

# N.O.W. Is...

Secret organizations moving to control the world through business and politics...

Technology-laden thieves that steal from wealthy society to give to the poor...

Roaming mercenaries seeking fortune, for themselves or for the downtrodden...

Private eyes that take on any job, big or small, so long as it pays...

Investigators that root out corruption in their own cities, but find much more...

Leaping across rooftops while evading and fighting off ninjas...

Intense battles against overwhelming odds...

Battlefields rippling with explosions and filled by dynamic combatants...

Teams of crime fighters facing off against criminal syndicates and shadow cartels...

Spies clashing on rooftops, at ostentatious events, and in the shadows of society...

Precisely executed covert-operations in war-torn lands...

High tech gadgets and one-of-a-kind vehicles...

Artificially enhanced government operatives working deep behind enemy lines...

Explorers uncovering ancient ruins in search of forgotten lore and treasure galore...

Martial artists performing incredible feats and fighting with deadly efficiency...

Mavericks chasing down those who flee the law, going the places g-men can't...

Vigilantes that stalk city streets in the long hours of the night...

The vestiges of the *O.L.D.* and the beginnings of the *N.E.W.*...

# FOREWORD

You can see my first meeting with Morrus at the 2013 ENnies [right here](#). I was a young spitfire game designer with a penchant for *weird* things and a work ethic that can't be beat (yay hard labor), and looking back, I can honestly tell you that I did *not* anticipate writing an entire game system for EN World at the time—I was mostly pre-occupied with *being there* and starting to *be somebody*.

In a lot of ways, I was like a first level character.  
I like to think I'm level two at this point.

*N.O.W.* started developing half a year ago (as of this foreword being penned, anyway) while the breakaway *O.L.D. is N.E.W.* Kickstarter blew through stretch goals and funding ramped up to places Morrus didn't know what to do with—as soon as he solicited ideas I put together a robust outline prepared with different ideas. What stuck was one for a game about action movies, a topic very close to my heart; I'm such a fan that I went to school for Film Studies, and if we aren't talking Gilliam, chances are good my favorite films fall into the shoot-em-up and exploding things genre. I've written academic papers about *Last Action Hero*, collected and watched every Jackie Chan film (even *The Spy Next Door*), and generally made it my thing to cheese out with action flicks.

I cannot explain how wildly excited I was when Morrus put me on as a stretch goal, or how crazy amazing it felt when we broke that level of funding. This is by and far my biggest foray into game design thus far (am I allowed to plug *Veranthea Codex* here?) and I literally feel like bouncing off the walls (and did at first) whenever I think about *N.O.W.*—I reckon that after playing it, you will as well.

Taking this *bound* was not a simple thing, however, and several people need to be thanked directly for their contributions. Jonathan G. Nelson, owner of AdventureAWeek.com, is chief amongst them, alongside Owen K.C. Stephens and L.J. Stephens of Rogue Genius Games. The former saw a diamond in the rough and has been polishing it ever since, and the latter pair have been providing all the mentoring Jonathan skips over. Russell Morrissey, master of EN World and EN Publishing, also deserves a shout out alongside all of the membership of EN World and everyone who backed the *What's O.L.D. is N.E.W.* Kickstarter! And milady of course, Stephanie, for convincing me to make that first pitch. You are amazing, female.

Anyway, forget all of that! Shoot things, punch through walls, and start piling up dead bad guys *N.O.W.*!

PS: Thanks again to Morrus for giving me a title I can be punny with *N.O.W.* and then.

PPS: Right *N.O.W.* I'm in the rough draft of revisions and wanted to let yins know that I'm still not tired of that pun.

# WELCOME TO *N.O.W.*

*N.O.W.* is a roleplaying game set in or near the modern day (albeit a very exciting one). Players take on the roles of action heroes and play through scenarios presented to them by a Game Master (GM). The GM creates the universe, the places, the allies and enemies who populate the world, and the adventures that the player characters (PCs) will encounter.

*N.O.W.* is set at an indeterminate time in the present. Whether there are cell phones or car phones, laptops or DOS, smart links or phone jacks, wifi internet or broadcast television—is ultimately up to you, though the rules for using near-future and near-past technology are all included here. Note that *N.O.W.* is compatible with both *O.L.D.* and *N.E.W.*, so the GM has access to include magic, psionics, and far-future resources within the setting, and that *N.O.W.* is ultimately a supplement to greater increase the versatility of those two games (and, if you just want to kick ninjas in the face or go on a rampage in a jungle war, it is great for that too).

In *N.O.W.* you'll create a character and adventure across the globe with characters created by other players. Your characters might be private eyes, mercenaries, covert ops specialists, spies, loner badasses, masters of martial arts, or vigilantes. They could be a human, augmented in some way, a mutant, or possibly even one of the first genuine robots! Each player creates his or her own player character, decides on a personality, abilities, and attributes, and plays that character through numerous adventures.

*N.O.W.* allows you to blow up your enemies in style, perform fantastic feats of martial prowess, root out corruption in the dark streets of the city, uncover duplicitous organizations bent on world domination, or make your way across the world as a soldier for hire.

## WHAT YOU NEED

To play *N.O.W.* each player will need the following:

- A selection of six-sided dice (referred to as “d6s”).
- A character sheet (you can photocopy the one in this book or download one from the internet; at worst, a sheet of scrap paper will do).
- If the GM is using battlemaps to display combat positioning, a small miniature, token, or figurine to represent your character. You can find these in most game stores, but pennies or chess pieces will do in an emergency.
- If you are the GM, you will need a copy of this book and some kind of scenario or adventure.



# HOW TO PLAY

This book provides you with the core rules of play. It tells you how to create characters, adjudicate challenges and combat, and more.

During a game of *N.O.W.* the GM will describe the environment and events of the game world, and the players will describe what their characters do within that scenario in a collaborative story-telling manner. Often the success of an action is not guaranteed, at which point you will use your dice to determine the outcome. Some tasks will be more difficult than others, and some characters will be better at certain types of activity than others.

As your character adventures across the globe, he or she will earn or find money and equipment, and will gain experience points which can be spent to improve his or her capabilities by purchasing new careers. These experience points (XP) are awarded to the players by the GM when they complete storylines or defeat challenges and enemies.

## ABOUT THIS BOOK

This book is a supplement to be used with *O.L.D. The Roleplaying Game* and *N.E.W. The Roleplaying Game*, but can also be used to run a campaign focused on settings and challenges at home with the action movie genre. It describes how to create characters, adjudicate the game, run combat, and design settings and adventures, amongst other things. The book is divided into four main sections.

**I: Character creation.** The first section of the book deals with character creation. It takes you through the process of generating new player characters from start to finish, including attributes, heritage, careers, and more, as well as detailing equipment, armor, and weapons that your characters can purchase.

**II: Running the game.** This is followed by a section which describes how to run a game of *N.O.W.* It covers the core game mechanics, including attribute checks and countdown pools, and the combat rules, along with details on the environment, objects, and movement. It also includes information on chi and a selection of mooks and minions for use in the game.

**III: Agencies, cracking, vehicles, and other sundry.** This section covers many of the aspects that specifically pertain to games with a twist of adrenaline. Vast secretive organizations, how to hack a computer or build a super car, and several other new rules comprise this part of *N.O.W.*

**IV: Building a world.** The final section of the book contains guidelines for using *N.O.W.* in conjunction with *O.L.D.* and *N.E.W.*, as well as rules for designing your own setting, heritages, careers, combat locales, enemies, and more. It is a GM's toolkit for campaign and adventure design.

## RULE ZERO

The GM is the final arbiter of what happens in the game. If a rule needs to be interpreted, it is the GM who decides how to resolve it. At times, the GM may need to create new rules, or alter existing rules. In other words, the rules in this book should be viewed as guidelines, and should not interfere with or be a hindrance to your game-playing.

The ultimate goal of this game—like any game—is to enjoy it and have fun. There is no right or wrong way to play *N.O.W.* If you're all enjoying yourselves, you're playing it correctly.

# THE SETTING

*N.O.W.* is set in a recent time period, the present, or the very near future in the same way that other games are set in a medieval fantasy universe. That universe might be our own universe, or it might be a fictional one of your own devising. It might be small in scale, encompassing only a small town in Colorado as communist forces make landfall, or it might encompass an entire seaboard with a cast of villains, or be a globe-trotting thrill ride that takes the game across the entire world. Here are some examples of settings:

- The world has been wracked by war and even the forces of battling despots are unlikely to sleep with a belly full of food rather than lead. Experts and mercenaries are the most valuable resources in toppling these warlords, and the only real hope of the downtrodden citizens of Earth.
- In the digital age, information is absolute power. Corporations have risen to the fore of global politics, overshadowing or entirely replacing governments across the world. Those with enough gumption to get off the streets are the pawns of society's elite, working with blackhats and expatriated soldiers in unending (and bloody) corporate warfare.
- Under the nose of governments and corporations alike, vast hidden organizations work to bend the world to their will through commerce, political maneuvering, and espionage. Uncovering the conspiracies that drive the mounting global crises and stopping these duplicitous agencies is a mammoth task, and none yet have managed it—if left to their own devices, the world may not survive the calamities to come.
- Lone survivors, thought dead by their retreating allies, are deep in enemy territory with no chance of backup or rescue. Left without recourse, fighting for their freedom is all they can do; or will a small force of determined warriors be enough to turn the tide of the greater conflict?

## N.O.W. WHAT'S O.L.D. IS N.E.W.

*O.L.D.* is a companion roleplaying game of medieval fantasy, and *N.E.W.* is a companion roleplaying game of science fiction fantasy. These two games are 100% compatible with both each other and *N.O.W.*; if you want a wizard to appear in the jungles of the Congo before aliens descend onto the White House, you'll find that these three work together perfectly.

Look for the *O.L.D.* and *N.E.W.* roleplaying games from EN Publishing.

## A BRIEF GLOSSARY

This is a short introduction to some of the terms you'll encounter throughout this book. These elements are building blocks for a character—some are bigger, and some are smaller, but when put together they create an overall picture.

**Heritage:** Your character is one of a number of available heritages (predominantly human). He might be a genetically enhanced human, a grotesque cyborg, a mutant of some kind, or even a full-on robot (though not an android; look to *N.E.W.* for those).

**Attributes:** Attributes represent a range of core measurable facets of your character in numerical form. These attributes are Strength, Agility, Endurance, Intuition, Logic, Willpower, Charisma, and Reputation, plus a couple of optional attributes which depend on the campaign model. The higher an attribute, the more your character exemplifies that attribute.

**Career:** A career is a temporary building block which helps form your character’s development. Characters take careers for periods of time during character generation as the process works its way through his life. Each career affects his attributes and skills. For example, a few years spent training in a dojo in downtown Brooklyn might enhance a character’s martial skills. At any given time, a character will have a current career.

**Skills:** Skills are smaller, concentrated packets of interest, expertise, or training. They include things like cooking, pistols, unarmed combat, poetry, cracking, piloting, engineering, and more. Your character will pick up new skills throughout his career. The skill list is open-ended and unlimited; a skill kicks in at any time your character performs an activity related to it.

**Exploits:** Exploits are individual abilities or benefits. There are different types of exploits—heritage exploits, career exploits, attribute exploits, and universal exploits. Exploits include things like a rebel’s talents for acquiring illicit goods, a mutant’s unlikely ability to modify the odds of unlikely events, or the ability to make multiple flowing attacks in a deadly flurry,

**Descriptor:** At the top of the character sheet you will see an area known as the “descriptor”. The descriptor presents a number of fundamental things about your character in the form of a single summarizing sentence. It looks like this:

- **Dutch** is a huge, confident adult soldier who is a master survivalist.
- **James** is a suave, charming middle-aged spy who likes to gamble (both professionally and otherwise).
- **Daniel** is a cocky but dedicated young martial artist who loves to compete in tournaments.

[ CHARACTER NAME ]	<b>IS A</b>	[ TRAIT/ ADJECTIVE ]	[ AGE ]
[ HERITAGE ]	[ CAREER ]	<b>WHO</b>	[ HOBBY / TRIVIA ]

The observant reader will quickly note that a character’s age is prominent. This is because age is an important facet of a character in *N.O.W.* and is tracked through character generation and career length. If your character spent 8 years in the slammer, that will be reflected not only in his attributes and skills, but also in his age. There are other component parts to a character, including contacts, equipment, chi techniques, and more. As you can see, *N.O.W.* is a fairly rules “crunchy” and very extendable game.

**Experience Points:** Characters earn Experience Points by accomplishing tasks, defeating enemies, and completing adventures. These Experience Points (or XP) can be spent on a range of abilities and character improvements.

## TERMINOLOGY

Some other terminology is used repeatedly in this book.

**Attribute Check:** Most activities in the game are based around an attribute check. This is a test whereby one of your attributes determines how many dice you get to roll to accomplish a task such as shooting at an enemy soldier or lifting a heavy object.

**d6:** A “d6” is a regular six-sided dice. *N.O.W.* is based around pools of dice in which you roll a number of dice, add up the total, and compare it to a target number known as a *difficulty benchmark*. Multiple dice which are rolled and added together are expressed as xd6—for example, 3d6 means “roll three dice and add them together”, while “5d6” means “roll five dice and add them together.”

**Die Bonus:** If something indicated that it grants or inflicts a die bonus or penalty (usually in the format “a +2d6 bonus”) it refers to additional dice which can be added to (or which must be removed from) your die pool when you make an attribute check.

## SCALING

To keep dice pool sizes manageable, *N.O.W.* uses a scaling system. This enables very large and very small elements to use similar sized dice pools. For example, a fighter jet moves a lot faster than a running man. However, both the man and the fighter jet have SPEED scores in the (probable) range of 2-8 or so. Similarly, an aircraft carrier’s machine gun might do 4d6 damage, as does a soldier’s automatic rifle. It is not intended that these elements be viewed as approximately equal.

There are three scales used. These are:

- Creature
- Vehicle
- Warmachine

## ADVANCEMENT LEVEL

Advancement level is one of two tools a GM can use to peg the tone of his campaign or setting (the other tool is the low/high action scale, below); it’s a broad technological scale designed to roughly describe the level of available technology in a given setting. Additionally, any given setting will have a *typical advancement level* and an *advancement value*. The vast majority of *N.O.W.* games have an advancement value between 4-5.5.—the lowest level offers radio and telephones, 4.5 contains everything readily accessible before the spread of mobile digital devices, 5 is roughly equivalent to the modern world of today, and 5.5 contains technologies accessible in our near future (holograms, quantum computers, and cold fusion).

1d6	Advancement Level	Sample Earth Calendar	Advancement value
1	Industrial Age; early automobiles, radio, phone lines	1900-1960	4
2-3	Information Age: early computers, car phones, jets	1970-2000	4.5
4-5	Digital Age: modern computers, cell phones, electric cars	2000-2015	5
6	Quantum Age: flying cars, internal electronics, super computers	2015-2100	5.5

Some examples of popular action movie franchises that have common advancement levels such as *Knightrider* (4), *X-Men* (5), *James Bond* (4-5), *Lethal Weapon* (4.5-5), *Jason Bourne* (5.5). Some rare groups or organizations might possess an advancement level far beyond the norm but choose not to use it; and some settings or regions may be of a higher advancement level but still not possess specific technologies (in particular, higher sciences and quantum devices are 5.5 level technologies which are setting dependent). The “default” setting of this book is between 4.5 and 5.

## LOW & HIGH ACTION

*N.O.W.* predominantly focuses on high octane, adrenaline-filled escapades, but can cater to games with fewer mass gun battles and explosions. To differentiate between these varying levels of departure from reality (ultimately determined by the setting you choose to employ), there are action symbols (☆) throughout the book, marking content that’s not likely to be found in the real world. A career ability that allows you to shoot a gas tank to cause an explosion (something highly unlikely) has ☆, but an ability that allows you to momentarily ignore several critical bullet wounds—a virtually impossible task—has ☆☆.

## PUTTING THE TWO TOGETHER

The *Building Your World* chapter of this book goes into detail on how to fashion your own setting, and how to incorporate your own choices in terms of advancement level and action.

Using a combination of advancement level and the low and high action scale, you can easily peg the tone of a setting. Using these two measures, you can determine which elements of the rulebook are applicable to the setting and which are not. For example, if the setting has a typical advancement level of 4 and a low/high action rating of ☆☆, you will know that the cyborg replacement arm from the *Equipment* section of this book is not available but that a simple prosthetic is. The action rating is referred to in terms of a letter when defining a setting:

Symbol	Category	Type	Example
—	A	Modern Realism	The world we live in.
☆	B	Slightly Surreal	<i>Hogan’s Heroes, Miami Vice</i>
☆☆	C	Explosive Realism	<i>Predator, Rambo</i>
☆☆☆	D	Modern Fiction	<i>Last Action Hero, Marvel cinematic universe, Sin City</i>

The “default” *N.O.W.* setting (which is a *Predator/Rambo* level setting) would be defined as a level 4.5C setting, and something like *Shoot ‘Em Up* (watch it if you haven’t) a level 5D setting.

### MODERN REALISM [A]

In a modern realism setting, the world is like it is today—folks have cell phones, use the internet regularly, and new technologies emerge every day. Exploding a car or causing property damage is extremely likely to have consequences and some of the game should focus partly on the “real” lives of PCs (who they are dating, problems with their family, and so on).

### SLIGHTLY SURREAL [B]

This is the level of realism generally found in television shows like *Knightrider, Matlock,* and *Miami Vice*. Vehicular chases aren’t always pulled over by police, missed gunshots don’t chance hitting bystanders, and in general the foibles and trappings of modernity are not a big part of the game, though investigation might be.

### EXPLOSIVELY SURREAL [C]

Explosive surrealism is like a good story about fishing—just barely past the point of being believable. Shooting a barrel of oil might make it explode, sprinting on a broken leg won’t force someone into unconsciousness, and the game involves high adrenaline combats, never parking tickets.

### MODERN FICTION [D]

These would be the most outlandish characters and tales. Local police forces may as well not exist, explosions are commonplace, people can fly or shoot lasers from their eyes. Comic books and their adaptations fit most easily into these settings.



## **BUT THAT'S NOT WHAT THAT MEANS!**

These categories are somewhat arbitrarily chosen as a way of delineating different game setting flavors. If you feel that a given author or show belongs in a different category, that's OK. Your right.

It's also worth noting that nothing fits into a box perfectly. There are always exceptions, and a given setting might fit one category most of the time, except for one or two things.

## **DEFAULT ASSUMPTIONS**

The primary default assumption in this book is that your setting is whatever *you* want it to be. It can be as low or high action and as technologically adept you choose. However, this book does have a sort of "baseline" of its own. They are as follows:

- Traveling across the globe in 24 hours is possible with enough money and time in airports.
- Time travel is extremely rare and if it occurs at all, it is central to important plots.
- Martial artists and other seasoned combatants can perform inhuman feats of physical prowess or mental ability.
- Robots are extremely simple and rarely, if ever, attain sentience (and if they do, it is central to important plots).
- Conflict is never very far away, be it with an unruly gang or opposing military force.

It's easiest to envision *N.O.W.* as being somewhere around the *Predator/Rambo* level on the scale. As mentioned above, however, you can tweak both the advancement level and low/high action scale up or down to suit your own setting.

## **A LOT THAT'S FAMILIAR**

You may see ideas throughout this rulebook that are familiar to you. This is deliberate. *N.O.W.*'s goal isn't to create a new fiction (although it does play with the edges of that) but to capture existing paradigms and put them into mechanical form. This is for those who watch an amazing action film and feel they want to role-play in that setting, or, if not the setting itself, in a setting with some of the feel and assumptions of it in place. It's here to help you run a game inspired by your favorite adrenaline junkie flicks.

# CHARACTERS

Each player in *N.O.W.* plays a character—a genetically modified soldier, a stalwart ex-cop, a malfunctioning robot, a talented martial artist, an outcast mutant, or one of many possible options. You can choose from a variety of heritages and careers to build the character you want to play.

This section of the rulebook tells you how to create a player character. It includes information on attributes, skills, careers, exploits, and equipment. By working through this chapter, you will be able to easily create a fully playable character ready read for play in a *N.O.W.* campaign. All you need is a character sheet, a pencil, and a copy of this rulebook.

Good luck! We're all counting on you.

# ATTRIBUTES

Player characters are defined by a set of attributes. Attributes are a selection of values which help describe a character. They measure things like strength, agility, and intelligence; somebody with a higher STRENGTH attribute is stronger than somebody with a lower one. The core attributes are STRENGTH, AGILITY, ENDURANCE, WILLPOWER, INTELLECT, CHARISMA, LUCK, and REPUTATION, with a set of optional special attributes called MAGIC, CHI, PSIONICS, and DOLLARS.

There is no upper limit to an attribute. The human heritage is used as a benchmark for “average”, with a score of 4 in each physical, mental, and personal attributes being roughly average for an adult human. An attribute of 12 typically represents performance exhibited by record-holding human athletes or scientific geniuses. Einstein and Sherlock Holmes might exhibit a score of 12 in their INTELLECT attributes, while Adolph Hitler and Rasputin have scores of 11 or 12 in CHARISMA.

- **Physical attributes:** STRENGTH, AGILITY, ENDURANCE
- **Mental attributes:** LOGIC, INTUITION, WILLPOWER
- **Personal attributes:** CHARISMA, LUCK, REPUTATION
- **Discretionary attributes:** MAGIC\*, PSIONICS\*\*, CHI, DOLLARS

\*See *O.L.D.*

\*\*See *N.E.W.*

Other creatures are also described in terms of attributes. A mighty tyrannosaurus rex might have a STRENGTH attribute of 20. Non-human heritages have different averages and norms to humans; this is represented by their different starting attributes.

Attributes may change during character generation, and then later through character advancement, as your character embarks on new careers. A stint in the military might make you a bit tougher, increasing your ENDURANCE attribute, while years spent as a con-man might increase your CHARISMA. The attributes are described in more detail below.

Attributes sometimes combine to create derived statistics—for example, the physical attributes all contribute towards a character's DEFENSE score, and the mental attributes all contribute towards a character's MENTAL DEFENSE score.

## STRENGTH [STR]

STRENGTH measures physical power, might, and brawn. It is used to determine carrying capacity, some melee attacks, and melee damage. If you want to bust a door down, your GM may ask you for a STR check.

## AGILITY [AGI]

AGILITY measures dexterity and reflexes. It is also used to determine ranged attacks and some melee attacks. You might use your AGI to perform a fancy aerial maneuver or to land safely after a nasty fall.

## **ENDURANCE [END]**

ENDURANCE is a measure of healthiness, constitution, and hardiness. It is used to determine your overall HEALTH score. An END check might also be used to resist the effects of poison or disease.

## **LOGIC [LOG]**

LOGIC measures general reasoning, perception, knowledge, and natural instinct. While IQ isn't a great measure of intelligence,  $60 + (\text{INT} \times 10)$  gives an approximate IQ in the mid-ranges. You would make a LOG check to remember a specific fact, operate complex devices, and more.

## **INTUITION [INT]**

INTUITION measures perception and natural instinct. You would make an INT check to determine if someone is lying, sense impending danger, see something is awry, and so on.

## **WILLPOWER [WIL]**

WILLPOWER is strength of mind and power of concentration. Along with END, it determines your overall HEALTH.

## **CHARISMA [CHA]**

CHARISMA is a combination of physical attractiveness, personal magnetism, and force of personality. It is the attribute used when interacting with others, whether leading them, negotiating with them, or deceiving them. While physical appearance is part of the CHA score, it is a minor part at best, and this attribute also encompasses personality and presence.

## **LUCK [LUC]**

LUCK is an attribute which grants characters a "pool" of bonus dice which they can use during play. Luck is an unpredictable force, and some people are naturally luckier than others.

## **REPUTATION [REP]**

REPUTATION is a measure of fame, respect, influence, and contacts. Your REPUTATION attribute determines if people recognize or have heard of you. It can also (like LUCK) be used as a pool of bonus dice to help get things done.

## **DOLLARS [\$\$]**

During character building, your DOLLARS score eventually determines your starting money. It also forms a type of "credit score" which determines how much cash you can access. Different backgrounds can add or take away from this. In the *O.L.D.* roleplaying game dollars (\$\$) are replaced by gold coins (GC), and in *N.E.W.* they are replaced by Credits (CR).

## **CHI, MAGIC, & PSIONICS**

CHI, MAGIC, and PSIONICS are special stats, available depending on the campaign model. A sci-fi campaign might use PSI, for example, while a fantasy one might use MAG. CHI is for modern day martial-artists and experienced warriors enured to combat.

The *N.O.W.* roleplaying game describes the fantastic feats of CHI, while the *O.L.D.* roleplaying game details magic and the *N.E.W.* roleplaying game describes psionics.

## **A NOTE ON LOW ATTRIBUTES**

While low attributes can be fun to play, and can make for some very interesting characters, they should be used with caution. A score of 1 in an attribute is debilitatingly low, and can make a character unable to accomplish basic tasks. This may be what you're aiming for, and can be a wonderful roleplaying opportunity, but you should be aware of the potential consequences. It's recommended that you avoid attributes of 1 wherever possible.

## **OTHER ATTRIBUTES**

Just like CHI, MAGIC, and PSIONICS are optional attributes, other attributes can be "plugged in" from other campaign models, such as attributes like SANITY (in a horror game, perhaps named *F.E.A.R.*).

## **SKILLS**

Skills represent things your character is good at. Skills are picked up as a character progresses through his life, and reflect training and background. Some are academic skills, such as the sciences; others are physical skills like *running* or *climbing*. Still others may reflect social skills like *intimidation*, technical skills like *engineering*, or things like *piloting*. The skill list is open-ended. This means that ANYTHING can be a skill; it doesn't have to be on the list below. You might wish to choose *spatial reasoning*, *20th century films*, or *merchandising*. The list below is simply a list of examples; feel free to add to it, especially with your bonus hobby and trivia skills.

A starting character begins play with 10 total skill ranks, divided between his starting skills, earned organically through the character generation process.

### **ARTISTIC SKILLS**

*examples:* painting, sculpting, calligraphy, pottery, poetry, literature, film-making, photography, printmaking, modeling

### **COMBAT SKILLS**

*examples:* tactics, reactions, [unarmed combat], pistols, rifles, heavy weapons, melee weapon\*, boxing

### **CRAFTING SKILLS**

*examples:* carpentry, cooking, blacksmithing, basket-weaving, stone-masonry

### **DEVELOPMENTAL SKILLS**

*examples:* perception, intuition, concentration, meditation, bravery, resistance, hardy, ambidexterity

### **GAMING SKILLS**

*examples:* chess, checkers, dominoes, draughts, poker, blackjack, backgammon, pool, darts

### **MISCELLANEOUS HOBBY SKILLS**

*examples:* brewing, fishing, gardening, hunting, riddles, sewing, ornithology

### **PHYSICAL SKILLS**

*examples:* climbing, swimming, jumping, carrying, running, acrobatics, throwing

### **PERFORMANCE SKILLS**

*examples:* acting, singing, musical instrument, dancing, mime, legerdemain, storytelling, comedy, fortune-telling, juggling, ventriloquism

### **SCIENTIFIC SKILLS**

*examples:* physics, astronomy, chemistry, ecology, oceanography, geology, meteorology, biology, zoology, botany, mathematics, archeology, criminology, economics, psychology, sociology, medicine

### **SPORTING SKILLS**

*examples:* football, tennis, volleyball, cricket, baseball, basketball, rugby, bowling, dodgeball, badminton, squash, table tennis, sailing

### **SUBTERFUGE SKILLS**

*examples:* cryptology, appraisal, disguise, stealth, thievery, escape artist, bribery, forgery, interrogation

### **SOCIAL SKILLS**

*examples:* intimidate, flirtation, carousing, negotiating, bluffing, leadership, linguistics

### **TECHNICAL SKILLS**

*examples:* cracking, computer operation, engineering, demolitions

### **TRIVIA SKILLS**

*examples:* movies, rock 'n roll, historical period, celebrities, astrology, theater

### **VEHICLE SKILLS**

*examples:* piloting, riding, driving, sailing, gunnery, navigation

### **OUTDOOR SKILLS**

*examples:* survival, animal handling, tracking, farming, mining

### **OTHER SKILLS**

*examples:* bureaucracy, accounting, law, history, hypnotism, local knowledge

*\*specify specific melee weapon*

### **IMPROVING SKILLS**

Throughout your character's life, you can select skills multiple times, although *never twice from the same career*. For example, if you have a career choice such as Jock which allows you to choose *running* as a skill, you can only choose that skill once. However, if a later career (such as Pro-Athlete) gives you the opportunity to select *running* again, you may then do so. If you have chosen skills more than once, you should note this on your character sheet. Below you can see an example of a skill and attribute list for Garreth Graves, a mercenary.

<b>STR</b>	<b>AGI</b>	<b>END</b>	<b>INT</b>	<b>WIL</b>	<b>CHA</b>
3 (2d6)	6 (3d6)	5 (2d6)	3 (2d6)	2 (1d6)	2 (1d6)

Literature	1 (2d6)
Tactics	3 (2d6)
Rifles	3 (2d6)
Unarmed Combat	2 (1d6)
Intuition	1 (1d6)
Rock 'n Roll	1 (1d6)

Running	3 (2d6)
Intimidate	2 (2d6)

Some of Gareth’s commonly used skill/attribute dice pools include tactics (4d6, using INT), rifles (5d6, using AGI), and running (4d6 using END).

Skills can also be purchased by spending Experience Points earned during play. The GM is also able to award skill ranks as an in-game reward.

However, skills are earned—through careers during character generation, or through the expenditure of XP later—a given skill can NEVER be increased twice in a row (whatever the time gap between the two occurrences) without another skill being obtained or increased in between. One skill rank is the maximum a skill can be improved at any one time, however long that is.

## USING A SKILL

Skills are not linked to specific stats or backgrounds. When the GM calls for an attribute check, a player may use a relevant skill to add additional dice to that check. For example, Private Eye Spade is attempting to sneak up behind some mooks that were waiting to ambush him in an alleyway. The GM calls for an AGILITY check, and Spade’s player says, “I have a skill in *streetgrit*. I use my knowhow of the seedy back alleys and local businesses to navigate quickly around them!” and gets an additional 1d6 to his AGILITY check. His colleague, Detective Archer, is a smooth talker, and has the *charming* skill. As Archer makes his AGILITY check, his player says, “using my smattering of languages and lots of flattery, I schmooze everyone that is in our way so we don’t make a racket!”; he also gets +1d6 to his AGILITY check. In this sense, skills are essentially keywords. You can pick them up in a variety of ways and you can call on them to grant you an attribute bonus at any time. The same skill might grant you bonuses to different attributes during the same session! There are two ways to combine a skill with an attribute—*direct* and *indirect* applications. The GM is the arbiter as which type of application a particular skill use qualifies for.

**Direct application.** A direct applications is where the skill is directly related to the task. With a direct application, you add your skill dice to your attribute dice before determining your dice pool. Examples would include shooting a rival gangster with a pistol using a *pistols* skill, catching a fleeing perp using the *running* skill, or lying about where you were last night with the *bluffing* skill.

