of disadvantages ('disads') you choose for your character, you gain an additional building point. Since a building point can be used to add to action points or powers, they're generally well worth taking!

At character creation, you may choose up to six points of disadvantages to gain up to six extra building points or three extra AP per BP instead – or some combination. You don't have to take any disads, though, nor do you have to take all six. Be careful what you choose, though- disadvantages don't easily change or go away!

Amy gets up to six disadvantages she can assign to her character in exchange for extra building

points. Bryre had some trouble with the law in Texas, so Amy chooses the Texas Rangers as Bryre's Enemy of some importance, but at one point only. While Bryre might be wanted for some minor crime back home, most likely the Rangers won't come all the way to Deadwood to apprehend her. Bryre is also Proud, and quite Vengeful (x2). This gives Amy four extra BP to buy exploits or AP with.

Step Seven: Choose Powers and Exploits

No two characters are alike. Most role-playing games rely heavily on character classes, but in *Sin Nombre*, player characters are "ala carte". This just means that you build your character ability by ability, picking and choosing new abilities from a list each time. These special abilities- be they from mutations, natural ability, magic, an alien artifact, combat maneuvers, or something else- are called 'powers'. Each power has many variations as well- these are called 'exploits'. While some are listed later you are encouraged to work with your GM to make up your own, too.

At character generation, PCs start with a set number of 'building points' (BP) with which to purchase exploits; the GM will decide how many BP they start with. One BP dedicated to an exploit puts one 'rank' in that exploit; the more ranks you have the more powerful or useful that exploit is to your character. Since there are no levels in *Sin Nombre*, you will only gain more BP when the GM decides it is appropriate. This may be when the story arc reaches a certain point, when the group accomplishes a shared goal, when your character accomplishes a personal goal, or even just as a reward for great role-playing.

Only the most powerful heroes can defeat the most powerful foes

Many exploits are used in combat as one or more 'action'. Generally, making an attack, moving a short distance, or activating an exploit takes one action. Some exploits, however, take a full round (two actions) as noted in the description. Movement, game time, and actions are explained more later.

The GM gives his players 15 building points (BP) and since Amy chose 4 disads for her character, she has 24 BP to spend on Bryre. Looking through the powers and exploits approved by the GM, Amy chooses the following exploits for her character, Bryre Galvan. She chooses powers and exploits which she feels fits Bryre's background as a notorious Texas gunslinger, and the Powers and Exploits section of her character sheet looks something like this :

Alertness

1   Aspect of the Hunter: study target for one round, gain +2 to MA, RA, or DF against him for the scene

2   Quick Reaction: once per day per rank, take same initiative as an ally

Deceptive Combat Mastery

1   Intimidating Bluff: make enemy lose his next action

Defensive Combat Mastery

3   Defensive Battle Stance: one enemy suffers a -6 to attacks against Bryre next round

Heroics

1   Born Leader: an ally gains a +2 to MA, RA, DF for 1d5+1 rounds

Ranged Combat Mastery:

1   Gunslinger: +2 to initiative with ranged weapon

1   Quickscope Shot: ranged free attack inflicts +1d10 damage

Universal Combat Mastery

2   Improved Dual-Wield: offset dual-wield penalty by +4 (only -4 to dual-wielding).

1   Weapon Training: Pistols

1   Weapon Training: Long Guns

1   Weapon Training: Edged Melee Weapons

15   Total BP

So now Amy's character has initiative bonuses to help in combat, some defensive exploits to keep her from getting hit, a few ranged combat exploits, and she keeps 4 BP to spend later, once she sees where

Alternate Rule: Resetting

Sometimes campaigns may take an unexpected turn, either because the GM changed direction or due to something the PCs did. This may hurt the more specialized PCs, depending on what changed: a ranger-type PC who hunts big game on an alien world might be at a distinct disadvantage if the campaign became a 'starfighter' campaign in open space! As an alternate rule, the GM *should* refund players a reasonable amount of their BP to respend if the campaign changes drastically; this is called 'resetting' the character. The player must choose to 'reset' or not at that time, though. This way, a PC has a chance to modify his character depending on the situation. Just like a real person, the character has more flexibility to abandon obsolete skills and learn new ones as needed.

When the campaign moved to the high seas, Kelcee reset accordingly

Photo © Kelcee Wolfinbarger. Used with permission.

Step Eight: Gear Up!

Choose or purchase your weapons, armor, and equipment (see Part Three). If your GM is assigning random starting money, determine your *wealth (w)* now by rolling 10d10 (plus any modifiers). You will purchase gear from this amount. Otherwise, your GM will tell you how to determine starting gear.

The GM tells the players that they all start with a basic gear package he assigns plus three personal weapons common to that day and age. Because Bryre fights with two pistols, Amy chooses two Smith & Wesson Model 3 'Schofield' revolvers (medium caliber cased) for Bryre and a Winchester Model 1873 lever-action rifle for long-range sharpshooting (also medium-caliber cased). Amy also spends 1w to buy a holdout weapon for her character- although Bryre isn't great at melee combat, a good cavalry saber is functional *and* stylish!

Step Nine: Calculate Initiative

Normally, a character can only make two 'standard actions' in a given combat round- either an attack, a move, or a task. All of these actions have a speed modifier to the action, a number which modifies a character's initiative while the action is in effect. Some actions, like drawing a weapon or shouting a warning, have a modifier of zero (they're essentially instant actions). Other actions, like opening or closing a door, palming a small item off of a vendor's table, or attacking with a quick, lightweight weapon, have a low modifier (-4 is typical). It is possible to do two things in the same round with two different Speed modifiers; in this case, the *lowest* (worst) modifier is used for both.

The higher your initiative (rolled on 2d10 at the beginning of the scene), the better; the person with the *highest modified* initiative goes first. Everyone acts from there in descending order. It is possible to get a negative initiative, but the rule still follows: the larger the numerical value, the better. From the beginning of the scene, everyone goes by this initiative order for the scene – or until something significant happens that changes that (for example, the cavalry arrives and turns the tide of battle, or someone uses an exploit that helps them act sooner).

All of Bryre's initiative modifiers are situational, so Bryre's base initiative modifier is +0. From there, Bryre's initiative will be determined by what action she performs in a combat situation and her player's 2d10 roll.

Backgrounds are important, because every hero has to start somewhere!

Miss Midnight © Girutea. Used with permission.

Step Ten: Create a Character Background

Every great character has a background: a farm boy from a backwater planet who became the savior of an entire galaxy, an average kid who turns out to be the daughter of a god, a multimillionaire who builds a high-tech armored suit to fight crime, or a guy from the wrong side of the tracks that becomes an organized crime boss. Your character is no different. Think about the campaign and the details the GM has provided, your character's stats and powers and skills, his disadvantages, and writes brief description of why your character is where he is when the campaign starts. This is not just to give your character substance and make him feel 'real', but it will also help the other players understand your character and give the GM an idea of how he or she fits into the current campaign and fits with the other characters.

Amy already has an idea for her character, but now she can write everything down and complete Bryre Galvan. Bryre is the youngest daughter of a well-to-do merchant family from San Antonio who trace

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their heritage back to the Spanish Colonial days. Bryre was her daddy's favorite, and grew up getting away with pretty much everything because of it. Therefore it was no surprise to anyone that she refused to enter into the arranged marriage with her father's business partner, lecherous old Paolo Rivera, and didn't hesitate to run away from home instead (stealing her father's fastest horse and her own dowry as well). For that the Texas Rangers have an eye out for her- not because she did anything truly horrible, but because her father and her would-be husband are both quite influential in the state. Since leaving Texas, Bryre has learned to handle firearms very well, won a number of gunfights (usually involving her honor or her penchant for siding with the weak against the strong), and made her way north to the Dakotas to seek her fortune.

That's it. The only thing Amy has left to do is enjoy playing!

Races and Classes

Again, Sin Nombre RPG has no set classes. Given the wealth of well-developed games, literature, and cinema already available for inspiration, it has no set species, either (or 'races' to use an old, somewhat incorrect RPG term). Rather, players make up their own species, so long as it fits the campaign. This allows a human character to play alongside, for example, a dragon character- *if* the dragon can be built with the available BP! A player who wants to play a race with a lot of 'natural' exploits will have to sacrifice more BP to get there, but otherwise building and playing any species is easy - and game balance is maintained.

Advantages and Disadvantages

Disadvantages are negative aspects of your character that happened somehow- a physical defect, a lack of training, bad luck, or whatever. An advantage is one extra building point or 3 extra AP. You may use disadvantages to 'buy' these advantages for your character, but you do not have to. You may take up to six 'points' of advantages at character creation, but you must take the same number of 'points' in disadvantages. Every reset, you may change disadvantages you already have, with GM's permission. However, these should all have a role-playing basis: they should be chosen or changed based on what has happened to your character in the campaign to that point. None of your disadvantages should contradict or negate your existing powers and exploits, though, so choose carefully.

This is by no means a complete list; work with the GM to add more if you can think of any!

Arrogance: your opinion and your opinion alone matters. Everyone else is an idiot if they do not agree with you. You suffer a -4 penalty to Persuade skill rolls.

Blind: you are permanently blind; nothing short of extensive and expensive treatments will restore your sight. You suffer the penalties listed for blindness on page 34, but you gain a +8 bonus to Discern and Perceive rolls due to your exceptionally sharp hearing.   This disad is worth three advantages, but if you ever somehow regain your sight you must reset to balance out once again. You may be blind in one eye as well; in this case, you suffer a -4 penalty to ranged attacks instead, and the disad is worth only one BP.

Carelessness: you do not always take care when you're doing something; sometimes, you try to hurry and get a bit sloppy. Your critical failure range for a *specific* skill of your choosing is 2-3, not just 2. You may take this disad more than once, increasing the critical failure range by one each time (if you take this disadvantage three times, your critical failures with that skill would occur on a roll of 2-5). You may only take this disad up to three times for a single skill, but you may be Careless in more than one skill. You still must confirm the critical failure normally (this penalty also   applies to the confirmation roll).

Chunky: call yourself 'big boned', 'corpulent', 'stout', or whatever. You may take this disad up to three times; for each time you take it, you permanently add 20 pounds to your encumbrance.

Clumsy: you are not especially well-coordinated. You suffer a -2 to BY rolls each time you take this disad, but only as it applies to agility, not to feats of strength or fortitude. You may take this up to three times.

Contrary: you enjoy arguing and finding faults in others, and you are critical of almost everything. You suffer a -2 penalty to Persuade and Discern rolls.

Cowardice: to put it politely, your flight instincts are very well-honed. You suffer a -2 penalty to Mind defenses made against exploits and skills that try to intimidation you or make you afraid.

Crippled: you have a permanently injured arm or leg. If a leg is injured, you suffer a -2 step penalty to movement rates. If an arm is injured, you suffer a -2 penalty to MA and RA while using that arm. Worth one disadvantage each limb (effects are cumulative). If you are ever somehow healed of this disad, you must choose enough new disadvantages or drop enough existing advantages to 'zero out' again at the next reset.

Cruelty: you treat followers and hirelings like dirt, you are absolutely vicious to your enemies, and you

even disdain friends (those few you have, anyway). You must pay hirelings twice normal rates to persuade them to put up with you. If you fail to pay them in full and on time for any reason, even once, those allies will leave your service as soon as possible.

Disadvantages can improve many things- such as mechanical skills

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Deaf: you suffer all of the penalties for being deafened (page 35). This disad is worth 2 advantages, but if somehow healed you must 'zero out' as described above under 'Blind' and 'Crippled', above.

Dependent: a significant GM-controlled character has a serious, meaningful relationship with your character in some way. This character relies on your character, or has some important relationship with her- and is something of an Achilles heel: weak, vulnerable, unskilled. The perfect target for enemies to get their revenge through, in other words. Example: while at war with a group of cattle rustlers, Bryre rescues Golden, an orphan who the rustlers kept for their amusement. Seeing a lot of herself in the scrappy, tough, hardheaded (but otherwise helpless) child, Bryre chooses to adopt her. Golden is now Bryre's *dependent*.

A dependent non-player character cannot also be anyone's hireling or follower, and should *never* have more than 20% of the PC's BP worth of exploits (if any). If a Dependant is gained or lost, the character must gain or lose enough disadvantages and advantages, respectively, to 'zero out' again at the next reset.

Drunkard (Addict): you drink way too much- far more than is good for you. You must stay intoxicated (see page 35) at least one day out of three or suffer the effects of the Depressed disad until you get drunk again. This is worth two advantages. At the GM's discretion, you may instead be addicted to some other drug- or something else entirely.

Enemy of Some Importance: you are someone's sworn enemy (you may choose this disad as many as three times). Depending on how many times you choose this disadvantage, that person or organization may dislike you and cause you trouble when opportunity arises, they may hate you and occasionally go out of their way to cause you trouble, or they may despise you and are actively after your head!

Envious: you want what other people have. It just seems like everyone has at least one thing you don't have, something you want, something you probably deserve more. Anything your character sees and likes that he doesn't have should be the object of his desire and focus of his efforts to obtain until something else comes along that catches his fancy.

Extravagant: you want only the best all the time. You are not happy unless you have the best armor, the best weapons, the finest wine, the best room in the hotel. This usually means you spend a *lot* of money: you gain -3 wealth (to a minimum of 1 wealth) from money earned with skills.

Foolish: you don't learn from your mistakes. You suffer a -2 penalty to MD rolls when trying to make a wise decision about something (this does not affect your skill rolls or DF rolls). You may take this disad up to three times.

Frail (Old): you're lacking in constitution. For each time you take this disad (up to three times), you subtract -2 from your Body stat when making fortitude- or endurance-related rolls (but not feats of strength or agility). Your character may simply be as frail as an elderly person or actually elderly. You cannot be Old and Young at the same time, of course, but you can be Young *and* Frail!

Greedy: it is never enough. You are obsessed with accumulating more valuables- money, fine goods, whatever your character is fondest of. You are not above doing some questionable things here and there to put your hands on what you crave.

Gullible: you are easily fooled. You suffer a -2 penalty to Discern rolls per rank.

Hatred: you are someone else's Enemy of Some Importance. Either an individual or a group has incurred your perpetual hatred. Depending on how many times you choose this disadvantage (up to three times), you may simply dislike that person or organization and cause them trouble when opportunity arises, you may hate them and occasionally go out of your way to cause them trouble, or you might despise them and be actively after their heads! The GM will gladly remind your

character of how much he or she hates that group anytime they are around...

Hedonistic: you are the life of the party- *every* party. You find it next-to-impossible to say 'no' to a good time. You are always up to new experiences, even if they are a little risky or unusual. Hey, don't judge.

Homely: you are not very attractive, either because you are physically unappealing or you do not try very hard to look presentable. Opponents gain a +4 bonus to rolls made to resist your Persuade attempts.

Honorbound: you follow a strict code of ethics that dictates day-to-day morality and conduct. This code of ethics should be strict and serious enough to complicate your life (do you haul the thief you caught off to the guards for stealing to feed his family? Theft *is* a crime, but....). If you willingly and severely or even repeatedly break your code of ethics you suffer from the Depressed, Indecisive, Reckless, or Weak-willed disad (your choice) until you atone for your misdeeds and begin to follow the code of ethics again.

You may choose to abandon your code of ethics and lose the Honorbound disad anytime you reset, but if you do you must choose one of the disads listed above to take its place afterward.

Impatient: any time that your character feels that the rest of the party is taking too long to get something done, he or she is obligated to take matters into their own hands. The GM reserves the right to veto the action, though, if he feels it would be too disruptive. This is worth two BP.

Indecisive: you are hesitant at the worst possible times. You suffer a -2 penalty to initiative.

Judgmental: you tend to judge people by superficial criteria, and once you make up your mind about someone it is difficult to change it. Anything that you see 'wrong' with someone you are all to eager to point out. You suffer a -2 penalty to your Persuade and Deceive rolls. You may be both Judgmental *and* Contrary.

Know-it-All: You can't resist showing off what you know or correcting others – or worse, you think you know a lot but you really don't.   Either way, you suffer a -2 penalty to Persuade rolls per point because it just annoys people.

Linked: for some reason, your powers are tied to something- an item, an action, maybe even a place. In the absence of this thing, 20 BP worth of exploits you have access to of your choice simply cannot be used (you must choose these when you take the *Linked* disadvantage). For example, a fantasy character's mind-affecting powers might be tied to an ancient magical artifact that she found in some long-forgotten tomb.

If the linked thing is always with you and cannot easily be removed, such as an implanted piece of cybernetics, this disadvantage counts for one point. If the linked thing is common or easy to replace but can be lost, such as a favorite weapon that you've trained extensively with, this disadvantage counts for two points. If the linked thing is a unique or hard to replace object that can be lost, such as an alien relic, this counts for three points.

As they gain building points, characters become more formidable
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Lovelorn: you fall in love with the wrong people- namely, people who you cannot ever have for whatever reason. Maybe you fall for people who are bad for you. You will go out of your way to try to win their hearts until the next infatuation comes along. Note that although this is similar to Lustful, it refers to romantic love, not carnal desires.

Lustful: you are something of a ladies' man (or a bit of a vixen). You eagerly seek out 'dalliances' with the gender of your choice, consequences be damned! Note that Lustful characters are more interested in brief, physical encounters than Lovelorn characters. You can, however, be a Lustful *and* Lovelorn hot mess!

Merciful: you are softhearted. You tend to forgive all but the worst criminals, you gladly give beggars your coin, and you find it difficult to say 'no' to anyone in need- even if you suspect that, just maybe, you are being taken advantage of.

Misguided: you don't know it, but someone (a significant non-player character or even a PC) is just using you to further their own goals. Whatever they suggest or ask of you, you're probably going to do, for some personal reason tied to your character's background or the campaign's story arc. They just have a way of convincing your character to do what *they* want done- and those things are probably not in your character's best interests!

Moody: You are morose, pessimistic, and negative. There is a flat 20% chance (1-2 on 1d10) that any exploit that grants bonuses of any kind through positive emotions will fail for you. Each time you take this disad, this chance of failure increases by 10% (1-3 at 2 points, 1-4 at 3 points).

Obtuse: you are a bit mentally rigid, or you lack mental flexibility. You suffer a -2 penalty to MD rolls made to figure something out (a puzzle, riddle, deductive reasoning, etc). You may take this disad up to three times, and it does not affect MD rolls otherwise, nor skill rolls.

Odd Mannerism: you have an unusual mannerism or habit that people easily notice. It could be an obsessive-compulsive disorder, a nervous twitch, a speech impediment, a very heavy accent, or a weird fashion sense. You suffer a -2 penalty to Perform and Persuade rolls.

Overconfident: you are not quite as good at combat as you think you are. Choose one weapon category that you are trained with. Your critical failure range when using those types of weapons is 2-3, not 2. Each time you take this disadvantage you may apply it to a different weapon category or increase the critical failure range by 1 (up to 2-5 if you apply this disadvantage three times to the same weapon type). You must still confirm the critical failure, and this modifier also applies to the confirmation roll.

Owned: you owe a lot to someone who is far more powerful, influential, and probably more dangerous that

you. Anything they need you to do, you are somehow obligated to do for them. You may take this disad three times, with each point representing either a greater debt or more threat of harm if you refuse them.

Paranoid: everyone is out to get you as far as you are concerned. To your mind, merchants try to shortchange you, children make fun of you behind your back, and people say nasty things about you when you're not around. You cannot have any hirelings or followers because of this- you just can't bring yourself trust them enough to give them your hard-earned coin.

Phobia: you are irrationally afraid of something (snakes, spiders, black magic, thunder, unlucky numbers, whatever). If you take this disadvantage once you are slightly unnerved by your phobia; you try to avoid the object you fear, but it is not debilitating. If you take this disadvantage twice, you must defend versus Mind anytime you face the object you fear or be *rattled* for 1d5 rounds. If you take this disadvantage three times, anytime you face the object you fear you must defend versus Mind or be paralyzed with fear the first round and *rattled* for as long as you are in proximity of your fear.

Poor: somehow, the cosmos conspires to keep you and wealth of any kind separated. You start play with half normal starting wealth (rounded down). After that, all wealth your character earns by any means is reduced by half ; it is up to you to decide why your character is always broke like this! This disad is worth three points.

Proud: you refuse to accept help from others. You do not accept nor give charity and do not like to be beholden to anyone for anything. Powers that allies use on you (and vice versa) are the only exceptions- but outside of combat, you insist that everything else is somehow paid for, fair and square.

Reckless: You leap before you look and have a poor sense of self-preservation. You suffer a -2 penalty to Defense rolls per point.

Small: You are shorter and lighter than average (or maybe your species is just small). You gain a +2 bonus to Defenses against creatures at least half again as tall and twice as heavy as you, but you suffer a -4 penalty to Melee Attacks against such creatures. As a small creature, you may *never* use a Large weapon, no matter your BY score.

Spastic: you have the attention span of an especially energetic puppy. You get bored quickly, you are easily distracted, and you have trouble concentrating on anything for long. You suffer a -2 penalty to Focus rolls and Perceive rolls per point.

Squeamish: you do not like the sight of blood and gore and other nastiness. Anytime you witness bloodshed you must defend versus Mind or become *rattled* until you are out of sight of the

bloodshed. If you lose more than 50% of your own Vitality due to wounds you must defend (Mind) or pass out cold for 1d5 rounds (or until revived).   This disadvantage is worth three advantages.

Superstitious: you firmly, even irrationally, believe that certain things (sweeping your feet, spilling salt, walking under a ladder, breaking a mirror) will cause bad luck. You always try to avoid objects or actions that cause 'bad luck'- the more times you take this disadvantage, the more obsessed your character becomes with simply avoiding 'bad luck'.

Temperamental: you are a drama queen. You regularly make molehills into mountains, you are easily upset, and your moods tend to be anything but constant. At the end of each day, you must defend versus your own Body score; if you fail you have stressed yourself needlessly, and you suffer a 10% penalty to your Body stat (-1 for every 10 points) for the next day. Successive failures extend the duration of the penalty by one day, but the penalties are *not* cumulative for successive failures otherwise.   This counts for two points worth of advantages.

Thin-Skinned: you are especially sensitive about something (your appearance, a family member, an embarrassing   incident that you are known for).   You suffer a -2 penalty to Persuade rolls against anyone who is aware of whatever you're sensitive about. You may take this disadvantage up to three times (representing multiple sensitivities or one really *big* embarrassment); each time the Persuade penalty increases by -2, to a maximum of -6.

Unlucky: Once per day, one of your successful rolls fails (you choose which one, but it must be a roll that has some importance). As an alternative, you may choose instead to suffer a -4 penalty to all skill rolls made while gambling (Discern, Deceive, Perceive). You must choose which of these two affects your character when you first gain the Unlucky disad (you may take both of them separately as well if you want to be *really* Unlucky).

Vengeful: any wrong you suffer must be answered somehow. You seek vengeance for even the smallest slight- if they don't apologize or make restitution for wronging you, then *you* must make them pay! If you take this disad once, only major wrongs require your retaliation (the murder of a loved one, for example). If you take it twice, then significant wrongs that you can honestly recover from fairly easily must be avenged, too. If you take this disad three times, then even the slightest affront must be avenged somehow!

Weak-willed: your opinions and behaviors are easy to sway and you are not good at resisting temptation. You suffer a -2 penalty to Mind-affecting attacks. You cannot take this disadvantage if you spend any skill points in the Resist skill.

Wimpy: you are physically weak. You suffer a -2 penalty to all BY rolls made in regards to feats of

strength, but not to agility or fortitude. You may take this disad up to three times for a total penalty of -6.

Wrathful: you are easily angered. You suffer a -2 penalty to Persuade rolls, and must succeed at Focus check anytime your character might get angry or impatient or suffer a little temper tantrum. Worth 2 advantages, or 3 advantages if you take a -4 penalty to Persuade instead.

Young: you are youthful and inexperienced; for game purposes you are still a child, but near adulthood. You suffer a -20% penalty to Body and Mind (2 points per 10 in other words). You may only take this disad at character creation, and you may replace this disad with another of your choice anytime you reset your character (your character finally 'grew up').

PART TWO
Powers and Exploits

Exploits are things that your character can do, purchased with building points. Powers are groups of similar exploits that reflect a specialty. A wizard in a fantasy campaign might be able to use a fireball exploit or summon a wall of flames, but they both fall under the category of 'fire control'. Similarly, a villain in a superheroes campaign might be able to influence emotions and plant thoughts in people's heads- both fall under the category of 'mind control'. As your exploits become more powerful they attain higher tiers (T) of ability; they can do more but also require more action points. For example, the supervillain might eventually be able to manipulate the emotions of more than one target at a time. These relative levels of ability are called 'tiers'

You can use any exploit that you have at least one BP assigned to as much as you want, providing you have enough action points to pay for it. Exploits cost 3 AP each time you activate them, per tier. Using any Tier 1 exploit costs 3 AP, but using any Tier 3 exploit costs 9 AP. How many AP your character has is determined by his AP stat; as with Vitality, player characters also gain their Mind score in AP as a 'kicker'.

Exploits work much like other contests; with a roll-off between attacker and defender. Some exploits use 2d10+Body to attack or to defend; others use 2d10+Mind instead. Regardless, the highest total number wins.

Alexis is attacked by an evil sorcerer using the Enervation exploit. Enervation uses Body for attacks and defense rolls, so Alexis rolls 2d10 plus her 25 Body score. She rolls an 8 and a 7 for a total of 15+20=35. The sorcerer has a 25 Body, but only rolls 1 and 4 for a total of 5+25=30. Alexis resists the spell; it has no effect on her, and the sorcerer just wasted 6 AP for nothing.

All exploits follow the general rules below as well:

1. Failure	If an exploit fails for any reason, the AP required is lost anyway.
2. Activating Exploits	Activating an exploit takes a standard action unless noted otherwise in the description. When in the round you can activate an exploit is given in the description as well.
3. Stacking Effects	The effects of similar exploits do not stack; instead, the higher value is used.
4. Multiple Effects	Any single target can suffer from, or benefit from, any number of effects at a time.
5. Ending Exploits	You may end any of your exploits at any time you wish after activating them as a free action.
6. Voluntary Failure	A target can always choose to fail to resist the effects of a harmful exploit, or try to resist a beneficial exploit.
7. Combined Exploits	You may combine exploits that seem generally compatible (GM's approval) and are the same tier of expertise; for example, a T1: Disintegration and a T1: Flame Fist could be combined into a Disintegrating Flame Fist. You must pay the required AP for both exploits, *and* the exploit is considered one rank higher than the base exploits for spending AP (thus the Disintegrating Flame Fist would cost 12 AP). The combined exploits only take a single action unless the GM rules the combination should take reasonably longer.
8. Friendly Fire	If an ally is within the area of an exploit aimed at an enemy, the ally is affected just as well (and may attempt to resist as normal). Similarly, if an opponent is within the area of a helpful exploit, that opponent gains the benefits too (unless the description says otherwise).
9. Range	As with movement, exploit range is measured in 3' steps or 10 step squares. Both terms are used for linear ranges *and* area:
	- a one step range is only about 3' long- about arm's reach of a human-sized creature
	- a one-step area only affects a 3'x3' space (or 1x1 meters, if you prefer metric)
	- a one square range is ten 3' steps, or 30' long
	- a one square area is 30'x30', or a 10x10 step area
10. Ranks	All exploits have three ranks per tier, unless noted otherwise.
11. Line of Sight	Generally speaking, to target an ally or opponent with an exploit, you must be able to see them, even if they are otherwise in range of that exploit.

12. Weapon Attacks	Offensive exploits are considered weapons for the purposes of applying weapon mastery exploits to them.
13. Targeting Items	Inanimate objects generally can't defend unless attended by another, in which case they defend as their owner.
14. Regaining AP	You regain all AP at the beginning of the scene, to your normal maximum.
15. Conflicts	The specific always trumps the general.
16. Ties	Ties go to the defender.
17. Game Balance	If an exploit seems too powerful, then it is. Adjust accordingly, and be consistent afterward.
18. Interpretation	The *intent* of a rule is always the most important part of interpretation.

A basic list of powers and exploits is given below. Remember, this is a *basic* list; feel free to work with your GM to add to the list if you can think of something that isn't included!

Note that "T1", "T2", etc refers to "tiers" of exploits. You can't access any exploit beyond T1 without having three ranks of any exploit one rank lower. Example: until you put three BP (ranks) into T1: Blessing of Blood, you cannot access T2: Exsanguinate in the Blood Magic power tree.

Power / *Exploit:*	**Description:**
Absorption	
T1: Absorption	Activate at the beginning of the scene. You absorb 1d5 (1d10/2) points of damage of one type (kinetic, heat/fire, cold, electricity, toxins, radiation, or arcane) per rank for the rest of the scene. When you first learn this power you must choose which damage type Absorption protects you from (you may learn Absorption more than once, though) (3 Ranks, max).
T2: Healing	Activate at the beginning of the scene. For the scene, you regain 2 points of Vitality (VT) per rank anytime you absorb damage using T1: Absorption. This happens instantly.
T2: Living Battery	For every 5 damage you absorb, you automatically regain 1 AP per rank.
T3: Healing	Your T2: Healing exploit can be used on others, by touch. Healing others takes an action.
T3: Power Blast	Instead of healing or regaining AP, you may redirect the damage you suffered back at another within three squares. This requires a Ranged Attack (RA) against the target, and inflicts 1d5 damage per rank.
Adapted	
T1: Surefooted	You suffer one less step of movement penalty per rank when moving through treacherous terrain (icy ground, thick mud, deep snow, thick undergrowth, etc).
T2: Pathfinder	For each rank, you may extend your T1: Surefooted exploit to another target as long as they remain within five steps of you (10 ranks, max).

T2: Acclimated	Choose one type of harsh, unforgiving climate (arctic, desert, high altitude, etc). You gain a +2 bonus to Body rolls per rank made to resist adverse effects of that climate (5 ranks, max). You may be Acclimated to more than one climate.

Alertness

T1: Awareness	Each time you spend a BP in this exploit, you gain access to one of the following effects: - Always Ready: for every 5 AP spent that round, you regain 1 AP back at the end of the same round; - Aspect of the Herd: anytime you win initiative, you give an ally of your choosing a +2 bonus to their initiative as well. For each rank, they gain an additional +2 bonus. - Aspect of the Hunter: spend one round studying a target and doing nothing else. You gain a +2 MA, RA, or DF bonus against them for the rest of the scene. For each rank, you may use this exploit once per day; - Predator's Awareness: anytime you are targeted by a free attack, you may activate this exploit and take a free action as well. You may use this exploit once per day per rank. - Quick Reaction: you may take the initiative of one ally which you can see by activating this exploit and paying the required AP. You may use this once per scene per rank;

Alter Appearance

T1: Minor Changes	For every rank, you may change one minor, superficial detail about your character : hair color, hair length, eye color, skin color). These changes take one full round of concentration, and last for 3d10 round +1 round per rank.
T2: Major Changes	This exploit works just like T1: Minor Changes, except you can change your apparent age by ten years per rank, your height by six inches per rank, or your weight by ten pounds per rank. Again, each change must be purchased separately.
T3: Extreme Change	This exploit allows you to change your apparent sex or species – so long as that can be done using T1 and T2 exploits; for example, a human couldn't assume the form of an elephant - that animal is simply too massive. You only gain the form of the new species - not any powers or exploits that species might normally have.

Animate Objects

T1: Animate	You may animate and control *one* object within the same square as you that you can see (a dead body counts as an object). For each rank, the animated object may weigh 25 pounds; the GM will decide how the item moves and attacks and how much damage it can take. You control the animated object with one of your actions each round for the scene.
T2: Animated Horde	For each rank, you may animate an additional object beyond the first; however, the total weight of all animated objects can't be more than allowed by your T1: Animate exploit. You must use one action every round to control *all* your animated objects.
T3: Total Control	For every rank, one of your animated objects gains an extra action per round. In addition, you may command all of your animated objects as a free action

Augmentation   (MD attack vs MD resist)

T1: Extend	Choose a single exploit you have that normally lasts for rounds. For each rank, that exploit lasts for an additional two rounds.
T1: Heighten	Choose a single exploit you have that normally requires you to roll a BY or MD check against the target. The next time you use that exploit, you gain a +2 bonus to BY or

	MD to overcome your target's defenses.
T1: Shorten	Choose a single exploit that your opponent has which normally acts a number of rounds; if he fails to resist this exploit, the next time he uses that exploit, it will last one round less per rank.
T2: Decrease	Choose a single ranged exploit that your opponent has. If he fails to resist, the next use of that exploit will suffer a -2 step range penalty per rank (5 ranks, max).
T2: Expand	Choose a single ranged exploit that you have. The next time you use that exploit, it gains a +2 square range bonus per rank (5 ranks, max).
T3: Empower	Choose a single exploit you have that inflicts BY, MD, or VT damage. The next time you use that exploit, it inflicts +2 damage per rank.
T3: Weaken	Choose a single exploit that your opponent has which inflicts BY, MD, or VT damage. The next time she uses that exploit, it inflicts -2 points of damage per die.

Berserker Rage   (BY attack vs BY resist)

T1: Adrenalin Rush	You gain a +1 to MA and +1 to melee damage per for every 10% of VT damage that you're lacking when you activate this exploit. This bonus lasts for one round per rank, and increases as you take damage after activating it (unlimited ranks).
T1: Diehard	For each rank, you delay the onset of a single negative effect (weakness, poison, blindness, just to name a few possibilities) for two rounds per rank. When this duration ends, all of the delayed effects catch up to you, and you suffer all of the negative effects as once!
T2: Improved Critical	Per rank, you score a critical hit on one number less. Normally, rolling an unmodified 20 on 2d10 is considered a critical hit. For example, if you spend all three BP on this exploit, then you score a critical hit on an unmodified 2d10 roll of 17 or higher.
T2: Rhino's Hide	For each rank, you delay 5 VT damage for one round. At that time, you suffer all of the delayed damage at once (unlimited ranks)!
T3: Piercing Attack	Your melee weapon attacks ignore 1 point of damage resistance per rank. For example, a town guard is wearing a chain shirt, which protects from 2 points of damage per die. With two ranks of this exploit, your melee attacks against that guard would totally ignore armor.

The right exploits can mean the difference between life and death
Artwork (c) Ignacio Lazcano. Used with permission.

Biochemical Attack　　　　(BY attack vs BY resist)

T1: Pheromones	If your target fails to resist, he wholeheartedly believes the next thing that you tell him and will act accordingly. This exploit has a range of five steps, plus one step per rank.
T1: Venom	One of your attacks (claws, fangs, a weapon) is envenomed. At this rank, your venom is roughly as potent as (choose one):
	- asp venom: the target suffers a -2 penalty to Athletics, Craft, Focus, Knowledge, Perform, and Profession skills for the scene. He also suffers an additional 2 points of VT damage per weapon die from that attack for the scene.
	- water moccasin venom: the target suffers a -5 BY score penalty for the scene
T2: Breath Attack	You exhale a line of something nasty (fire, acid, bitter cold, lightning) up to one square away. This requires a normal RA to hit, but the attack inflicts 2d10 damage, +2 per rank.
T2: Venom II	One of your attacks (claws, fangs, a weapon) is envenomed. At this rank, your venom is roughly as potent as (choose one):
	- cobra venom: the target loses 2 BY per round for 1d5 rounds, +1 per rank.
	- rattlesnake venom: the target suffers -5 BY damage, and an additional point of VT damage per die from weapon attacks
T3: Pheromone Cloud	You may emit a broad but weak pheromone cloud that fills the square around you. All in the area who fail to defend are calmed and favorably disposed toward you: they will not attack you so long as they remain in the area and are not attacked in turn. This effect lasts for 1d5 rounds, +1 round per rank.

T3: Lingering Breath Attack	Your T2: Breath attack has a lingering effect (burning fire, frostbite, demonic hornets, or whatever). Anyone who you hit with your breath attack suffers an additional point of damage per round per rank (5 ranks) for 2d5 rounds
T3: Venom III	One of your attacks (claws, fangs, a weapon) is envenomed. At this rank, your venom is roughly as potent as (choose one):
	- bushmaster venom: the target suffers a loss of 2d5 BY, and 1d5 VT per round for the scene
	- coral snake venom: the target loses 1d5 MD +1 per rank, and suffers a -4 penalty to all skill rolls for the scene
T4: Area Breath Attack	Your breath attack may instead fill the square directly in front of you; you gain a RA against all targets in that area, and any you hit suffer the full effects of your breath attack unless somehow protected

Blood Magic   (BY attack vs BY resist)

T1: Blessing of Blood	Activate this exploit as a free action at the beginning of your round. Your next hit with a melee weapon inflicts an additional 1d10 damage.
T1: Transfer Health	By touching another you may transfer 1d10 VT per rank from yourself to them instantly. Lost VT is considered an injury that can be healed in the usual ways.
T2: Amplify Pain	If a single target that you can see within three squares fails to resist, they suffer a -1 penalty to MA, RA, and Focus rolls for every 10% of VT they've lost in the current scene for the next round. For every rank, this duration in increased by one round (5 ranks max).
T2: Exsanguinate	Choose a single target that you can see within three squares. If they fail to resist, every attack that inflicts VT damage they suffer in the next round also robs them of 1 BY from blood loss (or whatever they have that serves as blood). For every rank, this exploit is increased by one round in duration.
T2: Firewater in the Veins	After activating this exploit, consuming a full serving of an alcoholic drink restores 1d10 AP to you, +2 per rank (5 ranks max). Consuming a drink in this way takes an action.
T2: Sicken	A single target within three rounds must roll to resist this exploit or suffer a -2 to MA, RA, DF, skill rolls, BY, or MD for 2 rounds per rank, overcome by nausea and malaise.
T3: Bloodburn	Activate this exploit and sacrifice 2 BY in exchange for a +1 weapon damage bonus per die. For each rank, you may sacrifice another 2 BY to get an additional +1 bonus.
T3: Baleful Healing	Similar to T1: Transfer Health, this exploit allows you to transfer VT from another living thing to yourself, on a 1 to 1 basis. You must touch the target, and they must fail to resist, but if successful you regain 1d10 VT instantly, and they lose it. For each rank, you add a +2 to your BY roll to overcome their resistance. You may also spend an additional 3 AP to steal VT from any vegetation that you can touch instead.

Body Armor

T1: All-Purpose Armor	For each rank, you suffer 1 less point of damage per die from all attacks which inflict VT damage. This exploit costs 0 AP to activate, but it permanently lowers your maximum total AP by 5.
T1: Damage Resistance	For each rank, you suffer -2 fewer points of VT damage from one specific kind of attack (kinetic, heat/fire, cold, electricity, toxins, radiation, or arcane). You may have Damage Resistance against other forms of damage, but it must be purchased separately. You may not have both All-Purpose Armor and Damage Resistance.

Camouflage

T1: Camouflage	You gain a +2 bonus to Stealth rolls per rank against being detected

Clairsentience (MD attack vs MD resist)

T1: Clairsentience	You see what another living humanoid within one mile sees for one round per rank (no limit). If the target is unwilling they may defend to resist, but don't necessarily know about the intrusion
T2: Range	Your T1:Clairsentience range increases by one mile per rank (no limit)
T2: Expanded Clairsentience	For each rank, you may choose another type of creature who is affected by your T1: Clairsentience exploit (as fits the campaign): droids, insects/invertebrates, undead, animals
T2: Persistence	Your T1:Clairsentience exploit lasts one round longer per rank (no limit)
T3:Postcognition	By touching an object, you gain a vision of its past. For each rank you may see back in time for ten years (no limit), viewing any one event the object was associated with in that time.
T3: Precognition	Ask the GM a short question- just about twenty words or less- about an action that your character may take within the next few days, and roll 2d10. The higher the roll, the more detail the GM must honestly provide regarding that event. You may only use this exploit once per game day.

Climbing

T1: Finger Strength	For each rank, you gain a +2 bonus to Athletics rolls made when climbing. You may only move 1/3 normal rates when climbing without penalty
T2: Spider Climb	You may move an additional step per round when climbing per rank, to your normal movement rate.

Cold Natured (BY attack vs BY resist)

T1: Icy Veins	For each rank, you suffer -1 point of cold damage per die, and are immune to hypothermia.
T1: Cold Snap	The air around you freezes, creating a short burst of damaging cold. All within three steps must defend or be numbed, suffering a -2 to initiative and MA for 1d5+1 rounds. This does not affect you, however.
T1: Frostbrand	For each rank, your melee attacks inflict +2 additional points of cold damage.
T2: Frost	The ground around you ices over, making for some slippery footing. All in the same square as you (except you) must defend if they attempt to move even one step, falling prone if they fail. This icy area persists for as many rounds as you have BY score (or until thawed).
T2: Wall of Ice	This exploit creates a wall of ice 12" thick, one square (30') wide, and 10' high which appears within three squares of you, rooted securely to the ground. This wall has 1d10 VT +2 per rank per 5' wide section. It can only appear on a solid, stable surface. The wall is more-or-less transparent.
T3: Flash Freeze	You are instantly encased in ice. This does not harm you, but while encased you cannot move, attack, or take any other action. This lasts for the scene, until canceled, or until destroyed (the ice has as much VT as your normal maximum).
T3: Hailstorm	All in a one square area that you can see are pummeled with large hailstones; they must defend or suffer 1d10 damage per rank (5 ranks, max)
T4: Glacier	All in a one square area that you can see must defend or be encased in ice much like T3: Flash Freeze. The ice lasts for 1d10 rounds +1 per rank, or until broken or canceled (the ice has your normal maximum VT per encased target)

Combustion (MD attack vs BY resist)

T1: Combustion You may cause light, flammable objects such as leaves, cloth, or paper to catch fire, up to three squares away. Such objects suffer 1d5 points of fire damage for one round per rank.

T2: Combustion You may cause light, flammable objects such as wood or thick plastic, cloth, or paper to catch fire, up to three squares away. Such objects suffer 1d5 points of fire damage for one round per rank.

T2: Conflagration Your T1 and/or T2 Combustion exploits inflict +1 point of damage per round per rank.

T3: Combustion You can cause living or formerly living tissue to smolder and burn. This attack inflicts 1d5 points of fire damage per round for one round per rank.

T3: Intensity You gain a +2 bonus to MD rolls made to use your Combustion power per rank.

T3: Inferno A one square area that you can see bursts into hellish flames; all in the area must defend or suffer 1d10 fire damage per rank (5 ranks, max)

T4: Combustion You may cause even stone, glass, and metalo catch fire, up to three squares away. Such objects suffer 1d5 points of fire damage for one round per rank.

Deceptive Combat Mastery (MD attack vs MD resist)

T1: Basic Deceptive Combat For each rank, you permanently gain access to one of the following exploits:
- Cloak Fu: if you are wearing loose clothing like a cloak or loose-fitting tabard, you gain a +1 DF to ranged and melee attacks.
- Deceptive Slash: sacrifice 2 points of MA or RA to gain a +2 to initiative for the scene. You may end this exploit at any time.
- Serpentine: activate this exploit before moving. Any opponents who attack after you move in the same round suffer a -2 penalty to MA or RA against you.
- Intimidating Bluff: if he fails to resist, one enemy within the same square as you must resist or lose his next action. For every rank, you may affect another enemy if they fail to defend (of course, some creatures like zombies or giant ants are so single-minded that they're immune to this sort of intimidation).
- Serpent's Strike: if you catch an enemy by surprise with your melee or ranged attack, you inflict an extra 1d10 damage, +2 per rank.