**Indirect application.** An indirect application is where a skill is tangentially related to a task, but not directly so. With an indirect application, you may add only 1d6 to your attribute not matter how many ranks you have in the skill. This does not stack with a direct application—you may only use one skill in conjunction with an attribute check, so you should choose the most direct. Examples include getting around faster in a packed sports stadium using *football*, or tracking where a fled target might go to ground using *hunting*.

*For example, Gareth the mercenary is trying to create effective irrigation ditches in a recently liberated settlement. This would normally require an INT check; his INT is 3, which gives him 2d6 to roll. He is familiar with earth bulwarks and trenches thanks to his 3 ranks in tactics, but the GM rules that this is an indirect application of his skill. He only gets to add 1d6 to his 2d6 to create irrigation ditches, for a total of 3d6. If he’d been making cover for supply runs and enfilade, it would have been a direct application and he would have been able to add his full 2d6 to his INT dice pool, making it 4d6.*

### Maximum values.

You cannot add more dice from a skill to a dice pool than you have added from an attribute. For example, if you get 3d6 from your STR and 4d6 from a skill, your total dice pool is 6d6—you cannot add 4d6 to a STR attribute of 3d6. Your attribute represents a natural “cap”, and sometimes it may be necessary to improve your core attributes to take advantage of further training.

**Any skill.** You can add any skill dice to any attribute dice in order to form a dice pool for a check or add any skill rank to any attribute to calculate a derived statistic; the GM will decide whether the combination is direct, indirect, or completely inappropriate. However, *you may only ever add one skill* to an attribute for any given attribute check, even if you have multiple skill which might be appropriate.

### ATTRIBUTE COMPARISON CHART

	STR	AGI	END	INT	LOG	WIL	CHA	REP
1	Human child; elderly person; Montgomery Burns	Elephant	Raistlin Majere		Bright animal (chimp, dog)	Homer Simpson	Gollum; the Hunchback of Notre Dame	
2	Large dog; Sheldon Cooper	Ogre; Wile E. Coyote	Diabetic; heavy smoker		Forrest Gump	Alcoholic, addict, gambler	Thug	Street
3	Human teenager, plywood sheet	Orc	Couch potato		Joey (from <i>Friends</i> )	Boromir	Spock	
4	Average Human	Average Human	Average Human	Average Human	Average Human	Average Human	Average Human	Town
5	Manual worker	Casual football player	Casual runner		Bright human			
6	Casual bodybuilder	Professional sports athlete; soldier; dancer; stage magician	John McClane	Dog	Gifted; university graduates		Han Solo	Country
7	Athlete; oak door	Gymnast; tumbler; parkour runner	Marathon runner	Cat			Politician; actor	
8	Heavyweight boxer; Rocky Balboa	Olympic gymnast; Bruce Lee	Polar explorer; long-distance cyclist		Highly gifted; intellectuals; professors		World leader; president; prime minister	Planet
9	“World’s Strongest Man” competitor; Chewbacca	Cat	Ultramarathon runner		Genius; magna cum laude from a top university	Batman	JFK; James Bond; Don Juan; Churchill	
10	“World’s Strongest Man” winner				Nobel prize winners; Spock; Isaac	Green Lantern, Faramir	Hitler; Odysseus;	System

					Newton		Julius Caesar	
11	Horse; bear				Einstein; Sherlock Holmes; Tony Stark	Galadriel; Yoda	Rasputin; Dracula	
12	Genetically enhanced; Captain America; Khaaaaan!; Buffy		Solomon Grundy, Luke Cage		Lex Luthor; Merlin; Leonardo da Vinci		Succubus	Sector
13	Steel door	Blade, Midnigher			Brainiac		Loki	
14					The Doctor			Galaxy

## COMMON SKILLS

Skill dice are added to attribute dice in order to build a dice pool. This applies to all attribute checks. When determining derived stats, they add directly to the attribute. Below are some common skills and their applications for adding to attributes when determining derived statistics.

- **Tactics.** This skill is added to INT when determining INITIATIVE.
- **Running.** This skill is added to AGI when determining SPEED.
- **Climbing.** *Climbing* is added to AGI for the purposes of calculating climbing speed.
- **Jumping.** *Jumping* adds to STR and AGI when determining vertical and horizontal jump distances.
- **Carrying.** This skill is added to STR when calculating carrying capacity.
- **Reactions.** This skill is added to INT when rolling for access to an ambush turn.
- **Hardy.** This skill adds to END when rolling for HEALTH.
- **Acrobatics.** You can add *acrobatics* to AGI when calculating your DEFENSE statistic.
- **Concentration.** You can add this to your WIL to calculate MENTAL DEFENSE.

## SKILL DESCRIPTIONS

Not every skill needs a description; as mentioned previously, skills largely operate as keywords. However, below is a short list of skills which might benefit from context.

- **Computer operation.** This skill includes the use of computers for the vast majority of mundane tasks.
- **Cracking.** This skill is specifically for breaking into electronic databases, tapping phone lines, or being technologically intrusive through other means.
- **Local knowledge.** This is a catch-all term; the skill should actually be the name of a place.

## SKILL CATEGORIES

Sometimes entire categories of skills are referred to in this rulebook instead of single skills. When this happens, the category is noted in square brackets in order to avoid confusion. For example, an entry which says [*Outdoor Skills*] refers to the entire list of *survival*, *animal handling*, *tracking*, *farming*, *mining*, and many others.

When noting a skill, you do not need to indicate categories or placeholder titles. You simply note, “*Chess*” rather than “*Gaming (chess)*”; similarly, you simply note “*Pistols*” or “*Nunchakus*” rather than “*Ranged weapon (pistols)*” or “*Melee weapon (nunchaku)*”.

**Weapons.** In combat *ranged weapon*, *unarmed combat*, and *melee weapon* all add 1d6 to relevant AGI or STR attack checks. Note that *melee weapon* is a placeholder—you should list an actual weapon. *Ranged weapon* is also a category, but you need only specify *pistols*, *rifles*, *machine guns*, or *heavy weapons*. *Gunnery* refers to vehicle or ship-mounted weapons. *Unarmed* is a category including *boxing*, *wrestling*, *brawling*, and *martial arts*.



## DICE POOL LIMITS

Your max dice pool is equal to your level. Someone with 5 career grades has a max pool size of 5d6. However, you can't be limited in this way to less than 3d6.

Note that this has a few knock-on effects, in terms of both game difficulty and character generation strategies, and that there are no limitations on a dice pool to perform a CHI technique.

## BUILDING YOUR CHARACTER

When playing *N.O.W. The Roleplaying Game*, you may either use a pre-generated character (there are some a little later in this rulebook, including Duke Roosevelt the mercenary, Mack Marlowe the Private Eye, Eternal Senpai the Martial Artist, Ben Madjos the International Spy, Lady Anarchy the Street Vigilante, and Alejandra Vanistos the Tech Wizard) or you may create a character of your own. Your character might be a maverick detective, an ace fighter pilot, a covert ops specialist, or a reluctant secret agent. Perhaps you've been learning the martial arts since you first learned to walk, traveled the world as the mascot for a ragtag mercenary group, or toughened your skin with a few years in the slammer. While generating your character, you will make a number of choices and decisions which will all come together to define his attributes, skills, contacts, and other resources. You will have chosen careers and areas of specialization, picked a heritage, and selected personal background skills. In the end, you'll have a complete, developed character ready for play!

When you have finished you will have adjusted your attributes significantly, and will have 10 skill ranks and a selection of heritage, career, universal, attribute, and trait (hobby and trivia skills that never provide a bonus to combat).

- **10 skill ranks:** 3 heritage skill ranks, 5 career skill ranks, 1 trait.
- **10-15 exploits:** 1-5 heritage exploits, 5 career exploits, 2 attribute exploits, 1 universal exploit plus *Aim* or *Feint*.

### THE PROCESS

1. Choose a heritage and record starting attributes (a starting baseline of 2 for each attribute plus heritage adjustments) and three heritage skills.
2. Note height, weight, and size category.
3. Choose a flavor trait for your PC (they love the German Expressionist movement, or the sound of a marching band, or the taste of pickled fruits, and so on).
4. Choose a series of five careers, noting age (starting at 0 and adding years on as each career is taken), attribute adjustments, and new skills as you go.
5. Determine your final age category and select a trait.
6. Choose one universal exploit, plus either *Aim* or *Feint* (for a total of two).
7. Choose two attribute exploits.
8. Calculate your derived stats, adjusting for skills and size category if necessary.
9. Equip your character with weapons, armor, and equipment.
10. Play *N.O.W. The Roleplaying Game*.

You can download character sheets from the download section at EN World.

## CHOOSE A HERITAGE

Your character is likely nothing like you. In fact, your character may be a classification of life entirely different from your own. Most characters are going to be born and raised as standard humans, but not all—some were born to be different, others incorporate unique cybernetic components into their bodies, and a few rare ones may be entirely artificial constructs!

Start by choosing a heritage and sex for your character. Your heritage will determine your starting attributes, which are the attributes of a small child (or robot) of that type (human adult average is 4 in each attribute). Your gender does not affect your attribute or skills at all. Humans provide the simplest, most straightforward playing experience.

Once you have selected your heritage, record your starting age, starting attributes, and choose three from the list of available skills. Skills in **BOLD** are mandatory. Each heritage also has natural exploits (such as the Augmented's free cybernetic alteration, the Designed's exploding skills, or the Robot's immunity to mental attacks).

This rulebook presents five basic heritages (Augmented, Designed, Human, Mutant, and Robot), although many more may be available from other sources (especially *O.L.D.* and *N.E.W.*!) These heritages are a "generic" set, designed to suit a multitude of campaign settings in the same way that elves, dwarves, and halflings are often generic to fantasy games. Any given setting may well have an entirely different set of heritages, especially if it's set in a popular action-oriented (perhaps comic book) universe.

## ATTRIBUTES

All of your attributes start at 2. Your choice of heritage modifies those attributes in the form of bonuses and some (rare) penalties.

## ENVIRONMENTAL BONUSES

Some heritages gain bonuses in certain environments. For example, Robots can see in the dark, so they gain a +1d6 bonus to checks made in the dark; similarly Mutants gain a +1d6 to checks made to resist disease and sickness. This is because the environment effectively inflicts a -1d6 penalty to *everybody else*, but it's easier to simply remember the less frequent instances where a character is immune to an environment. The differences between participants (whether PC, NPC, or monster) are all relative—being the only one able to see in the dark is an advantage in the dark as much as it is a disadvantage being one of the various participants who *can't* see in the dark. This exploit is called the *environmental die*, and each character should keep it handy and add it to their dice pool when appropriate. An environmental bonus die can be used in combat only.

## A NOTE ABOUT GENDER & ETHNICITY

Gender has no effect on your character and should be treated as a purely descriptive element. Some heritages (though not those above) may have entirely different genders, or no gender at all (like a Robot). You should feel free to select from the entire range of gender-identification and sexuality, though these things will likely not form a major part of the game.

# HUMANS

There's a reasonably strong chance that you, the reader, are human. You might be a little extra human, with mechanical improvements (glasses, a hearing aid, maybe some genuine replacement parts) but when things boil down, you are a homo sapiens, as are the vast majority of characters in *N.O.W.* This isn't to say that humans are not diverse—there are a wide range of cultures and peoples across the world—but all of them have 10 toes, two eyes, and so on. Where you are from and who raised you influence your outlook on life more than anything else.

Human adventurers are extremely varied, from private eyes to blackhats, to martial artists, to doctors—the gamut of the world is at your fingertips.

## STATISTICS

**Size:** Medium

**Attributes:** LUC +2, CHI +1, add 1 to any attribute

**Skill choices:** Sport, climbing, swimming, running, [crafting skills], [trivia skills], [gaming skills], [scientific skills]

## EXPLOITS

- Human boast more variation within their heritage than most. Add 1 to any attribute (noted above). Though Humans gain a +1 to their CHI attribute, this only grants the knowledge of a technique to player characters.

- Humans are very ambitious and competitive. They gain a +1d6 bonus to opposed checks against non-humans (this does not include attack rolls in combat, however).
- Driven by an inquisitive, exploratory nature, Humans gain 100 bonus XP every time they stand on a country new to them.

## AUGMENTED

Maybe there were complications in your infancy, or tragedy struck during your childhood; either way you've received parts (organic or inorganic) that are an improvement over what you had before. No matter how it is exactly that you came to be this way, you're stronger for it and have an advantage over those *regular* humans, period. Whether or not you're enlightened by this gift or malignant about it, however, depends much more on how exactly you're different, and how that colored your upbringing.

Augmented adventurers make excellent mercenaries, covert ops agents, and knock-down drag-out fighters—if you're looking to get some prosthetic improvements and *not* overly interested in utilizing CHI, go down this road.

### STATISTICS

**Size:** Medium

**Attributes:** END +1, STR +1, AGI +1

**Skill choices:** Ambidexterity, Hardy, Perception, Reactions, [crafting skills], [trivia skills], [gaming skills], [scientific skills], [technical skills]

### EXPLOITS

- Augmented are known for being lightning quick—they explode dice on both a 5 or 6 when rolling for Initiative and always win in a direct initiative contest (if a human rolls a 17 and an augmented rolls a 17, the augmented goes first).
- Augmented begin play with one cybernetic alteration. This alteration (and only *this* alteration) does not penalize their CHI score.
- When incorporating new cybernetic alterations, Augmented only need to succeed at a Routine [10] END check for the process to take hold successfully.

## DESIGNED

Something about you is *better*. Maybe you are the result of a sublime genetic match, perhaps your genome was manipulated from before conception, or possibly, the touch of destiny graced upon you in the womb. How it is you came to be different is hardly important—*how* you are different is everything. Some designed are much more likeable or beautiful than the average human, others possess an evolved mental acuity, and some are sterling models of what biomechanics can achieve.

Designed adventurers are just as varied as humans and can fit very well into a wide variety of roles; their versatility from the start make them apt to be great at anything they set their mind to.

### STATISTICS

**Size:** Medium

**Attributes:** +2 to any one attribute, +1 to any other attribute (these bonuses cannot apply to LUC or CHI)

**Skill choices:** **Ambidexterity**, Intuition, Negotiating, Tactics, [crafting skills], [trivia skills], [gaming skills], [scientific skills]

### EXPLOITS

- For all mechanical purposes, a Designed character counts as being human.
- Because of their superior nature, Designed characters receive a +1d6 opposed checks against humans (including other Designed; this does not include attack rolls in combat, however).

- Choose two skills; once per day, you may automatically cause all 5s and 6s on an attribute check that directly pertains to one of these skills to explode (rolling them a second time to add to your total). This never applies to attack checks.

## MUTANT

You are *different*, your genetics a variation from the norm. This might be blatantly obvious with physical deformities like albino skin, unnatural growths, discolored eyes, or asymmetrical features, or it may not be immediately noticeable—regardless of the exact nature of your deviant genetics doesn't matter, but you must always take some action to hide it from society at large. Maybe you wear sunglasses to hide your entirely black eyes, cover yourself in makeup and wear flesh-colored tights to conceal your horrific skin, or wear extraneous clothing that hides your true nature.

Mutants can be excellent users of CHI, exploring their power to great effect (whether for combat, exploration, or otherwise). They don't often do well as social characters, faced with the adversity of prejudice for being visibly different.

### STATISTICS

**Size:** Small, medium, or large

**Attributes:** END +1, CHI +1, WIL +1

**Skill choices:** Hardy, Intimidate, Resistance, Survival, [crafting skills], [trivia skills], [gaming skills], [scientific skills]

### EXPLOITS

- The genetics of a mutant are hardy indeed; they gain a +1d6 to resist diseases, poisons, and toxins of all kinds.
- Choose one technique with a chi point cost of 1; this technique never requires an attribute check or cost any chi points to activate.
- Choose one technique with a chi point cost of 2; this technique costs you 1 point to activate (if the technique's Stance would grant you a discount, it applies).
- Alternatively, you may choose to be large size, gaining +1 STR and +1 END.
- You are without a doubt different and for society to accept you fully, suffering a -2d6 to social-based checks on any non-mutants. You need to go to some lengths to hide this deviancy (a Routine [10] CHA check), but this only reduces the penalty to -1d6. To negate the penalty, you require a Difficult [16] CHA check.

## ROBOT

Beep-bop bee-boop. 0011 11 01 110 10. You are an artificial being, constructed by other life forms; given the technological assumptions of *N.O.W.*, you're not extremely advanced—think of the classical science fiction robot and you are right about there. Perhaps you were a display model that superseded its own programming, the project of a rogue scientist, or something greater (with more than meets the eye and the ability to walk among humans undetected).

Robots are excellent combatants and specialists. While some are friendly and well-liked, they are better at supporting their allies and soaking up bullets than they are at smooth talking or deception.

### STATISTICS

**Size:** Small, medium, or large

**Attributes:** STR +2, END +1, AGI -1, LOG +1, LUC -2, CHI -2

**Skill choices:** Computer operation, engineering, concentration, running, [crafting skills], [trivia skills], [gaming skills], [scientific skills]

### EXPLOITS

- Robots are immune to any attacks which target MENTAL DEFENSE. As such, they have no WIL attribute. Additionally, their CHI attribute can never rise above zero.

- Robots maintain a LUC attribute for the purposes of LUC checks but cannot utilize it as a replacement for another attribute.
- As mechanoids, Robots are vulnerable (1d6) to electricity damage, vulnerable (2d6) to ion damage.
- Robots do not need to eat, sleep, or breathe, and weigh 150% normal. They do require a charging period of 10 hours once every week.
- Choose one of the following modification exploits:
  - *Wheels*. The Robot moves on wheels instead of legs. This reduces its SPEED to 2 across difficult terrain, but increases its SPEED by 2 on normal terrain.
  - *Armor*. The Robot is plated with armor, giving it SOAK 5. The Robot's weight is 200% normal instead of 150%.
  - *Access ports*. The Robot can "plug in" to a computer or computerized system, granting it a +1d6 bonus to computer operations checks.
  - *Internalized Weapon*. Choose one melee or ranged weapon. This weapon remains concealed on your body until you deploy it, requiring a Difficult [16] INT check for someone to notice. Deploying this weapon does not require an action.

## HEIGHT & BUILD

You can choose or roll for your character's height and weight. These factors determine your build, and have a small chance of altering your default size category up or down a category.

The following chart gives you the average height and weight of each of the main species. Note that Mutants and Robots can vary immensely, and are often modeled on humans in terms of appearance and size.

Heritage	Weight	Height	Size
Human	155 lbs.	5'9" (69")	Medium
Augmented	170 lbs.	5'7" (67")	Medium
Designed	150 lbs.	6'4" (76")	Medium
Mutant	155 lbs.	5'9" (69")	Medium
	50 lbs.	4' (48")	Small
	220 lbs.	7' (84")	Large
Robot	250 lbs.	6' (72")	Medium
	100 lbs.	3'6" (42")	Small
	600 lbs.	9' (108")	Large

To determine whether a character is above or below the starting height and weight, roll 2d6 on the following table. Non-average dimensions should be added to the character's descriptor.

2d6	Height	Weight
2	Tiny (-4d6 inches)*	Emaciated (-8d6 lb)*
3-4	Short (-2d6 inches)	Thin (-4d6 lb)
5-6	Average (-1d6 inches)	Average (-2d6 lb)
7-9	Average (+1d6 inches)	Average (+2d6 lb)
10-11	Tall (+2d6 inches)	Large (+4d6 lb)
12	Towering (+4d6 inches)**	Corpulent (+8d6 lb)**

\*A creature of **medium size or larger** becomes one size category smaller if tiny or emaciated.

\*\*A creature of **medium size or smaller** becomes one size category larger if towering or corpulent.

Every creature has a size category. Player heritages usually fall into the range of small, medium, or larger creatures. A heritage’s size is noted in its entry earlier in this chapter. Especially tall, short, large, or thin specimens can fall into a size category above or below the norm, as indicated in the table above.

Size categories have the following effects on a creature’s statistics. When you establish your character’s derived statistics. When you establish your character’s derived statistics later in this chapter, you will need to apply the following adjustments.

Size	SPEED	DEFENSE	SOAK	CARRY
Tiny	4	+4	0	—
Small	4	+2	0	—
Medium	5	+0	0	—
Large	5	-2	5	+50%
Enormous	6	-4	10	+100%

## HOBBY AND TRIVIA SKILLS

These skills cannot be used in combat (so there’s no point choosing “target shooting”—that’s what *pistols* and *rifles* are for). The GM should feel free to disallow any choice which appears to be a sneak attempt to derive a combat bonus. These two types of skills are, specifically, intended to round out a character and provide depth and flavor.

The hobby skill can be an artistic, crafting, gaming, hobby, performance, or sporting skill. The trivia skill can refer to any body of knowledge, such as movies, history, sports, and so on.

If you are struggling to choose a character’s hobby and trivia skills, try rolling on the charts below to select them randomly. You can always choose your hobby or trivia skill for your skill increase when gaining a new career rank. This is an exception to the general rule that you cannot repeat a skill within a career.

### HOBBY SKILL

1d6	1	2	3	4	5	6
1	painting	pottery	poetry	photography	carpentry	cooking
2	riddles	models	gardening	fishing	poker	chess
3	birdwatching	acting	singing	instrument	dancing	football
4	hiking	writing	origami	magic tricks	cricket	baseball
5	surfing	antiques	stamps	pool	pet	swimming
6	kayaking	rock climbing	golf	costume	theater	reenactments

### TRIVIA SKILL

1d6	1	2	3	4	5	6
1	movies	rock n roll	literature	history	insects	fossils
2	current events	art	words	animals	sports	dinosaurs
3	classical music	WWII	customs	religion	architecture	fungi
4	myths/legends	pop culture	vintage vehicles	celebrities	crime	paranormal
5	comic books	games	food & drink	romans	cartoons	statistics
6	flags	inventions	quotations	fairytales	nautical	conspiracies

## BUILD YOUR BACKGROUND

&&&&FLASH FICTION PIECE 400 words

Careers are how you track your character’s life. Over the years, your character may take a number of different paths and make important decisions. Perhaps you went to college, joined the police, signed up for the military, or became a doctor.

On the other hand, you may have become a con-artist or cat-burglar and wound up in prison. It's entirely up to you, and your choices will further define your character in terms of attributes and skills.

To build a character you take a series of careers. Each adds a number of years to your age and affects your attributes. Each background also grants you one skill choice from those listed, and special exploits unique to that career. This series of careers will define your character, adding to your attributes, skills, and age. Some careers have prerequisites based on attributes or previously chosen careers.

\*New here in *N.E.W.*

<p><b>STARTING CAREERS</b>            *Enduring Survivor [starter]            Experiment [starter]            *Fighter Initiate [starter]            *Gymnast [starter]            Hacker [starter]            Jock [starter]            *Martial Artist [starter]            *Military Grunt [starter]            Orphan [starter]            Prodigy [starter]            Rebel [starter]            Scion [starter]</p> <p><b>GENERAL CAREERS</b>            Craftsman            Drifter            Gambler            Bounty Hunter            Musician            Rock Star            Pro Athlete            Superstar Athlete</p> <p><b>CRIMINAL CAREERS</b>            Street Thug            Gangster            Con Artist            Burglar            Smuggler            Prison</p>	<p><b>INVESTIGATIVE CAREERS</b>            Police Officer            Detective            *Intelligence Officer            *Private Eye</p> <p><b>*MARTIAL ARTIST CAREERS</b>            Boxer            Bare-Knuckle Boxing            Pankration            Capoeira            Jujitsu            Ninjitsu            Brazilian Jujitsu            Kung Fu            Gun Fu            Northern Shaolin            Southern Shaolin            Muay Thai            Savate            Krav Maga</p> <p><b>MILITARY CAREERS</b>            Assassin            Infiltrator            Military Academy            Scout            Sniper            Academy Teaching</p>	<p><b>VOCATIONAL CAREERS</b>            Bartender            Pilot            Priest            Reporter            Miner            Politician</p> <p><b>ACADEMIC CAREERS</b>            College            Engineer            Medic            Scientist</p> <p><b>*DESTINED CAREERS</b>            Badass            Crusading Antihero            Diehard            Explosives Expert            Firearm Aficionado            Grit Fighter            Guerilla Warrior            Heavy Gunner            Revolutionary            Survivor            Vigilante</p> <p><b>*HERITAGE CAREERS</b>            Cyborg            Light Modification            Metamorphosis            Realized            Non-Standard Robot            Advanced</p>
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### NUMBER OF CAREERS

A starting character takes one starter career and four subsequent careers (or career advancements), making five in total. Those marked [starter] may only be taken as your first career. Careers which have a chance of an

enforced follow-up career (like some of the criminal careers and prison) do not enforce the follow-up career if the career is the final (5th) career.

## CAREER GRADES

Careers contain a list of special exploits, designated with roman numerals. Each represents a “grade” in that career—a character gains a new exploit each time he repeats a career and takes a new grade in it. The number of grades indicates the maximum number of times a career can be taken—some careers only have one grade (marked I), and can only be taken once, while others could have up to five or more (marked I, II, III, IV, V).

Some careers are marked [repeatable] and may be revisited or taken multiple times. If a career is not marked [repeatable] you cannot revisit it once you have left that career and moved on to another. Therefore, if you start the game with five careers at their first grade, you will only be able to further advance the last one you took.

## CAREER CHECKLIST

When taking a career, go through the following steps:

1. Check prerequisites.
2. Apply age adjustment.
3. Apply attribute adjustments. Any career at which you reach grade III gives an additional +1 REP. You also gain +1 REP at grade V.
4. Select one skill from the list of available skills provided.
5. Note the exploit granted.

# STARTER CAREERS

Starter careers can only be taken once, and only at the time of character creation. They represent a character’s upbringing and childhood prior to embarkation upon their first real career. Some heritages have heritage-specific starter careers, and these can be found later, under Heritage Careers.

<b>Enduring Survivor [starter]   2d6+6 Years</b>
<b>Prerequisites:</b> None.
The story of your childhood is one of hardship; you’ve grown a thick hide from countless conflicts.
<b>STR +1, END +1, LUC +1, WIL +1</b> BRAVERY, HARDY, MELEE WEAPON, RESISTANCE, SURVIVAL
You’ll be finished when you say you’re finished. Once per day you can take a short rest and heal 25% what you would normally heal during a long rest although you always still have burns, minor abrasions, scars, and the like after recovering.

<b>Experiment [starter]   2d6 Years</b>
<b>Prerequisites:</b> Augmented, Designed, or Mutant
You were the subject of tests and experiments by scientists and doctors. Your childhood was spent in a lab.
<b>STR +1, END +1, AGI +1</b> HARDY, REACTIONS, RUNNING
You have been specifically bred and engineered for a purpose. At the start of a fight your 'programming' kicks in, granting you a +2d6 INITIATIVE bonus.

<b>Fighter Initiate [starter]   2d6+6 Years</b>
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<b>Prerequisites:</b> None
Toughs and roustabouts were your companions as a youth, and you've got the worn knuckles to prove it.
<b>STR +1, END +1, LUC +1, REP +1</b>
INTUITION, HARDY, MELEE WEAPON, RUNNING, UNARMED COMBAT
Throwing roundhouse kicks and vicious jabs is second nature to you. Whenever you're striking something unarmed (objects or opponents), gain a +1d6 to your attack roll.

<b>Gymnast [starter]   2d6+6 Years</b>
<b>Prerequisites:</b> None.
You've been trained in acrobatics, taught to flip and cartwheel with ease—either to dodge incoming fire in a hostile environment or to entertain spectators.
<b>AGI +2, END +1, LUC +2</b>
ACROBATICS, CONCENTRATION, JUMPING, REACTIONS, RUNNING
It isn't easy to hit you. You receive a +1 to DEFENSE when you are aware of an incoming attack. Once per day when you are in the OPEN, you can actively dodge and spend a move action to be treated as though you were IN COVER.

<b>Hacker [starter]   2d6+6 Years</b>
<b>Prerequisites:</b> None.
You were obsessed with computer systems in your adolescent years.
<b>LOG +1, REP +1, \$\$ +1</b>
BUREAUCRACY, COMPUTER OPERATION, CRACKING, CRYPTOLOGY, GAMING
You are practiced at cracking and anticracking techniques. You can actively provide a networked computer with a +4 ELECTRONIC DEFENSE score.

<b>Jock [starter]   15 Years</b>
<b>Prerequisites:</b> None.
You were a football player (or other sportsman) in High School. You developed your physical and social skills, but your academic skills fell slightly behind.
<b>STR +1, AGI +1, END +1, CHA +1</b>
SPORT, CAROUSING
You are able to either throw objects with a +50% to their range increment, OR gain a +2 to your SPEED.

<b>Martial Artist [starter]   2d6+6 Years</b>
<b>Prerequisites:</b> None.
The story of your youth involves disciplined, regimented schooling in a traditional style of fighting, typically at a dojo or studio.
<b>STR +1, AGI +1, END +1, WIL +1, CHI +1</b>
ACROBATICS, JUMPING, MEDITATION, THROWING, MARTIAL ARTS
Your training proves that the old ways are often the best, for more reasons than one. You receive a +1 bonus to DEFENSE and MENTAL DEFENSE.

<b>Military Grunt [starter]   2d6+6 Years</b>
<b>Prerequisites:</b> None.
You spent time as a kid getting shuffled around from military base to military base, or otherwise garnered combat expertise from modern soldiers.
<b>STR +1, AGI +1, INT +1, LUC +1</b>
PISTOL, MELEE WEAPON, SURVIVAL, TACTICS, UNARMED COMBAT
Moving into and out of cover can be done quite rapidly—adrenaline is funny like that. Once per day you can move from BLOCKED to OPEN, make a single melee or ranged attack, and then move back from

OPEN to BLOCKED.

\*Any career that has Military Grunt as a prerequisite may alternatively use Military Academy.

### **Orphan [starter] | 2d6+6 Years**

**Prerequisites:** None.

Your childhood was not a happy one.

**AGI +1 INT +1 LUC +1 CHA +1**

BLUFFING, INTUITION, RUNNING, STEALTH, SURVIVAL, THIEVERY, UNARMED COMBAT

You are very familiar with urban backgrounds, and are able to blend in easily. With a one-hour period in a new city, you are able to name local crime figures.

### **Prodigy [starter] | 2d6 Years**

**Prerequisites:** None.

A veritable genius, years ahead of your classmates, you were fast-tracked through your academic career.

**INT +1 LOG +2 LUC +1**

[SCIENTIFIC SKILLS], ENGINEERING, COMPUTER OPERATION, ACCOUNTING, LAW

You often have an unorthodox approach to things. Once per day you may substitute one of your mental attributes for another one for the purposes of making a single attribute check.

### **Rebel [starter] | 2d6+6 Years**

**Prerequisites:** None.

Resisting greater forces—often repressive regimes, zealous police forces, or foreign invaders—you’ve been forced to scrap and scrape, using every single resource at your disposal to carry the fight.

**AGI +1, END +1, LUC +1, WIL +1, CHA +1**

BLUFFING, FREERUNNING, STEALTH, TACTICS, THIEVERY

“This fell off the truck,” is a phrase you’ve become very familiar with. Once per day and twice during character creation, you can purchase a piece of equipment that normally costs \$80 or less at half cost. This is always an illegally acquired good.

### **Scion [starter] | 15 Years**

**Prerequisites:** None.

You had a privileged upbringing in a wealthy family, heir to old money. You have never known hardship.

**INT +1, \$\$ +4, REP +2**

[TRIVIA SKILLS], [SOCIAL SKILLS], GAMING, SPORT

You start play with two sets of superior quality clothing and 10,000 bonus dollars.

## **Academic Careers**

Academic careers include educational and scientific choices, and can earn character qualifications which can be used to access later careers. In addition, a college education can substitute for Military Academy for those intending to enter service. Some academic careers earn your character an educational qualification or title. For example, you can gain degrees and doctorates at college.

### **College [repeatable] | 4 Years**

**Prerequisites:** LOG 3+

After a four-year course, you gained a Bachelor's degree at university. Choose a subject. You can “restart” this career at any time to gain degrees in additional subjects. This career is an exception to the rule that you

cannot repeat a skill within one career.
<b>LOG +1, WIL or END +1*, REP +1, \$\$ +1</b> CAROUSING, CRACKING, [SCIENTIFIC SKILLS], [TECHNICAL SKILLS], ENGINEERING, CRYPTOLOGY, LINGUISTICS, [ARTISTIC SKILLS]
I: Your research skills are developed. If you have access to a library or the internet, you gain a +2d6 bonus to attempts to learn information about a subject. This is not stackable if you repeat the College career from the start again.
II: You remain in college and gain a Masters degree in your subject. This can be used to access some future careers in place of a Military Academy pre-requisite.
III: After a further two years, you gained a Doctorate at university. You may now call yourself a Doctor. Gaining a doctorate requires not just an expert knowledge of a subject, but also rigorous skills of analysis and evaluation and critical achievement. You have made a minor breakthrough in your chosen subject, and are known amongst peers for it. When dealing personally with academics, you gain a +2d6 bonus.
*NOTE: WIL or END must be alternated through college grades.

<b>Engineer   1d6 Years</b>
<b>Prerequisites:</b> College or Engineering
You became an engineer, proficient at manipulating technology and repairing devices and engines.
<b>LOG +1, WIL +1, \$\$ +1</b> CONCENTRATION, [TECHNICAL SKILLS], BUREAUCRACY
I: You can temporarily repair and jury-rig a broken item of size Medium or smaller by spending five minutes with it. The item will operate for a number of minutes equal to your LOG check. If you spend one hour with it, it will operate for a number of hours equal to your LOG check. If you spend a day with it, it will operate for a number of days equal to your LOG check.
II: You can modify a piece of electronic equipment to upgrade it to a high quality item. This process takes one hour, but the item can only be used by you due to unfamiliar and jury-rigged controls.
III: A vessel in which you are an engineer increases its maximum speed by +2. This does not stack with other engineers should others be present.
IV: You can create explosives from common items and surroundings. The explosive takes one hour to make, and causes 3d6 heat damage to all within 5'. The explosive can be stored, but only for up to two hours.
V: You gain an additional resource pool called TECH which works exactly like a LUCK pool, and is based on your INT attribute.

<b>Medic   1d6 Years</b>
<b>Prerequisites:</b> College; Medicine
You enter the medical profession. If you have gained a doctorate at college, you do so as a doctor; otherwise you are referred to as a nurse or medic.
<b>LOG +1, INT +1, CHA +1, \$\$ +1</b> COMPUTER OPERATION, MEDICINE, BUREAUCRACY, PSYCHOLOGY
I: You begin play with a medical pouch. Your long-term care is of such quality that your patient gains an additional 1d6 HEALTH per day. You may only have one patient under your long-term care at a time.
II: Using basic medical equipment, you can heal 1d6 points of HEALTH to a creature you can touch as a single action. Any given creature can only benefit from your healing in this way once per day.
III: You gain +1d6 bonus to identify or treat diseases, poisons, and toxins.
IV: You can now heal 2d6 points of HEALTH as a single action.
V: You can revive a seemingly dead creature with a LOG check. The creature must have "died" within the last five minutes, and the difficulty value of the check is 20 + the damage of the attack that killed it. The creature wakes up with 1 HEALTH.

<b>Scientist   1d6 Years</b>
<b>Prerequisites:</b> College; one [scientific skill] at 2+
You take your science with you as investigate phenomena in strange locations. Field scientists are viewed by

academia as adventurous types, and include archaeologists, meteorologists, zoologists, oceanographers, geologists, botanists, astrophysicists, and much more. Scientists in the military are usually known as science officers.

**LOG +1, WIL +1, REP +1, \$\$ +1**

[SCIENTIFIC SKILLS], [TECHNICAL SKILLS], SURVIVAL, PERCEPTION, CONCENTRATION

I: You start play with a high quality scientific scanner.

II: You are able to identify the resistances, immunities, and vulnerabilities of any creature you can see with a Difficult [16] LOG check.

III: In the field, you need to improvise. Using your scientific know-how, you can create a crude object or device from your surroundings. This requires a LOG check, with a difficulty value equal to the purchase value of the object to a maximum of \$200.

IV: You may modify the output of any energy weapon or device to any other energy type of your choice. This takes two actions. The device operates for five minutes, but breaks permanently when this time is up.

V: You gain a resource pool called TECH which works exactly like a LUCK pool, and is based on your INT attribute.

## CRIMINAL CAREERS

Criminal careers include a variety of life choices, all of which are illegal. From low-level street thugs to gangsters to international smugglers, all criminal careers carry the added risk of prison. After taking a grade in a criminal career, roll 1d6. On a roll of 2 or less you must next take the Prison career.

### Burglar | 1d6 Years

**Prerequisites:** Rebel or Street Thug; AGI 3+.

You become a master thief, able to infiltrate the most secure of locations. Some cat burglars work for hire and conduct industrial espionage, while others prefer to steal valuable artifacts and jewels from museums and high security vaults.

**AGI +2, INT +1, \$\$ +2, REP +1**

CLIMBING, JUMPING, ACROBATICS, ESCAPE ARTIST, CRACKING, COMPUTER OPERATION, STEALTH, THIEVERY, APPRAISAL

I: You start play with a superior quality lockpicking kit. You gain a +1d6 bonus to attempts to pick locks, combinations, guess passwords, or access security panels.

II: An expert at climbing, you do not take any die penalties in combat while climbing.

III: You have a sixth sense when it comes to traps, and gain a +2d6 bonus to spot them and a +1d6 bonus to avoid or disarm them.

IV: Your climbing speed becomes equal to your regular SPEED.

V: You achieve a great robbery that will be remembered for years to come. Gain a sum of money equal to your REP check x \$1,000.

### Con Artist | 1d6 Years

**Prerequisites:** Street Thug, CHA 3+.

You honed your skills and learned how to trick others out of their money with charm, lies, bluffs, disguise, and more. Roll 1d6. On a roll of 2 or less you must next take the Prison background. Many career criminals combine the craft of the con man with the skills of the burglar.

**CHA +2, INT +1, LUC +1, \$\$ +3**

[SOCIAL SKILLS], DISGUISE, BRIBERY, FORGERY

I: In a bar or other crowded social situation, you can automatically make an amount of money equal to a CHA check x \$10 in the space of an hour using only the gift of the gab. You can only do this once per day.

II: You are easily able to impersonate any job role which you have had opportunity to observe within the past

day, even briefly. You gain a +1d6 bonus if you have been able to observe and mimic an example.

III: You are able to don a quick disguise in one round instead of five minutes. This must be a disguise you've used before.

IV: You are able to temporarily beguile and captivate a target with your words as a CHA vs. MENTAL DEFENSE check. A successful check charms the target for 2 turns. The target must be able to understand you and have a INT attribute of at least 2.

### **Gangster | 1d6 Years**

**Prerequisites:** Street Thug.

Eventually your life of crime led you to fall in with a gang or crew. Roll 1d6. On a roll of 2 or less you must next take the Prison background.

**END +1 or INT +1, CHA +1, \$\$ +3, REP +1**

INTIMIDATION, THIEVERY, DRIVING, PISTOLS

I: Intimidation is your way of life, especially in the criminal underworld. When attempting to intimidate a criminal, you gain a +1d6 bonus.

II: A protection racket is a lucrative and steady stream of income. Within your REP sphere (see REP, later in this rulebook) you have a route. You gain your REP x \$100 each week.

\*NOTE: When choosing END, you go to Prison on a roll of 3 or less (instead of 2 or less).

### **Prison [repeatable] | 2d6 Years**

**Prerequisites:** Any criminal background.

Your life of crime ended you up in prison where you served time. It was a tough environment and you spent most of your time just trying to survive, although you did make one or two lifelong contacts.

**END +2, INT +1, REP +1**

INTIMIDATION, SURVIVAL, [SUBTERFUGE SKILLS], [UNARMED COMBAT]

I: You are mentally and physically toughened. Each time you go to prison you gain a +1 bonus to your DEFENSE and MENTAL DEFENSE.

### **Smuggler | 1d6 Years**

**Prerequisites:** Pilot

You spent time as a smuggler, moving stolen or illegal goods from one planetary system to another. Roll 1d6. If you roll a 1, you must next select Prison as a background.

**AGI +1, CHA +1, LUC +1, \$\$ +2**

THIEVERY, NAVIGATION, CAROUSING, PILOTING, BLUFFING, APPRAISAL, PISTOLS

I: You know how to hide objects, either about your person or in a location. You gain a +2d6 bonus to attempts to hide items.

II: You know all the secret—if dangerous—trade routes. If you navigate a ship, plane, or land vehicle, you may reduce the journey distance (in parsecs) by 2d6%.

III: You're a born haggler, and can reduce the cost of any purchase by 3d6%.

IV: In an urban environment, you can sell goods for 75% of normal cost rather than 50%.

V: Smugglers rely a lot on old-fashioned luck and bravado. They may use their LUC attribute a number of times per day equal to career grade / 2.

### **Street Thug | 1d6 Years**

**Prerequisites:** None.

You fell into the fringes of society and ended up as a thug on the street, committing petty crimes for small amounts of money. Roll 1d6. On a roll of 1 you must next take the Prison background.

**AGI +1, END +1, CHA +1, \$\$ +1**

INTIMIDATION, RUNNING, [UNARMED COMBAT], CLUBS

I: You have developed an uncanny ability to detect cops. When attempting to sniff out a police officer or similar authority figure, you gain a +1d6 bonus.

II: You are easily able to improvise weapons using your surroundings—glasses, rocks, and so on. You always count as carrying a knife or club.

III: Life on the streets is tough. You gain a natural +2 SOAK.

## General Careers

General careers are an eclectic mix.

### Craftsman | 1d6 Years

**Prerequisites:** None.

You made your living by practicing your craft as a carpenter, electrician, mechanic, or other professional skilled worker.

**STR or AGI +1, \$\$ +1**

[TECHNICAL SKILLS], [ARTISTIC SKILLS], [CRAFTING SKILLS]

I: You start play with a set of tools worth \$750.

II: You can make 3d6 x \$50 per week by plying your trade.

III: Assuming raw materials are available, you can make an item of equipment in one day by rolling a LOG check vs. the item's value (up to \$20).

IV: You gain a +1d6 bonus to any attempt to repair something.

### Drifter [repeatable] 1d6 Years

**Prerequisites:** None.

Somehow you lost your way. Drinking, gambling, with no clear objective, you drifted through the fringes of society.

**AGI +1, CHA +1, LUC +1**

CAROUSING, GAMING, FLIRTATION, PERFORMING, BLUFFING, APPRAISAL, THIEVERY

I: You know how to blend in so that nobody pays any attention to you. You gain a +1d6 bonus when attempting to do so.

### Gambler [repeatable] | 1d6 Years

**Prerequisites:** None

Somehow you ended up as a gambler; a focused kind of drifter.

**INT +1, CHA +2, LUC +1, \$\$ +1/1d6\***

RUNNING, INTUITION, [GAMING SKILLS], CAROUSING, BLUFFING, FLIRTATION

\*Roll 1d6 for the amount of \$\$ you gain or lose. Roll another d6 to randomly determine if you gain or lose it (evens gain; odds lose)

### Musician 1d6 Years

**Prerequisites:** One Performance skill

You joined a band and played local gigs.

**CHA +2, \$\$ +1, REP +1**

CAROUSING, [PERFORMANCE SKILLS]

I: You can make money by playing at bars and doing local performances. You can automatically make an amount equal to a CHA check x \$10 per day by doing this.

II: You have the ability to captivate people with your musical ability. While using your musical instrument or voice, those who can hear you suffer a -1d6 penalty to all actions. This takes a full turn (2 actions) and the

penalty lasts until your next turn.

### **Media Star | 1d6 Years**

**Prerequisites:** Band Member, Superstar Athlete, or Socialite

You scored big, and are now as famous as can be! Life becomes luxurious.

**CHA +1, END -1, \$\$ +4, REP +3**

[SOCIAL SKILLS], [PERFORMANCE SKILLS]

I: Your fame has spread. If people have heard of you after a REP check, you gain a +2d6 bonus to social interactions with them. However, if they haven't, they perceive you as arrogant and you suffer a -1d6 penalty to social interactions with them.

II: The wealth is rolling in. You gain a superior quality vehicle of your choice (while luxurious, this vehicle has no enhancements unless you pay extra for them).

III: You are adept at leveraging your fame as a force of personal magnetism. You can make a CHA vs. MENTAL DEFENSE check to charm a target for 3 rounds.

IV: Your force of personality reaches new heights, and you learn to leverage your talents and reputation to instill emotions in your target. You must choose one emotion and can affect one target who can hear and see you, or any number of targets within 30' (but not both) and make a CHA vs. MENTAL DEFENSE check.

Those affected suffer the chosen emotion:

- *Hope*: a rousing pep talk inspires others. Each gains an Opportunity which must be used or spent in the next 5 minutes.
- *Anger*: you instill rage in your targets who immediately attack their foes, and who may not back down from, flee, or attempt to end or escape conflict.
- *Sadness*: the emotion of sadness or despair slows your targets for 2 rounds.

V: The riches continue to amass. You now gain a mastercraft vehicle of your choice (while luxurious, this vehicle has no enhancements unless you pay extra for them).

### **Professional Athlete | 1d6 Years**

**Prerequisites:** Jock

You are a professional athlete, whether that be in a team sport or a track and field event.

**STR +1, AGI +1, END +1, \$\$ +2, REP +1**

[PHYSICAL SKILLS], [SPORTING SKILLS]

I: You gain a +1 SPEED bonus.

II: You gain a +5 HEALTH bonus.

### **Socialite | 4 Years**

**Prerequisites:** Scion or \$\$ 4+

You learned how to be famous for being famous, and mastered the art of networking.

**CHA +2, REP +2, \$\$ +2**

[SOCIAL SKILLS]

I: You are at home when in high-class social gatherings. In such environments, you gain a +1d6 bonus to all attribute checks. Unfortunately, you are less comfortable—or welcome—in lower-class environments, and suffer a -1d6 penalty to all social interactions in such situations.

II: Your social contacts are second-to-none. You recover 2 REP dice per day instead of 1.

### **Superstar Athlete | 1d6 Years**

**Prerequisites:** Professional Athlete

You've become a true superstar. People know you wherever you go. And the money ain't bad, either—along with the accompanying temptations!

**STR +1, AGI +1, \$\$ +4, REP +3**

[PHYSICAL SKILLS], [SPORTING SKILLS], CAROUSING, FLIRTATION

I: You gain a signing bonus of \$5,000.

II: You gain another signing bonus of \$5,000.

## INVESTIGATIVE CAREERS

Investigative careers include occupations both official and freelance. Cops, agents, and bounty hunters all share the desire to locate and apprehend (or kill) suspects, using unique skills developed for that very purpose.

### Bounty Hunter | 1d6 Years

**Prerequisites:** None

As a bounty hunter you spent time tracking down and capturing wanted criminals.

**INT +1, CHA +1, REP +1, LUC +1, \$\$ +2**

PILOTING, STEALTH, COMPUTER OPERATION, PERCEPTION, INTUITION, INTIMIDATE, [COMBAT SKILLS]

I: You gain a +1d6 bonus to attempts to track a target.

II: You may choose a target heritage. You gain a further +1d6 bonus to attempts to track targets of that heritage.

III: You are able to locate a target's current location down to a specific city by accessing credit, criminal, customs, and other records if you have access to the internet.

### Detective | 1d6 Years

**Prerequisites:** Police Officer

Your police career continues as you make Detective.

**INT +1, WIL +1, \$\$ +2**

PISTOL, DRIVING, BUREAUCRACY, PERCEPTION, INTUITION, INTIMIDATE, STEALTH

I: You gain a +1d6 bonus to checks to spot clues.

II: At the scene of a crime (or any other event) you can talk to witnesses and automatically gain a detailed description of a suspect, including appearance, mannerisms, and distinguishing features.

III: You gain a +2d6 bonus to discern lies.

### Intelligence Officer | 2 Years

**Prerequisites:** Military Academy or College

You were recruited into Counter Intelligence, where you began to learn the ways of spies and investigators. A separate branch to regular military operations, your superiors and peers don't technically fall under normal jurisdictions; recruits are generally pulled from the Military Academy (prior to enlistment) or from university graduates. Counter Intelligence has a wide remit, dealing with both domestic and external threats, and performs undercover investigations into military and civilian issues.

**INT +1, LUC +1, CHA +1, \$\$ +1, WIL +1 or LOG +1**

[SUBTERFUGE SKILLS], COMPUTER OPERATION, BUREAUCRACY

I: You are able to create a false identity, complete with background records, in two days.

II: You know how to disappear without trace, dropping off the grid completely. No location discerning checks or abilities can find you unless you want them to.

III: You can use a safe house in any country to grant your disappear without trace ability to your entire party.

### Police Officer | 1d6 Years

**Prerequisites:** None

You join the police or other security force and begin a career as a uniformed officer.



<b>AGI +1, INT +1, \$\$ +1</b> PISTOL, DRIVING, BUREAUCRACY, PERCEPTION, INTUITION, INTIMIDATE
I: You are easily able to spot trouble before it happens. You gain a +1d6 bonus to initiative checks.
II: You are promoted to Sergeant. You know the signs of suspicious behavior. You gain a +1d6 bonus to checks made to spot unusual or criminal activity.
III: You can compel a target to "freeze!" with a CHA vs. MENTAL DEFENSE check. If successful, the target stops in his tracks and is stunned for one round. The target must be able to understand you and have an INT attribute of 2 or more.
IV: Promoted to Lieutenant, in an allied urban environment, you can call for backup in the form of 1d6 police officers who arrive within 5 minutes and who will follow your orders.
V: You are so familiar with surveillance devices, blind spots, and avoidance techniques that, by moving half your speed, you can render yourself effectively invisible to electronic monitoring equipment with a Difficult [16] AGI check.

<b>Private Eye   1d6 Years</b>
<b>Prerequisites:</b> INT 4+, CHA 4+
You snoop, bribe, tail, and occasionally get socked a few times a month in order to pay the bills. You know all the shady spots in town
<b>INT +1, WIL +1, CHA +1, LUC +1</b> PISTOL, BLUFFING, BRIBERY, PERCEPTION, INTUITION, INTIMIDATE, STEALTH
I: You've got a good sense of when something just isn't quite right; once per day when you roll a check to determine if someone is lying to you, reroll all results of 1 and 2.
II: Gain +3d6 to checks made to negotiate when it appears that you have the upper hand.

## MILITARY CAREERS

Military careers include marine and naval roles, along with special forces and other specialists. Characters with previous qualifications (doctors, engineers, and so on) will be placed in roles suiting their qualifications during Tours of Duty, whether in the air force, army, or navy. For example, a tour of duty doing covert operations taken by a character already qualified as a doctor will be a medical specialist (perhaps to put the team to sleep for a time for extreme transport or to pass customs), and a tour in the jungles taken by an engineer will be as an explosives specialist (to blow up an enemy dam).

Below is a list of how some careers could lead into a military career by taking a Tour of Duty.

Career	Navy	Army
College	Comms officer	
Engineer	Engineering officer	Explosives specialist
Medic	Medical officer	Medical specialist
Pilot	Helmsman	Drop pilot
Police officer	Security officer	Military police
Scientist	Science officer	

Most military careers begin with a stint at Military Academy, but a college degree can often circumvent that requirement. The air force and navy, especially, has a need for scientists and engineers, and doctors are an important part of any military organization.

The air force is a defensive and scouting wing of the military, largely on the periphery of territories or abroad. The navy is an exploratory, scientific organization that fields a wide range of sea-faring vessels (many carrying air force personnel and equipment). The army is the rank and file backbone of the military, a combat force trained for deployment in hostile situations and able to build platforms for wider range operations.

<b>Academy Teaching   1d6 Years</b>
<b>Prerequisites:</b> Military Academy or College II
You spent time teaching at Navy Academy. Navy Tours, Academy Teaching, and Naval Base Assignment are randomly determined; all you can choose to do is remain in Navy or choose a Criminal career. Each time you choose to remain in Navy roll 1d6: (1-2) Naval Base Assignment; (3) Academy teaching; (4-6) Navy Tour.
<b>LOG +1, CHA +1, \$\$ +2, REP +1</b> LEADERSHIP, CAROUSING, TEACHING, BUREAUCRACY, LINGUISTICS, CRYPTOLOGY
I: You gain a +1d6 bonus to social situations involving navy types as common connections, students, and colleagues are mentioned.
II: A paper or book you wrote has become required reading at the Academy. Naval graduates automatically recognize your name. Your bonus to social situations involving navy types increases to +2d6.

<b>Assassin   1d6 Years</b>
<b>Prerequisites:</b> AGI 3+, Bounty Hunter or Military Academy
A killer for hire, you mastered the skills of assassination.
<b>INT +1, AGI +1, REP +1, \$\$ +3</b> [COMBAT SKILLS], STEALTH, THIEVERY, PERCEPTION, INTUITION, INTIMIDATE, DISGUISE
I: If you successfully hit a target before he becomes aware of you, you gain a +2d6 damage bonus.
II: Your damage bonus for attacking unaware targets increases to +4d6.

<b>Military Academy   3 Years</b>
<b>Prerequisites:</b> END 3+
You joined the military and completed basic military training. Some programs send recruits to college to gain degrees before returning to cadet assignments. The Military Academy is the basic training location for Air Force, Army, Marine, and Navy officers, and as such covers a wide curriculum along with an opportunity to specialize early in a science, medicine, or engineering career. The Military Academy is regarded as a top-quality institution, easily the equal of many highly placed universities. The Academy is a three-year course, and is widely regarded as the equivalent of a Master's degree.
<b>STR +1, END +1, CHA +1* or WIL +1*, \$\$ +1</b> CARRYING, PISTOLS, RIFLES, LEADERSHIP, LAW, [SCIENTIFIC SKILLS], [TECHNICAL SKILLS] <i>*Choose Charisma or Willpower to represent a social or dedicated student</i>
I: You start play with a uniform which incorporates a high quality synthetic weave (SOAK 4, weight 4lb).

<b>Infiltrator   1d6 Years</b>
<b>Prerequisites:</b> AGI 3+; Assassin or Burglar
The pinnacle of special operations, either police, military or freelance, the infiltrator aptly describes the occupation of many men and women whose job it is to infiltrate enemy locations and accomplish dangerous missions. An infiltrator needs a range of skills beyond the mere ability to kill that is the hallmark of the assassin.
<b>AGI +1, INT +1, REP +1, \$\$ +2</b> [COMBAT SKILLS], STEALTH, THIEVERY, ESCAPE ARTS, ACROBATICS, CLIMBING
I: You start play with the Silent customization already applied to your armor.
II: You are able to disappear while in plain sight. You can make a stealth check even while under observation

to move your speed and become effectively invisible for a round. You may then make regular stealth checks as normal, but cannot repeat this feat against the same observer.

III: Your mastery of stealth is such that you are always able to make stealth checks when in plain sight as though you were not.

### **Navy Cadet Cruise | 1 Year**

**Prerequisites:** Military Academy or College

You completed your cadet cruise and are now a Navy Officer! The cadet cruise is a year long, and spent on a ship at sea; those who successfully complete the cadet cruise and evaluation are then able to proceed to a Navy Tour or to Navy Command School. The exact assignment of the cadet cruise varies, but a cadet typically carries out a range of non-specialized duties under the supervision of an evaluating officer.

**AGI +1, WIL +1, CHA +1, REP +1, \$\$ +1**

PILOTING, COMPUTER OPERATION, LEADERSHIP

I: You gain an overall familiarity with naval vessels and ports, and get a +1d6 bonus to checks related to them.

### **Navy Command School | 1 Year**

**Prerequisites:** LOG 3+, REP 3+, CHA 3+, Navy Cadet Cruise or College III

You have been selected for a command position and receive specialist training. This isn't the only way to get a command position, but it helps—especially if you don't have a university education. Command School is a one-year course designed to fast-track promising candidates up the ranks with an eye towards eventually captaining a ship.

**WIL +1, CHA +1, REP +1, \$\$ +1**

LEADERSHIP, BUREAUCRACY, TACTICS

I: You are fast-tracked and promoted to the rank of Lieutenant and are able to command naval officers of lower rank provided that your orders do not contradict standing orders or those from their direct superiors. This overrides any lower rank designations from Navy Tours.

### **Navy Tour | 1d6 Years**

**Prerequisites:** Navy Cadet Cruise

A navy tour is a regular military assignment; tours constitute the bulk of a military character's career. You completed a tour in the Navy. Navy Tours, Academy Teaching, and Naval Base Assignment are randomly determined; all you can choose to do is remain in the Navy or a Criminal career. Each time you choose to remain in the Navy roll 1d6: (1) Naval Base Assignment; (2) Academy teaching; (3-6) Navy Tour.

Tours in the Navy can encompass any and all of these duties. A crewman typically specializes in one of several career branches—medical, security, engineering, science, operations, pilot—and carries out his tour of duty in that area of specialization, often with a long-term aim of becoming chief of that department. For example, if you are already a medic, your tour is as a medical officer; if you are already a scientist, it is as a science officer or similar role. The same goes for pilots, security personnel, engineers, and so on.

**AGI +1, LOG +1, CHA +1, \$\$ +1, REP +1**

PILOTING, COMPUTER OPERATION, LEADERSHIP, PISTOL, ENGINEERING, [SCIENTIFIC SKILLS]

I: You start play as an Ensign with a high quality sidearm (pistol).

II: Your familiarity with naval ships is such that you can automatically navigate to any location inside one.

III: You are promoted to Lieutenant. Missions into hostile environments make you used to changes from very cold to very hot locales. You do not suffer penalties (but still gain bonuses) for high or low temperature environments.

IV: Your familiarity with starships increases to the point where you can navigate automatically inside any ship, whether naval or not.

V: At the rank of Commander, you have gained the respect of your comrades. If commanding a ship, all

bridge officers gain a +1d6 bonus to ship operations from your presence.

### **Scout | 1d6 Years**

**Prerequisites:** Military Academy, AGI 3+

You became a scout—a specialized soldier able to operate alone and perform reconnaissance.

**AGI +1, END +1, INT +1, \$\$ +1**

STEALTH, PERCEPTION, SURVIVAL, TRACKING, CLIMBING, RUNNING

I: You gain a +1d6 bonus to gain access to the ambush turn when attempting to set a stealth-based ambush.

II: Your SPEED increases by 2.

III: You gain a +1d6 bonus to all stealth-related attribute checks, and to all perception-related attribute checks.

### **Sniper | 1d6 Years**

**Prerequisites:** Scout; AGI 4+

You mastered the art of lying very still for long periods of time and shooting people a long way away. Sniping is a job which requires great endurance, patience, and accuracy.

**AGI +1, END +1, WIL +1, \$\$ +1**

RIFLES, STEALTH, PERCEPTION

I: All weapon range increments increase by 50%.

II: You cannot be pinned down if you have planted yourself in a sniping location.

III: Your first sniping shot of a combat gains a +4d6 damage bonus if it hits.

### **Army Base Assignment | 1d6 Years**

**Prerequisites:** Military Academy

You were assigned to an Army Base. Army Tours, Academy Teaching, and Army Base Assignment are randomly determined; all you can choose to do is remain in Army or choose a Criminal career. Each time you choose to remain in the Army roll 1d6: (1-2) Army Base Assignment; (3) Academy teaching; (4-6) Army Tour.

**CHA +2, \$\$ +2**

CAROUSING, COMPUTER OPERATION, ENGINEERING, [SCIENTIFIC SKILLS]

I: You become accustomed to the layout of military bases and outposts, and can navigate them without need for reference.

### **Army Cadet Assignment | 2 Years**

**Prerequisites:** None

You completed your cadet assignment in the Army, which gave you a rude awakening after the comparative luxury that was the Academy. Assigned menial tasks in hostile conditions and climates, you endured two years before being approved by your Sergeant.

**STR +1, END +1, \$\$ +1, REP +1**

CARRYING, [UNARMED COMBAT], PISTOLS, RIFLES, HARDY, SURVIVAL, LEADERSHIP, TACTICS

I: You start play with a Kevlar vest and a rifle. You also gain the ability to sleep lightly, and are not disadvantaged by perception checks made while asleep.

### **Marine Tour of Duty | 1d6 Years**

**Prerequisites:** Army Cadet Assignment

A marine tour is a regular military assignment; tours constitute the bulk of a military character's career. A tour of duty in the Marines means a deployment to a probably dangerous environment where you engaged enemy forces in infantry based ground battles or boarded hostile ships. Marines pride themselves on their

sense of duty and their courage, and consider themselves the most professional soldiers in the known world.
<b>STR +1, END +1, \$\$ +1</b> CARRYING, [COMBAT SKILLS], HARDY, SURVIVAL, LEADERSHIP, CAROUSING, BRAVERY, PERCEPTION
I: You start play as a Private with a smattering of equipment, as well as gear specific to an environment (cold weather camouflage, climbing gear, and so on).
II: Your highly trained battle awareness gives you a +2d6 bonus to initiative checks.
III: A promotion to Sergeant gives you the ability to command other Marines of lower rank, provided your orders do not contradict standing orders. Your entire party gains a +1d6 initiative bonus.
IV: You've received so many battle scars that you sometimes don't notice injury. You gain a SOAK bonus of 2.
V: Promoted to Sergeant Major, your ability to command lower ranking soldiers increases. Once per day you can grant another character an additional free turn. This turn can take place at any point.

## MARTIAL ARTS CAREERS

Many careers offer training in[UNARMED COMBAT] by some means or another, but the truly dedicated devote years of their lives to perfecting a martial art, or in some cases, several. Many others learn a smattering of skills from several disciplines, perhaps as a specialty for covert operations or to assist in assassination attempts gone wrong.