T2: Advanced Deceptive Combat For each rank, you permanently gain access to one of the following exploits:
- Deceptive Strike: subtract -2 from your MA or RA attacks for one round per rank. On your last action, gain that as a bonus to one MA or RA attack and inflict an extra 1d10 damage if you hit.
- Feint: for each rank, you gain a +1 bonus to Deceive rolls made to feint against a single opponent for the rest of the scene. Feinting is described later in these rules.
- Taunt: if a single enemy within three squares fails to resist, he focuses his attacks on you and you alone for one round per rank (5 ranks, max).
- Vanish: if you are not attended, restrained, or watched (see below) , you gain a +2 bonus per rank to your next Stealth or Deceive skill roll (5 ranks, max).

T3: Deceptive Combat Master For each rank, you permanently gain access to one of the following exploits:
- Master the Enemy: if a single opponent fails to resist, he may only make simple attacks you for two rounds per rank (5 ranks, max). If you have the Bodyguard or Armored Wall exploit as well, you may extend this protection to the same allies.
- Sidestep: If an opponent gets a free attack against you, you may immediately activate this exploit to gain a +2 DF bonus per rank against that attack only. If you suffer multiple free attacks in the same round, you may use this exploit against each individually.

Defensive Combat Mastery (BY attack vs BY resist)

T1: Basic Defensive Combat For each rank, you permanently gain access to one of the following exploits:
- Backstep: after suffering maximum damage from an attack or after suffering a critical hit,

activate this exploit and immediately move back three steps. All attacks directed at you for the rest of the round are at a -4 penalty.
- Cover Ally: for as long as he remains within one step of you, you may extend your shield bonus to one ally.
- Defensive Battle Stance: designate a single opponent you can see. If he fails to resist, he suffers a -2 to RA and MA against you for one round per rank.

T2: Advanced Defensive Combat   For each rank, you permanently gain access to one of the following exploits:
- Armored Wall: as long as you don't attack or move more than half normal, you gain a +4 to DF rolls each round (normally going on full defensive grants only a +2 DF bonus).
- Covering Stance: for the scene, one ally within two steps of you gains your shield bonus for as long as they remain in range. For each rank, you may extend this protection to an additional ally.
- Desperate Dodge: you automatically avoid one area effect that would otherwise affect you, but you will act last in the following round as you compose yourself again. You may activate this exploit after your defense roll to avoid.
- Glancing Blow: one weapon attack that hits you only inflicts 1 point of damage per die. You may activate this exploit after getting hit.
- Second Skin: for every rank, you reduce skill penalties for wearing armor by -2.

T3: Defensive Combat Master   For each rank, you permanently gain access to one of the following exploits:
- Bodyguard: activate this exploit to gain a free parry attempt the following round; it must be used to deflect an attack from an ally, not from yourself. For each rank, you gain a +2 to the attempt.
- Untouchable: activate this exploit to automatically avoid the next weapon attack that would otherwise hit you.

Density Master

T1: Float   You reduce falling damage by 1d5 points per rank (no limit). This also makes you buoyant.
T1: Ghost Form   You (and anything carried or worn) become ethereal, unable to affect the world around you or be affected by it. This exploit lasts for one round per rank (no limit), but while in this form you can do nothing but move one step per action.
T2: Strength of Earth   You increase your density for the scene, suffering -2 points of damage from all attacks which inflict VT damage per rank. However, your movement is reduced to half normal.
T3: Purify   When you enter Ghost Form, you gain an additional roll to resist one poison or disease that is already afflicting you.

Digging   (BY attack vs BY resist)

T1: Digging   You move through soft earth (loam, tilled soil, etc) at half normal movement rates (5 steps per action). For each additional Rank, you add +1 step per action to this rate.
The disturbed earth closes in again directly after your passing.
T2: Digging   You move through packed earth (clay, hardpan, etc, etc) at half normal movement rates (5 steps per action). For each additional Rank, you add +1 step per action to this rate.
T3: Stability   If you wish, your tunnels remain open behind you for 1d5 rounds +1 per rank, allowing others to safety pass behind you for a short time.
T3: Passwall   You may dig through even hard stone at half normal movement rates, +1 step per rank.

Dimensional Mastery

T1: Dimensional Control   For each rank, you may manipulate the very fabric of reality around you on one of the following ways for 2d5 rounds:
- you become one-dimensional. Anything with more than one dimension cannot detect you at all, and you are immune to all attacks. However, you can take no actions at all while one-dimensional.

- you become two-dimensional. Anyone viewing you from the side cannot see you, and you suffer -2 points of VT damage per rank from all attacks
- you become four-dimensional. You "disappear" from normal existence and instead exist outside of time itself. For each rank, you gain a +2 bonus to initiative for the rest of the scene for each round you spend in 4D space.

T2: Blink	You briefly wink in and out of visible existence by shifting to a different dimension. Any time an attack hits you, your attacker must re-roll and keep the lower result. This exploit lasts for one round per rank.
T2: Wormhole	Choose a spot within three squares that you can see. You create a wormhole about the size of a normal door that connects that point directly to the spot you're at. The wormhole persists for one round per rank (no limit), or until you close it. Anyone caught moving through when it closes is harmlessly pushed to one end or the other (50/50 chance).
T3: Precognition	By moving into the fifth and sixth dimensions, you get a glimpse of what might be. Ask the GM a short question- just about twenty words or less- about an action that your character may take within the next few days, and roll 2d10. The higher the roll, the more detail the GM must honestly provide regarding that event. You may only use this exploit once per game day.
T3: Higher Dimensions	By shifting into the seventh dimension of higher – with unpredictable results. Roll 2d10 and consult the chart below. The effects last for the scene, or until you activate this exploit again:

2	You are lost in time, and effectively disappear for 1d5 rounds
3-5	All your hair falls out, turns a strange color, is replaced by snakes, or whatever more-or-less harmless foolery the GM can think of
6-8	You are transformed into a random creature with as many BP as you have
9-11	You gain or lose 2d10 VT (50/50 chance), even if at maximum
12-14	You return as the opposite gender
15-17	You become Young or Old/Frail (50/50 chance)
18-20	You gain access to a random T1 exploit that you don't already know

Disruption   (BY attack vs BY resist)

T1: Disintegration	By touch, you turn 10 pounds of nonliving matter into dust per rank. If the object is held by another, they may defend to avoid the attack. If used against a nonliving opponent such as an undead or golem, treat this as a MA instead, which inflicts 1d5 damage per rank instead (unlimited ranks).
T2: Devastating Disintegration	For each rank, you gain a +2 to BY rolls when using your T1: Disintegration exploit.
T3: Ranged Disintegration	Your T1: Disaintegration exploit becomes a ranged attack with a range of one square per rank.
T4: Disruption	Your T1: Disintegration now affects living matter as well (one rank only).

Duplication

T1: Duplicate	You create one exact copy of yourself per rank with 1d10 VT each. These duplicates mimic you exactly, and remain within one square of you (they cannot actually take any actions). Any time that an attack hits you, it instead hits and harms a duplicate. They last for the scene otherwise, and otherwise have your same stats.
T2: Tougher Duplicates	Your duplicates each gain an additional 1d10 VT, +2 per rank.
T3: Multitasking	For each rank, one duplicate gains one action of its own. It need not mimic you, and it is still not evident which one of you is the real you.
T3: Shared Senses	For each rank, you gain a +2 to Discern and Perceive rolls

Elasticity

T1: Stretching　　You may extend your limbs or neck up to one step away per rank (5 ranks, max). This does not affect your movement or Body score, and your limbs work normally otherwise.

T2: Monkey Grip　　you gain a +2 bonus per rank to Athletics rolls when climbing, and you may brachiate (swing from limb to limb) at the rate of half normal movement, +1 step per rank (5 ranks, max)

T2: Rubbery　　When this exploit is active, you suffer -1 point of damage per die per rank from melee attacks (but you will always suffer at least one point of damage per die if hit).

T2: Gliding　　By flattening your arms into wings, you may glide much like a flying squirrel does. For every step of height when you start gliding, you may glide two steps, +1 step per additional rank. For example, at 3 ranks, you would glide fifty steps from a height of ten steps above ground.

Electrical Mastery　　(BY attack vs BY resist)

T1: Conduit　　You use electricity as an attack, either by touch using MA or up to one square away using RA. For each rank, this attack inflicts 1d10 damage (5 ranks, max); you may divide this up in any way you wish within the same scene until depleted.

T2: Arc Welder　　You become your own arc welder by focusing your command over electricity. You gain a +2 bonus to Craft and Repair per rank when using this exploit to join metal to metal for the scene (within reason; it will always be impossible to weld copper to titanium, for example). If used to attack, this exploit is a melee attack which inflicts 1d10 damage.

T2: Living Battery　　You naturally store enough electricity to run various devices. For each hour, you must succeed at a Body check; if you fail you cannot power that item or any item that requires as much or more power for the rest of the day. For each rank, you gain a +2 to Body rolls when activating this exploit only. Some common items are listed here:

Item:	Target Roll:
- smart phone, electric razor	5
- radio, walkie-talkie	7
- LED TV, tablet device	9
- desktop PC, power tool, stereo	11
- electric heater, sump pump, power tool	13
- window AC, microwave	15
- deep fryer, electric range	17
- motorcycle, ultralight, ATV	19
- passenger car (running everything)	21

T3: Range　　For each rank, the range of your T1: Conduit attack increases by +1 square.

Elemental Control (Air)　　(MD attack vs MD resist)

T1: Air Blast　　You can create a blast of air with a one square range that inflicts 1d10 damage and has your BY score. For each rank, you gain a +2 to damage and an effective +2 to BY rolls when using this exploit to push or move objects or opponents.

T1: Lightning Bolt　　You can create a bolt of lightning with a range of three squares (treat as a ranged attack). It inflicts 1d10 damage +2 per rank (5 ranks, max).

T2: Wind Wall　　This exploit creates a wall of moving air one step wide by one square long by one square high. Anyone trying to move through it must succeed at a BY roll against the wall or be flung back and unable to cross through. For each rank, the wall gains a +2 BY roll bonus. The wall can't be harmed, and persists for 2d5 rounds.

T2: Wind's Touch　　Your T1: Air Blast can be used for fine manipulation: pickpocketing, turning a doorknob, etc. You suffer a -6 to skill rolls when making skill checks, +2 per rank.

T2: Fog Armor　　Thick, roiling fog surrounds you one step away, obscuring your form. You gain a +2 per rank to DF against directed attacks for the scene. This fog does not obscure your vision, however.

T3: Flight　　For one round per rank, you may move through the air at your normal movement rates as if

	you were on terra firma (10 ranks, max).
T3: Wind Armor	A thin layer of fast-moving air surrounds you, helping to deflect attacks. For one round per rank, you are immune to ranged attacks (but cannot make ranged attacks in turn).
T4: Whirlwind	You transform into a raging whirlwind for one round per rank. While in this form, your BY score increases by one step per rank, and you become immune to all attacks except fire-based attacks. Anyone who you succeed in ramming while in whirlwind form with a normal MA attack suffers 2d10 damage and must resist being knocked off their feet.

Elemental Control (Earth)   (MD attack vs BY resist)

T1: Earth Weapon	You may create a melee weapon or shield from nearby stone as a standard action. The weapon functions as a normal weapon of that type otherwise, and lasts for the scene.
T1: Slingshot	After using this exploit, you may hurl small (just a few ounces in weight) objects made of earth or stone at high velocity; treat as a ranged attack which has a range of three squares and inflicts 1d10 damage +2 per rank (3 ranks, max).
T2: Dust Devil	A whirling cloud of grit and dirt surrounds you. It has no effect on you, but any who approach within three steps must resist or be partially blinded, suffering -2 to MA, RA, and DF so long as they remain in the area.
T2: Earth Armor	You shield yourself with a flexible skin of stone that lasts for the scene, or until destroyed. The stone armor has 2d10 VT, +2 per level; any VT damage you suffer is taken from the earth armor until it is destroyed, or until the end of the scene.
T2: Shrapnel	Similar to T1: Slingshot, this exploit hurls multiple small rocks or other projectiles made of earth or stone in all directions. All within the same square as you must resist or suffer 2d10 damage, +2 per rank.
T3: Animate	You may animate and control *one* object made of earth or stone within the same square as you that you can see. For each rank, the animated object may weigh 25 pounds; the GM will decide how the item moves and attacks and how much damage it can take. You control the animated object with one of your actions each round for the scene.
T3: Wall of Stone	This exploit creates a wall of stone 12” thick, one square (30') wide, and 10' high which appears within three squares of you, rooted securely to the ground. This wall has your BY score in VT per 5' wide section, and has a DR of 5 against all attacks. It can only appear on a solid, stable surface made of or touching earth or stone.
T4: Eruption	A single square within three squares of you erupts into a field of jagged, pointed, razor-sharp shards of stone and crystal. All in the area must resist or suffer 1d10 damage per rank (5 ranks max). Even those who succeed suffer half damage and are forced out of the square.

Elemental Control (Fire)   (BY attack vs BY resist)

T1: Flame Fist	You sheath your fist, foot, or whatever in flame; this flame does not harm you. Anyone who you strike, however, suffers 1d10 flame damage +2 per rank in addition to normal damage. This effect lasts for the scene.
T1: Flame Strike	A gout of flame strikes a single target within three squares that you can see. If they fail to resist, they suffer 1d10 fire damage, +2 per rank.
T2: Flame Grenade	You may create and hurl a ball of flame up to three squares away as a standard action; the flame does not harm you. Upon impact with a solid object it explodes, inflicting 1d10 damage +2 per rank to all within five steps if they fail to resist (5 ranks, max).
T2: Flame Lash	A whip made of fire appears in your hand; holding this weapon does not harm you. The whip has a reach of five steps, and due to its speed you attack at +4 with it. It inflicts 1d10 flame damage, +2 per rank (5 ranks, max). It lasts for the scene or until you release it.
T3: Fire Storm	Choose a single square within three squares. All in the area must resist or suffer 1d10 damage per rank (5 ranks, max). Those who succeed still suffer minimum damage.
T3: Wall of Fire	A wall of flame one step thick, one square wide, and ten feet high appears within three squares of you. Creatures can move freely through this wall, but doing so requires a resist

roll to avoid suffering 1d10 damage per rank (or half, even if they succeed) (5 ranks, max). The wall lasts for the scene or until somehow snuffed out.

Elemental Control (Water)   (BY attack vs MD resist)

T1: Healing Mist   You surround yourself or another within the same square with a cloud of healing mist for one round per rank. Each round, the mist heals 1d10 VT damage to the target only.

T1: Water Doll   For each rank, you create a vaguely humanoid "doll" made of water. These dolls do nothing but attempt to place themselves between you and weapon attacks; one Vitality-damaging attack of any kind destroys one doll if it would hit you instead. Being nothing but water, they are immune to most attacks that would affect a living thing (poison, mind control, etc).

T2: Purification   You drench a single target within one square with water. It may be messy, but it also draws out one poison of the target's choice, granting them another resist roll against the poison for one round per rank (3 ranks, max).

T2: Wall of Ice   This exploit creates a wall of ice 12" thick, one square (30') wide, and 10' high which appears within three squares of you, rooted securely to the ground. This wall has 1d10 VT +2 per rank per 5' wide section. It can only appear on a solid, stable surface. The wall is more-or-less transparent.

T3: Hailstorm   Choose a single square within three squares. All in the area must resist or suffer 1d10 damage per rank (5 ranks, max) as massive hailstones pummel the area. Those who succeed still suffer minimum damage.

T3: Living Ice   You may create, animate, and control *one* object made of ice within the same square as you that you can see. For each rank, the living ice may weigh 25 pounds; the GM will decide how the item moves and attacks and how much damage it can take. You control the animated object with one of your actions each round for the scene.

Emotion Control   (MD attack vs MD resist)

T1: Badger's Wrath   The target becomes enraged, gaining a +2 bonus to MA and AV per rank for 1d5 rounds +1 per rank.

T1: Courage   A single target within one square gains an additional defense against a fear-type attack or effect he is already under, at a +2 Mind bonus per Rank.

T1: Symbol of Peace   The target loses the will to fight, suffering a -2 penalty per rank to MA and RA for 1d5 rounds, +1 per rank.

T2: Encourage   A single target within one square gains a +2 bonus to their next skill roll per rank.

T2: Hero's Resolve   A single target within one square gains a +2 to BY and MD per rank for the scene (5 ranks).

T3: Fear   A single target within three squares who you can see must defend or become terrified of you, taking no actions but running away from you at top speed for one round per rank. If the target cannot run, he will instead cower on full defensive instead.

T3: Friendship   If an already hostile target within three squares fails to defend, he will cease attacking you and your allies or acting against you in any way for one round per rank so long as he is not attacked.

Empathy   (MD attack vs MD resist)

T1: Surface Thoughts   You may detect the surface thoughts of a single, living creature with a MD score of 6 or more within three squares of you if they fail to defend. These are simple thoughts such as, "I'm hungry" or "I'm bored" or "I'm annoyed" . Per rank, you gain a +2 bonus to your MD roll.

T2: Telepathy   For the scene, you may communicate mentally with any sentient target within three squares. For each rank, you may communicate with an additional target at the same time (5 ranks).

T2: Shared Suffering   If he fails to defend, a single target within three squares suffers one mind-affecting exploit that you are currently suffering for as long as you are also under that effect.

T3: Psychic Scream	You overwhelm your target's mind with a blast of mental force. The target is stunned and unable to take any actions at all for one round per rank if he fails to defend. Mindless targets such as insects, golems, or zombies are unaffected by this exploit.
T3: Manipulate Emotions	A target within three squares is overwhelmed with a single emotion if they fail to defend; the effects last one round per rank (5 ranks). Choose one of the following emotions to inflict them with: - Anger: target flies into a blind rage, attacking the nearest target (friend or foe) using the most effective means at hand. - Despair: target suffers a -4 to MD defense rolls and will take no actions but to defend themselves - Fear: target becomes terrified of you, taking no actions but running away from you at top speed. If the target cannot run, he will instead cower on full defensive instead. - Joy: the target becomes immune to exploits or effects that cause fear, despair, etc. If already suffering such an effect, it is immediately dispelled. - Resolve: the target becomes immune to mental control or domination. If already suffering such an effect, it is immediately dispelled.

Enervation	(MD attack vs BY resist)
T1: Vertigo	Target one living thing which you can see within three squares. If the target fails to resist, he suffers a -2 to MA, RA, DF, and Athletics skill rolls for one round per rank (5 ranks, max).
T1: Vulnerability	Choose a damage type (kinetic, heat/fire, cold, electricity, toxins, radiation, or arcane), and target a single enemy within three squares. If they fail to resist, they suffer an additional 1d5 damage from attacks of that type for one round per rank (5 ranks, max).
T2: Amplify Pain	If a single target that you can see within three squares fails to resist, they suffer a -1 penalty to MA, RA, and Focus rolls for every 10% of VT they've lost in the current scene for the next round. For every rank, this duration in increased by one round (5 ranks max).
T2: Inflict Wounds	If a single target within three squares fails to resist, she suffers 2d10 VT damage. For each rank, you add +2 to your MD roll to overcome your target's resistance.
T2: Weakness	A single target within three squares must resist or inflict half damage with melee attacks, thrown weapons, or bows for one round per rank.
T3: Miasma	Your Vulnerability exploit becomes an area attack, capable of affecting an additional target in the same square per rank (5 ranks max).
T3: Stat Drain	If he fails to resist, a single target within three squares loses 2 BY, MD, or AP (your choice). If the target reaches zero BY or MD, he falls unconscious. Lost BY and MD return normally.

Enhancement	
T1: Lend Stats	Subtract 2 from your BY, MD, MA, RA, or DF per rank. An ally within the same square as you gains the same amount to the same stat. This exchange lasts for the scene, or until you cancel the effect.
T1: Encourage	Use an action to encourage an ally within three squares of you. They act first in the next round.
T2: Stat Increase	You may raise your own BY, MD, RA, MA, or DF by +2 per rank for the scene.
T3: Boost AP	By touch, an ally gains 1d5 AP, +2 per rank. You cannot use this exploit on yourself.
T3: Range	Your T1: Lend Stats exploit range increases by one square per rank.
T4: Mass Lend Stats	Your T1: Lend Stats extends to an additional ally within one square of you per rank with no additional drain of your own stats.

Ensnarement   (BY attack vs BY resist)

T1: Ensnarement   This attack allows you to entangle and trap an opponent no larger than you are. If a single target within one square fails to defend, he is ensnared for one round per rank, unable to do anything but struggle.

T2: Range   Your T1: Ensnarement range increases by one square per rank.

T2: Constriction   Your T1: Ensnarement attack inflicts 1d5 points of crushing damage per round, +2 points per rank.

T3: Iron Web   For each rank, your BY score is considered one step higher than it is for resisting your T1: Ensnarement exploit.

T3: Dragnet   Your T1: Ensnarement becomes an area effect. For each rank, you may effect an additional target within a 5x5 step area.

Fast Reflexes

T1: Quickness   For each rank, you gain a +1 bonus to initiative for the rest of the scene. You may only use this exploit once per scene.

T1: Perceptive   For each rank, you gain a +2 bonus to your next Perceive roll.

T2: Catlike Reflexes   Once per scene per rank, you may act first in any round that you aren't surprised.

Flight

T1: Float   You suffer -2 points of falling damage per die per rank (5 ranks). You may activate this exploit as a free action.

T2: Flight   For the scene, you may fly at half normal movement, +1 step per rank (5 ranks).   You may also hover in place.

T3: Speed   For each rank, you may fly at twice your T2: Flight speed. For example, if your T2: Flight speed is five steps per action, at three ranks this exploit would allow you to fly at 20 steps per action! You also gain a +2 DF bonus per rank when flying because you move so fast.

T4: Sustained Flight   As long as you take no actions but flying, you may fly for one hour per rank (no limit).

Force Field   *(*BY attack vs BY resist)

T1: Force Field   An invisible force field protects your body, just a few inches away from your gear and clothing. For each rank, you suffer -2 points of damage per attack from kinetic attacks (everything from a bare fist to a battle axe to a speeding bullet). This lasts for the scene.

T2: Shield Other   For each rank, you may extend your T1: Force Field exploit to another target within three squares of you.

T3: Improved Force Field   Choose one additional type of damage: heat/fire, cold, electricity, toxins, radiation, or arcane. For each rank, your T1: Force Field shields you from 2 points of damage of that damage type as well.

T4: Enhanced Force Field   For each rank, choose one of the following effects to add to any force field you create:
- Airtight: you are totally protected from smoke, gases, pheromones, and anything else airborne and inhaled (good and bad)
- Climatized: your force field keeps you at a comfortable 70 degrees F / 21 degrees C (this does not by itself protect against heat or cold, though)!
- Regenerating: your force field heals 2 VT per round, or 1 point of lost Body or Mind.
- Sequestered: your force field protects you from all scrying and mental effects such as emotion control, mental domination, etc.
- Soundproof: no sound penetrates the force field, one way or another.

Fortitude

T1: Hardiness	For each rank, you gain a +2 to BY rolls to resist fatigue and exhaustion for the scene.
T2: Fortitude	For each rank, you gain a +2 to BY rolls to resist poisons and venom for the scene.
T3: Diehard	For each rank, you may re-roll one BY roll per day.

Without healers, the battle is already lost

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Healing

T1: Minor Rejuvenation	This exploit causes accelerated natural healing. The recipient gains +1d10 VT per day per rank from natural healing.
T1: Transfer Health	By touching another you may transfer 1d10 VT per rank from yourself to them instantly. Lost VT is considered an injury that can be healed in the usual ways.
T2: Cure	By touch, an ally gains another resist roll against one disease affecting them at the time (their choice which one, if suffering from more than one) per rank (3 ranks, max).
T2: Purification	By touch, an ally gains another resist roll against one poison or venom affecting them at the time (their choice which one, if suffering from more than one) per rank (3 ranks, max).
T2: Heal	By touch, an ally or yourself instantly regains 1d10 lost Vitality +2 per rank (5 ranks, max).
T3: Battlefield Blessing	This exploit last for the scene or until used; it only works if the target is in danger of dying. If the target is reduced to zero VT or BY or less during the scene, he instantly regains 1d10 VT per rank and +2 BY per rank to his maximum.
T3: Range	Your T1: Heal exploit gains a range of one square per rank.
T4: Mass Healing	For each rank, you may heal an additional target within the same square as you with your

	T2: Heal exploit (5 ranks, max). You can be one of those targets.
T4: Resurrection	So long as there is something left of the body, you may resurrect one dead target back to life by touch. The chance that it works is equal to your MD score, +5% per rank (5 ranks, max). If the exploit fails, you may not attempt to resurrect that target again (but others can).

Heroics	(MD attack vs MD resist)
T1: Battle Trance	For the scene, any time you lose at least 10% of your VT from a single attack *counting armor*, you gain a free action immediately
T1: Born Leader	A single target who you can see is so inspired by your presence that she gains a +2 bonus to MA, RA, and DF for 1d5 rounds +1 round per rank
T1: Shoulder to Shoulder	As long as you are within two steps of an ally and in melee combat, you gain a +2 DF and MA bonus per rank.
T2: Commander	You excel at small squad tactics. For each rank, you know one of the following commands: - Charge: gain a +2 bonus to DF while moving at a run or sprint; - Full Defense: gain an additional +2 to DF while on full defensive; - Hold the Line: gain an additional roll to resist being overrun while within two steps of an ally; - No Mercy: gain +2 to weapon attacks and +2 damage per die - On Your Guard: +2 to Perceive rolls and initiative All allies within three squares as you who obey your commands gain the above effect. You may only issue one command at a time.
T2: Inner Strength	Your deep faith in your own self grants you a +2 bonus per rank to one attack, defense roll, or skill roll that scene.
T2: Presence	Something about you puts your enemies in awe on the battlefield. All enemies within the same square as you suffer a -2 to initiative per rank for the scene, or until they successfully resist.
T3: Crushing Presence	Per rank, your T2: Presence also causes enemies a -2 penalty to MA, RA, or DF (your choice).
T3: Master Tactician	Spend an action studying an opponent and doing nothing else, then make a MD roll against your opponent. If you succeed, you know exactly what that opponent will do the next round (that is, the GM must tell you what he has planned for that character for the next round only, barring the unforeseen of course). You may use this exploit once per day per rank.

Hot Natured	(BY attack vs BY resist)
T1: Hotblooded	For each rank, you suffer -1 point of fire or heat damage per die, and are immune to heatstroke and heat exhaustion.
T1: Heat Wave	The air around you smolders, creating a short burst of damaging heat. All within three steps must defend or be fatigued, suffering a -2 to initiative and MA for 1d5+1 rounds. This does not affect you, however.
T1: Firebrand	For each rank, your melee attacks inflict +2 additional points of fire damage.
T2: Dragon's Breath	You exhale a line of flames ten steps long and one step wide. All in the area suffer 1d10 damage per rank if they fail to resist.
T2: Fireball	A small ball of flame appears in your hand (it does not harm you). You may hurl it up to three steps without RA penalty, and if you hit the target suffers 1d10 damage +2 per rank (5 ranks). In addition, all within five steps of the target must defend or suffer half the rolled damage.
T3: Wall of Fire	A wall of flame one step thick, one square wide, and ten feet high appears within three squares of you. Creatures can move freely through this wall, but doing so requires a resist roll to avoid suffering 1d10 damage per rank (or half, even if they succeed) (5 ranks). The wall lasts for the scene or until somehow snuffed out.
T3: Flame Strike	Choose a single target within three squares that you can see. If he fails to defend, he is struck by a descending pillar of roaring flames for 1d10 damage per rank (5 ranks).
T4: Eruption	A single square within a three squares erupts like a miniature volcano. All in the area must defend or suffer 1d10 fire damage per rank per round they spend in the area (5 ranks). They

must also defend a second time to keep their footing on the churning, broken ground; if they fail this second roll, they are knocked prone.

Illusion	(MD attack vs MD resist)
T1: Figment	Distract a single target within three squares with a brief illusion that only he sees. If he fails to resist, he suffers a -2 per rank to initiative for his next round of actions.
T1: Murmur	Distract a single target within three squares with a brief noise only he hears. If he fails to resist, he suffers a -2 per rank to his next attack.
T2: Illusion	Your target sees something that isn't there, convinced that it's real if he fails to resist. For each rank you can add one of the following to the illusion, and each adds a +2 to your MD roll to make it convincing: sight, sound, smell, interaction with the real surroundings. The GM may further add to or subtract to the roll depending on the illusion; for example, he might give your target a huge bonus to resist if you create the illusion of a rampaging woolly mammoth in a modern campaign setting where they've been extinct for thousands of years!
T2: Invisibility	You cloak yourself or another with your surroundings, rendering them effectively invisible (range of touch). So long as they do not draw attention to themselves by attacking or doing something equally disruptive, one target per rank within three squares totally ignores them (5 ranks, max). This only affects vision, but not the other senses, so some targets might not be fooled at all.
T3: Improved Invisibility	For each rank, you cloak the target of your T2: Invisibility with an additional layer of protection: smell, psionics, magical scrying, echolocation, infrared, etc.

Leaping	
T1: Leaping	You may jump up to your Body score in steps horizontally or half that vertically, even from a dead standstill. For each rank, you add +1 step to both distances (5 ranks).
T2: Leaping Attack	If you land within melee weapon reach of an enemy while leaping, you gain a +2 MA bonus per rank against that target if in the same round (that is, leap then attack). However, you suffer a -2 DF penalty per rank, too.
T3: Precise Landing	For each rank, you add +2 back to your DF when using your T2: Leaping Attack exploit.

Light Control	(BY attack vs BY resist)
T1: Blackout	Per rank, you suppress the light from one small, weak source (a candle, flashlight, lantern, etc but not a spotlight or security light) within three squares of you for the scene
T1: Bright Eyes	Your eyes emit light like a flashlight up to ten steps away. Closing your eyes will temporarily end the effect; otherwise it lasts for the scene;
T1: Marker	Choose a single target within three squares that you can see. If they fail to defend, they are marked by a floating symbol above them (whatever you want it to be). All others in line of sight gain a +2 to Perceive the marked target;
T1: Pyrotechnics	This exploit creates a burst of colorful light above you of any colors or patterns you desire. It has no effect but to look really pretty and display your creativity!
T2: Catsight	Even in complete darkness, you can see normally up to one square away per rank for the scene;
T2: Heliophile	When exposed to direct, full sunlight you heal 2 VT per rank per round for the scene;
T3: Laser	You direct a short, concentrated beam of light as a ranged attack up to three squares away. If you hit, you inflict 1d10 heat damage per rank.
T3: Foxfire	The square around you fills with motes of softly glowing light. All in the area must defend or be covered with and outlined in this glow for one round per rank (no limit); this has no other effect on visible targets, but negates invisibility!

Luck

T1: Charmed Life	Somehow, things just work out for you. Once per day per rank, treat a single roll that you choose as one step higher than it is (a critical failure becomes a failure, a success becomes a great success, etc).
T1: Lady Luck	Luck is a lady toward you. Once per day per rank, sacrifice a single action to gain a +4 bonus to all your actions the following round.
T2: SNAFU	Choose a single object that you can see within three squares. If its owner fails to resist, one of it's mechanical parts malfunctions somehow (an assault rifle drops its magazine, a car tire goes flat, a hired thug suffers a wardrobe malfunction caused by a broken belt buckle, etc). The GM will decide what effect, if any, the malfunction has, but it is usually a minor distraction or annoyance.
T2: Misfortune	If a single target fails to resist, he must roll his next skill roll or resist roll twice and take the lower of the two results.
T2: Karma Bank	For each rank, subtract -2 from a single attack, defense, or skill roll. Anytime after that in the scene, you may add the entire amount as a bonus to a single attack, defense, or skill roll.
T3: Fumble	If he fails to resist, a single target within three squares will automatically critical fail his next attack, resist roll, or skill roll. For every rank, you may extend this to an additional target within three squares of you (they may resist as well).
T3: Karma Pool	You create a karma pool equal to one-half of your MD score, rounded up. For the rest of the scene, you or any ally within three squares of you may tap that pool to add +2 per rank you have to any attack, defense, resist, or skill roll. You may only use this exploit once per scene.
T4: Karma Vampire	If a resist roll fails, a single target in range suffers a -2 penalty to his next attack, defense, resist, or skill roll. This goes into a pool of bonuses which you can tap at anytime in the scene thereafter to add to any attack, defense, skill, or resist rolls you make. For each rank, you may target an additional target in range as well (5 ranks, max).

Melee Combat Mastery   (BY attack vs BY resist)

T1: Basic Melee Combat	For each rank, you permanently gain access to one of the following exploits: - Add Injury to Injury: your next melee attack against a frightened, stunned, entangled, or paralyzed target inflicts +1d10 damage; - Blade after Blade: if you're fighting with a small melee weapon in each hand, you gain a +4 to hit with your off-hand attack if you hit with your main hand attack. You may activate this exploit after you hit with your main hand attack; - Break the Line: if you hit an opponent with a large weapon, you may activate this exploit to knock him off his feet if he fails to resist; - Brothers in Arms: once per scene per rank, you may inflict an additional 1d10 damage against an opponent that you *and* an ally are in melee combat with - Precise Strike: you attack with great precision but not much force. You add +2 per rank to all melee weapon attacks for one round per rank, but you must subtract the same from all melee weapon damage rolls in that time; - Wild Strike: you attack with great force but not much precision. You subtract -2 per rank from all melee weapon attacks that round per rank, but you add the same amount to each melee weapon damage roll;
T2: Advanced Melee Combat	For each rank, you permanently gain access to one of the following exploits: - Badger's Fury: You gain one melee attack against all opponents within range; however, each attack inflicts only half damage. - Crippling Disarm: make a disarm attempt against an opponent. If you succeed, he is left in so much pain that he can only make simple attacks for one round per rank (5 ranks, max) -Dance, Sucker! You rain a flurry of blow at your opponent that inflict no damage, but force him on full defensive. If he fails to resist, he is forced to go on full

defensive for one round per rank
- Hold 'em Off: if your melee weapon has a longer reach than your target's, he suffers a -4 penalty to weapon attacks made against you for the scene
- Into the Thick: activate this exploit while surrounded by enemies. As long as you're surrounded by enemies in melee combat, you gain a +2 bonus to DF per rank
- Sweeping Strikes: if one of your melee attacks takes an enemy to 0 VT or less, you may activate this exploit to immediately gain an extra attack at another enemy in range. If that enemy is reduced to 0 VT or less, you get another attack against a third opponent, and so forth

T3: Melee Combat Master   For each rank, you permanently gain access to one of the following exploits:
- Berserk Fury: you gain a +2 to MA and ignore one point of AV per attack for one round per rank, but you temporarily lose 2 BY for each round (5 ranks, max). If you drop to 0 BY, you are considered ko'ed until you regain at least 1 BY. Lost BY returns normally.
- Building Fury: activate this exploit when injured. For every 10 VT you're missing from your normal maximum, you gain a +2 to MA and +2 to all melee damage rolls per rank (at three ranks you gain a +6 to MA and a +6 to melee damage rolls).
- Ruinous Strike: activate this exploit at the beginning of the round. Any melee weapon attack which hits an opponent by 8 or more than needed inflicts normal damage and lowers their AV by 1 per rank.
- Whirlwind Strike: for the round, your attacks with a large melee weapon become area attacks. You may make a normal MA roll against all opponents in range, and roll damage separately for each target struck.

Melee combat masters are easy to spot
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Metaphysics	(MD attack vs MD resist)
T1: *Smite Spirit*	If your target within three squares fails to resist, he loses 1d5 AP, +2 per rank.
T1: *Suppress*	If your target fails to defend, she cannot use one T1 exploit that you know she has for 1d5 rounds +1 round per rank.
T1: *Transfer*	By touch, you can transfer one T1 exploit you know to another (this will not work if the target cannot somehow use the exploit).. For the scene, they have access to that exploit and you do not. You may end this effect at any time and regain that exploit.
T2: *Spirit Vampire*	This exploit is similar to T1: Smite Spirit, but the AP drained from your target transfers to you on a 2:1 basis (rounded down).
T2: *Survival Instinct*	You gain +1 in Knowledge- Nature per rank for the rest of that day.
T3: *Spirit Boost*	Activate this exploit and touch another target. For the scene, all of his exploits cost one AP less per tier than usual.
T3: *Spirit Crippling*	If a single target within one square of you fails to resist, all exploits cost her one additional AP per tier
T3: *Soul Rending*	If the target fails to defend, he is considered KO'ed, with 0 VT and BY, for 2 rounds per rank. This has no effect on targets that aren't alive (undead, golems, etc)
Mind Control	(MD attack versus MD resist)
T1: *Dictum*	If your target fails to resist, he wholeheartedly believes the next thing that you tell him and will act accordingly.
T1: *Soothe*	One living thing within the same square as you with a MD score of 5 or less which fails to defend becomes friendly to you and your allies so long as you and your allies do not attack them. For each rank, you may affect another creature (5 ranks, max).
T1: *Subliminal Message*	If your target fails to resist, he feels compelled to act on a single-sentence command that you plant in his mind which is not harmful to the target or anyone else. This exploit has no effect on creatures which are mindless.
T2: *Cause Insanity*	A single target who fails to resist within three squares suffers one of the following randomly-determined effects for two rounds per rank (or until they suffer damage):

2	target compulsively counts nearby objects (leaves on a tree, for example)
3-4	target wanders around aimlessly
5-6	target becomes obsessed with cleanliness and rushes off to bathe
7-8	target believes he is covered with biting, stinging insects and has a total screaming meltdown trying to get them off!
9-10	target starts to laugh- or weep- uncontrollably
11-12	target becomes terrified of a nearby object
13-14	target believes she is her favorite animal, and starts acting like that animal
15-16	target becomes enthralled by an object in the area and does nothing but stare at that object in utter fascination
17-18	target reverts to the mental state of a toddler
19-20	target believes that they are securely bound and acts accordingly

For each rank, add +2 to your MD roll to overcome the target's resistance

T2: *Fascinate*	For as long as you spend at least one action per round engaging a single target within the same square as you somehow (talking, singing, juggling, whatever), they do nothing but stare at you absolute fascination if they fail to resist. For each rank, you may target another opponent within range. Note that damage ends this effect.
T3: *Control*	If a single target within one square fails to resist, you take control of his body (but not his mind). They become aware that they are being controlled, but are helpless to resist it; you can make them attack, move, or use skills for one round per rank (controlling them takes an action).
T4: *Dominate*	A single target that you choose within the same square as you must resist or become your unquestioning slave. They will do anything that you tell them to without

hesitation for one round per rank.

Mobility

T1: Aspect of the Steed	You gain a +1 step to your base movement per rank for the scene.
T1: Improved Charge	While moving at a run or sprint you gain a +2 DF bonus per rank. This lasts for the scene
T1: Aspect of the Serpent	You gain a +2 to BY rolls per rank when attempting to escape from a grapple, entanglement, or being bound up.
T2: Tumbling Defense	You may use an action to tumble out of harm's way, automatically avoiding the next weapon attack aimed at you. For each rank, you may use this exploit once per scene.

Natural Weaponry

T1: Natural Attack	You have a natural attack of some sort (claws, monster teeth, etc). You inflict 1d10 damage per rank per attack. You are considered proficient with your natural attacks.

Necromancy

(BY attack vs BY resist)

T1: Animate Dead	You bring temporary, false life to a formerly living thing with no more than 20% of your BP. This creature has 1d10 VT per rank and Good stats otherwise, and loses all special abilities it had in life, but it obeys your every command to the best of its ability. At the end of the scene, it reverts back to a dead body.
T1: Enervation	If you succeed at a ranged attack on a single target within three squares, he loses 1d10 VT +2 points per rank for the scene (that is, his normal maximum is reduced by that much).
T1: Speak with Dead	You can summon the spirit of a deceased, sentient and formerly living creature and converse with it. You are allowed to ask the spirit one short (20 words or less) question per rank, which the spirit is obligated to answer (though not necessarily truthfully)! You may use this exploit once per day per rank.
T2: Bolster Undead	Your animated dead servants gain a +2 to MA or RA per rank for the scene.
T2: Cloak of Darkness	Swirling shadows made of vaguely unsettling shapes surround you and obscure your form. For the scene you gain a +2 to DF from weapon attacks for the scene.
T2: Curse	If he fails to defend, your target must roll his next attack roll twice and take the lowest result. For each rank, another attack is affected the same way in the same scene (you choose which attacks are cursed).
T3: Drain Life	If he fails to defend, a target within three squares loses 1d10 VT +2 points per rank (5 ranks). You gain half that Vitality instantly.
T3: Toughen Undead	Your animated dead servants suffer -1 point of damage per die per rank from all weapon attacks for the scene.

Plant Affinity

(BY attack versus BY resist)

T1: Bark Skin	Your skin becomes as tough as tree bark- and looks like it too. For the scene, you gain a +1 AV against melee and ranged weapon attacks per rank.
T1: Plant Growth	All vegetation in a one square area you can see within three squares of you grows like crazy almost instantly, becoming an absolute jungle of plant life. Anyone who tries to move through the area must make a BY roll or move at one step per action; if they succeed they only move at three steps per action. The effect last the scene.
T1: Thorns	You sprout sharp thorns all over your body. They do not harm you, but anyone trying to grapple you suffers 1d10 damage per round +2 points per rank that they are in contact with you (or you with them)!
T2: Entangle	You control grass, trees, and the like to grapple with a single opponent within three

	squares of you. They must make a BY roll or be held in place that round. Every round for two rounds per rank, they must make another resist roll or remain stuck. A stuck target can attack and defend normally, but cannot move at all.
T2: Perfume	You emit a pleasant, fragrant odor not unlike a flower's that all in the same square as you can smell. For the scene, you gain a +2 per rank to Perform and Persuade rolls made against anyone in the area.
T3: Animate Plants	You may animate and control *one* plant within the same square as you that you can see. For each rank, the animated plant has 2d10 VT, AV 1, one-third your BY score (rounded down), and inflicts 1d10 damage per attack. This has no effect on plants with a MD of 6 or higher.
T3: Heliophile	So long as you remain in full sunlight, you regenerate 2 VT per rank per round – and you can regenerate any damage (including lost limbs if they are reattached)

Ranged Combat Mastery   (BY attack vs BY resist)

T1: Basic Ranged Combat   For each rank, you permanently gain access to one of the following exploits:
- Close-quarters Shooting: you do not have a -4 penalty to using a ranged weapon in melee range
- Gunslinger: so long as you use ranged weapons, you gain a +2 bonus to initiative
- Hardscope Shot: if you spend a full round aiming, you gain a +4 bonus to your next ranged weapon attack
- Piercing Shot: if you score a great ranged attack success against your target, you gain a free ranged attack against the target directly behind the first target
- Quickscope Shot: if you use a ranged weapon in an attack of opportunity, you add +1d10 damage if you hit

T2: Advanced Ranged Combat   For each rank, you permanently gain access to one of the following exploits:
- Brutal Shot: if you score a great success (or better) against an armored opponent, he must resist or suffer a -2 penalty to his AV for the scene.
- Concentrated Fire: if you hit your target with a ranged weapon, you inflict +1d10 damage. For each rank, one ally who attacks that same target in the following round gains a +2 bonus to their ranged attack roll against him as well
- Knockdown Shot: if your ranged weapon target fails to resist, he is knocked prone. At the GM's discretion, some targets may be too large to knock down (good luck knocking a woolly mammoth over with a slingshot).
- Marksman's Aim: if you spend a full round aiming and doing nothing else, your next ranged attack that hits that target is considered a critical hit
- Steady Shot: for the scene, you ignore penalties to RA due to unsteady footing

T3: Ranged Combat Master   For each rank, you permanently gain access to one of the following exploits:
- Carrier Round: choose a T1 exploit that you have access to. If you hit your target with a ranged weapon attack, your target must resist or suffer the T1 exploit too. You must spend AP for both exploits.
- Crippling Shot: activate this exploit before you make a ranged attack. If you hit and the target fails to resist, he suffers a -2 to MA and RA, and is considered threatened for the scene.
- Marksman's Focus: for one round per rank, you may add a bonus equal to your Focus skill bonus to all ranged attacks and ranged damage rolls (if you have three points in Focus, you would gain a +3 to RA and ranged damage rolls)
- Uncanny Marksman: describe one impossibly tricky but marginally plausible shot that you want to make (such as shooting the hangman's rope that your desperado ally is about to be hung with). So long as you don't critically fail, the shot is considered a success. However, damage is automatically only one point per die.