<b>Kung Fu   1d6 Years</b>
<b>Prerequisites:</b> Martial Artist or Age 10+, WIL 4+, AGI 4+
Through intense and dedicated training, you've begun to unlock the secrets of the ancient martial arts of China. You can sense and feel the essence of your being and are able to manipulate not only that life energy, but also your body, to its maximum effect. With these skills at your disposal, you are a fearsome opponent in combat and able to perform feats of finesse and strength that dazzle your peers.
<b>STR +1 or AGI +1 or END +1, WIL +1, CHI +1</b> ACROBATICS, MEDITATION, PERCEPTION, REACTIONS, STAFF, MARTIAL ARTS
I Eternal Student: While performing any non-combat physical test (such as Acrobatics, Carrying, Climbing, Jumping, and the like), you may make a Routine [10] WIL (Meditation) test to reroll any dice on the non-combat physical test with a natural result of 1.
II Quick Hands: Snatched ranged weapon attacks aimed at you from the air (Routine [10] AGI for most attacks, Strenuous [25] AGI for bullets).
III Reactive Trip: Turn a missed melee attack against you into a trip combat exploit as an action (AGI vs AGI/STR). This takes your reaction in this or the following turn (whichever is first).
IV Reactive Throw: Turn a missed melee attack against you into a throw combat exploit as an action (AGI vs AGI/STR). This takes your reaction in this or the following turn (whichever is first).
V Active Resistance: Spend an action to prepare and gain resistance to one type of damage equal to your WIL x 2. This resistance stacks with any others you or your equipment possess.

<b>Northern Shaolin   1d6 Years</b>
<b>Prerequisites:</b> Kung Fu III, Roll With It combat exploit
Focusing on the use of your legs and staying quick on your feet, you practice styles like Baguazhang, Eagle Claw, Northern Praying Mantis, or Chángquán.
<b>AGI +1 or END +1, WIL +1, CHI +1</b> HARDY, MELEE WEAPON, NATURE, RUNNING, MARTIAL ARTS
I Fast Feet: You may make an AGI test opposed by your target's INT as an action; on a success, you gain

bonus dice to your melee attacks and damage against that target equal to your CHI dice pool.
II Shifting Forms: You gain your CHI dice to use to increase your defense or resistance against attacks every round as a free action.
III Rolling Defense: You may use the Roll With It combat exploit and make an Easy [6] AGI test to not be knocked prone. On a failure, you suffer a penalty to defense equal to CHI dice pool / 2.
IV Flowing Defender: When using a reactive combat exploit, it does not cost you a reaction. You may only use Flowing Defender a number of times per round equal to your CHI attribute.

<b>Southern Shaolin   1d6 Years</b>
<b>Prerequisites:</b> Kung Fu III, Disarm combat exploit
Your body is a weapon, and your hands are deadly indeed. Using styles like Fujian White Crane, Wing Chun, Southern Praying Mantis, Bak Mei and Dragon, you are a master of Nanquan—the Southern Fist.
<b>STR +1 or END +1, WIL +1, CHI +1</b>
CLIMBING, HARDY, MELEE WEAPON, NATURE, MARTIAL ARTS
I Empty Hand: Whenever you successfully perform a Disarm combat exploit, instead of the target dropping its weapon, you take it in hand and may make one free attack on the target.
II Weaving Forms: You gain a pool of bonus dice to use for melee attack and/or damage every round. This pool is equal to your CHI dice pool / 2.
III God Fist: You gain the Knockback combat exploit and double the distance a target is moved. For every 10' they move, the target is winded for 1 round and limited to a single action until they recover.
IV Flowing Attacker: For each 5' you travel during a turn, you may make one attack so long as you succeed on a Routine [10] AGI test. For every attack after the first, the difficulty of the qualifying AGI test increases by 3 for every 5' moved (to Challenging [13], then to Difficult [16], then to Demanding [22], Strenuous [25], and so on).

<b>Gun Fu   1d6 Years</b>
<b>Prerequisites:</b> Kung Fu III, Ambidexterity combat exploit
You have mastered the synthesis of modern weaponry with ancient martial arts, able to maximize the power and accuracy of firearms by integrating the forms of various styles into one terrifying dance of explosive death.
<b>AGI +1, LUCK +2, WIL +1 or CHI +1</b>
INTUITION, MARKSMAN, REACTIONS, RUNNING, TACTICS
I Rapid Reload: You can reload two one-handed firearms or any two-handed firearm with one action.
II Sliding Fusillade: For two actions, you can take your full movement x 1.5 in a straight line and make up to two attack actions.
III Firing Forms: For two actions, you can take as many attack actions as there are targets, up to your CHI attribute.

<b>Jujutsu   1d6 Years</b>
<b>Prerequisites:</b> Military Grunt or Martial Artist
Trained in fighting an armed opponent with your feet and fists, you are a fluid warrior in combat, adapting to best use your enemy's movements against them.
<b>AGI +1, END +1, CHI +1</b>
INTUITION, MEDITATION, MELEE WEAPON, STEALTH, MARTIAL ARTS
I Breaking Fall: Ignore the last 10' any time you take falling damage.
II Yielding Defense: Turn a successful melee attack against you into a failure (AGI vs STR or AGI).
III Fluid Resistance: After taking damage from a melee attack, make an AGI test (vs damage dealt) to initiate a grapple.
IV Reactive Disarm: Turn a missed melee attack against you into a Disarm combat exploit as an action (AGI

vs AGI/STR). This takes your reaction in this or the following turn (whichever is first).

V Reactive Takedown: Turn a missed melee attack against you into a Knockdown combat exploit as an action (AGI vs AGI/STR). This takes your reaction in this or the following turn (whichever is first).

## **Aikido | 1d6 Years**

**Prerequisites:** Jujutsu I, Throw combat exploit

Blending the force of your attacker with your own movements, you have mastered the art of redirecting a foe's movement to your advantage, placing them in disadvantageous positions with joint locks and a chilling understanding of functional anatomy.

**AGI +1, WILL +1, CHI +1**

ACROBATICS, ESCAPE ARTIST, REACTION, MARTIAL ARTS

I Improved Throw: Only 1d6 to increase throw distance.

II Joint-Lock: Spend 2 actions to grapple, disarm, and attack once with +2d6.

III Superlative Pin: Spend 1 action to grapple and pin (AGI vs STR/AGI).

IV Immobilizing Strike: Spend 2 actions to make a precise strike that both deals damage and immobilized target (AGI Demanding [21] check).

V Paralyzing Strike Spend 2 actions to make a precise strike that both deals damage and immobilized target (AGI Strenuous [25] check).

## **Brazilian Jujutsu | 1d6 Years**

**Prerequisites:** Jujutsu II

Taking your opponents down with expert technique and leverage, you take them to the ground, where you are a master combatant.

**STR +1, END +1, CHI +1**

ACROBATICS, AMBIDEXTERITY, MEDITATION, MARTIAL ARTS

I Ground Fighter: +1d6 to attack and +1 to DEFENSE while prone.

II Practiced Knockdown: The Knockdown combat exploit costs 1 less die to perform and you may Knockdown a target of any size.

III Momentous Dodge: The Roll With It combat exploit costs 1 less die and reduces the amount of damage the attack deals by your CHI dice pool / 2.

IV Momentous Knockdown: You do not pay a dice cost to perform the Knockdown combat exploit, you receive a bonus to the check equal to chi dice pool, but both you and the target are prone after a successful attempt; on a failed attempt, you go prone.

V Forced Submission: Once you have a target pinned, you may spend two actions to make a STR check with a bonus equal to your CHI attribute opposed by your target's END check; on a success, your target goes unconscious for a number of rounds equal to your CHI attribute / 2.

## **Ninjutsu | 1d6 Years**

**Prerequisites:** Jujutsu III.

The skills and tactics of Japan's warriors of subterfuge, sabotage, and deception are known to you, either through a Ninja master that took you in as an apprentice, or by traveling to the ancestral homeland and earning the right to train among those who still practice ninjutsu.

**STR +1, AGI +1, CHI +1**

ACROBATICS, CLIMBING, DISGUISE, PERCEPTION, STEALTH

I Poison: With one minute of preparation, you can craft poison that deals +1d6 damage for every level of Ninjutsu you have; you must deal enough damage to bypass a target's soak to deal this poison damage. Preparing a weapon with poison during combat requires the use of an exploit dice.

II Fast Climb: Double your climb speed.

III Gas Poison: By spending an action, you can deliver your poison as a dust or small burst of gas that

ignores the target's soak.

IV Weapon Mastery: You can draw and sheathe a sword, staff, club, spear, naginata, kusarigama, and shuriken as free actions. Choose two of these weapons; you receive a +1d6 to damage with these weapons.

V Death Strike: Once per day you may strike a creature that is not aware of your presence or does not realize you are an enemy with surprising, lethal force. Make an attack roll using your CHI dice pool; your target must make an END check against a difficulty equal to your result. Failure on this check means instant death, but either way the target takes double damage.

## **Boxing | 1d6 Years**

**Prerequisites:** Enduring Survivor, Fighter Initiate, or Military Grunt.

The ring is your king. You have been in scores of fights (both sanctioned and otherwise), endured countless days and nights of strenuous physical training, and your body is a shrine to thousands of jabs, hooks, and hastily landed strikes.

**STR +1 or AGI +1, END +2, LUC +1**

BOXING, HARDY, INTUITION, REACTION

I: One-Two. Once per turn, you may make a quick second boxing attack for free. This second attack may not have any exploits attached to it.

II: Haymaker. With a wild swing, you pool all your attack potential into one mighty blow. The attack costs two actions, suffers a -2d6 penalty to hit, but deals double damage. If you miss, however, you put yourself at a disadvantage, allowing your opponent an immediate free attack at you.

III: Beat the Count. Once per day, when reduced to 0 HEALTH, you may spend two actions to recover 2d6 HEALTH and stand up.

IV: Rope-A-Dope. You allow your enemy to attack you, fooling him into believing he is winning. You allow the enemy's next two attacks to strike home, choosing to receive the damage; after the second attack, you respond with a counterattack which does bonus damage equal to the damage he dealt you.

V: K.O.: A mighty blow fells your opponent, knocking him to the ground and stunning him for 3 rounds if you make a successful STR vs. END check.

## **Bare-Knuckle | 1d6 Years**

**Prerequisites:** Boxing III

Not every fight is in a well-lit ring with ropes, medical staff, or even gloves—and you know that better than anyone. People have been tangling with you in back alleys, bars, and maybe even prison yards, fist for fist, for years.

**STR +1, AGI +1, END +2, LUC +1**

BLUFFING, INTIMIDATE, INTUITION, REACTIONS, BOXING

I Canny Fighter: Spend 1 action to make a Challenging [13] INT check or Demanding [21] AGI check; on a success, gain a bonus to your defense for the round equal to half your INT or gain half your INT dice pool as a bonus to your next attack made with a combat exploit.

II Temple Strike: Spend 2 actions to make a Demanding [21] AGI check and then a Strenuous [25] STR check to knock a target unconscious for a number of rounds equal to your STR attribute.

## **Pankration | 1d6 Years**

**Prerequisites:** Boxing II

The truest expression of a person's fighting ability, some would say, is the ancient art of wrestling—you count yourself among their number. After hundreds of matches, you know exactly the best way to grapple and pin an opponent in any situation.

**STR +2, END +2, LUC +1**

ACROBATICS, CLIMBING, REACTIONS, RUNNING, BOXING

I Olympic Stance: Spend 1 action to enter an olympic stance. While in an olympic stance your movement is



halved, but you gain a bonus of ½ your STR dice pool on any checks made to grapple.

II Straight Kick: Spend 2 actions to make a devastating kick; on a successful hit, instead of dealing damage the target is sickened or tired (your choice) for a number of rounds equal to your STR score.

## Capoeira | 1d6 Years

**Prerequisites:** Gymnast, Fighting Initiate or AGI 5+

Training with a capoeira master, you've become more adept at the acrobatic martial art, able to tumble, cartwheel, and flip around your enemies with ease.

**AGI +1, END +1, LUC +1, CHI +1**

ACROBATICS, DANCING, JUMPING, REACTIONS, MARTIAL ARTS

I Ginga: Every round you gain +1 to DEFENSE or +1d6 to attacks (chosen as a free action each round).

II Asymmetric Advantage: Gain +1d6 to attack for every 3 opponents actively engaging you in melee combat.

III Rasteira: Make a Challenging [13] AGI check to make a trip combat exploit when an adjacent enemy takes a movement action.

IV Esquivas: Make a Difficult [16] AGI check to turn an attack against you into an opposed check, using the AGI check as your DEFENSE.

V Asymmetric Adept: The bonus from Asymmetric Advantage is rewarded for every 2 opponents rather than every 3. These dice may now also be swapped for a +2 to DEFENSE.

## Muay Thai | 1d6 Years

**Prerequisites:** Fighter Initiate, Martial Artist, or END 5+ and STR 4+

Dedicated conditioning is a part of your daily routine, and you cannot count the number of times you've struck out against a tree trunk with your leg, but it doesn't matter: your body truly is a living weapon.

**END +2, STR +1, AGI +1, CHI +1**

ACROBATICS, CLIMBING, JUMPING, REACTIONS, MARTIAL ARTS

I Mae Maei: You gain +1 natural SOAK, which increases by 1 per level in this career.

II Thip: Spend 1 action to make a devastating kick; on a successful hit, instead of dealing damage the target is dazed for a number of rounds equal to half your STR score.

III Chok-Te: Gain +1d6 for every unarmed melee attack you've made this turn.

IV Ti Khao and Sok: Make a Demanding [21] AGI check to leap quickly and drive the momentum of your jump into a knee or elbow strike that ignores a target's soak; you take an amount of damage equal to half of what you deliver to the target, minus your soak.

## Savate | 1d6 Years

**Prerequisites:** Gymnast or Fighter Initiate or AGI 4+

Training with a champion of the sport or learning the hard way on the meaner streets in Marseille or Paris, you've studied the martial art of France and can put it to great use.

**STR +1 or END +1, AGI +1, LUC +1, CHI +1**

ACROBATICS, CLIMBING, JUMPING, RUNNING, MARTIAL ARTS

I Assault Savate: Increase your Jump distance to x 1.5. With a Difficult [16] AGI check you may faint an opponent, just barely touching them (and allowing you to steal or place one item extremely small item, like a playing card or wallet, on their person without their notice).

II Pre-Combat Savate: Any turn that you jump, add +2d6 to any attack you make as you land. You must jump more than 5' to gain any of this bonus.

III Combat Savate: When you take damage from a melee attack, you may make a Demanding [21] AGI check to take the blow's momentum and use it to your advantage, gaining +3d6 to the next melee attack you make. These dice must be used for combat exploits.

<b>Krav Maga   1d6 Years</b>
<b>Prerequisites:</b> AGI 4+, INT 3+
Studying one of the newest and most practical martial arts has taught you to end a fight as soon as it starts (if it has to) and to make the most out of your attacks with the least effort.
<b>STR +1, AGI +1, END +1, CHI +1</b>
INTUITION, PERCEPTION, REACTIONS, THROWING, MARTIAL ARTS
I Know the Arena: The instant an attack is made within 50' of you, you receive a free Challenging [13] AGI check to find any exits from the vicinity. You are easily able to improvise weapons using your surroundings—glasses, rocks, and so on; you always count as carrying a knife or club.
II Brutal Counter: After an enemy makes an attack on you, you can make a Difficult [16] AGI check to make a counterattack. This takes up 1 action on your next turn.
III Impromptu Weapon: No matter the size of an impromptu weapon (so long as it is Tiny or larger), you can deal cutting, blunt, stabbing, or stunning damage with it after when making a thrown ranged attack..
IV Strike the Weak Spot: When making an unarmed attack, you can ignore a number of SOAK equal to your ranks in unarmed fighting.
V Efficient Strikes: Free combat exploit to all melee attacks (any cost).

## VOCATIONAL CAREERS

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<b>Ambassador   1d6 Years</b>
<b>Prerequisites:</b> CHA 3+, Politician or Scion
You have represented your peoples or country elsewhere.
<b>CHA +2, INT+1</b>
BUREAUCRACY, [SOCIAL SKILLS]
I: You start play with a diplomatic pouch in which any small sized item can be carried through customs without inspection.
II: You have access to your home country or group's embassy and residences in any country or city (if there are any), which can provide food, shelter, basic equipment, and medical care.
III: You gain diplomatic immunity to very low-level and petty crimes in any country that contains an embassy.

<b>Bartender   1d6 Years</b>
<b>Prerequisites:</b> None
Bartending is a great way to pay the bills. Some make a lifelong career of it.
<b>CHA +2, INT +2, \$\$ +1, REP +1</b>
CAROUSING, INTUITION, PERCEPTION
I: You gain a +1d6 bonus to checks vs. an intoxicated creature.
II: Years of checking for fake ID mean that you can spot the telltale signs. You gain a +1d6 bonus to detect forgeries.
III: You can gather local gossip and information simply by spending an hour in a bar or other watering hole, effectively giving you the local knowledge skill wherever you go as long as you are able to refresh your knowledge at a local bar weekly.

<b>Miner   1d6 Years</b>
<b>Prerequisites:</b> None

There's nothing like a few years spent down in a coal mine to build character.
<b>END +2, STR +1, \$\$+2</b>
CARRYING, CLIMBING, SURVIVAL, [TECHNICAL SKILLS], MINING
I: You gain a +1d6 bonus to scan for, identify or appraise metals and minerals.
II: When underground you can always determine direction and depth and pick a route to the surface.
III: You gain a +2d6 bonus to spot underground hazards and traps.

<b>Pilot   1d6 Years</b>
<b>Prerequisites:</b> AGI 3+
You became a pilot, learning to fly a plane or other aerial vehicle.
<b>AGI +1, INT +1, LUC +1, \$\$ +1</b>
REACTIONS, PILOTING, COMPUTER OPERATION, ASTRONOMY, GUNNERY, NAVIGATION
I: While airborne, you gain +1d6 to attacks.
II: A ship which you pilot gains a DEFENSE bonus equal to half (round up) your AGI attribute.
III: Your ship gains a +2 SPEED bonus. Additionally, you are able to easily navigate mid-air without an attribute check as long as you know where your destination is.
IV: In aerial combat you gain +2d6 to your INITIATIVE check.
V: Once per day you can make Demanding [21] AGI check to completely avoid all aerial enemy fire for one turn by adopting extreme breakneck evasive maneuvers.

<b>Politician   1d6 Years</b>
<b>Prerequisites:</b> CHA 3+ or Scion
You decided to run for an election.
<b>INT +1, CHA +1, REP +2, \$\$ +2</b>
INTUITION, BUREAUCRACY, [SOCIAL SKILLS], LAW
I: You are able to gain access to local (city-level) leaders and politicians on worlds connected to your own. This takes 1d6 days, and grants a one-hour meeting.
II: Experience with dealing with other species means that you do not suffer any penalties for social checks made in respect to members of other species.
III: Adept at politics, you know exactly whose palms to grease. You may use the powers of bribery to add 1 per 10 \$\$ (maximum 10\$\$ per point of INT) to a relevant attribute check.
IV: A seasoned political operative, you are no stranger to inspirational public speaking. You know what to say, and how to say it. You can lend your REP pool to an ally to use in your stead.
V: Blackmail is an unavoidable weapon in the politician's arsenal. You know how to get your way. Given an hour, you can obtain enough dirty information about someone to grant you a +2d6 bonus to any social checks related to them.

<b>Priest   1d6 Years</b>
<b>Prerequisites:</b> Wil 3+ or Novice
You joined the clergy and practiced religion.
<b>INT +1, WIL +1, CHA +1, REP +1</b>
PERCEPTION, CRAFTING, BUREAUCRACY, CRYPTOLOGY, LINGUISTICS, INTUITION, [TRIVIA SKILLS], MEDITATION, BRAVERY, LEADERSHIP, PERFORMING
I: Your insights into the morality of living things enables you to draw confessions from others. Given an hour of conversation, you gain a +2d6 bonus to checks designed to gain information from another creature.
II: You have faith, a peace of mind and an inner tranquility which is hard to penetrate. You gain +5 to your MENTAL DEFENSE.
III: Your position in the clergy grants you a certain reverence from others. Sentient opponents take a 1-die penalty to attack you on their first attack as long as you have not attacked them first.

IV: As long as you can contract them, you can draw on the resources of your church. Once per month you can be wired money equal to a REP check x \$100.

V: The clergy has powerful ties and a lot of influence. You can use that influence to achieve your goals. Your REP pool replenishes to full every day.

### **Reporter | 1d6 Years**

**Prerequisites:** INT 3+

You got a job as a reporter. You make a living off your investigative skills and your reputation.

**INT +1, CHA +1, LUC +1, REP +1, \$\$ +1**

BUREAUCRACY, COMPUTER OPERATION, [TRIVIA SKILLS], LINGUISTICS, INTUITION, CAROUSING, FLIRTATION, BLUFFING

I: You are adept at digging for information. You gain a +2d6 bonus to checks made to gather information.

II: Once per month you may write an article and have it published locally. This gains you funds equal to your REP check x 50 \$\$., plus it can be used to either draw out or bluff a target into revealing themselves with a successful INT vs. MENTAL DEFENSE check.

III: You have a network of contacts and informants, and can use it to gain access to areas normally off-limits to you. You may make a REP check when in an urban environment to obtain access codes, clearances, and permits. The difficulty of the REP check is the same as a standard check to be heard of.

IV: Incisive and direct, you can knock a target off balance with a sharp, pointed question which thrusts to the very core of the things they care most about. This takes the form of a REP vs. MENTAL DEFENSE ranged attack (the target must be able to see, hear, and understand you), and if successful the target is stunned for one turn. You may only use this on a given target once.

V: Given an hour and access to a computer network or a busy town or city, you can learn all about a specific person or creature, including resistances, vulnerabilities, immunities, special abilities, and more.

### **Air Jockey | 1d6 Years**

**Prerequisites:** None.

You got a commission on a civilian ship—a company plane or private fleet. As a general dogsbody, you learned a variety of skills, and you feel truly at home aboard a vessel traveling between the seas or hopping between air fields.

**AGI +1, CHA +1, LUC +1, \$\$ +1**

HARDY, ENGINEERING, CAROUSING, PILOTING, COMPUTER OPERATIONS

I: You get an environmental die when airborne.

II: You gain a +2d6 bonus to rolls made to repair aerial vehicles.

III: You are so accustomed to the aerial environment, instinctively knowing how to brace yourself, that you never require a check or action to eject from a plane.

IV: You can get free passage for yourself and your party on civilian vessels.

V: You know many aerial dealers and merchants. You can 25% on the cost of vehicle components.xxxxx

## **DESTINED CAREERS**

*&&&&SUPER ACTION FLASH FICTION PIECE*

### **Crusading Antihero | 1d6 Years**

**Prerequisites:** Enduring Survivor, Fighter Initiate or Rebel, or AGI 4+, END 5+, INT 5+

You're nobody's idol, but you get the job done no matter the odds against you. Some might find your extreme forms of justice, but the law certainly doesn't. Whether you target mobsters, smugglers, or corrupt cops, you

do so with extreme prejudice.
<b>STR +1 or AGI +1, END +1 or INT +1, LUC +1 or CHI +1, REP +2</b> PISTOLS or RIFLES or HEAVY WEAPONS, MELEE or [UNARMED COMBAT], INTUITION, [science skill]
I Fearful Word: The targets of your crusade fear your name and presence, and rightfully so. Whenever you are making an attribute check to intimidate or coerce the target of your oppression, gain +1d6 (this never adds to combat checks).
II Know Thy Enemy: Gain +1 DEFENSE, +1 MENTAL DEFENSE and +1d6 to attacks made against targets of your crusade.
III Stolen Resources: With a Challenging [13] REP check, you can convince people sympathetic to your cause to give you limited access to restricted areas or expensive equipment (up to REP x \$200).
IV Get Lost: You're used to being chased and hunted down by your adversaries as well as authorities. Anyone tracking you takes a -2d6 penalty.
V Legendary Killer: With a Difficult [16] REP check, you can make your enemies flee in terror for 3 rounds. You may affect a number of targets equal to your REP score; if the target is not among those you crusade against, they count as two targets for the purposes of this ability.

<b>Badass   1d6 Years</b>
<b>Prerequisites:</b> Enduring Survivor or Fighter Initiate, or STR 6+ or AGI 6+, END 5+
You're a badass—it's that simple. Awesome runs hot in your veins and you're well known for exploits that give you a reputation of being hard as nails and just as driven.
<b>STR +1, END +1, WIL +1, LUC +1, REP +1</b> HARDY, HEAVY WEAPONS, MELEE WEAPON, RIFLE, SURVIVAL
I Asymmetric Advantage: Gain +1d6 to attack for every 3 opponents actively engaging you in melee combat.
II Thick Skin: Gain +2 natural soak.
III Unlikely Explosions: With a Challenging [13] LUC check you can cause environmental effects that wouldn't normally occur. For instance, as part of an attack action, you might explode a car by firing at its gas tank or activate a missile by hitting its side.

<b>Diehard   1d6 Years</b>
<b>Prerequisites:</b> Enduring Survivor or END 6+, CHI 2+
Life keeps beating you down but you won't have it; part of your weekly nutritional intake includes plenty of adversity you almost always overcome. When your enemies have you beat—that's when you've got them exactly where you want them!
<b>END +2, CHA +1, WIL +2, REP +1, LUC +1, CHI +1</b> BRAVERY, HARDY, PISTOL, RUNNING
I Eat Bullets: Gain +3 SOAK.
II Die Hard: When you reach 10% of your HEALTH total, you may automatically heal 2d6 once per day. For each additional level you take in the Diehard career, you may use this ability one more time per day.
III Tough Taunt: Make a Challenging [13] REP check to stun an opponent for a number of rounds equal to your REP score as you lay down a truly insightful insult. The stun ends as soon as the target is attacked.
IV Yippee-Kai-Yay: When you experience triumph, it is a truly iconic moment that invokes the need to drop a quippy phrase. There are two ways this ability may be used. <ol style="list-style-type: none"> <li>1) If a plan you've enacted is about to reach fruition, you may make a Challenging [13] CHA check to both stun opponents within sight for 1 round and inspire your allies, granting them 1 free action (to be taken immediately).</li> <li>2) After finishing a victorious combat encounter, you and any allies within earshot heal 25% of their HEALTH if you make a Difficult [16] CHA check.</li> </ol>

V Everybody's Buddy: Something about your never-say-never attitude strikes a chord with folks. With a Challenging [13] CHA check you can convince a bystander to treat you as their friend, giving you temporary access to restricted areas or equipment.

### **Explosives Expert | 1d6 Years**

**Prerequisites:** Combat Trained or Rebel, or INT 6+

You just love the smell of napalm in the morning. Something about the smell of explosives, or maybe the very loud boom they make, is very pleasing to you. Of course, you can't discount the whiz of shrapnel, oh, and the *display*, the coruscating fireballs...

**END +1, LOG +1, LUC +2**

**BOMB-MAKING, HARDY, INTUITION, PERCEPTION, REACTIONS**

I Home-Cooking: You can make an explosive out of regular household items (a minimum of 4 components) with a Routine [10] INT check and a minute of work. This explosive deals 2d6 heat damage to all within 5'. The explosives can be stored, but only up to four hours.

II Booby-Trapping: Using a home-cooked device (made as above), a grenade, or similar explosive, you can rig a door, trunk, or object to explode when opened or at a specific time. This takes 2 actions and is obvious. By making a Challenging [13] INT check you can conceal the trap, but this takes 5 minutes; anyone activating it gets a Difficult [16] INT check to notice the trap the instant before it is set off.

III Boom-Boom: With a Demanding [21] INT check, you can improve an existing explosive by using the components of a similar explosive. This process takes 1 minute, and adds the radius and half the damage of the second bomb to the first. For example, two home-made explosives would combine to make one super home-made explosive that deals 3d6 heat damage to all within 10'.

### **Firearm Aficionado | 1d6 Years**

**Prerequisites:** Combat Trained, Fighter Initiate, or Military Grunt, or INT 4+, AGI 5+, and CHI 2+

Your life has been lived by the way of the gun. At home with firearms, the smell of a freshly fired muzzle is known to you in the same way most people recognize the odor of a home cooked meal.

**AGI +1, END +1, LUC +1, CHI +1**

**GUNSMITHING, HEAVY WEAPONS, PISTOLS, REACTION, RIFLES**

I Cataloged Arsenal: You instantly recognize a firearm's type as soon as you hear it fired (rifle, pistol, etc.). Whenever you make an attack against a target wielding a firearm, you receive a Routine [10] WIS check to recognize the specific make of your opponent's weapon (knowing its clip size, firing rate, and so on).

II One in the Chamber: Discarded firearms are almost always empty because they've jammed or are out of ammunition, but your knack for guns is uncanny. You can un-jam a broken firearm with 1 action, and a gun discarded by an enemy because it has run out of ammunition always has one bullet in it if you pick it up.

III Miraculous Shot: It costs you -3d6 to use the ricochet combat gambit. This reduces to -4d6 at Firearm Aficionado V.

IV Quick Gunhands: You can disassemble any firearm with one action, or reassemble any firearm with two actions. Drawing any firearm is a free action for you, and anyone attempting to disarm you of your firearm takes a -2d6 penalty to their check to do so.

V Curving Trajectories: Your understanding of bullets and firearms is preternatural. By expending 1 chi point, you can cause a bullet to curve around 5' of cover to strike a concealed target. You may expend additional chi points to increase the bullet's displacement by 5' per additional chi point.

### **Grit Fighter | 1d6 Years**

**Prerequisites:** CHI 3+

You are a fighting man at heart, and know that heart has more to do with fighting than most people appreciate. Using your instincts to great effect, you draw deep from within yourself to perform feats that far

excel what others expect from you.
<b>STR +1 or AGI +1 or END +1, WIS +1, WIL +1, LUC +1 or CHI +1</b> AMBIDEXTERITY, BRAVERY, HARDY, REACTIONS, THROWING
I Mettle: By spending 1 action and making a Routine [10] WIS check, you can size up an opponent, determining their current HEALTH and identifying any visible weaknesses (gimp legs, cracks in armor, and so on), as well as if it will be easier to attack them with melee or ranged weapons.
II Endless Resolve: When reduced to 0 HEALTH or less, you can make a Difficult [16] WIL check to instead be reduced to 1 HEALTH. The second time you do this in a day, increase the difficulty of the WIL check by two steps (first to Strenuous [25], then to Herculean [33], and so forth).
III Tough Backbone: You don't know when to say when and ignore the Mild condition of sick and tired.
IV Surprising Effort: Twice per day, you can make a Challenging [13] LUC or CHI check to incorporate exploits into an attack at no cost. You may only incorporate a number of exploits into the attack equal to half your LUC or CHI attribute.
V Uncanny Cover: You can gain resistance to all types of damage for one round by using up your cover. This makes the square or object you used as cover unusable afterward.

<b>Guerilla Warrior   1d6 Years</b>
<b>Prerequisites:</b> Enduring Survivor or Rebel or any Criminal career
Either as a dangerous lone wolf or as part of an organized resistance, you're experienced with waging war on the go, mounting military strikes that melt away quickly afterward. After taking a grade in this career, roll 1d6; on a 2 or less, the next career you take must be Prison.
<b>AGI +1 or END +1, INT +1 or CHA +1, WIL +1, REP +1, LUC +1 or CHI +1</b> BRAVERY, PISTOL, RIFLE, STEALTH, TACTICS
I Ambush Expert: During an ambush turn you can take a second action so long as you make a Routine [10] INIT check.
II Blend In: If you are a wanted fugitive or actively being pursued by someone, you can disappear into a crowd twice per day.
III Hit-and-Run: You can move from out of line of sight, into firing position, make an attack action, and then back to out of line of sight twice per day. When you receive your fifth grade in Guerilla Warrior, this increases to four times per day.
IV Always Ready: Sleep in armor with no penalty, anyone sneaking up on you while you sleep must make a Difficult [16] AGI check to do so.
V Sabotage: You can prepare booby-traps using home-made devices as an Explosives Expert. There is no duration for how long one of your home-cooked devices remains potent, and it may be rigged to go off at any time.