Regeneration

T1: Rejuvenation	Each round for the scene, you regain 1 lost point of either BY or MD, your choice, per rank. You cannot exceed your normal maximums, though.
T1: Regeneration	You regain 1d10+2 lost VT per round, for one round per rank. You cannot exceed your normal maximum, though. This exploit has no effect on nonliving targets.
T2: Mass Rejuvenation	You may extend your T1: Rejuvenation exploit to another target within the same square as you per rank. Leaving the area ends the effect on that target.
T2: Mass Regeneration	You may extend your T1: Regeneration exploit to another target within the same square as you per rank. Leaving the area ends the effect on that target.
T3: Powerful Regeneration	Your T1: Regeneration exploit heals an additional +2 points of VT per round per rank (5 ranks).
T4: Resurrection	An otherwise permanently dead character is brought back to life with full stats. There is a flat 10% chance that this succeeds, +5% per rank (5 ranks, max). If that roll fails, that creature cannot ever be resurrected by that character again. Creatures that were never truly alive cannot be resurrected.

Resurrection

T1: Doppelganger	You temporarily bring an otherwise permanently dead creature back from the dead. The target returns to full stats, and continues to fight for one round per rank (5 ranks, max). At the end of this time that creature dies once again, regardless of his remaining stats. Creatures that were never truly alive are unaffected.
T2: Reincarnation	An otherwise permanently dead creature has a chance to be reincarnated as another creature of the player's choice with the same number of BP and the same memories and personality; otherwise, the new form is entirely up to the player (so long as it fits the campaign). There is a flat 20% chance that the resurrection is successful, plus 5% per rank (5 ranks, max). If that roll fails, that creature cannot ever be reincarnated by that character again. Creatures that were never truly alive cannot be reincarnated.
T3: Resurrection	An otherwise permanently dead character is brought back to life with full stats. There is a flat 10% chance that this succeeds, +5% per rank (5 ranks, max). If that roll fails, that creature cannot ever be resurrected by that character again. Creatures that were never truly alive cannot be resurrected.
T4: Lifegiver	The base chance of success for your T2 and T3 Resurrection exploits is equal to your MD score.

Size Mastery   (BY attack vs BY resist)

T1: Growth	For each rank, your overall height increases by one foot and your Body increases by +1 step for the scene (5 ranks). This BY increase only affects feats of strength, not feats of agility.
T1: Shrinking	For each rank, your overall height decreases by one foot and your Body decreases by +1 step for the scene (5 ranks). This BY increase only affects feats of strength, not feats of agility.
T2: Change Other	Your T1 exploits become ranged effects; you may instead use T1: Growth or T1: Shrinking on another up to one square away per rank.

Skill

T1: Natural Talent	For each rank, choose one of the following list. Once per day per rank, you gain a +4 bonus to that skill roll. - Agile: you gain a bonus to a single Perform (dance) roll. - Artist: you gain a bonus to a single Craft roll. - Athletic: you gain a+4 bonus to a single Athletics roll.

	- Cool Under Fire: you gain a bonus to a single Focus roll.
	- Determined: after failing a skill roll, activate this exploit to gain a +4 bonus to your very next attempt using the same skill.
	- Familiarity: you gain a bonus to Persuade roll against a single individual NPC who your character is on civil terms with. For each rank, you may name an additional NPC who you can use this bonus against.
	- Loremaster: you gain a bonus to a single Knowledge roll. For each rank, you may either add another +2 to the first named Knowledge or gain a +2 bonus to another field of Knowledge.
	- Mindful: you gain a bonus to a single Discern roll.
	- Musician: you gain a bonus to a single Perform (musical instrument) roll.
	- Negotiator: you gain a bonus to a single Persuade roll.
	- Professional: you gain a bonus to a single Profession roll.
	- Stealthy: you gain a bonus to a single Stealth roll.
	- Wary: you gain a bonus to a single Perceive roll.
T2: Diplomat	When trying to strike a bargain between two (or more) parties, you gain an additional +2 bonus to Discern and Persuade rolls.
T2: Driven	Choose a single cause (wiping out a particular rival street gang, ending slavery in the empire, spreading the cult of the King in Yellow). Once per day per rank, you gain a additional +2 bonus to any skill roll made to directly further that cause (with GM's approval).
T2: Healer	Once per day, a single, successful Knowledge-Medicine skill roll can be applied to an additional patient in the same square.
T3: Genius	Choose a single skill that you have points invested in. Once per day, you may roll that skill on a 3d10 instead of a 2d10. You may only ever take this exploit once.

Sound Control	(BY attack vs MD resist)
T1: Deafen	Choose a single target within three squares. If she fails to defend, she is deafened for 1d5 rounds, +1 round per rank (-4 to Discern, Perceive rolls).
T1: Silence	Choose a single square that you can see. All in the area are deafened for as long as they remain in the area. This effect lasts for the scene.
T1: Ventriloquism	Anything that you say within the next round appears to originate at another point you can see up to three squares away.
T2: Cacophony	Loud, distracting, discordant sounds fill a single square that you can see. Focus rolls are impossible for all in the area for as long as they remain in the area. This effect lasts for the scene.
T2: Debilitating Noise	For each rank, this exploit can create one of the following effects for the scene if the target fails to resist:
	- Confusing: the target suffers a -4 penalty to Mind rolls
	- Disconcerting: the target suffers a -2 to skill rolls
	- Dizzying: the target suffers a -2 to DF and Athletics rolls
	- Frightening: the target suffers a -2 to initiative and attacks
	- Stunning: the target loses his next 1d5 actions
	- Weakening: the target suffers a -4 penalty to Body rolls
T2: Wall of Sound	You create a wall of screaming, wailing sound one step thick, five steps high, and ten steps wide. The wall isn't solid, but anyone who fails to defend cannot stand the terrible noise and is unable to pass through. This wall is invisible but does tend to displace loose dirt, dust, and cobwebs.
T3: Cure Illness	With the right sound, you can disrupt the harmful pathogens in yourself or another by touch. They gain an additional roll to resist the effects of a single illness afflicting

	them per rank.
T3: Debilitating Wall of Sound	Choose a single T2: Debilitating Noise effect that you know. You add that effect to your T2: Wall of Sound; anyone who fights through the wall must also defend against the Debilitating Noise effect.

Speed

(BY attack vs BY resist)

T1: Extra Movement	For each rank, your base movement increases by +1 step.
T1: Quick Reflexes	For each rank, you gain +2 to resist or DF rolls to avoid all area effects for the scene.
T2: Blink of an Eye	Once per round per rank, gain a free action.
T2: Blur	Once per scene per rank, you may make an opponent reroll a MA against you and take the lowest result.
T3: Hard Target	Once per scene per rank, you make an opponent reroll a RA against you and take the lowest result- even if the attack is normally impossible to dodge (such as a speeding bullet)

Summoning

T1: Summon Object	An inanimate object that you own appears on your person. Weapons appear in your hand, armor or clothes appear on your body (and replace whatever you're wearing at the time). This exchange takes an action,a s does using the exploit (meaning it takes a full round to summon an item). The object need not be a weapon or armor; it can be anything that your character owns already and he can easily carry himself.
T1: Summon Creature I	You may summon any type of creature you have personally seen that has no more than 20% (1 in 5) of your VT on average and no more than 20% of your BP. Summoning takes a full round, but the summoned creature is automatically friendly to you and your allies, and obeys your orders to the best of its ability for the scene. You may only have one summoned creature active at a time per rank.
T2: Powerful Summons	The creatures you summon (but not NPC or PC allies) have +1 VT per die per rank
T2: Quick Summons	Your Summon Creature exploit takes only one action.
T3: Summon Ally	You may teleport an ally NPC or PC to the same square as you if they are within ten miles of you to begin with, plus ten miles per rank (no rank limit). They remain there for one round per rank before returning back to their original location.
T3: Summon Creature II	Your summoned creatures have no more than 40% (2 in 5) of your VT on average and no more than 40% of your BP
T4: Summon Creature III	Your summoned creatures have no more than 60% (3 in 5) of your VT on average and no more than 60% of your BP

Swimming

T1: Olympic Swimmer	You swim at +1 step per rank (5 ranks)
T1: Aquatic Agility	You gain a +2 bonus per rank to Athletics rolls while underwater
T2: Aquatic Senses	You gain a +2 bonus per rank to Perceive rolls while underwater
T2: Water Breathing	You can breathe underwater just as easily and safely as breathing air
T3: Aquatic Defenses	You gain a +2 bonus to DF while underwater
T3: Aquatic Attacks	You gain a +2 bonus to MA while underwater

Technomancy

T1: Knack	A mechanical or electronic item that you can reasonably carry by yourself that is broken or malfunctioning works perfectly fine for you so long as you touch it.
T1: Quick Fix	A mechanical or electronic item that you can reasonably carry by yourself that is broken or damaged regains 2 VT per rank so long as it remains within three squares of you (unlimited ranks)
T1: SNAFU	Choose a single object that you can see within three squares. If its owner fails to resist, one of it's mechanical parts malfunctions somehow (an assault rifle drops its magazine, a car tire

goes flat, a hired thug suffers a wardrobe malfunction caused by a broken belt buckle, etc). The GM will decide what effect, if any, the malfunction has, but it is usually a minor distraction or annoyance.

T2: Fixer	Once per day per rank, a single Knowledge-Computers or Repair roll is treated as one step higher- a failure is a success, a success is a great success, etc.
T2: Strengthen	An object within three squares that you could easily carry yourself gains +1 AV per rank for the scene
T2: Weaken	An object within three squares that you could easily carry yourself loses -1 AV per rank for the scene (its owner is entitled to resist)
T3: Gadgetry	You may store any T1 exploit you already have access to in a digital format (USB drive, smart watch, smartphone, keyless entry fob, or whatever). You pay the AP required at the time that you store the exploit, and it remains there for one day per rank or until used. Only you can use the exploit once it is stored – even another technomage can't access it.
T3: Repair	This exploit works the same as T1: Quick Fix, except that the repair is permanent.

Telekinesis

T1: Claws	Your hands are covered by claws of telekinetic force for the rest of the scene. They inflict 1d10 damage, +2 per rank
T1: Inertia	You become denser and heavier than you normally are, gaining a +1 BY stat shift per rank for the purposes of resisting physical movement (such as trying to hold a door shut against a charging ogre).
T1: Kinetic Armor	For each rank, you suffer 2 fewer points of damage per die from kinetic attacks which inflict VT damage (bullets, arrows, a beast's claws). This exploit last for the scene.
T1: Momentum	You add extra oomph to a ranged attack. If used on a ranged attack, it gains an extra square of range per rank. If you use this on yourself, you gain a +1 Body stat shift per rank to move or push an object.
T1: Slingshot	Your telekinetic powers hurl small projectiles (generally, anything that you can easily hold in one hand) with great force. This is considered a ranged attack, and it inflicts 1d10 damage per attack, +2 per rank, for the scene.
T1: Telekinesis	You can move small objects- generally one pound per rank- just by willing them to move. You can move such an object up to three steps per action that you do nothing but concentrate on the effort (you do not need to spend AP each round to keep this up).
T2: Boomerang	You can throw a melee weapon up to three squares away as a ranged or melee weapon attack (your choice). You gain an attack against every opponent in a line in that area. The weapon returns to your hand at the beginning of your next action.
T2: Kinetic Bolt	You may shoot a bolt of nearly invisible kinetic force up to three squares. This attack is treated like a ranged kinetic attack- no different than shooting a bow or throwing a javelin- and inflicts 1d10 damage +2 points per rank (5 ranks).
T2: Shrapnel	this exploit hurls multiple small rocks, nails, glass shards, or other hard projectiles in all directions. All within the same square as you must resist or suffer 2d10 damage, +2 per rank.
T2: TK Armor	Your body is sheathed in an almost-invisible field of telekinetic force. You gain a +2 to DF per rank for the scene (this exploit doesn't work with any other armor you're wearing)
T3: Improved TK	This exploit works like T1: Telekinesis, except that you may move up to ten pounds of weight per rank (unlimited ranks)
T3: Palanquin	You create a barely visible platform of force up to 3x3 steps in area that persist for the scene. You may move this platform up to your normal movement rate per round as a free action, and it can hold up to your Body score x10 in weight, +100 pounds per rank (5 ranks). If more weight than the palanquin can hold is placed on it, the effect will end.
T3: TK Flight	For one round per rank, you may move through the air at your normal movement rates as if you were on terra firma (10 ranks, max).

T4: Effortless TK	Moving objects with your T3 Improved TK does not require concentration; you may move an object up to six steps per round as a free action.

Telepathy	*(MD attack versus MD resist)*
T1: Foresight	Pose a single, 20 word or less question to the GM about an in-character, in-game situation that has a questionable outcome, then roll 2d10. Depending on you high you roll, the GM is obligated to give your character a hint as to what is most likely to occur. On a roll of 2, for example, you learn absolutely nothing. On a roll of 20, on the other hand, the GM should give you very obvious clues regarding the most likely outcome to your question.
T1: Lend Exploit	By touch, another creature you designate has access to one of your T1 exploits, and you lose that exploit. This lasts for the scene or until you end the effect. For each rank, you may lend one exploit to one other creature (5 ranks, max).
T1: Mental Healing	By touch, you may restore 2 lost MD per rank to another creature (5 ranks, max). You may also use this exploit to give another an additional resist roll to avoid a telepathic, mind-controlling, or emotion-controlling effect per rank instead.
T2: Clairsentience	You may see through the eyes of another creature that you have seen personally at least once and who is up to 10 miles away per rank (unlimited ranks). They are allowed to resist, at a -4 penalty if they are unaware of your intrusion. You may see through their eyes for one round per rank.
T2: Mind Blast	You send a blast of mental energy at an opponent within three squares. If he fails to resist, he is stunned for one round per rank.
T2: Speak With Animals	You may mentally communicate with any animal with a MD of 2 or more within three squares of you as if they really had a MD score of 5 per rank. The animal is friendly and willing so long as it is not attacked, imprisoned, or otherwise distressed.
T3: Mind Taking	By touch, you may erase a single memory from the target's mind if they fail to resist. You gain a +2 bonus to overcome their defenses per rank. Erasing a single memory takes a full round of concentration.
T3: Mind Walking	You may delve into your target's mind and know what she knows about anything you choose. Your target may resist, but you gain a +2 per rank to overcome their resistance. Learning one "thing" takes a full round of concentration.

Teleporation	*(MD attack versus BY resist)*
T1: Teleport Object	A single object that you can easily carry yourself instantly teleports up to three squares away to any place you can see. If the object is owned by another they may resist, but you gain a +2 per rank to overcome them.
T2: Wormhole	You create a wormhole big enough for you to walk through between two points that you can see up to three squares apart. For each rank, the wormhole remains open one round, allowing others to move through as well. Anyone in the wormhole when it disappears is pushed harmlessly out one side or the other (50/50 chance).
T3: Teleport	You may disappear one action and reappear at another spot on your next action, so long as the place you are moving to you have seen personally before at least once and it I within one mile per round (unlimited ranks per rank). Whatever you're wearing or carrying moves too.
T4: Mass Teleport	For each rank, you may teleport another creature your size or smaller with you, as well as all they are wearing and carrying (unwilling targets may resist), so long as they are within the same square as you (5 ranks, max).

Temporal Mastery	*(MD attack vs MD resist)*
T1: Haste	One target within the same square as you gains a +2 bonus to initiative per rank.
T1: Moment in Time	Once per day, you may capture a moment in time and remember it perfectly afterward- no matter how fleeting it was.
T1: Slow	Choose a single target within three squares. If she fails to resist, she loses one action per

	round for one round per rank
T2: Second Chance	Once per scene per rank, you may reroll a single DF roll and take the highest result
T2: Temporal Healing	By accelerating the passage of time over a wounded area, you regain 1d10 lost VT, +2 points per rank instantly. You may heal yourself or another, by touch.
T3: Temporal Decay	By accelerating time, you cause a single effect to expire quicker – by one less round per rank. If you are trying to end a beneficial effect on an opponent quicker, he may resist normally.
T3: Time Thief	You may "steal" a moment of time from an opponent. If he fails to resist, he loses one action per rank and you gain an additional action per round per rank.
T4: Time Stop	Once per day, you gain an additional action per rank. Meanwhile, everything around you appears to have stopped, and no one else can take any other actions until you take all of yours.

Transformation   (BY attack vs BY resist)

T1: Change Object	You may change one nonliving object weighing ten pounds per rank or less into another nonliving object of the same size and weight. This effect lasts for the scene, and if the target is attended its owner may resist the effect (no limit).
T1: Quick Change	You may change attire (including armor) as a free action. For each rank, you may add an additional outfit to your "wardrobe" and freely change among them (no limit).
T2: Shapechange	Per rank, you know how to transform yourself into another species that has the approximate same number of BP and overall stats as you. This transformation takes a round, but lasts for the scene or until you will it to end.
T3: Polymorph	Per rank, you know how to transform yourself into another species that has approximately 1.5 times your BP and/or overall stats. This transformation takes a round, but lasts for the scene or until you will it to end.
T4: Polymorph Other	Your T2: Shapechange and T3: Polymorph exploits may affect another, up to three squares away (the target may resist if he wishes). This effect lasts for 1d5 rounds +1 round per rank

Unarmed Combat Mastery   (BY attack vs BY resist)

T1: Basic Unarmed Combat	For each rank, you permanently gain access to one of the following exploits: - Fists of Iron: your unarmed attacks inflict 1d10 damage +2 per rank for the scene - Grappler: you gain a +2 to grapple attempts per rank for the scene - Head butt: you ram your head into your opponent's. You inflict 1d10 VT and 2 MD if you hit, but if you fail to resist you suffer -2 MD damage as well for the scene -Precise Strike: your unarmed attack is very precise but doesn't have a lot of force behind it. You add +2 to your unarmed attack for one round per rank, but you subtract -1 per rank from damage during that time. - Roundhouse kick: the full force of your leg inflicts 1d10 damage +2 per rank if you hit. For each rank, you gain a +2 to MA while using this exploit - Suckerpunch: after landing an unarmed attack on an enemy, activate this exploit to gain an additional unarmed free attack against him
T2: Advanced Unarmed Combat	For each rank, you permanently gain access to one of the following exploits: - Bull's Charge: you charge full speed at an opponent and body check him. If he fails to defend, he is pushed back three steps and loses his next round of actions - Clothesline: instead of body checking your opponent, you charge at him full force... then throw your arm out at neck level and keep going. If he fails to resist, he is knocked prone, flat on his back. - Counter-grapple: for the scene, you gain a +2 bonus per rank to BY rolls to resist being grappled - Knockout Punch: if you hit an opponent by 8 or more than needed, activate this exploit. If your opponent fails to resist, he is knocked out cold for one round per rank. - Piledriver: you pick up your grappled and controlled opponent and drop him head-

	first. He suffers 2d10 damage +2 per rank
T3: Unarmed Combat Master	For each rank, you permanently gain access to one of the following exploits: - Building Fury: pain and adrenalin power your unarmed attacks. For every 10% of your normal, maximum VT that you've lost when you activate this exploit, you gain a +1 to MA and unarmed damage (to a maximum of +8 to MA and unarmed damage at 20% Vitality). This lasts for the scene. - Lightning Strikes: you rain a storm of quick, sharp blows on your opponent. For that round you gain an additional attack per rank, but each additional attack delays you by -2 to initiative the next round. - One Inch Punch: you masterfully lunge forward and channel that energy into a single short, quick punch. If you hit (and you gain +2 to MA per rank), you inflict 4d10 damage. - Tornado: Activate this exploit to gain an unarmed MA against each opponent within two steps of you.
Universal Combat Mastery	(BY attack versus BY resist)
T1: Basic Universal Combat	For each rank, you permanently gain access to one of the following exploits. These exploits can be used with melee weapon, ranged weapon, or unarmed attacks: - Heroic Rally: if reduced to half VT or AP, you may immediately regain 1d10 AP or VT (your choice) +2 per rank. -Horseman: while mounted, you gain a +2 to DF and attacks per rank. - Improved Dual Wielding: you offset the usual penalties for attacking with a weapon in either hand by -2 per rank. Nerves of Steel: you gain a +2 to skill rolls per rank while being threatened - Stunning Strike: you hit your target hard. *Really* hard. If he fails to resist, he is stunned and loses all his actions the coming round - Weapon Training: you are proficient in using one of the following weapon groups per rank: blunt melee weapons, edged melee weapons, bows and crossbows, thrown weapons, improvised weapons, pistols, long guns, automatic weapons, heavy weapons, explosives, siege weapons (not all will be appropriate to every campaign, though, so check with your GM first). Normally, you suffer a -4 to attacks made with a weapon you're not trained with.
T2: Advanced Universal Combat	For each rank, you permanently gain access to one of the following exploits. - Combat Efficiency: for one attack per rank, you may re-roll damage and keep the higher result - Crippling Strike: if you score a free attack on a surprised opponent, you may activate this exploit to inflict 2 BY damage in addition to weapon damage. - First Blood: you move really quickly when you need to. Activate this exploit at the beginning of the round and act first that round only- even if surprised! - Intimidating Roar: your battle cry intimidates one enemy within three squares of you so badly that he suffers a -2 to attacks against you per rank for the scene - Military Training: for the scene, you increase your AP, BY, or MD by +1 step (a Good BY becomes Excellent, for example)
T2: Universal Combat Master	For each rank, you permanently gain access to one of the following exploits. - Battlefield Supremacy: per each rank, you gain a +2 to all weapon damage rolls for the scene. In addition, for each killing blow you land during the scene, you gain a +2 to weapon attacks. - Grim Reaper: for the scene, you inflict an additional +2 damage per rank to any opponent with 50% or less of his VT remaining. - Improved Criticals: you score a critical success on one number less than normal per rank (that is, you would score a critical hit on a roll of 17-20 at maximum ranks) for

the scene
- Quick Thinking: if you spend a full round doing nothing but surveying the current scene, you gain a pool of 1d10 points +2 per rank that can be added to any DF roll, resist roll, skill roll, or weapon attack in the same scene. You may only use this exploit once per day.
- Taunt: if a single opponent within three squares that can understand you fails to resist, you infuriate him so badly that he will attack you and only you for the scene. For each rank, you gain +2 to the effort – but only if you role-play it out!
- Vorpal Strike: activate this exploit upon hitting an opponent. You inflict maximum damage with that attack automatically.