<b>Heavy Gunner   1d6 Years</b>
<b>Prerequisites:</b> Combat Trained or Enduring Survivor, or STR 6+, END 5+
A real weapon is the kind that requires a strap, and if it doesn't kick like a mule when you fire it, the gun just isn't for you. Whether a specialist for a security team or mercenary group, or party of a heavy weapons team in the military, you've spent plenty of time around big guns.
<b>STR +2, END +1, WIL +1, LUC +1, CHI +1</b> CARRYING, BRAVERY, HARDY, HEAVY WEAPONS, RUNNING
I Rapid Reload: It only takes you one action to reload a heavy weapon.
II Extra Bullets: Increase the clip size of any heavy weapon you wield by x 1.25 (with the exception of weapons that have a clip size of 4 or less). As soon as you relinquish it to another person, its clip size is reduced to its normal value (subtracting as many shots as you added from its current total).
III This Ain't Heavy: Choose one heavy weapon; when you carry one of these weapons, it does not count against your carrying capacity.

IV Long Range: Increase the range of heavy weapons you wield by 10'.

V Heavy Specialty: You deal +1d6 damage with your chosen weapon for the This Ain't Heavy ability. You can repair it if broken (it takes 1 minute), and draw it as a free action.

## Revolutionary | 1d6 Years

**Prerequisites:** Rebel or Guerilla Warrior, CHA 5+, REP 2+

Whether you fight oppression, dictatorship, or another greater authority, your goal is to bring about change. You know this is a task that involves more than a few attacks, however, and spend your time in between these assaults to create a network of resistance to assist you.

**AGI +1 or END +1, INT +1 or WIL +1, CHA +1, LUC +1 or CHI +1, REP +2**

BLUFFING, DISGUISE, LEADERSHIP, STEALTH, TACTICS

I Covert Connections: Once per week, you can treat your REP score as though it was your \$\$ score to purchase one item, though you do so clandestinely and illegally.

II Power of the Word: Once per month you can supply false information to your enemies, giving them -1d6 on all social situations involving you for one day.

III Allied Attack: Once per week you can call on several lesser members of your resistance movement to provide a distraction with a Routine [10] REP check. They won't lay their lives on the line, but they can tie up security or draw away enemies in a time of crisis (responding within minutes with a Difficult [16] REP check).

IV Inspire Allies: You can make a Challenging [13] CHA check as an action to relieve a number of targets within earshot equal to your CHA check of any frightened condition for two rounds.

V Immortal Ideas: If you are reduced to 0 HEALTH or less and your allies find out, they go to great lengths to recover your person (including breaking into low-level secure areas) and provide you with whatever healing you require.

## Survivor | 1d6 Years

**Prerequisites:** END 5+, WIL 4+, WIL 5+, Survival

You've gone through some serious shit—maybe you made it out of a POW camp, or fell entirely off the grid and lived off the land for a while. Either way you're made to endure no matter the conditions and have all the scars to prove it.

**END +2, WIL +2, LUC +1, CHI +1**

HARDY, MELEE WEAPON, RESISTANCE, SURVIVAL, [craft skill]

I One with Surroundings: Choose a type of terrain every time you gain a grade in this career (arid desert, cold, forest, jungle, mountain, urban, water, or other choices as the GM sees fit). You gain +1d6 to all checks made in that terrain (this never applies to attack checks).

II Whatever Doesn't Kill You: At the end of an encounter, make note of the last weapon or effect that damaged you. The next time you encounter the same source for damage, incur a -2d6 penalty to the attacker or gain +2d6 to avoid the damage (an ability check to leap out of the way or an ability check to resist poison, and so on).

III Expert Tracking: Gain +1d6 to checks made to follow a target's trail. If you've already met or previously know this target, gain +2d6 instead.

IV Never Starve: There's always *something* to eat, and you're able to scrounge it up. How long it takes to find a suitable amount of edible food depends on the locale, but if it is one of the terrains chosen for One with Surroundings, it never takes more than an hour per meal.

V Never Inhospitable: If there's enough air to breathe and enough pressure to keep you together, you're able to quickly adapt to the environment. You always gain a +1d6 environmental die if one is available.

## Vigilante | 1d6 Years

**Prerequisites:** STR 4+ or AGI 4+, END 3+, WIL 3+ or LOG 3+

Something about the world calls to you, asking—no, demanding—that you rise above the law to accomplish



some task. You might battle crime, fight against a corrupt corporation, or work to clean the world of dirty politicians, but you are often at odds with the law, using measures they're unable to utilize to get the job done.

**STR +1 or AGI +1, END +1, INT +1, LUC +1, CHI +1**

**BRAVERY, HARDY, MELEE WEAPON, STEALTH, [UNARMED COMBAT]**

I Inside Contacts: You know people who know people who know people. You might have a reliable ear in the underworld, a police detective neighbor that talks too much, or a wiretap to the commissioner's phone. Regardless of your exact source, you can spend 4 hours to make a Challenging [13] INT check or Difficult [16] LUC check to learn valuable information about a specific target. For every stage you exceed the minimum check, you learn one more piece of information about the target; for example, an INT check result of 16 would tell you two pieces of information, an INT check results of 21 would tell you three pieces of information, and so on.

II Stealthy Warrior: If you are familiar with the building or area you are in, you receive +1d6 on checks made to hide or move quietly while there. You may also make a Challenging [13] AGI check to plant an object of Tiny size or less on an opponent without them noticing you have done so.

III Vigilante-Mobile: If you possess a vehicle, it gains two enhancements. If you don't yet have one, you receive a vehicle with one enhancement.

IV Gift for Gadgets: You gain a resource pool called TECH which works exactly like a LUCK pool, and is based on your INT attribute.

V Superior Techniques: You can perform a medium difficult chi technique expertly well, or several lesser techniques with adroite skill. Choose one technique that costs 3 chi points, two techniques that cost 2 chi points, or three techniques that cost 1 chi point. Activating techniques chosen this way never costs chi points.

## HERITAGE CAREERS

Heritage careers are only available to members of a certain heritage. They represent fundamental aspects of a character's origins and sometimes species. Some heritage careers are starter careers, while others, such as Light Modification, can be taken at any time.

### **Cyborg**                      **1d6 Years**

**Prerequisites:** Augmented or END 6

There's more than one manufactured part in (or of) your body. Perhaps you sought out the enhancement or are replacing a limb lost to the battlefield, but either way, you're not *quite* all you.

**STR +1 or AGI +1 or END +1, LOG +1, CHA -1, CHI -2**

**CLIMBING, COMPUTER OPERATION, CRACKING, JUMPING, RUNNING, TACTICS**

I, II, and so on\*: You gain one cybernetic alteration. If this lowers your CHI score to less than 1, you lose all access to Chi techniques.

\* This career may be taken as many times as a character's starting END score, but no more than that.

### **Light Modification**                      **1 Year**

**Prerequisites:** \$\$5 or REP 6 or LUC 5

Through influential contacts, expensive bribes, or luck of the draw, you've gotten your hands onto a slick new piece of cutting edge technology. Maybe your eye is a supercomputer, weapons are hidden in your forearms, or you've received subdermal reinforcements to your skeleton!

**+1 TO ANY TWO ATTRIBUTES, CHI -1**

**INTUITION, PERCEPTION, [science skills]**

I, II, and so on\*: You gain one minor cybernetic alteration. This does single augmentation does not lower

your CHI score, but when it reaches 0, you lose all access to Chi techniques (with the sole exception of a mutant's heritage chi technique).

\* This career may be taken as many times as a character's starting END score, but no more than that.

### **Metamorphosis**      **1d6 Years**

**Prerequisites:** Mutant.

Embracing who you are, you've developed the extraordinary abilities bestowed upon you since conception.

**END +1, WIL +1, CHI +1**

HARDY, INTIMIDATE, INTUITION, RESISTANCE, SURVIVAL

I: Choose one technique with a chi point cost of 3; this technique costs you 2 points to activate (if the technique's Stance would grant you a discount, it applies).

II: Choose one technique with a chi point cost of 4; this technique costs you 3 points to activate (if the technique's Stance would grant you a discount, it applies).

III: Choose one technique with a chi point cost of 5; this technique costs you 4 points to activate (if the technique's Stance would grant you a discount, it applies).

### **Realized**      **1d6 Years**

**Prerequisites:** Designed.

Whatever purpose it is you were meant to serve, you mature in just the right fashion to best accomplish it.

**+1 TO ANY THREE ATTRIBUTES (except LUC or CHI)**

4 SKILLS (determined by design purpose)

I: Choose two more skills to explode, as with your heritage exploit. You may use this ability an additional time per day.

II: Choose one of the skills enhanced by your heritage exploit. Once per day, you may automatically cause all 4s, 5s, and 6s on an attribute check that directly pertains to this skill to explode. This never applies to attack checks.

III: With a Difficult [21] END or WIL check, you may apply your exploding dice heritage exploit to an attack check up to three times per day.

### **Advanced Robot**      **1d6 Years**

**Prerequisites:** Robot

The product of a mad genius, cutting edge laboratory, or years of corporate research, you are not just an artificial life form, but one that's improved beyond your other automaton peers.

**STR +2, AGI +2, END +2**

COMPUTER OPERATION, CRACKING, CRAFT [Robotics], HARDY, [science skill]

I: You gain one more modification.

II: You gain one minor cybernetic alteration and one cybernetic alteration.

III: You appear genuinely human. Anyone that sees you needs to succeed on a Demanding [21] INT check to tell otherwise until you have taken cutting or stabbing damage, at which point the check is reduced to a Routine [10] INT check. When reduced to half your HEALTH or less, no check is required to see your true nature.

IV: You gain the use of one Strength-, Agility-, or Endurance-based CHI technique that costs 3 points or less and one CHI technique that costs 2 point or less. You do not require CHI to perform these techniques and there is no limit to how often you may do so in a given day.\*

V: You gain the use of one Strength-, Agility-, or Endurance-based CHI technique that costs 4 points or less and one CHI technique that costs 3 point or less. You do not require CHI to perform these techniques and there is no limit to how often you may do so in a given day.\*

### **Non-Standard**      **1d6 Years**

<b>Prerequisites:</b> Robot.
Built for a specialized task, you're not the kind of robot that was made in the image of its creator. You might be an intelligent vehicle, a form of construction robot, or another atypical design.
<b>STR +2, END +2, CHA -2, AGI +1 or LOG +1,</b> COMPUTER OPERATION, CRACKING, HARDY, [science skill], [science skill]
I: Gain one more modification or one cybernetic alteration. You can only pass for human after a Demanding [21] CHA check to be disguised (performed by you or another creature).
II: You gain the use of one Strength-, Agility-, or Endurance-based technique that costs 1 point or less. You do not require CHI to perform this technique and there is no limit to how often you may do so in a given day.*
III: You gain the use of one Strength-, Agility-, or Endurance-based CHI technique that costs 2 points or less and one CHI technique that costs 1 point or less. You do not require CHI to perform these techniques and there is no limit to how often you may do so in a given day.*
IV: You gain the use of one Strength-, Agility-, or Endurance-based CHI technique that costs 3 points or less and one CHI technique that costs 2 point or less. You do not require CHI to perform these techniques and there is no limit to how often you may do so in a given day.* Alternatively, you may take the crush monster exploit so long as you have limbs to use the exploit with.
V: You gain the use of one Strength-, Agility-, or Endurance-based CHI technique that costs 4 points or less and one CHI technique that costs 3 point or less. You do not require CHI to perform these techniques and there is no limit to how often you may do so in a given day.* Alternatively, you may have an industrial strength laser installed instead (as the gadget). You may use your AGI or LOG attribute for attack checks with this weapon.

\*For chi techniques that call on a CHI or WIL score, use the robot's INT and LOG, respectively. When a robot fails a focus check when performing a technique, they are treated as if they are Mild (dazed) for a number of rounds equal to the technique's normal chi point cost.

## AGE & AGING

Your character's age is an important part of who he is. Are you a venerable master of the martial arts? A young, disillusioned mercenary? Each career choice you made added a number of years to your starting age. Add these years together to arrive at your current age. This is the age at which your character begins play.

As you get older, you gain different special exploits. You may only have one age-related exploit at any time, and it must match your current age category.

Age Category	Human	Augmented	Designed	Mutant	Robot
Adolescent	15-21	15-19	13-18	half to double	—
Young	22-28	20-26	19-35	half to double	—
Adult	29-46	27-40	36-54	half to double	—
Middle-aged	47-64	41-56	55-78	half to double	—
Old	65-86	57-65	79-102	half to double	—
Venerable	87+	66+	103+	half to double	—

**Adolescent.** Your youthful inquisitiveness gives you a +1d6 to observation and intuition based attribute checks.

**Young.** With the brashness of youth, you gain +1d6 to jump gaps and on melee attack rolls when charging. Your adaptivity means that you learn new skills quickly; you can purchase new skills for 20% fewer experience points.

**Adult.** Your steady hand and confidence gives you a bonus countdown die on all countdowns except death/dying and disease/illness die pools.

**Middle-aged.** Your experience grants you +1d6 to INITIATIVE checks and opponents take a -1d6 penalty to access the ambush turn.

**Old.** Set in your ways, you gain a +5 bonus to MENTAL DEFENSE.

**Venerable.** Your wisdom allows you to grant another character within earshot a +1d6 bonus to any INT, WIL, or CHA based skill as long as you can offer verbal advice.

### **ARE YOU AGING *N.O.W.*?**

Because *N.O.W.* has an element of mysticism and a greater stretch of disbelief from modern reality, the age of a character doesn't have quite the importance it does in the *O.L.D.* or *N.E.W.* Roleplaying Games. For this reason, characters in *N.O.W.* can access an age category exploit within one step of their current age category; you can have a venerable martial arts master in his late sixties, or an adult mercenary in her early fifties. Ultimately, how aging functions in the campaign is at the GM's discretion.

## **UNIVERSAL EXPLOITS**

Universal exploits are distinct exploits a character has learned; any character can learn a universal exploit as long as he qualifies for it. A universal exploit costs 500 xp to purchase; it is the only type of exploit that can be purchased directly with XP. Characters begin play with one free universal exploit of their choice plus either *Aim* or *Feint*.

**Once per turn:** A character may use exploits once per turn, but is free to combine multiple exploits into a single maneuver. For example, a soldier might choose to disregard cover, stand out in the open (reckless attack) and take careful aim (aim) in order to disarm an opponent (disarm). He gets +3d6 to his attack rolls from the recklessness and careful aim, and -3d6 for the disarm attempt. However, his opponents get a +2d6 bonus to attack him for the next round. Another common combination is a charge and a knockdown. However, once the character has used an exploit (or a multiple exploit combination), including a [reactive] exploit, he cannot use another exploit until his next turn begins.

**Types:** Universal exploits include [general], [melee], [ranged], [manipulation], [vehicle], and [scientific] exploits.

**Pre-requisites:** Most exploits have pre-requisites in terms of attribute scores or previous exploits. In order to purchase a universal exploit, a character must meet those pre-requisites.

**Exchange exploits:** Some exploits, marked as [exchange] exploits, have a "buy" price expressed as a number of dice. The character "spends" some of his attack dice before he rolls them to "buy" a use of an exploit.

The concept of buying effects with your attack dice is fundamental to the combat system of *N.O.W.* Without "buying" extra damage dice or desired effects, a successful attack will tend to do very little damage. High damage, therefore, is achieved by a large attack dice pool being partially spent on damage and effects. *For example, a burly bare-knuckle boxer might have enormous strength and lots of training, and as such have a big attack dice pool of 8d6 with her fists. Normally, she only does 3d6 damage. However, she can spend some of that pool, exchanging some of those 8d6 for extra damage or an effect such as knockdown. The bare-knuckle boxer has exchanged some of her hit potential for damage potential.*

**Reactive exploits:** Some exploits, marked as [reactive] exploits, take place immediately when a condition is met. A character may only use one [reactive] exploit per turn.

Combat exploits are modifiers to the basic attack—all normal attributes of the basic attack apply unless otherwise noted, although some are noted as being [reactive] and do not apply to an attack roll.

### **ACHILLES HEEL [SCIENTIFIC, EXCHANGE]**

**Prerequisites:** LOG 5+; aim; any [scientific skill]

**Exchange:** 2d6

Identifying a weakness in your target, you can bypass its SOAK score. This exploit can only be performed once per target.

### **AIM [RANGED]**

This is identical to the feint exploit, but for ranged combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the aim or feint exploit for free.

### **ALWAYS PREPARED [SCIENTIFIC]**

**Prerequisites:** LOG 8+

You have a brilliant tactical mind, and are always prepared. You may declare a single action which you took prior to the encounter (even if you didn't know the encounter was going to take place) which helps you in this exact scenario. This must be an action you were capable of.

### **ANALYTICS [SCIENTIFIC]**

**Prerequisites:** LOG 6+

Studying your target's behaviour, you notice a pattern to its actions. You grant all allies within 30' a +1d6 bonus to attack the target until the start of your next turn.

### **BLINDING ATTACK [MELEE, EXCHANGE]**

**Prerequisites:** AGI 6+

**Exchange:** 1d6

This is a temporary blinding attack—throwing sand in an opponent's face, pulling his hat down over his eyes, throwing a cloak or blanket over him. The opponent is blinded for one round.

### **BLIND SHOT [RANGED, EXCHANGE]**

**Prerequisites:** LUC 5+

**Exchange:** 2d6

While in full cover, you may still take a shot without looking at what you are shooting at or exposing yourself. You use your LUCK attribute instead of your AGILITY or INTUITION for this shot.

### **BURST OF SPEED [VEHICLE, EXCHANGE]**

**Prerequisites:** Piloting skill

**Exchange:** 1d6

The vehicle gains a speed boost of 2 hexes for the turn; however all actions take a 1-die penalty as crewmembers brace themselves.

### **CHARGE [MELEE, EXCHANGE]**

**Exchange:** 2d6

Move your SPEED in a straight line and then attack at the end of it. You gain +1d6 damage to your attack.

### **CRIPPLING STRIKE [GENERAL, EXCHANGE]**

**Prerequisites:** AGI 5+, deadly strike

**Exchange:** 1d6

A leg wound *slows* your foe for 3 rounds.

### **DEADLY STRIKE [GENERAL, EXCHANGE]**

**Prerequisites:** AGI or STR 5+

**Exchange:** 1d6 each

You inflict an additional 1d6 damage with a successful hit. For a ranged attack, this is likely a headshot. This can only gain you one bonus damage die. By default, any character can trade attack dice to increase damage on a 2:1 basis.

### **DEATH FROM ON HIGH [MELEE, EXCHANGE]**

**Prerequisites:** Charge

**Exchange:** 2d6

You drop down on your opponent from at least 5' above him. This counts as a charge but knocks your opponent prone and does 2d6 extra damage instead of 1d6.

### **DISARM [GENERAL, EXCHANGE]**

**Prerequisites:** AGI 6

**Exchange:** 3d6

The target drops its weapon or other hand-held item.

### **DIVE FOR COVER [GENERAL, REACTIVE]**

**Prerequisites:** AGI 7+

If a ranged attack misses you, you may immediately move half your SPEED and either throw yourself prone or get behind cover if it is in range.

### **DOUBLE TAP [RANGED, EXCHANGE]**

**Prerequisite:** AGI 7+; aim

**Exchange:** 2d6

You fire two quick shots at your target at the cost of just one action.

### **DRAW A BEAD [RANGED]**

**Prerequisites:** INT 5+

The penalty for firing at a target engaged in melee combat is reduced from 2d6 to 1d6.

### **EVASIVE ACTION [VEHICLE, EXCHANGE]**

**Prerequisites:** AGI 5+; piloting skill

**Exchange:** 2d6

Evasive maneuvers gain you 2-dice of "cover" in the air, water, or on land, but cost you 2-dice to any attacks you make that turn.

### **FEINT [MELEE]**

This is identical to the aim exploit, but for melee combat; it grants +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the feinting action. All characters get either the aim or feint exploit for free.

### **JURY-RIG [SCIENTIFIC]**

**Prerequisites:** LOG 6+; engineering skill

You may modify a weapon (yours or an adjacent ally's) to either increase its range by 50% or its damage by +1d6 until the start of your next turn.

### **KNOCKBACK [MELEE, EXCHANGE]**

**Prerequisites:** Knockdown

**Exchange:** 1d6

The target is pushed back 5'. For 2d6, this can be increased to 10'.

### **KNOCKDOWN [MELEE, EXCHANGE]**

**Prerequisites:** STR 5+

**Exchange:** 2d6

The target is knocked prone. Size large creatures only pay 1 dice for this, and size enormous or larger pay no dice. Size enormous or larger pay no dice. Size enormous or larger get this exploit for free. You cannot knockdown a target two sizes or more larger than you.

### **OPPORTUNIST STOMP [MELEE, REACTIVE]**

You can stomp on an adjacent prone opponent as a free action. This is an unarmed attack and uses your natural damage value.

### **PEP TALK [MANIPULATION]**

**Prerequisites:** CHA 6+

You can spend your ambush turn (if you have access to it) giving your allies a pep talk. They all gain a +1d6 bonus to INITIATIVE in the ensuing combat.

### **PROTECTOR [GENERAL, REACTIVE]**

**Prerequisites:** END 5+

You can take an attack meant for an adjacent ally. If the attack hits your ally, you take the damage instead. If you have a shield, the ally also benefits from your shield's DEFENSE bonus.

### **RECKLESS ACT [GENERAL]**

In utter disregard for your own safety, you make yourself a target as you unleash your attacks. Attackers gain a +2d6 bonus to attack you until your next turn, but you gain +1d6 bonus to your attack rolls.

### **RICOCHET [RANGED, EXCHANGE]**

**Prerequisites:** INT 8+; aim

**Exchange:** 5d6

You can "bounce" a ranged attack off of one surface in order to hit a target to whom you would not normally have line of sight. This does not negate the target's cover bonuses; it merely creates a line of sight to a target where there previously was none.

### **ROLL WITH IT [GENERAL, REACTIVE]**

**Prerequisites:** AGI 5+

By voluntarily falling prone, you reduce damage by 2d6. You cannot use any instant-stand exploits in combination with this exploit.

### **TAUNT [MANIPULATION]**

**Prerequisites:** CHA 6+

You taunt your target, enraging it, and make a CHA vs. MENTAL DEFENSE attack. If successful, the target focuses all its attacks on you until the start of your next turn.

### **THROW [MELEE, EXCHANGE]**

**Prerequisites:** STR or AGI 7+; trip or knockdown

**Exchange:** 2d6

The target is knocked prone and pushed back 5'. For 3d6, this can be increased to 10'. STR is the prerequisite if the qualifying exploit is knockdown; AGI if it is a trip.

### TRIP [MELEE, EXCHANGE]

**Prerequisites:** AGI 6+

**Exchange:** 2d6

The target is knocked prone. If you are one size smaller than your target, you may use this exploit for only 1d6.

### UTILITY KIT [SCIENTIFIC]

**Prerequisites:** LOG 7+; Engineering skill

You are able to turn one device into another device of equal value or lower. For example, you can change your cell phone into a radio transistor, or a stiletto as a lock pick. The device only functions in this way for a single action before becoming permanently useless.

### WHIRLWIND FRENZY [MELEE, EXCHANGE]

**Prerequisites:** AGI 6+

**Exchange:** 3d6

You attack all adjacent targets, but only do 1d6 damage to each. You must still make an attack roll against each target. If you hit every target, all targets are pushed back 5', clearing a space around you.

### WINGOVER [VEHICLE]

**Prerequisites:** AGI 5+; piloting skill

You can reverse direction 180-degrees instantly with a half-loop barrel roll. The ship you are piloting must have an AGI of 5 or more. This maneuver is part of the move phase.

## ATTRIBUTE EXPLOITS

Attribute exploits are dominant characteristics based on your attributes. If someone were to describe your character, this is the first word they'd use—*"Gerald? You mean that deadeye sniper?"* or *"Reynolds is quite the brilliant engineer."*

You must choose between two attribute exploits. The options available to you are dependent on your attributes and other statistics. You should choose one defined by your highest attribute, and one defined by your lowest attribute. LUC and CHI are not included in this process. REP cannot qualify for the lowest attribute exploit, but it can qualify for the lowest attribute exploit, but it can qualify for the highest attribute.

Identify your highest attribute, and choose or roll for a corresponding exploit. Then identify your lowest attribute and choose or roll for a second exploit.

Attribute	Highest Attribute	Lowest Attribute
STR	[1-2] Massive, [3-4] athletic, [5-6] brawny	[1-3] Feeble, [4-6] tottering
AGI	[1-2] Nimble, [3-4] deadeye, [5-6] ambidextrous	[1-3] Clumsy, [4-6] lame
END	[1-3] Rugged, [4-6] tough-as-nails	[1-3] Coughing, [4-6] asthmatic/anemic
INT	[1-3] Empathic, [4-6] alert	[1-3] Naive, [4-6] distracted
LOG	[1-3] Brilliant, [4-6] erudite	[1-3] Illiterate, [4-6] forgetful
WIL	[1-3] Stoic, [4-6] unflappable	[1-2] Alcoholic, [3-4] reckless, [5-6]



		spendthrift
CHA	[1-2] Commanding, [3-4] inspiring, [5-6] persuasive	[1-2] Unwashed, [3-4] disfigured, [5-6] obnoxious
REP	[1-3] Egotistical, [4-6] well-known	N/A

- **Alcoholic.** You are usually drunk. While this can impair your judgment, it also enables you to shrug off injury. You gain +2 SOAK.
- **Alert.** You always gain access to the ambush turn.
- **Ambidextrous.** You gain a free additional melee attack once per turn as an addendum to a melee attack you have already made as long as you are using a double weapon or a secondary off-hand weapon. If using a double weapon, it is an attack with that weapon; if using an off-hand weapon, it is an attack with that weapon. This attack takes a -2d6 penalty.
- **Asthmatic/anemic.** Your poor health often prevents you from undertaking extended physical exertion. However, you have developed coping strategies which enable you to recover quickly from hardship. Once per day you may gather your strength and determinedly recover 1d6 HEALTH.
- **Athletic.** Brawny and strong, you are able to plough through difficult terrain. Difficult terrain does not reduce your speed.
- **Brawny.** You gain a +40 lb. carrying capacity.
- **Brilliant.** Your mind is honed, sharp, and analytical. Once per day you may replace any other attribute check with an INT check.
- **Clumsy.** You often stumble or drop items. You are so used to falling that you take less damage than most from a fall. Reduce the height fallen by 5' when calculating falling damage.
- **Commanding.** You have presence, and people listen to you. By spending two actions (a full turn) you can give an ally within earshot a single free action.
- **Coughing.** Your constant coughing elicits sympathy from onlookers who are hesitant to attack an obviously ill person. You gain a +4 DEFENSE bonus against anyone you have not yet attacked.
- **Deadeye.** Once per day you automatically hit with a ranged shot within two range increments as long as you do not exchange any attack dice for damage dice or combine it with another exploit.
- **Disfigured.** Your appearance is memorable. However, it serves to instill fear when you need it to. You gain an additional 1d6 bonus to intimidation attempts.
- **Distracted.** Your attention is always somewhere else and can be a cause of frustration for others. However, a non-sequitur can sometimes prove useful; once per day, as an ally is making an attribute check, you can make a completely random comment which jogs their memory and grants them a +2d6 bonus to the check.
- **Egotistical.** You have a very high opinion of yourself, which manifests itself as extreme confidence and surety. You gain +4 MENTAL DEFENSE bonus.
- **Empathic.** You are able to easily understand how others feel. Once per day you can attempt to adjust another's mood with a CHA vs MENTAL DEFENSE check. If you succeed, you can make them either bad-tempered or happy. You must be able to converse with your target to do this.
- **Erudite.** You remember a vast catalog of knowledge. At any time you may make an INT check in place of any CHA check to interact with them by recalling a piece of trivia of interest to your target.
- **Feeble.** You are physically weak and frail, which has taught you the value of brains over brawn. Once per day you may use an INT check in place of a STR check and accomplish your goal through cunning and ingenuity.
- **Forgetful.** You constantly forget and misplace things; often they are still about your person. Once per day you may produce an item you didn't know you were carrying. The item can be any type of item, but must be worth less than \$5.
- **Illiterate.** You cannot read. Instead, you have learned to memorize common words which you need to recognize often. You gain a +1d6 bonus when attempting to recall visual information.
- **Inspiring.** You are able to instill positive emotions in people with your words, using an action to give them a +1d6 bonus to their next attribute check if they are within 30' feet of you.

- **Lame.** You have a limp, and move slowly, possibly with a cane. This causes people to underestimate you, granting you a +1d6 bonus to INITIATIVE checks.
- **Massive.** You are enormous and solid. You are immune to knockdown and knockback effects by anything of your size category or smaller.
- **Naive.** You gain a climb speed equal to your regular SPEED.
- **Nimble.** You gain a climb speed equal to your regular SPEED.
- **Obnoxious.** Your personality really repels people. You are an expert at insults, and can use an action to make an INT vs. WIL check to enrage and distract others, causing them to suffer a -2d6 penalty until the beginning of your next turn.
- **Persuasive.** You are adept at negotiating with others. When you purchase anything under \$1 million in value, you are able to save 3d6 percent.
- **Reckless.** Your poor judgment often lands you in trouble, but it leads to a certain confidence. If you completely ignore cover, you gain a +1d6 attack bonus.
- **Rugged.** You are tough and shrug off hardships. Once per day you can spend two actions (a full turn) to recover up to half your normal maximum HEALTH.
- **Spendthrift.** You lack self-discipline and spend your money on trivialities and things you don't need. This can have its advantages, however; once per day you can pull a small item from your pocket that you forgot you'd bought retroactively spending up to \$5.
- **Stoic.** You are able to hide pain and discomfort. Once per day, when you would normally be reduced to zero HEALTH, you are reduced to 1 HEALTH instead.
- **Tottering.** You find it a struggle to stand and require the use of a wheelchair which gives you a +1 SPEED bonus on normal terrain.
- **Tough-as-nails.** You have a natural SOAK of 3. This stacks with other natural SOAKs, but not with armor SOAK.
- **Unflappable.** You are not easily distracted or surprised. You always get to act in the ambush turn.
- **Unwashed.** Your unkempt appearance causes others to overlook you. You can hide in plain sight using INT in place of AGI.
- **Well-known.** You are famous; people recognize you, for good or ill. You have learned to use this reputation. Once per day you may substitute your REP attribute for another attribute in order to make an attribute check.