Conditions

Some exploits – or just circumstances that come up- can cause one or more special effects on the target. These are explained here.

Attended	An attended target is carefully watched- or held- by another. He automatically loses initiative the first round of the scene. Attended objects are allowed to resist certain exploits as their owners.
Blinded	A totally blinded target suffers a -8 penalty to MA, RA, and is treated as having no BP in any skill that requires sight (which is most of them). Some conditions such as heavy fog or low light might inflict partial blindness with a less extreme penalty (-2 to -8 penalty is typical). Attacking a target that is difficult to see due to cover or poor lighting can be treated in a similar way.
Controlled	A controlled target has no ability to affect her own actions or will; another is controlling her like a puppet.
Deafened	A deafened character cannot hear, and suffers a -4 penalty to Perceive and Discern rolls.
Frightened	If your character is frightened, he has a -2 penalty to attacks and initiative.
Grappled	A grappled target suffers a -2 penalty to DF per opponent that is grappling him.
Paralyzed	As the term implies, a paralyzed character cannot take any actions at all except to breathe and blink. They remain awake.
Sickened	A sickened character suffers a -2 penalty to all rolls.
Terrified	A terrified character loses all will to fight, and flees or hides from combat as long as they are terrified.
Threatened	A threatened character suffers a -2 penalty to skill rolls for every opponent who is menacing them in some way. The Focus skill helps offset these penalties, and it is the only skill use that cannot be threatened (it's a passive skill).

P A R T   T H R E E

C o m b a t

On a basic level, combat in Sin Nombre RPG follows these steps:

1. Determine initiative:	All involved in the combat roll 2d10, then add bonuses and subtract penalties. Whoever has the highest number- be it an ally or an enemy- goes first, and then determines who goes next either clockwise or counter-clockwise.
2. Take actions	Typically each character has two actions per round that can be used to move, use an exploit, attack, make a skill roll- or do nothing. In order of initiative, each character takes their actions (if they choose to do anything).
3. Resolve actions	As exploits are used by each character, resist rolls and effects are applied. Damage is applied as hits are scored, action points are spent, and skill rolls are resolved as well.
4. Repeat	Repeat the above steps each round for all characters until the scene is over- usually when all opponents are defeated or sent fleeing.

Movement

A human-sized, two-legged creature can move 5 steps per action at a cautious pace (your normal movement rate), twice that at a jog, and three times that at a full run. Terrain and certain actions can modify movement in many other ways, though...

Balancing:	You can only move at 1/3 normal movement (rounded down) while balancing without requiring an Acrobatics skill roll. The faster you wish to move, the harder the roll.
Climbing:	You may only climb at 1/3 your normal movement rate per round (rounded down) with a successful Athletics skill roll. If you fail the roll, you cannot make progress either up or down. If you critically fail, you may fall to your doom (suffering 1d10 damage per 3 steps that you fall)
Crawling:	You can only move 1/3 normal movement per action when crawling. You may also low (belly) crawl at 1/3 normal movement per round.
Difficult Terrain	Any terrain that is reasonably hard to move through is considered difficult terrain (loose, deep sand or snow, thick mud, water more than knee deep, heavy underbrush).

Such terrain gives you a penalty to movement set by the GM, and may in extreme cases impart a minor penalty to DF due to the difficulty in moving.

Jumping: You may jump one step per 10 BY score, rounded down, from a standstill. You may jump 1/2 your BY score in steps (rounded down) with a full-round running start. This assumes light, minimal gear and clothing.

Moving Stealthily: You may move 1/3 your normal movement stealthily without a penalty to your Stealth skill roll. Any faster than this, and it gets harder (GM will decide a reasonable penalty).

Obstructed Terrain: Any terrain that is liberally dotted with large and numerous solid objects is considered obstructed terrain. Examples include thick forest, a crowded engine room full of machinery, or a room full of furnishings. You gain a +2 bonus to Defense in such terrain, but critical failures occur more frequently- on a roll of 2 more than your character's usual. There's just too many ways to trip up in an obstructed area.

Slick or Icy Footing: Moving across an icy, slick, or slimy floor is similar to balancing, and uses the same rules.

Swimming: You may swim at 1/2 your normal movement rate in relatively calm, smooth waters if you have points in the Athletics skill. If you have no points in Athletics you may only doggie paddle and otherwise flounder about clumsily at 1/3 normal movement, rounded down. You suffer a -2 penalty to Athletics rolls, attacks, and Defense for every 25 pounds of gear you are wearing or carrying while swimming either way.

These penalties are cumulative when combined, but a character can always move at least one step per round, regardless of the situation.

Other Stuff

There's a few other things that a character might attempt in or out of combat, as described here. Some exploits might help with these.

Bound or Tied A character that is bound or tied may attempt to escape by making a BY roll against the strength or skill of the binds. They must succeed at three consecutive checks (one each round), but if they pull this off they manage to break the binds or wriggle free. As a frame of reference, thick hemp rope has a Good BY score.

Called Shot: A called shot is any attack you make that attempts to hit the target in a very specific

spot. You suffer a -8 penalty to called shots, modified further by circumstances as the GM thinks is reasonable. Called shots always inflict normal rolled damage.

Disarm: A disarm is considered a called shot. If you succeed, you knock an enemy's weapon (or whatever he's holding) out of his hand. Natural attacks such as an animal's claws cannot be disarmed.

Dual Wielding: Fighting with a weapon in either hand is dual-wielding. The weapons must be light and small enough to effectively use, but otherwise you have a -8 penalty to your main hand attack, and gain an extra weapon attack or parry *per round* with the off-hand weapon (also at -8). Some exploits can improve your dual-wielding expertise and reduce these penalties.

Entangling Some weapons, like whips or nets, can entangle an opponent. An entangled foe suffers a -2 to MA and DF until they spend a full round getting untangled, and they are allowed a BY roll versus the attacker's BY roll to avoid the effect to begin with.

Feint When you feint, you use a melee attack to confuse an opponent. Use an action to feint; if your target fails a Discern skill roll against you Deceive skill roll, your next called shot against him is made at +4 to MA.

Firing into Melee Firing a ranged weapon into melee imparts a -4 penalty to the attack if you are trying to avoid hitting an ally. If you don't care, the attack is made normally – but you might hit an ally if the roll is low enough!

Firing Multiple Rounds Some firearms are automatic (they fire as long as the trigger is held and they have ammo), and others have burst fire settings. Either way, they have special bonuses and penalties. A full auto firearm inflicts 1d10 additional damage beyond its base damage, but attacks are made at -4 and one automatic weapon attack eats up five rounds. Burst fire weapons inflict 1d5 additional damage but only a -2 RA penalty and uses two rounds.   Double-tapping or bump firing a semi-auto firearm or double-tapping a double-action revolver is effectively the same as burst fire. Fanning a single-action revolver is also considered a burst fire.

Full Defensive During combat, if you do not make any attacks and do not move, you are on full defensive. You gain a +2 DF bonus to all incoming weapon attacks so long as you do nothing else.

Healing Characters normally regain VT, BY, and MD through natural healing. For a human, this occurs at the rate of 2 BY or MD per hour of full rest and medical care, and your BY score in VT per day. You can still heal at half this with rest alone, but none

under tough conditions such as taking even moderate physical activity. Of course, some exploits increase healing even more.

Holding Actions: You may hold your actions until a later time in the same round. Tell the GM when you wish to act, based on something you *think* will happen that round. If it happens, take *all* of your actions then. If that event *doesn't* happen, you lose those actions.

Set a Weapon: Some weapons (like spears and other polearms) can be set against a charge. To do this, you must announce your intent and then hold your action for a charging enemy. When they come within range, make a regular attack. If you hit, you inflict double normal weapon damage.

Shield Bashing: If you are wielding a shield, you may use your shield to bash your opponent (a shield of any kind inflicts 1d5 damage). If you do this, it replaces one of your actions, and you make the attack at a -4 penalty. Finally, your shield's effective defense bonus is reduced by half (rounded down) for the round following the bash.

Smashing: Using a one-handed Medium melee weapon with two hands is called 'smashing'. If you do this, you inflict an additional 1d10 damage but suffer a -4 penalty to the MA.

Unarmed Attacks: A human or similar creature inflicts 1d5 damage with an unarmed attack. Larger, physically stronger creatures (such as ogres) might reasonably inflict 1d10 or more.

E q u i p m e n t

Adventurers need more than courage and ambition to succeed. The most skilled explorer still needs transportation and survival gear, and a dangerous, hardened soldier of fortune isn't nearly as mighty without a trusty assault rifle and body armor. Anything that an adventurer might commonly need, across many genres, is described here.

Money

In *Sin Nombre*, wealth is an abstract term that roughly measures 'disposable income'. The lower an item's wealth value (*w*), the less expensive it is. A pack of chewing gum or a disposable ink pen or a half dozen tallow candles have a negligible wealth value- less than 1, and certainly cheap enough that most people would have no trouble affording one. A sleek, new, high-performance hovercar (or, in a fantasy campaign, a fine carriage and horses) may cost 3,000 wealth. Wealth is abbreviated as "*w*". For those who don't feel comfortable dealing in abstract units such as the *w*, consider one wealth to be roughly equal to 30 dollars (or credits, or silver coins, or firthnarks, or whatever the campaign uses).

For game purposes, the GM can assume that the heroes always have enough income to pay for basics: decent food, acceptable lodging, basic transportation (whatever is common for the setting and locale), decent clothing, and in more egalitarian societies, even basic health care. Wealth isn't really a factor unless it is used to purchase a non-essential item, like a new hovercar. The players and GM can assume that the characters somehow always have 'enough' to get by on from day-to-day otherwise (unless *not* having enough is a plot point). Finally, note that wealth is relative to the setting, for simplicity's sake. As an example, assume that a high-fashion designer dress in a modern campaign costs the same wealth as fine court dress in a fantasy-medieval setting would.

Any time a character wishes to purchase anything outside the realm of those basic necessities, he must have enough additional wealth available. If the GM wishes for PCs to purchase all of their starting gear ala carte, he should allow them a starting pool of 200 wealth, or more if the PCs are starting as seasoned veterans (before modifications). Otherwise, the GM should give the PCs the starting gear package plus an additional 50 wealth to get started with.

Weapons

This is not an all-inclusive list of weapons; rather, it is a list of the most common weapons to the respective genres. General notes and definitions for these weapons are provided below, and in each weapon's individual entry.
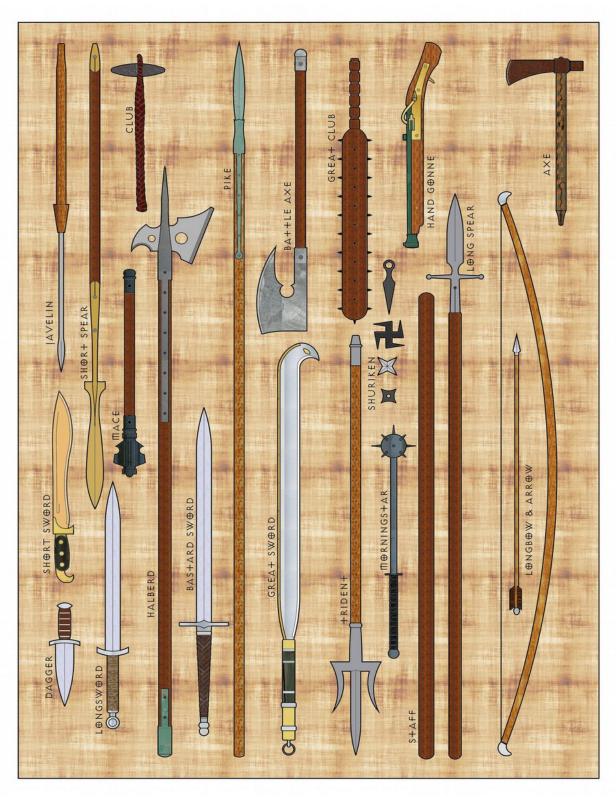
Description: what the weapon is. Some weapons also have optional additional effects included in italics, for GMs who want to add even more detail to combat. These are optional.

Damage: the amount of damage a single simple attack (an attack without any additional modifiers or exploits) with that weapon normally does

Range: gives range increments (in steps) and penalties for fired or thrown weapons based on 'point blank' range. For every additional increment, the attack penalty listed is added. For example, an archaic longbow has a range increment of 20 steps, or 60 feet- meaning that once you try to hit anything beyond 60 feet, you have a penalty to your RA. For every 60 feet of range beyond the base increment, you suffer an additional -2 penalty to attacks. Using that longbow in the example again, at 180 feet or 60 steps you would have a -4 penalty to your attacks. Melee weapons have a single *reach* value instead- how many steps away the weapon can effectively strike an opponent in melee combat (this value includes the length of a human-sized arm)

Some weapons have a range or area measured in vehicle squares. A vehicle square is used when dealing with large, cumbersome distances that commonly involve vehicle-on-vehicle combat. One vehicle square is equal to 30 standard steps, or 90 feet x 90 feet.

AV: Armor value for the weapon. This is subtracted from damage inflicted on the weapon per attack for the purposes of weapon breakage (other RPGs sometimes call this 'hardness' or 'toughness')

Vitality: how much damage a weapon can suffer before becoming damaged beyond use. If a weapon's vitality reaches 0, the weapon becomes useless until repaired (unless the GM thinks its too damaged to be fixed).

Speed: initiative modifier. This number is added to the wielder's initiative roll in each round that he attacks with it (or averaged with other available attacks if alternate initiative rules are used)

Size: how heavy and unwieldy a weapon is. This serves as a way to classify weapons: Small weapons are lightweight and easily wielded with one hand. Medium weapons are designed for one-handed use, but you can always smash with that weapon two-handed. Large weapons almost always require both hands to wield properly (see page ??).

Cost: how much a common but well-made and serviceable example of that weapon costs if purchased new. Typically, resale value of such a weapon will be half this (or less if the weapon has some wear).

W e a p o n s

Weapon:	Damage:	Reach	AV:	Vitality:	Speed:	Size	Cost:
Archaic One-Handed Edged / Piercing							
Dagger	1d5	1	20	10	-2	Light	2w
Longsword	2d10	2	20	20	-6	Med.	10w
Rapier	1d10	2	15	15	-4	Med.	10w
Short Sword	1d10	2	20	15	-4	Med.	7w
Spear, Short	1d10	2	15	15	-4	Light	4w
Archaic Two-Handed Edged / Piercing							
Bastard Sword	2d10	2	20	25	-8	Heavy	12w
Battle Axe	2d10+2	2	20	25	-10	Heavy	10w
Greatsword	3d10	2	20	30	-8	Heavy	12w
Halberd	2d10	3	15	20	-10	Heavy	10w
Pike	1d10	5	15	25	-12	Heavy	8w
Spear	1d10+2	3	15	20	-8	Med.	4w
Trident	1d10+1	3	15	20	-6	Med.	5w
One-Handed Bludgeoning							
Brass Knuckles	1d5	1	25	10	-2	Light	1w
Club	1d10	2	10	10	-2	Light	2w
Mace	2d10	2	20	15	-6	Med.	4w
Archaic Two-Handed Bludgeoning							
Club, Great	2d10	3	10	20	-6	Heavy	2w
Morningstar	2d10+2	3	20	20	-10	Heavy	4w
Quarterstaff	1d10	3	15	15	-4	Med.	2w
Archaic One-Handed Ranged							
Bolas	1d5	15 / -2	7	10	-6	Light	2w
Javelin	1d10	15 / -2	15	10	-2	Light	3w
Shuriken	1d5-1	8 / -2	20	5	-2	Light	1w
Archaic Two-Handed Ranged							
Bow, Compound	2d10	25 / -1	15	20	-4	Med.	20w
Crossbow	2d10	15 / -1	15	20	-8	Med.	15w
Musket	2d10+2	20 / -2	15	25	-10	Heavy	15w
Longbow, Composite	1d10+2	30 / -1	12	20	-6	Med.	15w
Shortbow, Composite	1d10+2	25 / -2	12	15	-4	Med.	12w
Archaic Heavy Weapons (Siege Weapons)							
Ballista, Light	3d10	50 / -2	15	40	2	S.Hvy	35w
Ballista, Heavy	3d10+4	40 / -2	15	50	4	S.Hvy	45w
Bombard	8d10	40 / -4	20	70	4	S.Hvy	80w
Catapult, Light	4d10	40 / -2	20	50	4	S.Hvy	50w
Catapult, Heavy	5d10	50 / -2	20	70	8	S.Hvy	60w
Culverin	6d10	30 / -2	20	50	4	S.Hvy	110w
Ram, Light	3d10	2 / -	12	40	8	S.Hvy	20w
Ram, Heavy	5d10	3 / -	12	60	12	S.Hvy	15w
Springal	1d10	15 / -2	12	25	2	S.Hvy	15w
Trebuchet	7d10	60 / -4	20	90	8	S.Hvy	90w

Archaic weapons are as varied as they are deadly
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Archaic Weapon Modifiers
Made of stone (arrowheads, dagger blades, etc): -2 to all stats
Made of bronze (arrowheads, armor, dagger blades, etc): -1 to all stats
Superior alloy (orihalcum, etc): +2 or more to damage *and* AV
Superior workmanship (ex: Damascus steel): +1 to damage and AV

Weapon:	Damage:	Reach:	AV:	Vitality:	Speed:	Size	Cost
Improvised Weapons							
Barrel	1d10	4 / -4	8	10	-10	Heavy	2*w*
Bottle	1d5-1 *	8 / -2	2	3	-2	Light	Neg.
Butcher Knife	1d5	5 / -4	10	6	-4	Light	Neg.
Chain	1d5+1	Varies	12	10	-6	Med.	Neg.
Chair or stool	1d10	2	6	10	-8	Heavy	1*w*
Chainsaw	2d10	2	8	12	-8	Heavy	20*w*
Frying Pan	1d5	1	8	8	-4	Med.	Neg.
Jar or jug	1d5-1	6 / -4	2	4	-4	Light	Neg.
Plate	1d5-2 *	10 / -4	2	3	-2	Light	Neg.
Pointy Stick	1d5	4 / -4	6	8	-2	Light	Neg.
Rock	Varies	Varies	20	Varies	-2	Varies	Neg.
Sap	1d5 *	1	4	6	-4	Light	1*w*
Tableware	1d5-2	2 / -4	6	4	-2	Light	Neg.
Whip	1d5 *	4	4	10	-6	Light	2*w*
Modern Pistols							
Cased, Small Cal.	2d10	15 / -2	15	15	-2	Light	12*w*
Cased, Medium Cal.	2d10+2	15 / -2	15	15	-2	Light	15*w*
Cased, Large Cal.	d5+2d10	10 / -2	20	15	-4	Light	20*w*
Modern Rifles & Long Arms							
Cased, Small Cal.	2d10	30 / -1	15	20	-2	Med.	20*w*
Cased, Medium Cal.	2d10+2	30 / -1	15	20	-2	Med.	20*w*
Cased, Large Cal.	d5+d210	30 / -1	20	20	-4	Med.	25*w*
Shotgun	Special	15 / Spe.	15	20	-2	Med.	20*w*
Explosives & Grenades							
Chemical Gas	Special	Thrown	8	8	-4	Light	20*w*
Flash-Bang	Special	Thrown	8	6	-4	Light	10w
Fragmentation	4d10	Thrown	12	10	-4	Light	20*w*
Incendiary	2d10	Thrown	12	10	-4	Light	20*w*
Tear Gas	Special	Thrown	6	8	-4	Light	8*w*
Modern Heavy Weapons							
Anti-Material Rifle	4d10	100 / -2	20	25	-10	Hvy	150*w*
Grenade Launcher	Special	50 / -2	15	20	-8	Med.	Res.
Microwave Gun	Special	Special	15	50	-6	S.Hvy	Res.

Note: items that cost less than 1 wealth are marked as 'negligible' (Neg).

SMALL CALIBER CASED RIFLES

MEDIUM CALIBER CASED RIFLE

LARGE CALIBER CASED RIFLE

40MM GRENADE LAUNCHER

ROCKET LAUNCHER

CASELESS (CAF) RIFLE

CASELESS (CAF) PISTOL

LARGE CALIBER CASED PISTOLS

MEDIUM CALIBER CASED PISTOL

SMALL CALIBER CASED PISTOL

HAND GRENADES

Modern combatants tend to favor firearms
Artwork © Daniel Lunsford. Used with permission.

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Archaic One-Handed Edged / Piercing Weapons

Dagger: a small blade between six and ten inches long, usually straight, with one or two edges and a sharp tip. Daggers are usually meant for stabbing, or for use more as a tool than a weapon.

+1 to MA

Longsword: most common of archaic melee weapons, essentially a very long dagger with a blade over 27"

Rapier: a slim, flexible, graceful stabbing sword usually over 27" long. Impractical against heavy armor.

Anyone wearing kinetic armor gains a +2 to DF against rapiers.