Your exploit and your fault should be noted together on your character sheet as part of the descriptor. For example: *David is a spendthrift, tough-as-nails American bank robber who...*

## DESIGNING EXPLOITS

You and your GM should feel free to create new exploits. There are some basic guidelines:

- Exploits—even those with negative sounding names—provide a benefit to the character. The intent is not to penalize the player, but to add color to the character.
- It should be interesting and notable, and fairly significant—that aspect of the character should be coming up all the time. It should never simply inflict a d6 bonus or penalty. That's dull, and already done by attributes and skills. It should grant a benefit not achievable by simply having a high or low attribute, or possessing a skill.
- The name should fit into the sentence “*Jack is a[n] X farmer*” where X is the exploit or fault name in the form of an adjective. For example, “*Jack is an unwashed farmer.*”

## CALCULATE DERIVED STATISTICS

Derived statistics are values which are calculated based on existing statistics. For example, your STRENGTH helps you determine how much you can carry, while your AGILITY is used to figure out how hard it is to hit you.

You'll need to calculate each of the derived statistics in the section below, and record them on your character sheet.

**ATTRIBUTE DICE:** Whenever you are required to roll something based on an attribute (such as HEALTH, below), use the table below.

Note that skill ranks use the same table. For each skill, note the dice granted according to the number of skill ranks.

There is a much more extensive table (going up to 50d6) at the end of this rulebook.

Attribute/Skill	Dice
1-2	1d6
3-5	2d6
6-9	3d6
10-14	4d6
15-20	5d6
21-27	6d6
28-35	7d6
36-44	8d6

**HEALTH:** Health is a mixture of physical and mental stamina. Add your END and your WIL and then double the result. Record the total as your HEALTH. If the total is less than 10, then increase your HEALTH to 10. When you are hit, you take damage; when you reach 0 HEALTH you are unconscious. You naturally gain health at a rate equal to your END each day, although other things might modify this. The *hardy* skills adds to your END for the purposes of determining HEALTH.

Characters such as Robots, who have no WIL attribute, use END in place of WIL (effectively making their HEALTH score four times their END attribute).

**SPEED:** The default SPEED for a character is 5. Small characters have a speed of 4. Strong and nimble character can run faster—add a further bonus based on your AGILITY and again for your STRENGTH. The *running* skill adds to your AGI for this purpose.

AGI or STR	SPEED Bonus
1-5	+0
6	+1
7	+1
8	+2
9	+2
10	+3
11	+3
12	+4

For higher scores, this is equal to your (ATTRIBUTE-4)/2

**CLIMB:** This is your climb speed, and is equal to half your regular speed (round up). If you have *climbing* as a skill, it adds to your AGI for the purposes of calculating your climbing speed.

**JUMP:** These are your basic (free) horizontal and vertical jump distances assuming a running start. Under normal conditions, you can jump this many feet with no attribute check required; you can jump half these from a standing start. Horizontal distance is equal to twice your AGILITY in feet. Vertical distance is equal to your STRENGTH in feet but no higher than your horizontal distance. If you have *jumping* as a skill, it adds directly to your jumping distance in feet. If you are size SMALL or smaller, your jump distances are halved.

This results in two jump values (for example, 12'/6'). For each FULL 5' of jump, the character can jump one square for free (i.e. without an attribute check). For example, a character with JUMP 12'/6' can jump two squares horizontally and one square vertically without making an attribute check. This is used to move easily around a battlefield and make use of scenery and terrain.

**DEFENSE:** DEFENSE is how hard you are to hit or hurt; it is a combination of toughness, skill at dodging, and size. When somebody attacks you, this is the target score they need to roll to hit you. It can also be affected by SIZE (Large -2, Small +2). Add together the two best of your three physical attributes to determine your DEFENSE score. Skills which can add directly to your DEFENSE include *acrobatics*, *perception*, and *hardy*.

**MENTAL DEFENSE:** This works just like regular DEFENSE, but is used against chi attacks and other “mental” attacks including hypnotism, taunts, and more. Add together the two best of your three mental attributes to determine your MENTAL DEFENSE, to represent both force of personality, and training. Skills which can add directly to your MENTAL DEFENSE include *concentration* and *resistance*.

**CARRYING CAPACITY:** (STR + END) x 10 in pounds. This is a carrying “increment”. For every multiple (or part thereof) beyond that, all physical attribute checks take a -1d6 penalty. The *carrying* skill can be added to your STR when calculating this statistic.

**NATURAL DAMAGE:** This is the damage you do with a punch, kick, claw bite etc. It is equal to 1d6 per 5 STR or part thereof. Mutants may choose to have claws, in which case they can use AGI instead.

<b>STR</b>	1-5	6-10	11-15	16-20	21-25	26-30	31-35
<b>DMG</b>	1d6	2d6	3d6	4d6	5d6	6d6	7d6

## EQUIP YOUR CHARACTER

Roll your total \$\$ in d6s based on your \$\$ attribute, or three times your \$\$ attribute, whichever is higher. Multiply this by \$20. So if your \$\$ score is 4, roll 2d6 x \$20. To this total add 10 x your LUC attribute. You should now peruse the *Equipment* chapter and purchase weapons, armor, and other equipment for your character. Record this on your character sheet.

Your character is now complete! It's time to play *N.O.W. The Roleplaying Game!*

<i>Cooking</i>	1 (1d6)	<i>Intimidate</i>	2 (1d6)	<i>Carrying</i>	1 (1d6)	<i>Rifles</i>	1 (1d6)	<i>Carousing</i>	1 (1d6)
<i>Sports</i>	1 (1d6)	<i>Hardy</i>	1 (1d6)	<i>Brawling</i>	1 (1d6)	<i>Pistols</i>	1 (1d6)		

Physical			Mental			Personal		
<b>STR</b>	<b>AGI</b>	<b>END</b>	<b>INT</b>	<b>LOG</b>	<b>WIL</b>	<b>CHA</b>	<b>LUC</b>	<b>REP</b>
7	4	8	3	2	3	4	3	3
3d6	2d6	3d6	2d6	1d6	2d6	2d6	1d6	2d6

## EXPERIENCE

You earn XP throughout the game—either by overcoming challenges or achieving story-based goals. The GM hands these out at the end of each game session. These XP are then used to “buy” improvements to your character. You may spend your XP on:

- Improving an existing skill

- Learn a new skill
- Increase an attribute
- Purchase a new chi technique
- Purchase a universal exploit

You cannot advance a skill or attribute more than one rank at a time, and you cannot advance the same skill or attribute twice in a row without another being advanced in-between.

Hobby and trivia skills can always be improved for half the regular XP cost.

## GRITTY & CINEMATIC CAMPAIGNS

The rate at which characters advance depends on whether you are running a gritty or cinematic campaign. In a cinematic campaign, the heroes progress from beginners to legendary heroes fairly rapidly (as though *N.O.W.* was a *very long* 80s action montage); gritty campaigns are designed to take much longer.

## NEW CAREERS?

To take a new career, you need a period of downtime between adventures measured in (at a minimum) months. Taking a new career costs 1,000 XP. Downtime is a period in which your character is getting on with his life, ready to be picked up again when the next adventure occurs. You do not have to take a new career during downtime.

Advancement	Cinematic	Gritty
Improve a skill	500 x the new skill rank	1,000 x the new skill rank
Learn a skill	1,000	2,000
Increase an attribute	1,000 x the new attribute score	2,000 x the new attribute score
Learn a new CHI technique	500 x the technique's chi cost	1,000 x the technique's chi cost
Learn a new universal exploit	500	1,000

Alternatively, you may simply advance a grade in an existing career during downtime at a cost of 1,000 XP x the new career grade.

It should be remembered that most careers cannot be revisited once a character has moved on. You can't spend a year in the police, become a smuggler, and then return to the police. However, you can *restart* a career at any time, subject to GM veto; this does not count as revisiting the career and represents a character willing to return to a previous occupation and make her way up the ladder again. This means that career exploits get "doubled up"—in this case, the duplicate is simply wasted.

## DOWNTIME, AGE, & NEW CAREERS

The *N.O.W. Roleplaying Game* is structured slightly differently to other RPGs in that it accommodates lengthy campaigns which can last a character's entire lifetime. Years can pass in between adventures, and the GM is encouraged not to shy away from campaign structures with extensive periods of downtime. Returning to the same character after a decade to find that their lives have changed is a common and effective narrative theme in all forms of fiction, and it works very well in RPGs, too. Players can tell each other what their characters have been doing in the time since the previous adventure—maybe they're all still in the same city, just a rank or two higher; or maybe some have taken up entirely new careers and gotten roots elsewhere.

As your character ages, you must remember to change your age-based exploits.

Remember, a character is for life, not just for Christmas.

## SO, CAN I TAKE ANYTHING?

In theory, any career for which you qualify is open to you. However, availability and opportunity will help determine which new careers you can embark on at any given time. The GM is responsible for communicating this to players. For example, a character stranded in the untamed jungles of South America may not have a year or two to finish their college degree or get to the dojo. During lengthy downtime periods, of course, the range of opportunities is much greater, and it should be rare to have restrictions.

&&&&500 WORDS OF FLASH FICTION

## EQUIPMENT

Your character's skills and attributes are only part of the full story. On top of all that, you need to equip him. Most characters outfit themselves with weapons, armor, and other supplementary equipment.

## MONEY

In *N.O.W. The Roleplaying Game*, the standard unit of currency is the dollar (\$). The dollar is a generic term. The GM may tailor the currency unit to his or her own setting. They may be rubles, yuan, British pounds, euros, or whatever the story requires.

Depending on career choices, a starting character typically begins play with \$100-\$500 to spend on equipment—enough to buy a basic weapon, armor, and a couple of items of equipment. Some careers also grant free bonus starting items to the character.

Typical monthly salaries (as a point of comparison) can be \$500 (for the lowest paid jobs) to \$1,500 for an average middle-management style occupation.

## EXAMPLE SALARIES

The examples below are for reference only; player-characters will not (typically) have a monthly salary. An NPC will typically only carry 5% of his monthly salary on his person, and have access to an amount equal to his monthly salary in the form of savings.

Occupation	Monthly	Yearly	Carry
Cleaner, fast-food server	500	6,000	25
Waiter/waitress/retail clerk/cab driver	800	9,600	40
Bank teller, tourist guide, admin	950	11,400	50
Reporter, local	1,800	21,600	90
Security guard, private	1,000	12,000	50
Factory labor, cargo handler	1,500	18,000	75
Scientist, lab technician	1,500	18,000	75
Scientist, project leader	2,500	30,000	125
Military, recruit	400	4,800	20
Military, lieutenant	2,000	24,000	100
Military, ensign	1,600	19,200	80
Military, captain	3,400	40,800	170
Military admiral/general	4,800	57,600	240
CEO, major company	16,500	198,000	825

## EQUIPMENT, SKILLS, & QUALITY

Throughout this chapter, prices and information are presented for the basic, “standard” version of each item of equipment, whether that be a pair of binoculars, a weapon, or a suit of clothing.

Sometimes equipment is of a higher quality. Such items are more expensive, but grant the user larger bonuses to attribute checks made while using them. The quality scale is as follows:

Quality	Price	Attribute Checks
Standard	Normal	—
High quality	x3 then +100	+1d6
Superior quality	x5 then +250	+2d6
Mastercraft	x10 then +500	+3d6
Artisan	x100 then +1,000	+4d6
Unique	x1,000 then +2,500	+5d6

You will see these levels of quality referred to throughout this book. It applies to weapons, armor, vehicle components, clothing, tools—everything. A superior quality medkit, for example, grants +2d6 to INT checks made to administer medical treatment; a high quality pistol grants a +1d6 bonus to attack rolls, and so on.

Different types of equipment can be affected by quality in other ways, too. Higher quality armor offers greater protection and higher quality engines can increase a vehicle’s speed. More detail is given in the relevant section.

## FACILITIES & QUALITY

Facilities also have quality levels in exactly the same way that weapons and equipment do. From a mercenary clubhouse to a hospital, the quality of a facility has the same effect that higher quality equipment does. However, the two do not combine—a superior quality medical bay is of superior quality because the equipment in it is superior quality. Bringing a superior quality medkit into the superior quality medical bay doesn’t improve the medical bay—it already has dozens of superior quality medkits. A facility, in effect, is a large piece of equipment able to handle greater volumes than a single item of equipment.

## WEAPONS

There are many weapons available to a character—melee weapons, ranged weapons, archaic weapons, small weapons, all sorts of firearms, and more. The following sections list a number of common weapons and their statistics.

### READING THE WEAPON TABLES

**Attribute:** each weapon is used by rolling an attribute check. Some large weapons may require great strength to use correctly, while others may be suited to a quick, agile character. Some may even use less common attack attributes such as WILLPOWER. As a quick rule of thumb, ranged weapons usually use INTELLECT or AGILITY, and melee weapons use STRENGTH or AGILITY.

**Damage:** this entry tells you how much damage a weapon does to a target on a successful hit. Damage may be reduced by SOAK values often found in armor or large creatures. Most weapons do at least 2d6 damage.

**Type:** this is the type of damage the weapon does, such as cutting, heat, or sonic. Usually this won’t matter, but sometimes different armors have different SOAK values vs. different types of damage, or certain creatures or objects might be vulnerable to certain damage types.

**Cost:** the cost in MONEY to purchase a standard version of this item.

**Size:** the size of the item (tiny, small, medium, or large) can be used to determine one or two-handed use of a weapon, eligibility for two-weapon use (see the Combat chapter) and more. Size is a relative term—the table indicates a weapon’s size as compared to a human, but larger or smaller heritages will adjust the (relative) size up or down. For example, a Robot, which can be size Large, using a longsword, which is size Medium, considers it to be a Small weapon. Similarly, a size Small Mutant considers a shortsword (a Small weapon) to be size Medium.

**Weight:** this is the item’s weight in pounds. A pound is just under half a kilogram (0.45kg). The total weight of a character’s equipment can affect AGILITY.

**Range:** in the case of ranged weapons, this indicates a range increment. For each range increment, an attacker takes a 1-die penalty to his attack roll.

**Ammo:** this entry indicates a typical ammo load or number of charges in an item or weapon. Depending on the type of item, you may see it referred to in text as ammo, power, or charges, but it all falls under the ammunition rules.

**Special:** this column indicates any particular properties or notes associated with a weapon or item.

**Heavy:** A heavy weapon is difficult to use. You need a STRENGTH of 7 to use it without penalty. For every point of STR below 7, you take a -1d6 penalty to your attack rolls.

**Auto:** Automatic weapons are better at suppressive fire. They give an additional die of cover to protected allies.

**Sidearm:** Weapons designated as sidearms gain a +1d6 bonus to hit at point blank range (when adjacent to their target).

**Beam:** Beam weapons, such as flamethrowers, project a visible continuous line of energy at their target. For this reason, they operate as tracers (see tracer rounds, below).

## DAMAGE TYPES

Every bit of damage caused to a creature or object is of a certain type, whether that be heat damage, blunt damage, or any of dozens of other damage types. A flamethrower does heat damage, a projectile weapon does ballistic damage, and a sword does stabbing or cutting damage. The list of damage types is an open-ended keyword system. Any given weapon can have multiple damage keywords associated with it (although most only have one). These damage types are listed in the weapons tables.

## RESISTANCE

Some armor, creatures, objects, or materials have SOAK values based on a damage type. This means that they are particularly good at resisting damage of that type. Fire-resistant armor, for example, might have a SOAK entry which reads *SOAK 5 (heat)*. Many creature stat-blocks will also list resistances (and, in some cases, immunities) to certain damage types. A SOAK value is the amount by which damage of that type is reduced when it affects the target.



SOAK only applies to attacks which target DEFENSE (not MENTAL DEFENSE) and does not affect environmental damage unless otherwise noted.

## VULNERABILITY

Conversely, something might be particularly vulnerable to a damage type. Wood and paper are vulnerable to heat damage, while glass is vulnerable to sonic damage. Mechanoids and electronic objects are vulnerable to ion damage. A vulnerability entry will generally note how vulnerable the target is—typically 1d6 or 2d6—and that entry tells you how many extra damage dice to roll when affecting the target. A robot, for example, has *Vulnerability 2d6 ion* which means that an attack which normally does 2d6 ion damage would do 4d6 ion damage to a robot.

Because damage type is a keyword system, there is no finite list of damage types. However, you will find a list of some common types below.

**Crushing.** Crushing damage can be caused by large objects or the effects of gravity.

**Ballistic.** Projectile pistols and rifles tend to do ballistic damage.

**Cold.** Cryo weapons are rare, but cold is a common environmental damage.

**Cutting.** Swords and other cutting weapons do cutting damage.

**Electricity.** Electricity damage can come about in a number of ways, including booby traps; mechanoids are *vulnerable 1d6* to electricity damage.

**Force.** Force is a type of energy damage.

**Heat.** Heat damage is caused by fire, lasers and other energy weapons.

**Blunt.** Blunt damage comes from falls, or heavy blunt weapons.

**Ion.** Ion damage is designed to damage electronics; mechanoids are *vulnerable 2d6* to ion damage.

**Poison.** Poison damage can come about from gas, atmosphere, food, stingers, bite and more; armor does not soak it unless noted.

**Radiation.** Radiation damage arises from environmental effects, and rarely, some specialist weapons; armor does not soak it unless noted.

**Stabbing.** Stabbing damage, like cutting damage, can be caused by swords and knives.

**Sonic.** Sonic damage is caused by soundwaves; armor does not soak it unless noted.

**Stunning.** See below. Stunning is in addition to another damage type.

Targets suffer from **vulnerability** if the keyword is listed **amongst** a weapon's damage types.

Targets benefit from **resistances** only if they are resistant to **all** listed damage types.

## STUNNING WEAPONS

Stunning weapons (those who have the “*Stun*” trait indicated in the tables below) do non-lethal damage. Lethal and non-lethal damage are essentially the same up until the shot or blow which takes the victim down to zero HEALTH. At that point, the victim falls unconscious as normal but is not considered dying, does not have to form a death dice pool, and wakes up automatically 5 minutes later with 1 HEALTH.

“Stun” is a weapon trait. The weapon still does its normal damage *type* (heat, electricity, etc.), but that damage is non-lethal. Otherwise, stunning weapons work exactly like regular weapons.

Some weapons have a stun setting. The wielder may choose which setting to use when firing the weapon; changing settings does not require an action.

## SPECIAL AMMUNITION

Special ammunition can be obtained for projectile weapons in clips of 20 rounds at the indicated price. A weapon can only hold ammo of one type at a given time unless otherwise noted. Switching ammo counts as

reloading. Only projectile weapons can use special ammunition. *Reloading*: It's a free action to reload a pistol, an action to reload a rifle, or two actions to load a heavy firearm.

**Armor-Piercing (\$10)** Armor-piercing rounds ignore 5 points of armor SOAK.

**Hollow Point (\$15)** Hollow point rounds increase the damage of a projectile weapon by 1d6; the attacker takes a -1d6 penalty to his attack roll, however.

**Rubber Bullets (\$5)** Rubber bullets can be used to cause non-lethal damage to the target (see *Stunning Weapons*, above). They are popular with bounty hunters seeking to take their prey alive, although the most valuable targets tend to be "*Dead or Alive*"; and dead is easier. Rubber ammunition can be purchased for the same price as regular ammunition in any projectile non-automatic weapon.

**Tracers (\$15)** Highly visible rounds which assist in aiming, directing fire, and marking targets at the expense of revealing the gunner's position. Using tracer rounds causes a 1-die penalty to any cover or concealment bonus enjoyed by the gunner, but grants a +1d6 bonus for one round to all ranged combatants firing on the same target (a successful hit is not required to grant this bonus). Note that beam weapons like flamethrowers act like tracers.

## MELEE WEAPONS

You might expect melee weapons to fall out of favor in a universe full of firearms and explosives. However, this is not the case—hand-to-hand combat is still an important part of conflict, especially within confined spaces, and a sword is just as deadly as a bullet when it skewers you in the eye. Even if that were not the case, plenty of cultures use exotic weapons in a ceremonial capacity, and some primitive civilizations still exist in the few unexplored areas of the world not yet aware of the civilization beyond their realm.

- **Double weapons** are treated as though they were two weapons, one in each hand. This typically means that the attacker will gain an additional attack per turn with it as long as she has access to ambidexterity. Ambidexterity is attained as an attribute trait.
- A weapon which **restrains** does so on a successful hit, rendering the target *immobilized* (see *Conditions*). Escape is typically a Difficult [16] STR or AGI check unless otherwise noted, and requires one action.
- Melee weapons designated with a **range** can be thrown as a ranged weapon. Those with a **reach** can affect targets at that distance, but still count as melee weapons.

## MELEE WEAPONS & SIZE

The size of a melee weapon is indicated in the weapons table. Weapons can be increased or decreased in size to make oversized or undersized versions suitable for larger or smaller creatures.

- An **oversized** weapon is one size category larger, weighs twice the regular weapon, and does an extra 1d6 points of damage. Oversized weapons cost three times the regular price.
- An **undersized** weapon is one size category smaller and weighs half the regular weapon.

The wielder of a weapon must use two hands to use a weapon one size category larger than himself, and must use his STRENGTH attribute for attacks even when the regular sized version offers an option to use AGILITY. Weapons two sizes larger cannot be used.

## MELEE WEAPON NOTES

Modern versions of primitive weapons may be made from materials other than steel, but most of the weapons below are made from the alloy of carbon and iron.

**Axe, battleaxe** This is a two-handed axe designed for combat. Many variations on the battleaxe exist, both primitive and, in the case of many cultures, ceremonial.

**Axe, handaxe** A much smaller, one-handed axe, this weapon can also be thrown.

**Baton, stun** Stun batons are often used by law-enforcement or security personnel. A stun baton is a short, cylindrical object with a rubberized handle, and deals electricity damage to the target. See the section on stunning weapons for more information.

**Brass knuckles** This brutish piece of metal fits around the wielder's fingers. When used in an ambush turn or against an unsuspecting target, attacks with brass knuckles deal +1d6 damage in addition to the wielder's natural damage.

**Club** A simple wooden or metal stick or bat. This includes baseball bats, cricket bats, tire-irons, and other crude blunt weapons.

**Hammer, light** A light hammer is heavier than a standard tool, but lighter than a sledgehammer.

**Hammer, warhammer** A warhammer is designed especially for battle. Warhammers weigh about the same as a sledgehammer, although some designs are larger and heavier.

**Knife/dagger** Knives and daggers range from kitchenware to ceremonial blades.

**Nunchaku** Nunchaku are a primitive martial arts weapon, descended from a farming implement. They are popular with certain gangs and with martial artists.

**Quarterstaff** A quarterstaff is a six-foot staff, often made of wood, but sometimes of metal. Extendable versions exist (these cost \$50).

**Sap** A sap is a small, blunt object used to render a target unconscious. It does little damage, and that damage is non-lethal (stunning) damage, and it is a weak melee weapon, but if the target is unaware of the attack he must make a Difficult [16] END check or be stunned for two rounds.

**Spear** A spear is a long stick with a point. It can be thrown.

**Sword** Various types of swords exist. Rapiers, scimitars, shortswords, and longswords are all one-handed weapons. Two-bladed swords feature blades protruding in both directions from the pommel and count as double weapons.

**Trident** A trident is a three-pronged spear; originally designed for fishing, it was quickly adopted as a military weapon.

**Whip** A whip is a melee weapon with a 10' reach. Skilled practitioners can perform tricks with a whip.

## RANGED WEAPON NOTES

**Military Combination Carbine** A favorite of military forces, the Military Combination Carbine is a heavy duty bludger with an inbuilt grenade function. The weapon stores two grenades at any one time (these must be purchased separately) and functions as a grenade launcher when used in that mode. It is a full-round action to reload a grenade into the carbine.

**Cryo Weapons** Cryo weapons (or *freezers* as they are commonly called) draw power from a canister of compressed gasses resulting in an endothermic reaction that produces extremely cold energy. A target reduced to negative hit points by the weapon instantly stabilizes and does not have to roll a death countdown. The large power supply on a cryo weapon means that cryo pistols do not qualify for the *sidearm* descriptor.

**Dartgun** A dartgun can be used to fire a small needle via compressed air. The needle does not inflict damage, but can be used to deliver chemicals including tranquilizers and poisons. These injections are expensive, but very effective. Each shot's cost is listed below. The target makes a Difficult [16] ENDURANCE check to avoid the effects.

- **Tranquilizer** (\$50) *Stunned* for 2 rounds.
- **Tranquilizer, Heavy** (\$150) *Unconscious* for 5 minutes.
- **Poison** (\$50) 3d6 poison damage.
- **Paralysis** (\$100) *Paralyzed* for 2 rounds.
- **Pain** (\$75) *Sick* for 2 rounds.

- **Hallucinogen** (\$200) *Confused* and hallucinating for 2 rounds.

**Taser** A taser fires tethered darts into a target, carrying jolt of electricity along with them. A hit with a taser deals the indicated damage, but it is non-lethal (see *Stunning Weapons*, above).

### MELEE WEAPON LIST

Weapon	Attribute	Damage	Type	Cost	Size	Weight	Special
Axe, battleaxe	STR	3d6	Cutting	\$10	M	6 lb.	
Axe, handaxe	STR or AGI	2d6	Cutting	\$6	S	3 lb.	Range 4
Baton, stun	AGI	2d6	Electricity	\$100	M	3 lb.	Stun
Brass knuckles	STR or AGI	1d6	Blunt	\$10	T	2 lb.	
Club	STR or AGI	2d6	Blunt	—	M	3 lb.	
Hammer, light	STR or AGI	2d6	Blunt	\$1	S	2 lb.	
Hammer, warhammer	STR or AGI	3d6	Blunt	\$12	M	5 lb.	
Knife/dagger	AGI	2d6	Stabbing	\$2	T	1 lb.	Range 4
Nunchaku	AGI	2d6	Blunt	\$4	M	2 lb.	
Quarterstaff	STR or AGI	2d6	Blunt	—	L	4 lb.	
Sap	STR	2d6	Stunning	\$1	S	2 lb.	Stun
Spear	STR or AGI	3d6	Stabbing	\$3	L	6 lb.	Range 5
Sword, rapier	AGI	2d6	Stabbing	\$20	M	2 lb.	
Sword, scimitar	STR or AGI	2d6	Cutting	\$15	M	4 lb.	
Sword, shortsword	STR or AGI	2d6	Cutting	\$10	S	2 lb.	
Sword, longsword	STR or AGI	3d6	Cutting	\$15	M	4 lb.	
Sword, two-bladed	AGI	2d6	Cutting	\$100	L	8 lb.	Double
Trident	STR or AGI	3d6	Stabbing	\$15	L	4 lb.	Reach 10'
Whip	AGI	2d6	Cutting	\$1	M	2 lb.	Reach 10'

### RANGED WEAPON LIST

Weapon	Damage	Type	Range	Cost	Size	Weight	Special
Military combination carbine	2d6 or grenade	Ballistic	10	\$1,000	S	2 lb.	Sidearm, grenades
Bow, longbow	2d6	Stabbing	20	\$45	M	2 lb.	
Crossbow, light	2d6	Stabbing	15	\$10	S	4 lb.	
Crossbow, heavy	3d6	Stabbing	25	\$25	M	8 lb.	
Dartgun	—	—	5	\$75	S	1 lb.	
Taser	1d6	Electricity	2	\$100	S	3 lb.	Stun
Gatling Gun	4d6	Ballistic	15	\$1,000	L	30 lb.	Heavy, auto
Grenade Launcher	2d6	Varies	10	\$600	L	20 lb.	Grenades
Missile Launcher	5d6	Force	10	\$4,000	L	40 lb.	Heavy, area damage
Pistol	2d6	Ballistic	10	\$75	S	3 lb.	Sidearm
Pistol, cryo	2d6	Cold	5	\$4,000	S	8 lb.	
Pistol, ion	1d6 (3d6)	Ion	5	\$2,000	S	4 lb.	Sidearm
Rifle	2d6	Ballistic	20	\$100	M	4 lb.	
Rifle, sniper	4d6	Ballistic	35	\$500	M	5 lb.	
Shotgun	3d6	Ballistic	4	\$35	M	4 lb.	
Net Launcher	—	—	2	\$750	M	10 lbs.	Restrains
Flamethrower	3d6	Heat	5	\$2,000	L	20 lbs.	Beam

\*Each range increment reduces the attack roll by 1d6.

**Gatling Gun** When just plain brute force is required, it's hard to do better than a gatling gun. The weapon is large and bulky and difficult to wield, however it makes for this by sheer rate of fire and immense destructive

power. There are various modes on the gun ranging from a single burst of 10 shots all the way up to 1,000 rounds a minute. The ammunition is stored in a backpack worn by the person firing the weapon.

**Grenades** Grenades come in a variety of forms, from old-style fragmentation grenades (the default grenade listed) through sonic, gas, and pulse grenades, which cause sonic, poison, and force damage respectively. It is also possible to get cryo grenades that deal cold damage. Grenades “attack” any creature within 5 ft. of the target (make an attack roll against each creature individually). A target square is typically DEFENSE 5 to hit, and the range increment of a grenade is 3 squares. The standard frag grenades cost \$50 as listed; other types cost as follows:

- Frag (\$50), 2d6 heat damage
- Sonic (\$100), 2d6 sonic damage
- Gas (\$75), 3d6 poison damage
- Cryo (\$500), 2d6 cold damage
- Electro (\$500), 2d6 electricity damage
- Ion (\$300), 2d6 ion damage (note that mechanoids are vulnerable)
- Smoke (\$40), no damage, 5' radius area of full concealment for 2 rounds
- Dissolver (\$250), 2d6 acid damage
- Stun (\$150), 2d6 force damage; damage is stunning damage (see *Stunning Weapons*)

**Grenade process:** roll to hit the square you are aiming at. If you miss, roll 1d6 to determine which square you hit instead using the chart below. Then make an attack roll against any target within the area of effect (usually 5' radius) and apply damage to those who you hit. The target attribute, unlike most weapons, can be END, STR, or WIL. These are calculated as statistic defenses in the same way that DEFENSE and MENTAL DEFENSE are.

1	2	3
4	0	5
	6	

Grenades cannot be combined with ranged exploits.

**Ion Pistol** Ion weapons are rare and unusual in that they do very little actual damage to living targets. However, robots and machinery are *vulnerable* to them. For creatures, this is noted in their statblock.

**Missile Launcher** This shoulder-mounted weapon is extremely heavy and unwieldy, but capable of unloading catastrophic damage on targets it hits. Any creatures within 15' of where a missile launcher strikes is subject to the missile launcher's damage.

**Net Launcher** A unique nonlethal weapon appearing in the arsenal of law enforcement agencies across the world, the net launcher fires an expanding net that can restrain a target. Creatures hit by a net launcher must make a Difficult [16] STR check to break free. This is an action.

## WEAPON QUALITY

The indicated stats are for a basic quality weapon. Better weapons are available. A better weapon has a finer level of craftsmanship, better components, a more reliable design, and other improvements.

Quality	Price	Attacks	Range	Upgrades
High	x3 then +100	+1d6	+10%	+1
Superior	x5 then +250	+2d6	+20%	+1
Mastercraft	x10 then +500	+3d6	+50%	+2
Artisan	x100 then +1,000	+4d6	+100%	+2
Unique	x1,000 then +2,500	+5d6	+150%	+3

However, you cannot take advantage of weapon quality greater than your skill level allows. You must have taken a skill in pistol to reap the benefits of a high quality revolver, you must have taken it twice to reap the benefits of a superior quality revolver, and so on up to a unique revolver which you need five ranks in pistols to utilize to its fullest extent.

**High quality:** this represents better than run-of-the mill weapons, produced by a reputable manufacturer which doesn't always use the cheapest components available.

**Superior quality:** superior quality weapons will always use the best components and materials. This includes materials such as polished oak or titanium alloy where aluminum or steel might normally be used.

**Mastercraft quality:** mastercraft weapons will have been designed (though likely not built) by a real expert weapon-smith.

**Artisan quality:** artisan quality weapons are individually made by craftsmen of the highest order. Artisan weapons will often have signatures carved into them, and may display gems, jewels, or valuable metals as part of their structure.

**Unique:** Unique weapons are unique, and are often associated with a particular individual; sometimes that individual may be mythical, but that doesn't detract from these, the very best weapons money can buy.

Here are a few examples of weapons of high quality or better.

#### **MASTERCRAFT LONGBOW**

Cost: \$950, weight: 2 lb.

Attack: +3d6, damage: 5d6 stabbing

Range 30'

#### **ARTISAN RIFLE**

Cost: \$11,000, weight: 4 lb.

Attack: +4d6, damage: 6d6 ballistic

Range 40'

#### **SUPERIOR SHOTGUN**

Cost: \$425, weight: 4 lb.

Attack: +2d6, damage: 5d6 ballistic

Range 5'

### HIGH QUALITY WARHAMMER

Cost: \$136, weight: 5 lb.

Attack: +1d6, damage: 4d6 blunt

### MASTERCRAFT RAPIER

Cost: \$700, weight: 2 lb.

Attack: +3d6, damage: 5d6 stabbing

### WEAPON UPGRADES & CUSTOMIZATION

In addition to the weapon quality improvements previously mentioned, weapons can be customized and upgraded with additional features. These range from simple features like telescopic scopes or auto-loaders to booby-trapped weapons which identify the wielder, or methods to conceal weapons from scanners.

The number of upgrades a weapon can support is based on its size:

Size	Upgrades
Small	1
Medium	2
Large	3

Additionally, higher quality weapons increase the number of upgrades possible.

Quality	Upgrades
High	+1
Superior	+1
Mastercraft	+2
Artisan	+2
Unique	+3

Therefore a medium-sized superior quality rifle can support a total of 3 upgrades.

Ranged Weapon Upgrade	Cost
Ammunition Clip (taped)	Cost of ammo clip + \$3
Combined Weapon	Varies
Double Clip	Cost of ammo clip x4
ID-Matched	\$500
Scope	\$100
Silencer	\$250
Stealthy	\$500
Vented	\$300

#### Ammunition Clip (taped) [price varies]

While it isn't flashy, there's a lot to be said for having an ammo clip handy. Weapons with a taped ammunition clip count as being one size larger when a character is trying to conceal them, but can be reloaded as a free action while the wielder takes their movement action.

#### Combined Weapon [price varies]

A combined weapon is one which incorporates the features of one or more weapons. This could be as simple as a rifle with a bayonet (spear) on the end or a weapon with an inbuilt grenade launcher. Highly advanced weapons might include the features of multiple weapons, able to access each on command.

A combined weapon costs the price of each of its component weapons multiplied by the number of component weapons. Each component must be of the same quality; you cannot combine a mastercraft quality with an artisan quality weapon—they are incompatible.

You are able to switch between the different modes of a weapon as a free action in your turn, though you may only do so once per turn.

### **ARMY HEAVY ASSAULT CARBINE**

Cost: \$9,105, weight: 14lb

Damage: 2d6 ballistic (range 10), 3d6 ballistic (range 4), 3d6 heat (range 5), or grenade (range 10) flamethrower \$9,105

#### **ID-Matched [\$500]**

An ID-Matched weapon can only be used by a single designated individual—usually its owner. The system uses a variety of biometric data to determine the user's identity and will not function for any wielder other than that individual. This upgrade cannot be applied to simple weapons like clubs or swords; the weapon must have electronic or mechanical components which require activation.

#### **Scope [\$100]**

A scope is one of the most basic, common additions to a ranged weapon. It enables the wielder to more easily hit targets at greater range increments. A scope adds 50% to the range increment of a ranged weapon.

*Advanced scope:* an advanced scope (\$500) adds 100% to the weapon's range increment instead of 50%.

*Night scope:* a night scope (\$300) allows the user to operate a ranged weapon in complete darkness.

#### **Silencer [\$200]**

A silencer is used to suppress the noise made from a gunshot. Only ballistic weapons can make use of a silencer, making their use as quiet as a breath of wind but reducing their range by half.

#### **Stealthy [\$500]**

A stealthy weapon is one composed of materials which do not register on security scanners (such as superhard plastic or hardened ceramics). The weapon will not, however, bypass a visual inspection.

#### **Vented [\$300]**

This upgrade is only available for heavy weapons. A vented heavy weapon has its strength requirement reduced by -1.

## **ARMOR**

While it can't guarantee one's life through a dangerous conflict, armor is one of the fundamental forms of protection against gunfire, knives, and all the rest of the death life throws at you. The technology has improved from the days of chain-mail and plate armor, but the principle remains largely the same: wearing something



resistant to damage in the hope that it will absorb any incoming damage before it gets through to you. Some armor types are less effective against certain damage types—for example, flexible armor usually doesn't help the wearer against blunt damage, and metallic armor may be vulnerable to electricity damage.

## READING THE ARMOR TABLE

**SOAK:** this is the most important part of an armor's entry. It tells you how much damage it is able to absorb. Usually this is expressed as a simple number (SOAK 5, for example). Sometimes, however, a damage type might be noted also—so a SOAK 5 (Heat) entry means that the armor soaks five points of heat damage, but cold or blunt damage is unaffected. An armor type can have multiple SOAK entries for different damage types.

**Cost:** this is the cost in MONEY of a standard example of this armor type.

**Type:** this indicates whether the armor is light, medium, or heavy, which can affect things like available upgrades and upgrade slots.

**Weight:** this is the weight in pounds of the armor. Armor can be heavy, and exceeding your CARRY value can negatively affect your AGILITY.

**Vulnerable:** the armor does not offer any SOAK towards damage of this type.

**Special:** this column notes any special properties of the armor; none of the standard armors in *N.O.W.* possess special qualities, but they do occur in *O.L.D.* and *N.E.W.*!

Armor	SOAK	Cost	Type	Weight	Vulnerable
Padded	3	\$20	Light	10 lb.	
Leather	4	\$35	Light	15 lb.	
Kevlar vest	5	\$100	Light	30 lb.	
Kevlar coat, long	6	\$200	Medium	50 lb.	Stabbing
Environmental suit	4	\$500	Medium	40 lb.	
Riot armor	8	\$1,000	Medium	50 lb.	
Military body armor	10	\$2,000	Heavy	60 lb.	

## ARMOR NOTES

**Environmental suit** Environmental suits protect the wearer from extremes of temperature, toxic environments, radiation, and more. The suit regulates the wearer's temperature to a comfortable level and provides breathable atmospheric support. The suit is suitable for hazardous planetary environments, underwater, and deep space.

**Kevlar vest or long coat Kevlar** is a fibrous, high strength fabric originally designed to withstand ballistic damage. The vest covers the upper torso, while the long coat is a distinctive kevlar-lined trench-coat.

**Leather armor** Hard-boiled leather, fashionably sewn or bonded together, leather armor is designed more as a fashion statement than it is for utility.

**Military body armor** is the finest quality protection available, made with hard ceramics tightly woven through one another in industrial processes using high-powered machinery. Only the best-equipped assault teams and mercenaries afford and utilize it.

**Riot armor** This armor is the type typically worn by uniformed police, designed to allow movement while offering maximum protection. Riot armor includes padding, blast vest, kevlar pads on the arms, legs, and knees, and, typically, a helmet.

**Padded armor** Padded armor is a very basic tunic or vest filled with special foam designed to protect the wearer. Padded armor is the equivalent of the quilted cloth of medieval times, though modern versions are designed to last years.

## ARMOR QUALITY

The indicated stats are for a basic quality armor. Better armor is available. Better armor has superior craftsmanship, better components, more reliable power sources, and other improvements.

Quality	Price	SOAK	Weight	Upgrade
High Quality	x3 then +100	+2	-5%	+1
Superior Quality	x5 then +250	+4	-10%	+1
Mastercraft Quality	x10 then +500	+6	-15%	+2
Artisan Quality	x100 then +1,000	+8	-20%	+2
Unique	x1,000 then +2,500	+10	-25%	+3

## ARMOR UPGRADES & CUSTOMIZATION

Like with weapons, various upgrades can be added to armor in order to improve or alter its functionality.

The number of upgrades that armor can support depends on its type:

Armor Type	Upgrades
Light	1
Medium	2
Heavy	3

Additionally, high quality armor can support more upgrades.

Quality	Upgrades
High	+1
Superior	+1
Mastercraft	+2
Artisan	+2
Unique	+3

Therefore a heavy mastercraft military body armor can support a total of 4 upgrades.

Armor Upgrade	Cost
Ablative	\$500
Camouflage	\$300
Reinforced	\$700
Spikes	\$80
Thermal	\$250
Weighted	\$250

**Ablative (\$500)** Highly effective, ablative armor absorbs damage by vaporizing when hit, successively destroying many overlapping sheets of protective material. Ablative armor starts with an additional 2 points of SOAK. Its SOAK value reduces by 1 point with each hit, and the actual weight of the armor lessens by 5 lbs.

**Camouflage (\$300)** Camouflage armor is an easy and cheap way to blend into the surroundings. Camouflage can be applied to any armor, and must be selected for a specific terrain (desert, snow, jungle, night, urban). Wearing the correct camouflage armor for the terrain grants a +1d6 bonus to checks to hide.

**Reinforced (\$700)** Reinforced armor is built with heavy boots and a framework of metal that runs along the skeletal structure of the wearer and customized to fit their body. Only heavy armors can be reinforced, and they reduce the wearer's movement by 1 but grant a +1d6 to opportunist stomp, throw, and trip combat exploits.

**Spikes (\$80)** This medieval looking adjustment looks intimidating and exotic; however, their primary purpose is to cause damage to opponents who attempt to grab the wearer. Any attempt to grab the wearer of spiked armor causes the attacker 1d6 stabbing damage.

**Thermal (\$250)** Thermal armor both protects against cold environments, and also grants 5 SOAK vs. cold (cryo) damage.

**Weighted (\$250)** Weighted armors are entire outfits with small, precise lead weights sewn into the cuffs, arms, shoulders, hips, hems, and shoes. These impose a -1 penalty to the wearer's physical ability scores when calculating derived attributes, but grant a +1 bonus to damage with melee attacks and if worn throughout a campaign, the cost for increasing their actual attribute is similarly reduced.

## SHIELDS

Shields aren't terribly common in the modern day, but riot police, assault teams, and other combat-oriented individuals make use of them. Shields add to the wielder's DEFENSE rather than acting as a damage soak. A shield requires a free arm, and so cannot be used with two-handed weapons. Shields are most commonly made of tough polycarbonate.

Shield	DEFENSE	Cost	Weight
Small, polycarbonate	+1	\$25	5 lb
Medium, polycarbonate	+3	\$60	8 lb
Large, polycarbonate	+5	\$150	20 lb
Tower, polycarbonate	+7	\$275	32 lb

### ATTACKING WITH A SHIELD

Shields can be used as a weapon (as a primary weapon or as an off-hand weapon). They cause blunt damage as follows:

Small - medium	1d6
Large - tower	2d6

A shield used as a weapon does not grant its DEFENSE bonus until the beginning of the wielder's next turn. Shield spikes change the damage type to stabbing.

## SHIELD NOTES

**Polycarbonate shield** A small shield is about two-feet across, a medium shield is about three-feet across, a large shield is three-feet across and four-feet in height, while a tower shield is five or more feet in height. Shields are typically made of polycarbonate, although other materials are possible.

General Items	Cost	Weight	Notes
Backpack	\$4	2 lb	
Compass	\$5	0.5 lb	
Binoculars	\$40	2 lb	

Clothing	\$20	4 lb	Various outfits include leisure, work, etc.
Computer, personal	\$750	5 lb	
Environmental Suit	\$500	40 lb	
Goggles, infra-red	\$225	1 lb	
Medical Pouch/Field Kit*	\$750	2 lb	
Scanner, Medical	\$400	2 lb	
Scanner, Military	\$300	3 lb	
Scanner, Science	\$400	2 lb	Select science module
Scuba Gear	\$300	10 lb	
Tent, 2-man	\$50	10 lb	
Tent, 7-man shelter	\$350	40 lb	
Bug	\$200	-	
Geiger counter	\$250		
Generator	\$5,000	20 lb	
Toolkit*	\$750	2 lb	
Musical instrument	\$750	2+ lb	
Flashlight	\$3	1 lb	
Telephone	\$10	2 lb	
Cellphone	\$15	1 lb	
Smartphone	\$300	0.5 lb	

\*Items marked with an asterisk must have the relevant skill to gain the ability check bonus.

## GENERAL GEAR

General gear consists of a variety of basic, universal equipment types. All general gear has an advancement level between 4.5-5 (available in any modern setting, though some older technology is also listed). General gear is widely available, and can be purchased easily at even the smallest of towns.

**Backpack** A typical backpack holds up to 60 lbs of equipment. It grants the wearer a +20 lb carrying capacity bonus.

**Binoculars** Binoculars enable the user to see long distances; most are not electronic, though those that are (costing at least \$120 or more) can have enhancements which enable larger ranges of the EM spectrum to be viewed. A standard pair enables scenes a mile distant to be viewed clearly. A high quality pair includes light-intensification which allows them to be used in the dark, and a superior quality pair encompasses a wide spectrum from infra-red to X-rays.

**Bug** A bug is a surveillance device. A basic bug can record and transmit high quality audio and visual data within 20' up to a range of 3 miles.

**Bugsweeper** A bugsweeper is used to find bugs by measuring radio frequencies and wavelengths. It grants a +1d6 bonus to find surveillance devices.

**Clothing** Clothing comes in various prices and quality. As with many things, you get what you for and high quality, superior quality, mastercrafted, and artisan clothing can be obtained for the appropriate prices.

**Computer, personal** Personal computer units can be small enough to transport and use anywhere (such as a laptop) or powerful machines that remain completely stationary (such as a desktop); the latter grants a +1d6 bonus to cracking checks.

**Geiger Counter** A Geiger counter detects the presence and strength of radiation. In *N.O.W.* only Military Scanners are able to detect radiation.

**Generator** A generator is the size of a suitcase and is able to provide enough power to run portable equipment, recharge power packs, and maintain a small habitat.

**Flashlight** A flashlight can be switched on to shine light in a 30' cone for one hour before it is exhausted. Turning a flashlight on or off is a free action.

**Musical Instrument** The list of musical instruments is comprehensive, ranging from cultures across the world and the span of history. A musical instrument works much like a toolkit - it offers bonuses to related checks depending on its quality.

**Scanner** There are three basic types of hand-held scanner—science, medical, and military. Science scanners give a +1d6 bonus to scan for energy sources and substances; military scanners are more robust, and focus primarily on the location of life forms without needing to gather additional data—they get a +1d6 bonus to determine the presence, number, and location of life forms but cannot determine other details. Mining scanners get a +2d6 bonus for substances, but can't scan life forms or energy sources; medical scanners cannot scan for substances, but get a +2d6 bonus to scan life forms (though they must be used on an individual creature).

**Tent** A tent is designed to protect against the elements. Most are thermally insulated and can protect from extreme heat or cold, but provide no barrier against toxic or irradiated environments.

**Toolkit** A toolkit is an important piece of equipment. Almost any specialized technical activity uses a toolkit (a medpouch is, essentially, a medical toolkit). Most grant a +1d6 bonus to relevant activities, although higher quality versions offer larger bonuses as normal. Toolkits require the user to possess the associated skill; they cannot provide a bonus to an attribute check alone.

*Medical Pouch* A medical pouch, medkit, or field kit contains various items, including a large scalpel, 20 bandages, various drugs, anti-bacterial spray, and other basic medical equipment. A medical pouch grants a +1d6 bonus to emergency first-aid checks.

*Engineering Toolbox* An engineering toolbox includes nuts, screws, wrenches (from allen to monkey and beyond), screwdrivers, hammers, glue, tape (of all varieties), spanners, and various other small tools. An engineering toolbox grants a +1d6 bonus to engineering and repair tasks.

*Forensic Kit* A forensic kit is used to survey crime scenes, take and test samples, and look for clues. It includes a DNA testing kit, sampling kits, blacklights, fingerprint kits, high detail cameras, and more, allowing as much forensic work as possible to take place at the scene. A forensic kit grants a +1d6 bonus to find clues.

*Thieves Tools* Lock picks, some engineering tools designed to manipulate delicate instruments and machinery, saws, pry bars, jeweler's goggles, and more. Thieves tools grant a +1d6 bonus to stealth and thievery activities.

*Climbing Gear* Climbing gear includes pitons, grappling hooks, rope (made from hemp, kevlar, and a variety of other materials), a harness, and more. Climbing gear grants a +1d6 bonus to climbing attempts.

*Survival Kit* A survival kit includes a compass, maps, emergency rations, a small selection of medical goods, 4 flashlights, and a portable stove. Superior-quality and better survival kits include a GPS tracker and electronic mapping device.

**Interrogation Kit** This type of kit is not looked upon favorably; it consists of drugs and devices designed to facilitate the gathering of information from a captured (and restrained) suspect. It doesn't typically include torture equipment, but some of the techniques can be unpleasant or extremely intrusive. The interrogation kit grants a +1d6 bonus to interrogation attempts.

**Cell Phone** A standard cell phone is able to send and receive calls or text messages, and has a built-in GPS locatable by emergency services. Cell phones require a signal to operate and may have trouble doing so outside of developed countries.

**Smart Phone** A smart phone is a cell phone able to perform many of the functions of a computer, and includes a high-resolution camera. While not ideal, it may be used to perform cracking tests (though this incurs a -1d6 penalty) and grants access to the internet anywhere it receives a signal.

## VEHICLES

Vehicles of various kinds can be purchased easily (and for those inclined to get a customized mode of transportation, visit Pimp my Ride below). It's important to note that a vehicle's SPEED rating is not the same as a character's—it represents a different, much larger scale. When engaged in a vehicle-based chase or race, use the vehicles' SPEED rating for opposed checks.

A vehicle's size rating can be used to determine its TOUGHNESS, SOAK, and STRUCTURE in the normal way for objects. See the Environment chapter for more details. When shooting at a vehicle, it has a DEFENSE score of 10 when stationary, but gains a DEFENSE bonus equal to twice its SPEED when moving.

Vehicle	Cost	Size	Speed
All-terrain vehicle, small	\$2,500	Large	6
All-terrain vehicle, medium	\$9,500	Enormous	6
All-terrain vehicle, large	\$15,500	Enormous	5
Automobile, compact	\$8,000	Large	5
Automobile, large	\$13,000	Enormous	6
Automobile, luxury	\$18,000	Enormous	7
Automobile, sports	\$15,000	Large	9
Boat, hoverboat	\$28,000	Enormous	2
Boat, houseboat	\$20,000	Gigantic	1
Boat, rowing	\$300	Medium	1
Boat, motor, small	\$600	Large	3
Boat, speedboat	\$10,000	Large	4
Canoe	\$300	Medium	2
Hang glider	\$300	Medium	2
Helicopter, 2-Man	\$28,000	Enormous	7
Helicopter, 4-Man	\$90,000	Enormous	6
Motorcycle	\$1,500	Large	8
Motorcycle, sports	\$5,500	Large	11
Plane, private 2-man	\$25,000	Enormous	14
Plane, private 4-man	\$35,000	Enormous	14
Plane, private 6-man	\$50,000	Gigantic	14

Plane, private jet, 6-man	\$150,000	Gigantic	16
Plane, private jet, 10-man	\$225,000	Gigantic	16
Raft, rubber, inflatable	\$100	Large	1
Semi-tractor, trailer	\$40,000	Gigantic	4
Submarine, 2-man	\$50,000	Enormous	1
Submarine, 4-man	\$85,000	Gigantic	1
Truck, small	\$14,000	Enormous	4
Van	\$12,000	Enormous	3

## PIMP MY RIDE

*“Now, this I’m particularly proud of—behind the headlights, stinger missiles!”*

For groups interested in a more vehicular game, *N.O.W.* has alternative rules for that can increase the attributes of a vehicle or grant it extraordinary abilities (such as making it leap into the air, temporarily change color to match its surroundings, or more) via upgrades.

A vehicle may have a number of upgrades no greater than  $\frac{1}{2}$  its STRUCTURE score (Medium 4, Large 6, Enormous 10, Gigantic 15); note that each upgrade has a structure cost, and that some upgrades take up more space in a vehicle than others. Some upgrades are also listed with a location; a vehicle can have no more upgrades in the same location than  $\frac{1}{4}$  its STRUCTURE score (round up). Upgrades that replace or augment an existing feature of a vehicle (like a bulletproof windshield) have no structure cost.

## GENERAL UPGRADES

General upgrades can be placed in the center, bottom, or top of a vehicle, or are integrated into its frame and interior. Some of these upgrades (like a mounted weapon) can be integrated as front-facing or rear-facing upgrades.

### ADAPTIVE CAMOUFLAGE

**Cost** \$20,000; 1 structure

Tiny cameras on both sides of the vehicle take high resolution pictures directly beside the vehicle, then project a layover image completely identical to those pictures that covers the vehicle, causing it to disappear into its surroundings.

**Advancement Level 5.5; Other** This is exceptionally complicated technology that only makes you invisible from one direction (and anyone that looks too closely easily sees your ruse). This upgrade may only be used when stationary.

### ARMORED CHASSIS

**Cost** \$2,500 x STRUCTURE; 0 structure

A vehicle with an armored chassis increases its toughness by 50% and becomes much heavier, reducing its SPEED rating by -1.

**Advancement Level 4; Other** This upgrade may be taken multiple times.

### BODY BLADES

**Cost** \$4,000; 1 structure

Long reinforced blades snap out of the vehicle’s sides with the push of a button.

**Advancement Level 4; Other** A driver may make attacks using their driving skill check at a -2d6 penalty.

### **BULLETPROOF WINDOWS**

**Cost** \$3,000 x STRUCTURE; 2 structure

The vehicle gains an ablative SOAK 50 ballistic.

**Advancement Level 5; Other** As ablative SOAK, bulletproof windows cease to provide any benefits after they have soaked 50 points of ballistic damage.

### **CONVERSION VEHICLE**

**Cost** \$5,000 x STRUCTURE; 3 structure

Over the course of a round, a conversion vehicle may change the type of terrain it traverses (for instance, a car might become a submarine or take flight). This type of terrain is chosen when the upgrade is purchased. A vehicle's speed rating is halved for this new terrain type.

**Advancement Level 5.5; Other** This upgrade covers the gamut of modifications required, adding in oxygen tanks, compensating for the pressure of the depths, and so on.

### **EJECTOR SEAT**

**Cost** \$3,000; 1 structure

As a reaction a vehicle's passenger can rapidly flee, flying out into the air in their chair before safely parachuting to the ground.

**Advancement Level 4; Other** Some models only send the occupant flying out of the vehicle.

### **HIDDEN COMPARTMENTS**

**Cost** \$1,000; 1 structure

The vehicle has several caches integrated into its structure. Finding one of these compartments requires a Difficult [16] INT check.

**Advancement Level 4; Other** This upgrade may be taken multiple times.

### **IMAGINING MATRIX**

**Cost** \$5,000; 1 structure

The vehicle has external sensors capable of radial thermal imaging, allowing it to detect creatures in pitch blackness.

**Advancement Level 5; Other** This grants a +1d6 to any attacks made with the vehicle's weapons.

### **KEVLAR TIRES**

**Cost** \$10,000; 1 structure

This vehicle's tires are invincible and cannot be shot out or destroyed by any attack that deals less than 15 points of damage.

**Advancement Level 5.5; Other** Only land vehicles may take this upgrade.

### **LASER**

**Cost** \$300,000; 4 structure

This is the same as the industrial laser gadget and most of the space it takes up is to power this device.

**Advancement Level 5.5; Other** The number of passengers that can fit into this vehicle is reduced by 1.

### **MINES**

**Cost** \$5,000; 1 structure

The vehicle can dispense mines or grenades once per turn; this upgrade holds up to 6 mines or grenades.



**Advancement Level 5; Other** For an additional \$2,000, the capacity of this upgrade can be increased by +3.

### **REMOTE CONTROL**

**Cost** \$20,000; 1 structure

This vehicle may be controlled remotely. When doing so, the driver uses computer operations for skill checks and is at a -1d6 for using a wireless connection.

**Advancement Level 5.5; Other** This upgrade may be taken a second time to eliminate the penalty. A vehicle must have the Wide-Band Receivers upgrade before it can take this upgrade.

### **RETRACTABLE SKIS**

**Cost** \$2,000 x STRUCTURE; 1 structure

A vehicle with this upgrade may ignore difficult terrain caused by snow.

**Advancement Level 4.5; Other** If taken a second time by a vehicle with the spiked wheels upgrade, a land vehicle can be made bouyant and able to move on water at ¼ its normal speed.

### **ROCKETS**

**Cost** \$10,000; 2 structure

The vehicle gains a missile launcher with a capacity of 4 missiles.

**Advancement Level 5; Other** Attacks made with this weapon by the vehicle's driver are at a -2d6 penalty. This may be taken as a mounted weapon, but this reduces the capacity of the weapon to 2.

### **SELF DESTRUCT**

**Cost** \$4,000; 0.5 structure

This upgrade rigs the vehicle to explode when a certain button is pressed or command sent. A self destruct does a number of d6 equal to ½ the vehicle's STRUCTURE in an area of 5' x the vehicle's TOUGHNESS.

**Advancement Level 4; Other** This upgrade may be taken a second time to increase the potency and range of the vehicle's self destruct blast by 50%.

### **SPIKED TIRES**

**Cost** \$500 x STRUCTURE; 0.5 structure

A vehicle with this upgrade can ignore difficult terrain caused by slippery road conditions.

**Advancement Level 5.5; Other** Only land vehicles may select this upgrade.

### **SPIKED WHEELS**

**Cost** \$1,000 x STRUCTURE; 1 structure

Spokes erupt from this vehicle's wheels (2d6 cutting damage) to slash and tear at other vehicles.

**Advancement Level 4; Other** Only land vehicles may select this upgrade. A driver may make attacks against creatures and objects of sizes Small to Medium with this upgrade (such as tires and kneecaps).

### **SPIKESTRIP LAUNCHER**

**Cost** \$6,000; 1 structure

This vehicle can fire spikestrips.

**Advancement Level 5; Other** A spikestrip deals 4d6 cutting damage to vehicles if their driver fails a Challenging [13] AGI check and runs over it.

### **TARGETING MATRIX**

**Cost** \$10,000; 1 structure

This upgrade allows a vehicle's weapons to integrate with one another and grants a +1d6 bonus to all of the attacks the vehicle's weapons make.

**Advancement Level 5.5; Other** Vehicles with a targeting matrix only pay half the structure cost for the imaging matrix and remote control upgrades.

## WHEEL GUARDS

**Cost** \$500 x STRUCTURE; 0 structure

This vehicle's wheels are protected by its chassis and its tires have a DEFENSE of 20.

**Advancement Level 4; Other** Only land vehicles may select this upgrade.

## WIDEBAND RECEIVERS

**Cost** \$800; 0.5 structure

A vehicle with this upgrade is able to pick up all bands of radio waves and provides its passengers with an internet connection.

**Advancement Level 5; Other** A vehicle that takes this upgrade a second type removes a hacker's -1d6 penalty for making cracking checks remotely.

## FRONT-FACING UPGRADES

### CABLE LAUNCHER

**Cost** \$5,000; 2 structure

A vehicle with this upgrade may make grab exploits on vehicles and creatures within 50' of it, latching on with a steel cable that imbeds into the vehicle's target (2d6 cutting damage). A successfully grabbed vehicle can have its SPEED reduced by the SPEED of the vehicle that grabbed it.

**Advancement Level 4; Other** This can be mounted on the backside of a vehicle but it is uncommon.

### MOUNTED WEAPONS

**Cost** quadruple weapon cost; 2 structure

A vehicle upgraded this way has weapons integrated into its hood, often hidden behind headlights that flip out to reveal the muzzle of machine guns, business end of a bazooka, or barrel of a flamethrower.

**Advancement Level** varies; **Other** This upgrade assumes that two of the same kind of weapon are installed in both sides of the vehicle's hood. Mounted Weapons only count as one weapon in regards to the Targeting Matrix upgrade. A driver may use their driving skill when using mounted weapons to make attacks.

### RAMMING ATTACHMENT

**Cost** \$2,000 x STRUCTURE; 3 structure

This upgrade allows a vehicle to ram other targets without suffering any internal damage. A vehicle does 1d6 crushing damage per point of SPEED rating, dealing an equal amount of damage to itself; this damage is subject to twice the ramming vehicle's SOAK.

**Advancement Level 4; Other** After making a ramming attack, a driver must succeed on an AGI check equal to the damage they just dealt or lose their actions next turn as they regain control of the vehicle.

## REAR-FACING UPGRADES

### ADDITIONAL PROPULSION SYSTEM

**Cost** \$2,000 x SPEED rating; 1 structure

This upgrade gives the vehicle a temporary boost, allowing it to move at +2 SPEED for 1d6 rounds once per day.

**Advancement Level 5; Other** For double the structure cost, this upgrade can be concealed (requiring a Difficult [15] INT check to notice). This upgrade may be selected more than once; each time it is purchased, the duration of the temporary boost is increased 1d6+1 rounds and it can be used one more time per day.

### **CEMENT BLASTER**

**Cost** \$8,000; 3 structure

This upgrade gives the vehicle a unique weapon ideal to obscure windshields or muck up the engines of other vehicles. The cement blaster has a range of 30' and qualifies as a heavy weapon; on a hit, a target vehicle is blinded until the wet cement is removed. A cement blaster can be fired 3 times before its ammunition is exhausted.

**Advancement Level 5.5; Other** Creatures struck by a cement blaster are restrained for 1d6 rounds. This upgrade may be selected a second time to increase the capacity of the cement blaster by 3.

### **DUBIOUS LICENSE PLATES**

**Cost** \$1,000; 0 structure

This simple upgrade is almost essential for clandestine vehicles; with the flip of a switch, the license plate can obscure or rotate to reveal a different license plate.

**Advancement Level 4**

### **SLICK JET**

**Cost** \$3,000; 1 structure

This upgrade allows a vehicle to leave a slick coating in a trail behind it that is 15' across for 6 rounds a day (these need not be used consecutively).

**Advancement Level 4; Other** This upgrade may be selected a second time to increase it's daily uses a day by 6 rounds or to add an accelerant and ignition to the slick, lighting it on fire (dealing 1d6 heat damage to anyone that passes through it).