Short Sword: an intermediate-sized weapon between a dagger and longsword. The best known examples of a short-sword are the Greek falcata and Roman gladius

Spear (short): a short, stabbing spear under 5 feet long. Often used with a light shield

Archaic Two-Handed Edged / Piercing Weapons

Bastard Sword: longer than a longsword, but shorter and lighter than a greatsword. Designed to be used with one or two hands depending on the combat style

Battle Axe: a heavy axe blade, sometimes with two heads, mounted on a long, heavy haft.

Greatsword: a very long, heavy sword meant to be used with two hands and wielded much like a spear

+1 to wielder's defense versus melee weapons

Halberd: a battle-axe head on a very long haft; a type of polearm

Pike: a *very* long stabbing spear. *+2 to wielder's defense versus melee weapons*

Spear: Basically, a dagger set on the end of a long pole. It is an ancient weapon that spawned the pike, ranseur, and glaive. A horse lance is a type of spear. *+1 to wielder's defense versus melee weapons*

Trident: a spear-like weapon consisting of three parallel (or nearly parallel) spear tips.

+2 to trap or pin an opponent's weapon

Archaic One-Handed Bludgeoning Weapons

Club: a stout piece of wood (such as a shillelagh), sometimes studded with metal or stone flakes, or wrapped with metal bands or wire

Mace: a round metal ball or flanged head attached to a wooden haft. Later era maces had slim metal hafts.

+2 damage per attack against unarmored opponents

Archaic Two-Handed Bludgeoning Weapons

Club, Great: a very large, heavy version of the club. Common among primitives and barbarians.

   +4 to combat mastery exploits that can stun

Morningstar: a large, heavy mace with a round, spiked head (hence the name).

   +2 damage per attack against unarmored opponents

Quarterstaff: a long, heavy piece of wood much like a walking stick. A common peasant weapon.

Archaic One-Handed Ranged Weapons

Bolas: a thick length of rawhide 2-3 feet long with a weighted ball at either end. Usually used to entangle game animals, it rarely struck in such a way to inflict real damage.

   +4 to trip or entangle opponents

Javelin: a short, light spear used mostly as a ranged weapon. Often it was hurled into an enemy's shield to render it nearly impossible to hold upright.

Shuriken: a small metal star with between three and eight points, typically. Rarely thought of as a lethal weapon, it is used more to inconvenience foes or deliver more dangerous poisons. Similar weapons such as Indian chakram have the same stats

Archaic Two-Handed Ranged Weapons

Crossbow: a weapon consisting of a short, stiff bow set horizontally on the end of a stock. A short, heavy arrow called a bolt is fired when tension on the bowstring is released. This weapon was advantageous over a bow because it was easier to use by the untrained.

   -2 penalty only for untrained use

Musket: archaic blackpowder long arms generically fall under this category (regardless of design or caliber). Similar to modern rifles in form, it consisted of a rigid steel barrel on a wooden stock. These weapons fire when a spark or flame ignites a powder charge, creating pressure that hurls a projectile at great speeds. While some were quite inaccurate, they were powerful weapons for their time and easy to use. Note that muskets become expensive clubs if gunpowder and ammunition aren't available!

   Ignore 1 Rank of armor value per hit, -2 to attacks. Note: muskets are utterly useless in wet   or rainy conditions (rain, or very heavy fog), and can only be fired once per two rounds. Can be used in melee combat as a club.

Longbow: a curved piece of wood with a stiff piece of sinewy string between the ends. When pulled back and released, the string pushes an arrow forward using the energy stored in the wood. Simple longbows like this one are sometimes called 'stick bows'.

Longbow, Composite: when returning curves and stiffer materials were used to increase the energy available to fire an arrow, the composite longbow was born. Composite longbows fired an arrow farther than earlier, more primitive stick bows.

Shortbow: much like a longbow, but shorter and easier to carry (ideal for mounted cavalry). However, these weapons were also incapable of shooting as far as a longbow.

Shortbow, Composite essentially, a shortbow reinforced in the same way as a composite longbow. This allows the weapon to fire with considerable force and range yet remain compact (Mongol warriors were especially well-known for using compound shortbows from horseback).

Shortbow, Compound: first invented around the early 1950s, these weapons never saw a battlefield (except in *Rambo* movies); instead, they are commonly used by hunters. They look much like other bows in general form, but the addition of tensioning pulleys and strings make them capable of shooting an arrow with much more force than is needed to pull back the string. The addition of peep sights and razor-sharp, surgical steel arrowheads also makes them far more deadly than their older cousins. *+1d10 damage versus unarmored opponents if using blade-tipped arrows.*

Archaic Ammunition

Arrows: two dozen arrows easily fit into a quiver. A full quiver of arrows normally costs 1*w*. The specialized arrows typically used with a compound bow, however, only fit 12 to a quiver yet cost the same amount.

Bolts: the short, stubby arrows that crossbows and arbalests fire are called bolts. Two dozen bolts cost 1*w*.

Shot: the round lead balls and 'black powder' that muskets fire cost 1*w* per ten shots.

Archaic Heavy Weapons (Siege Weapons)

Ballista, Light: a light ballista looks much like an oversized crossbow. However, the weapon is spanned (that is, the bowstring is pulled back) not by hands or a lever but by tensioning double skeins of rope calibrated to pull both the left and right arms back as one. Light ballista are easily moved by siege weapon standards, and are often used to defend fortifications against other siege weapons or even troops. *Full crew: 2   Rate of Fire (full crew): 1 per 4 rounds*

Ballista, Heavy: heavy is a relative term. Heavy ballista are much bigger than their lightweight cousins, but they are still small enough to be mounted on a wagon or ship's deck (making them smaller than catapults). *Full crew: 4   Rate of Fire (full crew): 1 per 5 rounds*

Bombard: a bombard is a type of largebore cannon that lobs a cannonball in an arc (it is the predecessor of the modern-day mortar). *Full crew: 4   Rate of Fire (full crew): 1 per 8 rounds*

Catapult, Light: catapults use a skein of horizontal, twisted ropes wrapped around an arm with a bucket on

the end to snap that arm forward, thus propelling the shot. Some catapults combine the double
skeins, arms, and bowstring of a heavy ballista with the pivoting arm.

Full crew: 4   Rate of Fire (full crew): 1 per 4 rounds

Catapult, Heavy: still the most common siege weapon on the medieval battlefield. Like light catapults,
heavy catapults can be loaded with numerous smaller rocks or burning pitch and used against
troops., or with burning pitch or heavy boulders to use against fortifications.

Full crew: 4   Rate of Fire (full crew): 1 per 5 rounds

Culverin: a small, long-barreled type of smoothbore cannon. For simplicity's sake, any gunpowder-
burning, muzzle-loaded field cannon from any era can be considered a culverin.

Full crew: 3   Rate of Fire (full crew): 1 per 5 rounds

Ram: also called a battering ram. In its simplest form it is a log with some of the branches left intact so
soldiers can pick it up and bash it into enemy fortifications. More elaborate rams may add a metal
head (often shaped like some animal's head), wheels, and a roof and walls to protect the crew from
attack.   *Full crew (light ram): 4   Rate of Fire (full crew): 1 per round*

   Full crew (heavy ram): 8   Rate of Fire (full crew): 1 per 2 rounds

Springal: one of the simplest siege weapons and one of the few designed to be used against troops. These
weapons are basically a platform on which normal javelins are laid; a strong, springy vertical
wooden timber behind them is pulled back and released to 'spank' the javelins and send them
flying. Several javelins can be fired in this way at the same time, albeit with *very* questionable
accuracy!   *Full crew: 2   Rate of Fire (full crew): 1 per 4 rounds*

Trebuchet: the grand dame of siege weapons, the trebuchet consists of a long pivoting arm with a sling at
one end and a massive counterweight perched on an upright frame on the other end. When the
loaded sling arm is pulled back and released, the ballast in the counterweight moves under gravity
to whip the end of the long arm upward, sending the shot flying in a high arc with great range and
force (modern-day reproductions can hurl washing machines and even small automobiles
hundreds of feet, to give an idea of how powerful these weapons are).

Full crew: 8   Rate of Fire (full crew): 1 per 10 rounds

Siege Weapons 101

1. To attack with a siege weapon, *one* member of the crew acts as the shooter; he makes the attack roll to
determine if the shot hit or not.

2. Damage listed is if the weapon hits a soft, squishy target. Light construction (thin wood and cloth)
suffer full damage as well, but heavy wooden construction suffers half normal damage and stone or

metal suffers one quarter normal damage. Example: Dalren is directing a heavy catapult crew against a rebellious baron's castle. In the course of the siege, he is ordered to fire against pikemen sallying forth to counter-attack. He hits into the mass of them, and rolls 28 damage. The infantrymen may suffer the full amount rolled. Later in the siege, however, Dalren is ordered to help batter a hole in the castle's stone walls instead. He hits the wall and again rolls 28 damage. However, since the wall is stone and not a fleshy creature, the wall only suffers 7 points of damage. If the castle wall was a sturdy wooden palisade instead, the damage inflicted would be 14 (half the rolled damage).

3. *Italicized* siege weapons have such a powerful, energetic shot that it is considered an area attack. Anyone unfortunate enough to suffer a direct hit suffers full damage, all within three steps of the point of impact suffer one half damage, all within one additional step suffers one quarter damage, and all within one more step (5 steps) suffers one point of damage per die. Any of these poor souls can defend (Body) to reduce that damage by half.

4. Catapults and trebuchet can be loaded with many smaller rocks and aimed at a 5 step by 5 step area. All in the area suffer one quarter normal damage and may defend versus Body to avoid all damage. If the surface underfoot is vulnerable to attack (such as the deck of a ship or a bridge) it suffers damage as normal.

5. Even with a full crew, most siege weapons are painfully slow to fire. For every one fourth of a full crew missing, add this number to itself. Example: a heavy catapult crew is hit with a fireball-type spell, and two of their number are incapacitated. With two less men on the crew, their next shot will take twice as long (16 rounds). Later in the battle two more of the crew flee when a cavalry charge gets too close. The catapult's next shot will take three times longer (24 rounds)!

Siege weapons which are underlined cannot be operated with less than half crew; they are too cumbersome for so few people to handle. Note that over-staffing siege weapons do not make them fire faster- extra people simply get in the way (although additional crewmen can be handy to help defend against attackers or serve as extras in case someone goes down).

6. All siege weapons (except rams) impart *twice* the normal penalty to anyone using them untrained- it takes a lot of practice to use a weapon many times bigger than its users to hit a target
so far away in the same place numerous times. Note that only the shooter need have expertise in siege weapons- the crew do not have to have any training at all (it is assumed the trained individual is directing their actions).

7. Catapults and trebuchet can fire rocks and similar debris found in the field. All other siege weapons except rams require ammunition. Light ballista bolts cost 1w per six. Heavy ballista bolts cost 1w

per three.   Culverin shot is even more expensive; each cannonball and enough powder to fire it costs 2*w* . Bombards are *extremely* expensive to operate- each shot costs *4w* in ball and powder! Rams,   of course, do not require any ammunition- just manpower.

Note that ballista bolts can be used as personal weapons in a pinch- in that case, they are treated as javelins

Modern Ranged Weapons

Cased Pistol, Small Caliber: modern firearms rely on technology first perfected in 1845. These firearms use explosive gunpowder packaged with a bullet in brass cartridges. Small-caliber cased pistols generally refer to anything of 9mm parabellum or less.

Cased Pistol, Medium Caliber: medium-caliber cased pistols refer to .38 Special, 40 S&W, and up to 10mm and .45 ACP

Cased Pistol, Large Caliber: large-caliber pistols include anything more powerful than .45 ACP, such as .44 Magnum, .50 AE, and .500 S&W.

Cased Rifle, Small Caliber: any rifle with a caliber of 5.56mm NATO or less fits into this category.

Cased Rifle, Medium Caliber: any rifle with a caliber of more than 5.56mm NATO and up to .30-06 (including .30-30, .303 British, 7.56x39 Russian, and many others) generally fit into this category.

Cased Rifle, Large Caliber: any rifle with a caliber greater than .30-06 (including .50 BMG, .40-70 Government, and .416 Rigby) fit into this category. Powerful but slightly smaller calibers like .300 Weatherby and 8mm Mauser may also be considered large caliber.

Shotgun: shotguns work a bit differently than rifles. Shotguns fire specialized cartridges full of several or even dozens of individual lead or steel bullets called 'shot'- most shotguns are incapable of accurately firing solid projectiles without the addition of rifled barrels. Shotguns gain a +4 to hit at close range, a +2 to hit at the next increment, and a +0 bonus to hit beyond that. However, for each increment beyond the first, they also inflict -2 points of damage per die. The other interesting thing about shotguns is that the damage they inflict changes according to the shot used: buckshot inflicts 3d10 damage, no. 4 shot inflicts 2d10 damage, and birdshot (the smallest) inflicts only 1d10 damage.

Explosives and Grenades

Chemical Gas: any grenade that holds poisonous gases (like mustard gas) under pressure and releases them into the air upon detonation fit into this category. These weapons have been against Geneva Convention rules since the end of World War I, but that doesn't mean that rogue nations and terrorists aren't above using them. The GM should decide what type of gas is in these weapons and

the effects, but of course the targets are always allowed to defend (Body) and in no case should a failure result in immediate PC death or long-term debilitation. Typically one grenade can fill an area 10 steps wide, 10 steps deep, and 5 steps high with enough gas to have an effect (in fairly still conditions, the gas dissipates in 2d5 rounds).

Flash-Bang: these soda-can sized grenades hold a small, concentrated charge of old-fashioned photographic flash powder; basically, they are giant firecrackers. When they detonate, they produce a blinding flash of light and a deafening bang. All within 5 steps of where a flash-bang grenade lands must make two defense (Body) rolls, one to avoid the blindness and one to avoid the deafness. Anyone who fails the first roll is totally blinded (see page 34) for 1d10 rounds; anyone who fails the second is deafened (see page 35) for 1d10 rounds.

Fragmentation: the mainstay of foot soldiers since World War I at least, these grenades wrap a brittle metal shell around a lot of highly explosive material. When they detonate, the explosion rips the case into dozens of small metal shards traveling as fast as a bullet. All withing 10 steps must defend (Body). If they succeed they suffer one point of damage per die; if they fail by 8 or less they suffer half damage, and if they fail by more than 8 they suffer full damage (modified by armor and resistances, of course). On a critical failure, they are also temporarily deafened as per a flash-bang grenade.

Incendiary: another very old type of grenade dating to the Napoleonic wars, these weapons cover a small area (5 steps in all directions) with highly flammable white phosphorous. All in the area must defend (Body versus RA). If they succeed they suffer one point of damage per die; if they fail by 8 or less they suffer half damage, and if they fail by more than 8 they suffer full damage (modified by armor and resistances, of course). In addition, all in the area catch fire and suffer 1d5 fire damage each round until they extinguish themselves (using a chemical fire extinguisher or by smothering; white phosphorous will even burn in water). Molotov cocktails are also incendiary grenades.

Smoke: similar to flash-bang grenades in appearance, smoke grenades do nothing but fill a an area 10 steps wide, 10 steps deep, and 5 steps high with dense gray smoke too thick to easily see into, out of, or through.

Tear Gas: similar to chemical gas grenades, tear gas grenades release clouds of chemical gas into the area. However, tear gas is harmless if unpleasant: anyone caught in the area must defend (Body versus RA+4) or suffer tearing and watery eyes, coughing, choking, and burning skin. As long as they are in the area and for 1d10 rounds after, they suffer a -2 penalty to attacks and DF.

Heavy Weapons

Anti-Material Rifle, Cased: these huge weapons may be operated by one human-sized person, but it takes two to disassemble and transport one. Basically extra-heavy rifles that fire extremely powerful cartridges, they can be used as sniper weapons but are meant to disable light wheeled vehicles and small aircraft.

Grenade Launcher: originally small, short rifles designed to fire 40mm x 44 NATO grenades (which are distinctly different from but have the same effects as hand-held grenades). Later versions were rail-mounted to assault rifles, and even later versions were capable of sustained fire. Their only purpose is to deliver small, tactical amounts of ordinance greater distances than regular grenades can be thrown- up to 10 squares away. It takes a full round to load, aim, and fire a grenade launcher, meaning it can be fired only once every other round.

For simplicity's sake, light, shoulder-fired rocket launchers like the Russian RPG-7 can be considered to cause comparable damage, but have greater range.

Microwave Gun: heavy weapons need not be lethal. First developed by the U.S. Military in the early 21st century AD, these vehicle-mounted weapons use low-energy microwaves to irritate human skin without inflicting any actual damage: anyone in the area must succeed at a Mind defense roll versus a static value of 25 each round they are in the area of effect to fight the urge to flee due to pain and discomfort. However, for every round they remain in the area, they suffer a cumulative -2 penalty to attacks and any skill rolls that require thought (Craft, Focus, Knowledge, Profession). The pain and discomfort fades quickly after the subject removes himself from the area (effects fade at the same rate that they were incurred). Unlike most weapons, microwave guns create an area effect (a straight line 5 steps wide and 60 steps long). This weapon is commonly used to disperse crowds and quell riots by more benevolent governments. A microwave gun may fire once every round (basically, it is an ongoing area effect once activated).

Armor

Armor isn't necessary for survival in *Sin Nombre*: a high defense can help you get out of the way of attacks, and there's a few powers that provide armor, too. However, the best way to regularly and reliably resist some damage is to wear armor, so it is presented here as an *alternative* to using BP (plus, armor as equipment penalizes DF, not AP).

Equipment armor doesn't make you harder to hit. The heavier the armor, the more it slows you down- if anything, it makes you *easier* to hit! However, armor does soak up damage, and that is why it is a

valuable asset to many. You do not need any special powers to wear armor or use a shield, but some powers enhance your armor. You've probably noticed that armor appears as both gear and powers, and you are probably wondering why. The answer is, so you can use whichever option best fits your campaign. You may decide that the much more powerful Body Armor exploits will overpower your PCs, or you may decide that armor as equipment works best for thugs and other weak opponents, but that PCs and important baddies should have access to armor-type powers, for example.

Here's some basic headings for reading the armor table:

Armor Value (AV): how much damage the armor resists weapon attacks, piercing attacks, and blunt or bludgeoning attacks. This damage is subtracted from each such attack.

Defense Modifier: the amount that the armor slows your reflexes and makes you easier to hit. Heavier armor tends to do this more, but also sucks up more damage.

Weight: how heavy the armor is. Light armor doesn't significantly slow you down. Medium armor reduces your movement rate by -2. Heavy armor reduces your movement by half (see page 158 for encumbrance rules).

Cost: how much a new, well-made but otherwise typical example of that armor costs.

Note that armor marked with an asterisk (*) is considered rigid armor.

Armor

Armor Type:	Protection (AV) Energy/ Piercing/ Blunt	Defense Modifier	Weight	Cost
Ballistic Armor, Light	5 / 6 / 4	- 3	Light	30w

- full body protection; otherwise, the same as Ballistic Jacket, Light (below)

Ballistic Armor, Heavy	6 / 6 / 4	- 4	Medium	35w

- full body protection; otherwise, the same as Ballistic Jacket, Heavy (see below)

Ballistic Jacket, Light	3 / 4 / 4	- 2	Light	20w

-an improved version of the flak jacket, ballistic jackets (aka 'bulletproof vests') consist of technologically advanced synthetic fiber cloth around a core of tightly-woven and compacted fibers. Like flak jackets, ballistic jackets only protect the torso.

Ballistic Jacket, Heavy	3 / 6 / 4	- 3	Light	25w

– similar to light ballistic armor, but includes ballistic thigh, arm, groin, and shin protection.

Chain Shirt	0 / 3 / 3	- 3	Light	15w

- this medieval armor consists of two or more layers of linked, small loops of metal. What it lacked in protective ability, it made up for in flexibility and weight distribution.

Flak Jacket	2 / 4 / 3	- 2	Medium	5w

- thin manganese plates held between layers of ballistic nylon to protect the torso from shrapnel and other low-velocity projectiles. First used in World War II, this armor is all but obsolete today. Note that because this armor only covers the torso, its protection may not be applied for extremity wounds.

Leather Armor	2 / 2 / 2	-1	Light	3w

- commonly worn by the soldiers and warriors of primitive civilizations. Made of boiled, reinforced layers of leather, sometimes with padded cloth underneath.

Piecemail	2 / 4 / 2	- 3	Light	5w

– any improvised armor that is made of odds and ends cobbled together into something like armor falls into this category. Strips of rubber tires, sheet metal, metal street signs, pieces of other armors, and old pots and pans are just some of the things that piecemail might be made of. This kind of armor is usually found in post-apocalyptic settings or used by ruffians and bandits.

| Plate Mail | 2 / 4 / 3 | - 4 | Heavy | 25*w* |

     - plate mail was one of the most common types of armor found on medieval battlefields, especially among nobles, and in swords and sorcery-type settings.   It is basically chain main reinforced with plates of steel, usually with a padded coat underneath for extra comfort and protection.

Shields

     Shields are a bit different from other armor: shields actually increase your defense. Any attack that hits you despite your shield is considered to have got past your guard. Small shields (like bucklers) grant a +1 to your Defense rolls, medium shields (like Viking round shields) grant +2 to Defense rolls, large shields (like kite shields) grant a +4 to Defense rolls, and huge shields (such as tower shields or mantlets, which are practically immobile) grant a +8 to DF. Any shield not made of modern materials (heat-resistant polymer, amorphous metal alloys, space-age ceramics) do not affect modern ranged weapons at all- most of those are powerful enough to punch right through the shield! There is a trade-off for this protection, though: all shields reduce your initiative by half of their defense bonus value (rounded down) and they cannot be used with any weapon that requires two hands to wield.

     Shields cost 1*w* per 2 points of DF they offer (a small shield still costs 1*w*, but a tower shield costs 4*w*. Modern or futuristic shields are usually made from a high-strength, clear plastic or even clear ceramic alloy so that the wielder can hold the shield anywhere he needs to and still see ahead of him.

Alternate Rule: Simplified Weapons and Armor

     The different effects weapons have and the different protections offered by different armor given above is meant to reflect real-world traits in the *Sin Nombre* system. However, if the GM wishes, you may add all of an armor's AV categories and then average them (rounded to the nearest whole number) and ignore the additional weapon effects. For example, piecemail armor would offer 3 points of damage reduction per attack, while clothing would offer no protection. Shields are not affected using this rule.

Alternate Rule: Hits

     If he wishes to simplify the mathematics of *Sin Nombre* further, the GM may decide to use 'hits' instead of Vitality damage. Basically, dividing the maximum damage of attacks and Vitality by 4 and rounding up yields 'hits'. Using this rule, an unarmored police officer with 50 Vitality would have 13 hits, and his .40 S&W service pistol would inflict 4 hits with a successful attack. Using this system, armor changes significantly: armor grants the wearer its *average* AV as a DF bonus instead, and has a chance to *also* reduce damage according to the chart below:

Light armor: 40% chance to reduce damage by one hit

Medium armor: 60% chance to reduce damage by one hit

Heavy armor: 60% chance to reduce damage by two hits. If that fails, there's still a 20% chance to reduce damage by one hit only.

Shields are not affected using this rule.

All attacks inflict at least one hit using this system. This system is also so abstracted that it may require the GM to be creative with critical failures and successes. Note that while this simplifies and streamlines combat, it is also *significantly* more lethal because all attacks effectively inflict maximum damage, all of the time.

The Gear List

Not even the hardiest adventurer is eager to go exploring without basic supplies. Luckily, he has a good list of items to choose from, most of which are rather inexpensive (common items coasting less than 1*w* are not listed). A basic list of items a hero of any setting might need when out being heroic and a description for each are presented here:

Food and Lodging

Hotel Room:

Poor: flophouse, or a pallet in a hostel, per person per night (no meals included): 1*w max*

Good: private room with a real bed and private bath, per person per night (no meals): 3*w*

Very Good: private room with bath, room service, per person per night: 4*w*

Fine: private suite, room service, mini bar, per person per night: 6*w*

Exquisite: private suite, room service, mini bar, concierge service, per person per night: 8*w+*

Note: monthly lodging (such as apartment rent) is 5x the above per month. For example, a good apartment with utilities costs 15*w* a month for rent and utilities.

Meals:

Poor meal: cheap and arguably nutritious (fast food), per person per day: 1*w*

Note: emergency and military field rations can be considered to be a poor meal. These meals tend to be high in calories but lacking in the quantity and flavor departments. Wt: 2 lbs per daily ration

Good meal: nutritious, tasty, sit-down restaurant-quality, per person per day: 2*w*

Fine meal: the best ingredients and plenty of flavor, restaurant quality, per person per day: 3*w*

Gourmet meal: fancy, containing exotic ingredients and complex cooking methods, with the best

drinks, per person per day: 6*w* or more

Drink:

Beer, craftsman (high quality, expensive), per case: 1*w*

Wine, common table (per case of six): 3*w*

Wine, Fine (per bottle): 1*w*

Wine, Rare or Gourmet (per bottle): 3*w* or more

Liquor, common (per bottle): 1*w* per 750 ml bottle

Liquor, fine (per bottle): 2*w* per 750 ml bottle, or more

General Goods

Backpack: a sturdy, waterproof pack with padded straps; holds 30-40 lbs. Cost: 1*w* Wt: 2 lb. empty

Barrel: large metal container that typically holds 40-50 gallons and weighs around 400 lbs. when filled.

Cost: 1*w* (empty)   Wt: 10 lb (empty)

Bedroll, all-climate: stays cool in hot weather and warm in even very cold weather. Waterproof, too!

Cost: 2*w*   Wt: 5 lbs.

Belt pouch: small nylon pouch that easily hangs on the belt. Holds approx. 2 lbs. Cost: *Neg*.

Blanket, Heavy: thick blanket good for keeping you warm even when soaking wet.

Cost: 1*w*   Wt: 2 lbs.

Canteen: heavy-duty plastic or metal, holds 1/2 gallon.

Cost: 1*w*;   weighs about 3 pounds when full.

Cask: small metal barrel built much like the larger version, holds about 5 gallons and weighs around 40

lbs when full.   Cost: 1*w* (empty)

Cast Net: small, handwoven twine net weighted with stones or lead shot, used to catch bait fish.

Cost: 1*w*   Wt. 7 lbs.

Chain: steel chain, fairly heavy, per yard.   Cost: 1*w* per 5 yards   Wt. 1 lb. per yard.

Climbing Gear: everything one needs to scale a cliff or wall (pitons, small hammer, 20 yards of rope).

Grants a +2 to Athletics rolls made to climb, and prevents the climber from falling to his death!

Cost: 4*w*   Wt. 20 lbs.

Clothing:

Artisan: worn by the middle class (skilled craftsmen, merchants, major clergy).   Cost: 2*w*

Note: military fatigues can be considered artisan-quality clothes.

Common: worn by laborers, college kids, and guys mowing their yards.   Cost: 1*w*

Fine: worn by office workers, lower-level management, etc.   Cost: 3*w*

Noble: high-end off the rack businesswear, formalwear, and 'scene' clothing: Cost: 5*w*

Royal: clothing worn by the very wealthy: 10*w* or more

> Note: these are all relative costs. An Armanni suit would cost more like 100*w*! Regardless of cost, a full suit of any type of clothing generally weighs about 3-5 lb.

Fishing Gear: composite pole, fishing line, and tackle box. Grants a +2 bonus to Knowledge-Nature rolls made while attempting to subsistence fish.   Cost: 5*w*   Wt. 10 lbs.

Flashlight: rugged metal; waterproof, shockproof, and vacuum proof (LED bulb). Cost: 2*w*   Wt: 5 lbs.

> Note: these heavy, long-handled flashlights can be used as a weapon. They inflict damage as an archaic club.

Hip flask: stainless steel, holds about 12 ounces.   Cost: 1*w*   Wt: 1 lb (full)

Kitchen knife: a good, sharp ceramic or steel utility knife used around the kitchen.   Cost: 1*w*

Lock: basic mechanical or electronic lock sufficient to keep honest people honest. More complex locks cost 2x more per every -2 penalty they grant to Knowledge-Engineering checks made to disable them.
Cost: 1*w*

Mug: holds about a pint. Cost: 1*w* for a nice one.

Musical Instrument:

> Horn (trumpet, coronet): 10*w*
>
> Percussion (drums, tambourine): 2*w* - 30*w*
>
> Stringed (mandolin, harp, guitar, Dobro): 3*w* - 25*w*
>
> Wind (flute, oboe): 4*w* - 20*w*
>
> Electronic (keyboard, electric guitar, Roland MC-808 groovebox, theramin): 3*w* - 50*w*
>
> Keyed (piano, pipe organ): 10*w* - 200*w*
>
> Note: the listed prices are for common examples of these instruments. Very finely- made instruments may cost 2x to 5x more, but they grant a +2 bonus to Perform rolls.

Paper: per box of 3,000 sheets.   Cost: 1*w*

Pen, very fine ballpoint: 1*w*

Pots and pans, stainless steel chef quality, with lids: Cost: 10*w*   Wt. 20 lbs.

Riding Gear: bit, bridle, saddle blanket, and riding saddle. Necessary to ride competently: 10*w*

Rope: rugged nylon or hemp, per 60' length.

> Cost: 1w (about 50 cents per yard).   Wt. 7 lb. (1 lb. per three yards).

Sack: heavy nylon or canvas, often waterproofed. Holds 20 lbs.   Cost: 1*w*

Saddlebags: heavy leather with brass hardware, holds 25 lbs per bag (50 lbs overall).   Cost: 3*w*

Melee Weapon Scabbard or Sheath: with baldric and brass hardware, plain but serviceable.

> Cost: 1*w* Note: ornate sheaths can cost much, much more.

Shovel (or other gardening tool, such as a hoe or pitchfork). Cost: 1*w* at inflated prices (usually, half this)

      Note: if used as a weapon, a shovel or hoe has a reach of 3, AV of 4, vitality of 6, and inflicts 1d10

      damage.   Wt. 5 lbs.

Tent: waterproof insulated canvas, with all hardware included, large enough for one man and gear.

      Cost: 5*w*. Note: you may multiply this base price per additional person to determine the cost of

      larger tents. Large military platoon tents cost 100*w* by size. Wt. 10 lbs. per person accommodated.

Wheelbarrow: metal or heavy-duty plastic, holds up to 100 lbs.   Cost: 2*w*.   Wt. 20 lbs. empty

Services and Hirelings

Physician (general practice): 4*w* per office visit, 20*w* – 100*w* for minor procedures (stitches, setting and

      splinting a broken leg, etc).

Physician (general surgeon): 100*w* – 500*w* per procedure (outpatient surgeries like hernia operations,

      laser eye surgery, tonsillectomies, etc).

Physician (specialist): 500*w* – 1000*w* per procedure (often, major lifesaving surgeries).

Cab ride (ground vehicle): 1*w* per 30 miles traveled.

      (airline travel): 1*w* per 150 miles traveled, one -way.

Craftsman (glassblower, carpenter, gunsmith): between 2*w* (for small jobs, like sighting in a weapon) and

      300*w* (such as building custom cabinets for a new home).

Ferry crossing: 1*w* per crossing, round trip

Laborer (longshoreman, porter): 2*w* per day of work

Local guide: 2*w*-3*w* per day of services; usually charges more for groups of 4 or more people.

Masseur (or Masseuse): 1*w* per hour, typically

Specialist (astronavigator, lawyer, starship engineer, xenobiologist, etc): per job; basically, 2*w* per hour of

      work.

Starship fare (planet to planet, per person steerage, one way): 1*w* per AU

Starship fare (interstellar, per person steerage, one way): 5*w* per light-year

G a m e m a s t e r i n g

In most tabletop RPGs, one player sets forth the campaign world, the story, the action and events, and sets challenges for the other players and their characters to conquer. In *Sin Nombre*, this person is called the Game Master (GM for short).

The GM probably has the biggest demands on his or her shoulders. The GM must create or find a setting to put the characters in (ideally, one that he loves and the other players can enjoy, too). The GM must build a story that the players feel that their characters are involved in and important to. The GM must create and present challenging, meaningful, and interesting opponents and situations for the characters to face, not to mention create and role-play important supporting characters. Not the least of all, the GM must do all of this while being fair, diplomatic, and within the confines of game mechanics.

The Setting and the Story

As GM you might have an entire campaign and adventure ideas all your own thought up. Great- run with it! But if not, a GM shouldn't hesitate to set their campaigns in an existing setting they love and are intimately familiar with (given that the players are on board too, of course). Anyone who can write fan fiction for their favorite setting can GM a *Sin Nombre* campaign in that setting. Start out with some potential story ideas:

– what other important stuff happened elsewhere while the main characters were 'on screen', and who was involved? Or, what happened *before* the main characters of the storyline were involved?
– what if the player's characters *were* the main characters instead?
– what might happen if the player's characters took over after the movie, book, or TV series ended in a 'spinoff' of their own?
– what if *this* happened instead of *that*...?

Once you have one or more of those questions answered, you're ready to move on to a literary staple: who, what, when, where, and why.   Who are the main characters (besides the player's characters, of course)? What is happening that involves the characters, and how? When does the campaign take place- is it a prequel, a parallel story, an alternate reality, or a sequel? Where does the action take place? Why are the various characters involved- what are their motivations, goals, and desires? Make sure you

answer all of these questions as you plan your campaign, and you're almost ready to GM.

First, though, you might want to write down some general notes about the events and how the PCs are involved in the events. You may even wish to write more detailed notes about places, people, and opponents right before each session. Before you present each session, read over your notes leading to that point and afterward, to make sure you don't omit anything important. It may help if you spend a little time 'getting into the mood' by watching a favorite episode or segment of a movie that takes place in the same setting, or read a favorite piece of fan fiction, or read a book in that setting. More popular, well-known settings have extensive online resources (wikis) devoted to the people, places, and events of the setting to help you along.

The Characters in the Story

It is a good idea to have at least one character-making session before the campaign starts. Sit down with the players and talk to them about their character concepts and what stats, powers, and skills will best suit that concept. You may have to reject a concept outright if it doesn't fit into the setting at all, but do make every effort to accommodate the players. If something just doesn't work, explain why as clearly as you can, and suggest alternatives that do match the setting better.

As a group, help the players determine how their characters know each other, and why they're together at the beginning of the campaign. It may be easy to say they're all strangers at the same tavern, but that's really not the best way to start a campaign. After the first few sessions, allow the players to make a few changes if they think their characters need fine-tuning to really fit what you and they have in mind (and remember, you always have the 'respec' rule to fall back on later if things go a bit off the rail).

Their Opponents

Most RPGs present stats on the opponents and creatures specific to their setting, but if you have a good understanding of the *Sin Nombre* rules you should be able to build any character, creature, or vehicle you need. The tricky part is balancing the scene- making sure that the player's characters are not overwhelmed or bored by what they face. Remember that creatures have BP just like characters do; an opponent with 20 BP worth of exploits would be a tough challenge to a player character with 20 or even 25 BP worth of powers and exploits. Build your opponents the same way as you would build a player character, and add up the total BP of the player characters and the total BP of their opponents. Consult the table below to judge how tough the encounter is:

Pointless: PCs' combined BP is two times their opponents', or more;

Easy: PCs' combined BP is half again more than their opponents';

Challenging: PCs' combined BP are equal to their opponents';

Hard: Opponents' combined BP are 1.2 times the PCs;

Tough: Opponents' combined BP are half again the PCs;

Deadly: Opponents' combined BP are twice the PCs or more;

This is a good rule of thumb, but equipment, situational modifiers, and how smart the characters (or the opponents) act all play a factor as well. In general, pointless encounters should only occur for comedy relief, easy encounters should be rare, challenging encounters should be the norm (especially for the 'typical' campaign foe), hard encounters should always have some impact on the story arc, tough encounters should only be used if the PCs have GM-controlled allies or as the campaign finale, and deadly encounters should *never* be used.

How often the characters are required to proceed through violence is entirely up to you as you tell the story. *Sin Nombre* is a *role-playing* game, after all, so situations where the PCs can solve a problem through role-playing or diplomacy or subterfuge are encouraged. However, an occasional knock-down, drag-out fight is fun, too.

Controlling the Action

Game Mastering takes a lot of effort, but your players can help you keep things moving. Whatever you feel you can allow your players to keep track of, let them. The GM doesn't necessarily have to keep track of everyone's initiative each round, for example; if you're using the dynamic initiative rule then ask, "Who has the highest 'nish?" each round. Any player who thinks her character does will speak up, and you can quickly compare that to the opponents' initiative scores. Whoever has the highest initiative each round, just count down from there each round until everyone has acted. You don't have to look over the players' shoulders and do all the work for them; just keep an eye out for mistakes and correct them if need be.

Closing Tips: GMing Dos and Don'ts

Do:

– take your time at the start to outline the campaign and its story arc;

– work closely with players to create characters that are relevant, engaging, fun to play, and fit the setting and story arc;

– integrate all of the characters into the story arc from the very first session;

– keep the players engaged in the campaign by balancing role-playing and combat;

– let your players keep track of everything you feel comfortable letting them keep track of;

– be diplomatic and patient out of character, and encourage your players to do the same;

– try to reward players for good role-playing;

– keep the players focused and on task;

– be fair, consistent, and even-handed;

Don't:

– limit your players unnecessarily;

– argue about rules. Look at the intent of the rule first, the specific over the general second, and make a decision.

– treat the players unequally, or focus too much on one character over the others;

– allow players to exploit loopholes to 'powergame' their characters. If you think something is too powerful, *it is*: do what you can to fix it and apply that rule universally afterward;

– overshadow the player's characters with more powerful, GM-controlled characters;

– let the players 'metagame' (use what they know as players in-character);

– use miniatures for each and every situation. It will only bore the players and slow gameplay to a crawl.

Sample Monster:

Fuath

RA: Good +6   BY: Excellent (25)

MA: Good +6   MD: Good (20)

DF: Excellent +8   AP: Superior (30)

VT: Excellent (8d10/40)   Move: 5 steps/ action on land; 10 per action swimming

Skills: Perceive x2, Stealth x2

Powers and Exploits (15 BP):

- ◆ Alertness (T1: Aspect of the Hunter);
- ◆ Body Armor (T1: All-Purpose Armor x2, natural)
- ◆ Deceptive Combat Mastery (T1: Deceptive Strike, Serpent's Strike)
- ◆ Elemental Control- Water (T1: Water Doll x3; T2: Undine x2 (same as Plant Control- T2: Entangle, but uses tentacles of animated water instead);
- ◆ Melee Combat Mastery (T1: Blade Upon Blade);
- ◆ Natural Weaponry (T1: Claws x2 for 2d10 damage per attack));

Special: Fuath are a type of fey creature, and as such iron weapons negate their T1: All-Purpose Armor

Fuath are dangerous, wicked, almost feral fey creatures which dwell in lakes, deep pools and ponds, rivers, and creeks. They look like tall, gaunt humanoids with vaguely bestial and skeletal heads with a long muzzle full of sharp teeth, clawed hands, and glowing reptile-like eyes. They sometimes wear green cloaks or hoods like other fey, as well as grisly trophies from past victims such as severed ears or hands.

While there are tales of fuath being fairly benign or even helpful, most fuath are predatory monsters. Their favorite tactic is to ambush prey along the water's edge, using their water control exploits to grapple and drown the hapless victims; they prefer to avoid combat but will use their sharp claws to rend and tear at especially stubborn victims. Fuath do not normally carry valuables, but their watery lairs typically contain the discarded gear of past meals.

Despite their monstrous appearance, fuath are actually fey creatures
Artwork © Lisa Rebmann. Used with permission.

Converting D&D 5th Ed. Monsters to Sin Nombre RPG

Melee Attack (MA):	*Highest melee attack, round up, and match with the closest rank*
Damage:	*Use D&D damage, but increase all die to d10s*
Ranged Attack (RA):	*Highest ranged attack, round up, and match with the closest rank*
Defense (DF):	*1/2 of D&D AC, round down, match with the closest rank*

Skills: *Match up according to below. Every +5 to a D&D skill equals +2 to an Sin Nombre RPG skill*

D&D 5E Skill	Sin Nombre RPG Skill
Athletics	Athletics
Acrobatics	Athletics
Sleight of Hand	Stealth
Stealth	Stealth
Arcana	Knowledge - Arcane
History	Knowledge - History
Investigation	Perceive
Nature	Knowledge - Nature
Religion	Knowledge - Religion
Animal Handling	Ride
Insight	Perceive
Medicine	Knowledge - Medicine
Perception, Passive Perception	Perceive
Survival	Knowledge - Nature
Deception	Deceive
Intimidation	Persuade
Performance	Perform
Persuasion	Persuade

Vitality (VT):   Normal hit points + Con score

Body (BY):   *Average Strength and Constitution, round up, and match with closest rank*

Mind (MD):   *Average Intelligence and Wisdom, round up, and match with closest rank*

Action Points (AP):   *Same rank as MD score, or GM's best judgment*

Movement: *Use Sin Nombre movement rates (match with a similar creature)*

Feats, Spells, Special Attacks, Special Qualities, etc:
        Use closest Sin Nombre RPG exploit, or use 5e ability directly in regards to effect, range, etc.

Balancing Encounters: *Each of the following is worth one player-character BP – one stat rank, each special movement type, each unique weapon attack, exploits on a point-per-point basis, each special quality, each improved skill that can be used against PCs.*

Example: ***Ankheg (D&D Monster Manual, p. 21, © 2014 Wizards of the Coast)***

MA: Good (+6)   BY: Good (20)
RA: Poor (+2)   MD: Poor (10)
DF: Good (+6)   AP: Typical (15)
VT: Good (6d10+20)   Move: 10 steps, 5 steps burrowing

Attacks and Damage:
   • bite attack (reach 2 steps, damage 4d10)
   • grapple (human-sized or smaller) +6 to attempts; against grappled targets the ankheg gets two attempts, keeping the highest of the two each round;
   • acid spray (range one square, By vs BY defend, 3d10 damage or half even if successful)

Exploits:
   • Darkvision: to two squares, ankheg is not penalized by darkness
   • Tremorsense: to two squares, an ankheg can "hear" a creature by vibrations of its movement. Because of this, the ankheg gets two Perceive rolls to notice a sneaking target, keeping the higher of the two
   • All-purpose Body Armor (1) : -1 VT damage per die from all attacks (natural)
   • Wild Strike (2) : -4 to MA, +4 to damage for the next round
   • Grappler (2) : +4 to all grapple attempts for the scene
Total BP: 30 (ankheg is an equal match for a character built with about 30 BP)

Example: ***Hobgoblin (D&D Monster Manual, p. 185, © 2014 Wizards of the Coast)***

MA: Typical (+4)   BY: Typical (15)
RA: Typical (+4)   MD: Poor (10)
DF: Poor (+2)   AP: Typical (15)
VT: Poor (2d10+10)   Move: 10 steps

Skills: Perceive (2)
Attacks and Damage:
   • Melee weapon of choice (typically 2d10)
   • Ranged weapon of choice (typically 2d10)

Exploits:
   • Darkvision: to two squares, hobgoblin is not penalized by darkness
   • Brothers in Arms (1): once per scene per rank, a hobgoblin may inflict an additional 1d10 damage against an opponent that it *and* an ally are in melee combat with
   • Precise Strike (3): for three rounds, hobgoblin has -2 to MA but inflicts +2 melee weapon damage
   • Defensive Battle Stance (2): If he fails to resist, a single opponent in range suffers a -2 to RA and MA against the hobgoblin for two rounds
   • Weapon Training (any melee weapon)
   • Weapon Training (any ranged weapon)
   • Piecemail Armor: -2 damage vs energy and blunt attacks, -4 vs piercing
Total BP: 20 (hobgoblin is an equal match for a character built with about 20 BP)