### **SMOKE JET**

**Cost** \$1,500; 0.5 structure

This upgrade allows a vehicle to leave a thick obscuring cloud of smoke in a trail behind it that is 30' across and high for 12 rounds a day.

**Advancement Level 4; Other** This upgrade may be selected a second time to introduce a toxic agent to the smoke, causing it to deal 1d6 poison damage to any creatures that pass through it, but this reduces its daily uses to 6 rounds a day and costs triple the normal \$ cost.

Food and accommodation are regularly available in civilized areas. For the most part, characters should not need to keep track of each drink, tank of gas, or snack, but when the cost of such things becomes relevant, these values are shown below.

Food, service, and accommodation costs for items below a character's MONEY attribute can be waived for the sake of convenience. These items can be assumed to be included as part of general lifestyle and cash allowances, and do not directly impact the character's daily life.

<b>Services</b>	<b>Cost</b>
Drink, beer	\$2
Drink, coffee, tea	\$1
Drink, spirit, common	\$3
Drink, spirit, exotic	\$10

Hotel, average, day	\$20
Hotel, cheap, day	\$10
Hotel, luxury, day	\$100
Limousine, per mile	\$2
Meal, cafeteria/diner	\$5
Meal, fast-food	\$3
Meal, restaurant, typical	\$7
Meal, restaurant, luxury	\$20
Public transport, per mile	\$0.25
Taxi, per mile	\$1
Theater, play or show	\$10
Theater, movie	\$5
Sea or Air transport, per continent, basic	\$400
Sea or Air transport, per continent, luxury	\$1,550

## DRUGS & CHEMICALS

The world is replete with chemical substances which affect the biology of living creatures, both natural and man-made. Some are legal, and some are less so.

Most drugs can come in injected or pill form. Some drugs have less common administration methods, including inhalation, eye-drops, gels, and more.

The drugs in the table below are listed by type. However, they will be known by specific brand names or street names in your setting; some sample names are suggested in the drug descriptions.

Homeopathic medicines are dealt with in the *Fist Full of Chi* chapter. The drugs below do not include specific treatments for conditions and diseases, which are dealt with in the *Illness* section.

Drug	Cost	Dose	Addiction
Ruhypnol	\$200	Pill	I
Antidote	\$50	Injection	II
Addiction negators	varies	Injection	II
Boosters, street	\$100	Pill	II
Boosters, strong	\$500	Pill	III
Boosters, ultra	\$5,000	Injection	IV
Immunity booster	\$500	Injection	I
Metabolic depressor	\$200	Injection	I
Metabolism stopper	\$2,000	Injection	I
Mood enhancers	\$25	Pill	II
Pain relief	\$10	Pill	I
Pain relief, strong	\$50	Pill	III
Reaction enhancers	\$250	Pill	II
Tranquilizers, medium	\$100	Injection/Pill	II
Tranquilizer, large	\$250	Injection/Pill	II
Tranquilizer, huge	\$500	Injection/Pill	II
Tranquilizer, enormous	\$1,000	Injection/Pill	II
Truth serum	\$600	Injection	I

**Ruhypnol** While commonly used as a short-term aid for insomniacs, there are other, less noteworthy and altruistic ways to use this drug. The user gets a Difficult [16] WIL check; on a failure, the events of the next 8 hours are forgotten. The user also makes a simultaneous Routine [10] END check; on a failure, they are

comatose for the next 8 hours, though even on a success all of their attribute scores are treated as half value when determining derived statistics (such as SPEED, DEFENSE, and so on).

**Antidote** Antidotes work to counteract slow-acting toxins. They grant a bonus dice to a poison dice pool.

**Addiction Negators** While not readily available for all types of drugs, some have specific counteractives that can negate the addiction to the original substance (at the GM's discretion). The unfortunate side effect is that these drugs are mildly addictive themselves, making them only available (legally) for addiction classes III and IV. Taking the addiction negator reduces an addiction difficulty value of a particular addiction by 1 point. An addiction negator only works once per day and eliminates any bonuses granted by the substance it is tailored against for 1d6 days. 1 use of an addiction negator costs  $\frac{1}{2}$  the value of the drug it is designed to counteract.

**Boosters, street** Boosters are a basic, cheap drug which grants the user a temporary burst of strength, stamina, or even intelligence. The word "booster" is merely slang for an enormously wide range of chemicals—adrenaline shots, stimulants, performance enhancers, and more. A booster gives the user a +1d6 bonus to an attribute for one hour. Boosters do not stack with each other—taking two does not increase the bonus to +2. Boosters typically have street names like *Berzerk*, *Dash*, *Fastjack*, *Impulse*, *Mental*, *Neurad*, *Rapdash Stims*, *Timpani*, and *Zat*.

**Boosters, strong** Strong boosters are rare, expensive and addictive. They grant a +2d6 bonus to an attribute, but for five minutes only.

**Boosters, ultra** Ultraboosters are a class of very rare, often experimental drugs which frequently have some form of side effect (roll once on the *side-effects* table). They are highly addictive, extremely expensive, and grant a +3-die bonus to an attribute for one hour.

**Immunity booster** Immunity boosters are used as preventative drugs; they increase the user's resistance to disease. An immunity booster gives the user a 2-die bonus to disease pools for one day.

**Metabolic depressor** Metabolic depressors slow the metabolism and life signs for one hour. One application can be enough to hide from scans, inflicting a 2-dice penalty to the detection difficulty. The common street name for metabolic depressors (which can be used for criminal infiltration activities) is *Deadpan*.

**Metabolic stopper** An extremely potent form of metabolic depressor, this injection completely halts metabolism and life signs for 4 hours. The user is completely invisible to scans and detection equipment, and appears dead to a cursory visual inspection. The user is unconscious during this time.

**Mood enhancers** These common drugs are used to create a feeling of well-being or happiness for four hours. They are used recreationally by many, and are easily available, though mildly addictive. They do not have a direct game mechanic effect. The most common versions are *Dabs*, *Kush*, *Pop*, *Sarafin*, and *Vitatats*.

**Pain relief** Painkillers can be used to grant temporary HEALTH—however, the effects wear off, and the temporary HEALTH wears off at the same time. A basic pain relief pill grants 1d6 temporary HEALTH for one hour.

**Pain relief, strong** Extremely strong painkillers work much like regular ones. They are more expensive, and more addictive, but give a temporary 2d6 boost to HEALTH for one hour.

**Reaction enhancers** These increase cognitive processing, awareness, and reaction speed. They add 2d6 to initiative checks for one hour, and are mildly addictive.

**Tranquilizer** Tranquilizers are used to put a patient (or victim) to sleep. These are used by hunters, police, and also by customers who have trouble with insomnia. The imbiber makes a Difficult [16] END check or falls asleep for 5 minutes. Tranquilizers must match the target size (no drug exists for gigantic creatures), or they have no effect other than perhaps a moment's drowsiness. Using a larger tranquilizer than the target size gives a 1-die penalty to the END check per size difference, and increases the sleep time as follows:

Size Difference	Time Asleep	WIL check modifier
Smaller	—	—
Same size	5 minutes	—
One size larger	1 hour	-1d6
Two sizes larger	6 hours	-2d6
Three sizes larger	24 hours	-3d6

**Truth serum** Truth drugs compel the imbiber to talk truthfully. In reality, they're not a guarantee—the user can resist with a Challenging [13] WIL check. The drug wears off after just 20 minutes. The most common type is made with sodium pentathol. More than one dose in four hours causes a side effect (see the *side-effects* table, below).

## ADDICTION

Every drug and chemical has an addiction class. Each time the drug is taken, the user must make a WIL check to avoid becoming addicted. The WIL check increases by 1 each time the drug is used.

Addiction Class	Description	WIL Check
I	Non-addictive	—
II	Addictive; caution requires	Challenging [13]
III	Highly addictive	Difficult [16]
IV	Instantly addictive	Demanding [21]

## SIDE EFFECTS

Some chemicals are noted as having side-effects. Side-effects also occur when chemicals are combined without medical supervision (i.e. without a Difficult [16] INT check). Side effects last for one day.

An addicted character suffers a side-effect every day that he or she does not use the addictive substance. The effect begins when the character wakes that day, and continues unless the substance is used. If the substance is used, the side-effect goes away until the next morning.

3d6	Side Effect
3	Paranoia
4	Twitching
5	Obsession

6	Hallucinations
7	Suicidal Behavior
8	Aggression
9	Rash
10	Sickness
11	Tiredness, fatigue
12	Boils
13	Memory loss
14	Blindness
15	Brain damage
16	Slowness
17	Slurred speech
18	Paralysis

While under the effect of a side-effect, the user is considered *sickened*.

## GADGETS

*“What? It’s just a pen.”*

Gadgets are a broad category of items which include advanced technology, mysterious artifacts, prototypes, experimental gear, unusual contraptions, and other gizmos, trinkets, and rare items. A gadget might be able to do anything, and is rarer or more expensive than common equipment.

Gadgets are assigned an advancement level. To purchase a gadget, you must be located within a civilization of the appropriate advancement level—you cannot purchase a rocket pack from a village in the wilderness, or an EMP device from a medieval government. More details on advancement levels can be found in the *Building Your World* chapter of this rulebook. At the GM’s discretion, an item may be available at an earlier advancement level (one category earlier) as a unique item or prototype at ten times the regular price.

Many gadgets in this section are firmly in the realm of high action and slight surrealism to explosive realism. More than in the rest of this rulebook, look out for the symbols which are there to help you decide what should be included in your setting. Remember, one ☆ is low action, while ☆☆ or more are higher action.

Item	Cost	Advancement
Anycard	\$50	5
Aquatic Motor	\$100	4
Autopick	\$40	4
Brilliant Phone	\$800	5
Combined Gadget	varies	varies
Contained Air Supply	\$150	4
Dagger Shoe	\$100	3
Disguised Pistol	\$350	4
EMP	\$5,000	5
Exploding Cigarette	\$200	4
Fake Fingerprint	\$50	4
Flamethrower Lighter	\$40	4
Gaseous Cigarette	\$50	4
Grappling Harness	\$2,000	4

Homing Pill	\$100	4
Industrial Laser	\$300,000	5
Laser Watch	\$3,000	5
Microchip	\$5,000	5
Pen Gun	\$700	4
Projectile Cigarette Case	\$800	4
Rappelling Belt	\$2,000	5
Remote Control Exploding Watch	\$800	4
Rocket Pack	\$20,000	6
Seismic Mapper	\$650	5
Wire Watch	\$2,000	4
X-Ray Camera	\$300	4

### ANYCARD ☆

An anycard is a disposable plastic card that looks like any other credit card or super shopper rewards card. The magnetic strip is designed to automatically disable an electronic lock of the same quality of craftsmanship, though after one use it becomes worthless. Unlike other items, no skill ranks are required to use an anycard.

**Cost** \$50; **Weight** —; **Advancement Level** 5

### AQUATIC MOTOR

This device can be used to smoothly carry someone through the water at a speed of 20' per action. This gadget only functions underwater.

**Cost** \$100; **Weight** 15 lb; **Advancement Level** 4

### AUTOPICK ☆

An autopick looks like a complex staple gun. From the barrel a plethora of small sectioned tendrils extend forward and worm into a lock. An autopick automatically disables a mechanical lock of the same quality of craftsmanship, though after one use it becomes worthless. Unlike other items, no skill ranks are required to use an autopick.

**Cost** \$40; **Weight** 4 lb; **Advancement Level** 4

### BRILLIANT PHONE ☆

A smart phone is one thing, but a brilliant phone is practically a supercomputer and can be much, much more. First of all, you can make cracking tests with a brilliant phone as though it were a laptop. For every level of craftsmanship quality beyond high, a brilliant phone gains one of the following abilities:

*Antennae Pick* The side of the phone contains an extending coil of filament that operates as an autopick. This can be replaced with a Difficult [16] INT check.

*Fingerprinter* The brilliant phone is able to scan, analyze, and then transmit a fingerprint pressed against it. Furthermore, the gadget is able to use a scanned fingerprint to fool an electronic lock of a craftsmanship quality of up to one level higher than the brilliant phone (so long as the electronic lock uses fingerprint scanning).

*Identifier* The brilliant phone can make a composite facial image from a single clear photograph of a subject, then reference it through databases to identify them within 3 rounds (provided they have records in the relevant database).

*Stun Gun* The brilliant phone can be used as a taser, both to damage unauthorized users and as a melee weapon, or to disable electronic locks of a craftsmanship quality one less than the brilliant phone.

*Vehicular Remote* The brilliant phone may be used to drive a vehicle rigged with a control device (costing \$2,000). Any tests made to control or manipulate the vehicle suffer a -1d6 penalty and any attacks made using the vehicle by remote suffer a -2d6 penalty.



**Cost** \$800; **Weight** 1/2 lb; **Advancement Level** 5

### **COMBINED GADGET** ☆☆

Gadgets can be combined with a weapon or other gadgets at the GM's discretion. A combined gadget costs the price of each of its components multiplied by the number of components. Each component must be of the same quality; you cannot combine a mastercraft quality component with an artisan quality component—they are incompatible.

**Cost** varies; **Weight** varies; **Advancement Level** varies

### **CONTAINED AIR SUPPLY**

This small device is the size of a soda can or large cigarette case. It holds a pressurized supply of oxygen accessible through a special valve, providing enough air for a creature to breathe 5 minutes while underwater.

**Cost** \$150; **Weight** 1/2 lb; **Advancement Level** 4

### **DAGGER SHOE**

This is a dagger in your shoe. It is easily detected by anything that scans for metals or a Difficult [16] INT check, but when deployed (a free action) allows you to deal Stabbing damage when you make kick melee attacks.

**Cost** \$100; **Weight** 4 lb; **Advancement Level** 3

### **DISGUISED PISTOL** ☆

**Cost** \$350; **Weight** 4 lb; **Advancement Level** 4

### **EMP**

A device as small as a bag of luggage or large suitcase, an EMP immediately deactivates all unshielded electronic devices within 20'. The device attacks each item with a 3d6 vs. the item's DEFENSE, and on a success the device shuts down for 3 turns.

Mechanoid creatures such as Robots are not deactivated, but they do suffer 2d6 damage from a successful attack and are *stunned* for 1 round should they fail a Challenging [16] END check.

An EMP can only be used once. The device does not work on items of advancement level 8 or higher.

**Cost** \$5,000; **Weight** 18 lb; **Advancement Level** 5

### **EXPLODING CIGARETTE** ☆☆

Anyone that lights this deathstick is going to meet their end right quick as the cigarette explodes in a giant ball of flame that deals 2d6 heat damage to all creatures and objects within 2 squares. Alternatively, the filter can be twisted to create a 1 round delay.

**Cost** \$200; **Weight** —; **Advancement Level** 4

### **FAKE FINGERPRINT** ☆

This small sheet of superthin plastic is impossible detect before it is peeled off, but any higher quality fake fingerprints come with solutions that dissolve it after use. These can be used to replicate a fingerprint for one use. For every hour wearing a fake fingerprint, a Routine [10] AGI check is required to avoid losing the gadget after applying it.

**Cost** \$50; **Weight** —; **Advancement Level** 4

### **FLAMETHROWER LIGHTER** ☆

This lighter can be used as a normal lighter, but contains a pressurized super-flammable liquid that allows it to be used to make a single ranged attack (within 2 squares) or melee attack that deals 2d6 heat damage. After one use a flamethrower lighter is expended.

**Cost \$40; Weight —; Advancement Level 4**

### **GASEOUS CIGARETTE** ☆☆

When this cigarette is blown into, it can delivery an inhalation drug or poison at a target within 10' as an action. Gaseous "electronic cigarettes" cost 6 times as much but can hold a total of 4 doses (rather than 1).

**Cost \$50; Weight —; Advancement Level 4**

### **GRAPPLING HARNESS** ☆

A grappling harness can be disguised as suspenders and a belt or within a bulky outfit. Once tethered or anchored, the wearer can ascend at a speed of 20' a round or rappel down as fast as 60' a round. Once used to ascend or for controlled descent, a grappling harness becomes unusable until rewind with a Difficult [16] INT check.

**Cost \$2,000; Weight 15 lb; Advancement Level 4**

### **HOMING PILL**

This oral pill has a resilient electronic chip inside of it, one capable of remaining intact and operating while within the digestive tract. The chip transmits a radio signal detectable by bug sweepers and anyone that knows the frequency (which reaches to a range of 5 miles).

**Cost \$100; Weight —; Advancement Level 4**

### **INDUSTRIAL LASER**

This experimental technology requires a considerable power source but is incredibly accurate at great distances and can deal 1 point of heat damage to a target per turn, increasing by +1 for each consecutive turn the laser remains on the target, up to a maximum of 30 heat damage. At short range (within 100') it immediately deals 10 heat damage that increases by +4 per turn instead. Operating a laser requires a desktop personal computer and Difficult [16] INT check to choose a target, followed by Routine [10] INT checks every round thereafter when aiming at the same target hit in the previous round.

**Cost \$300,000; Weight 60 lb; Advancement Level 5**

### **LASER WATCH** ☆☆

High-energy capacitors in this timepiece fuel a powerful focused light that creates a laser cutting beam able to slice through up to 1 inch of steel. After 10 rounds of operation the laser watch is depleted. The laser watch can be used as an improvised melee weapon that deals 3d6 heat damage.

**Cost \$3,000; Weight 1 lb; Advancement Level 5**

### **MICROCHIP** ☆

A microchip operates as a homing pill but has no range and is undetectable to scanners. Furthermore, it can be used to watch a creature's vitals, telling both how much damage the subject has taken and their emotional state (calm, agitated, or panicked).

**Cost \$5,000; Weight —; Advancement Level 5**

### **PEN GUN** ☆

This small device is capable of firing up to four bullets before it is destroyed. A Challenging [16] INT check recognizes it is an unusual device, with a result of 19 or better identifies it has ballistic properties. When used

as a weapon the wielder takes -1d6 to their attack roll and deals 2d6-1 ballistic damage. Scanners detect that the pen gun is metal and grant a +2d6 to any checks to identify the gadget.

**Cost** \$700; **Weight** 1/2 lb; **Advancement Level** 4

### **PROJECTILE CIGARETTE CASE** ☆☆

This small pack of cigarettes is unusually heavy but otherwise resembles a regular pack of cigarettes. A person familiar with the gadget (requiring instruction or a Difficult [16] INT check) can use it to fire up to four small rockets (2d6 ballistic damage, range 4) at a -1d6 penalty.

**Cost** \$800; **Weight** 4 lb; **Advancement Level** 4

### **RAPPELLING BELT** ☆☆

This heavy duty belt has rope coiled through both sides and powerful miniature motors in the back. A piston in the buckle can fire as away as 75' to anchor into an object, allowing the user to swiftly swing long distances. A rappelling belt can retract without effort, but only superior-quality or better rappelling belts can retract (at a rate of 10' per round).

**Cost** \$2,000; **Weight** 8 lb; **Advancement Level** 5

### **REMOTE CONTROL EXPLODING WATCH** ☆

This timepiece contains a receiver allowing the explosives within it to be remotely detonated from as far as 1,000' away. The explosion deals 3d6 heat damage to all objects within 2 squares.

**Cost** \$800; **Weight** 1 lb; **Advancement Level** 4

### **ROCKET PACK** ☆☆

A rocket pack is exactly what you think it is—rockets strapped onto the wearer's back, with throttle controls available at their hands. It has a range of about 10 minutes, although an additional thruster addon can be purchased (8 lb, adds 5 minutes).

Use of a rocket pack requires a Difficult [16] AGI check but allows a creature to move through the air at 75' a round .

**Cost** \$20,000; **Weight** 25 lb; **Advancement Level** 6

### **SEISMIC MAPPER** ☆

This screened-gadget affixes to a safe or radial lock and after four rounds, creates a small three-dimensional map of everything within the next 6" of solid material. A Challenging [13] INT check reveals the combination of any mechanical lock scrutinized this way.

**Cost** \$650; **Weight** 16 lb; **Advancement Level** 5

### **WIRE WATCH** ☆☆

This wristwatch doesn't tell time particularly well, but hides within it a high-tensile, durable kevlar cord suitable for withstanding up to 400 pounds of pressure. The cord has 1 hit point but a toughness of 8. There are two varieties - one monofilament suitable for use as a grappling line (with a toughness of 4 but extendable as far as 30'), the other good for strangling opponents (though at its greatest length, 5').

**Cost** \$2,000; **Weight** 1 lb; **Advancement Level** 4

### **X-RAY CAMERA** ☆

This device operates much like a regular camera, but flashes an x-ray at everything within the view screen. After 5 rounds of development within the gadget, it reveals everything within 1' of thickness behind any non-lead material. The x-ray camera has a range of only 30'. An x-ray camera can take 5 photographs before it needs replacement parts (costing half the cost of the camera).

**Cost \$300; Weight 5 lb; Advancement Level 4**

## CYBERNETICS

The emerging science of cybernetics is the alteration of organic creatures with artificial parts. These parts are often electronic or mechanical in nature, but research teams are uncovering new ways to include bioelectronic components as well. A heavily modified creature is known as a cyborg, a combination of organic and artificial parts (as opposed to a robot, which is wholly artificial). Cybernetic modifications can enhance or improve natural capabilities, compensate for injuries, or grant entirely new capabilities. Anything from an artificial arm to microchips or internal visual sensors with targeting implants can be accomplished through the science of cybernetics. Treatments are even being developed that allow the mind to be altered with improved cognitive functionality or extended data storage and memory.

### ORGANIC LIMITATIONS

A player-character or creature cannot continue adding cybernetic modifications indefinitely. The body can only take so much foreign matter before it starts to reject it. The number of cybernetic modifications allowed is equal to the subject's ENDURANCE attribute. Some cybernetic modifications increase ENDURANCE. In these cases, the original (unmodified) attribute is used to determine the limit of cybernetic alterations. Increases to ENDURANCE via careers or experience point expenditure and advancement to increase the cybernetic limit, however.

In *N.O.W.*, every cybernetic modification a creature has reduces its CHI score by 1.

A creature which has fully allocated its available cybernetic allowance changes its type to *mechanoid*. A mechanoid creature, as explained in the *Monsters & Minions* section of this rulebook, is immune to mental attacks, and vulnerable (1d6) to electricity damage and (2d6) to ion damage. Ion damage is specially designed to attack electronics and mechanoids.

### ADDING A CYBERNETIC ALTERATION

Not every cybernetic alteration "takes"; some people are simply unsuitable candidates for a particular process. As an optional rule, the GM may require every cybernetic alteration to succeed at a Difficult [16] END check. A failure means that that operation cannot proceed. The final price of any cybernetic alteration, regardless of size, is determined by scarcity, complexity, and ultimately, the GM.

### MINOR CYBERNETIC ALTERATIONS (\$5,000-\$10,000)

A minor cybernetic alteration lowers a creature's CHI score by -0.5 (round up) unless it is specifically incorporated into a part of the creature's body that is already artificial..

**Artificial Appendage** Artificial hands and feet interface directly with nerves and work exactly like a regular appendage. An artificial foot grants a +2 bonus to CLIMB and artificial hands grant a +2 STR or AGI when grappling or resisting a disarm combat exploit.

**Digiclaws** These sharp metal talons are hidden within the fingertips and release or retract as a reaction. A creature with digiclaws increases its natural damage by +1d6 and gains a +1d6 bonus to intimidate checks.

**Hormonal Regulators** A character with hormonal regulators is able to expel gathered hormones of various types for the appropriate situation. Three times per day the character may add +1d6 to a social attribute check with another living creature.

**Injector Implants** An injector implant stores a chemical or drug (see the *drugs* section of this chapter) for rapid deployment as a free action. The implant stores three uses of the drug before it needs to be refilled.

**Input Jacks** These attachments allow you to interface with any electronic system (so long as it has an output), granting a +1d6 bonus to computer operations and cracking checks.

**Retinal Implants** These implants grant permanent powers of enhanced vision. A basic implant grants one ability from the list below (only characters with the cyborg career can have a different implant in each eye). More advanced implants offer multiple abilities in one device at the cost of the total value of each ability separately multiplied by the number of abilities.

*Infrared* This is similar to night vision but has a longer range and only reveals objects or creatures which give off heat. Grants an environmental die in darkness, but not lowlight.

*Magnifying* This enables the user to see tiny details, increasing the chance to spot clues by a +1d6 bonus.

*Night vision* This enables the user to see in darkness for 60'. Grants an environmental die in darkness or low-light.

*Telescopic* This doubles the user's visual range and increases range increments on weapons by 50%.

**Olfactory Sensors** This cybernetic alteration laces the character's nasal cavities with a mesh of metal that vastly increases its sense of smell, granting a +1d6 bonus to relevant checks (if the creature already has a scent-based bonus, this is cumulative).

**Voice Synthesizer** A voice synthesizer enables a character to use fake voices. When doing so, the character gains a +1d6 bonus to CHA checks made to deceive others.

**Wavelength Receiver** This implant affects the cerebral cortex, causing it to generate complex organic structures in the vision center of the brain that allow a creature to perceive wavelengths of energy. As a reaction a creature with a wavelength receiver can tune it to detect magnetic, radio, cellphone, radar, or even chi (and any other type of energy field the GM sees fit).

## **MAJOR CYBERNETIC ALTERATIONS (\$20,000+)**

A major cybernetic alteration lowers a creature's CHI score by -1 unless it is specifically incorporated into a part of the creature's body that is already artificial.

**Artificial Limbs** Artificial arms and legs interface directly with nerves and work exactly like a regular limb—albeit stronger and faster. Arms add to STRENGTH, and legs increase AGILITY (cumulatively, so a full set of four limbs adds +2 STR and +2 AGI).

**Durarmor** Durarmor is an extensive series of subdermal skin transplants. Flexible polycarbonate placed underneath the skin reduces the character's sense of touch, giving them a -1d6 penalty to relevant checks, but increases the character's natural soak by 3.

**Exosuit** Exosuits are cutting-edge technology consisting of frameworks on the outside of the body which tap directly into the wearer's nervous system, a suit of armor integrated into the body. A partial exosuit covers just the upper half of the body, while a full exosuit includes the legs.

**Memory Chip** A memory chip adds 1 to a character's INT attribute. Multiple chips can be implanted, which work cumulatively, but every two chips reduces the character's WIL by 1 point as his sense of self is gradually eroded. Skill implants count towards this total.

**Skeletal Reinforcement** This lengthy and painful procedure fortifies a character's entire skeleton, bracing bones with layers of polycarbonate. The overall result is that the character's END is increased by 1.

**Skill Implant** A chip similar to the memory chip, a skill implant gives a character a brand new skill. Implants only grant a basic level of proficiency in the skill. Multiple chips can be implanted, with different skills, but every two chips reduces the character's WIL by 1 point as his sense of self is gradually eroded. Memory chips count towards this total.

**Static Dynamo** A character with this modification is capable of storing up an impressive charge of energy. Three times per day when hit with a melee attack, they may make a Difficult [16] INITIATIVE check to release some of this energy on their attacker, dealing an amount of damage equal to the character's total number of career grades.

**Weapon Integration** A character with an existing cybernetic limb can have a weapon integrated into it. The weapon operates as normal, but cannot be dropped or disarmed.

## LUCK, REP, & TECH

Characters have access to three special dice pools which can be used to enhance or assist attribute checks. These are LUCK, REPUTATION, and TECH. LUCK and REPUTATION can be used by all characters (except Robots, who cannot use a LUCK pool); TECH is available only to certain careers such as the Scientist or the Engineer.

### BONUS DICE POOLS

A character's LUCK, REP, or TECH pools are a small collection of dice which she can use at any time to assist other dice rolls. Any number of dice may be used on any given dice roll, but once used, those dice are expended: the character's luck starts to run out. The number of dice is determined in the same way as any other attribute. So a character with LUCK 7 would have a LUCK POOL of 3d6. Each day, a typical character's pools will replenish one die. Some careers grant faster replenishment rates, but one per day is typical.

### EXPLODING DICE

You should ensure your LUCK, REP, and TECH dice are a different color to the others, because they are *exploding dice*. Exploding dice have a special property: any time you roll the maximum on it, you can roll it again and add the second roll to your total. If you roll the maximum again, you can roll a third time (and so on—there is no upper limit to the number of sixes you can roll). You can purchase special exploding dice from game stores, or simply use d6s.

### LUCK

When a task is beyond your ability to accomplish—the shot is too difficult, the password too obscure, the jump too far, the gap between the derelict bridge too great—you can close your eyes and hope for the best. This is where LUCK comes in. By expending dice from your LUCK POOL, you can make that task easier.

Every character has a LUCK attribute. LUCK is an expendable resource—some characters are luckier than others, but all characters can eventually run out of luck. Some heritages are luckier than others, too—those

less willing to throw caution to the wind will tend to be less lucky than those who are willing to take a risk from time to time, as will those with rigorous or disciplined mental outlooks. Some heritages, such as Robots, cannot use luck at all.

A common saying states that one makes one's own luck. Certainly no scientific experiments have ever been able to quantify or identify any kind of "luck force", so perhaps that saying is true.

## LUCK CHECKS

Sometimes you will need to make a LUCK attribute check, just like when making any other check. For example, your character may be flipping a coin to determine whether or not he wins a pile of money. The character's LUCK attribute is used instead—a luckier character is likely to get a more favorable result. A 50/50 chance is represented by a Routine [10] LUCK check—someone with average luck (a LUCK attribute of 4, which grants a 3d6 check) still has a roughly 50% chance, but someone with a higher or lower LUCK attribute will have different chances of success.

A LUCK attribute check is also used in opposed situations where multiple characters are rolling to see who is the random target of fortune (highest wins) or misfortune (lowest wins).

When making a LUCK attribute check, always use the current LUCK POOL. Do NOT use the starting (original) LUCK attribute. If you have used up some of your luck, your pool is smaller. Your luck is running out!

You cannot use your LUCK POOL to assist a LUCK attribute check.

## REPUTATION

Your REP attribute determines how well known you are.

Just like LUCK, you have a bonus pool of dice formed by your REPUTATION. Unlike LUCK, you cannot use these dice in combat, although the pool operates in the same way as LUCK in all other respects. Using this pool represents you calling on contacts, favors, and debts from your past. When using bonus dice, you must explain what contact or favor you are using; the GM will allow or deny this use of REP based on whether the application seems appropriate and reasonable.

Like other attributes, it can be boosted by a skill when in an appropriate environment (a doctor skilled in *medicine* would be more likely to be recognized by another medical professional than by a policeman). REP has two main uses:

- A REP check will determine if you are recognized.
- A REP attribute forms a pool of bonus dice just like LUCK does. You can use these bonus dice to get things done. Unlike LUCK, you cannot use REP to help with an attack or damage roll in combat; the process takes one hour and involves placing calls and calling in favors.

## HOW WELL KNOWN ARE YOU?

When making a REP check to determine whether you are recognized, your location matters. Your REP score determines how widespread your reputation is—whether that's just your home town, or across an entire continent. The table below indicates the likelihood of someone recognizing you by sight. Your name (and reputation) can precede you, however, and it is more likely that somebody has *heard* of you—use the row before when determining whether somebody has heard of you. This table is representative of a modern earth with widespread communication throughout the developed countries, expanding elsewhere.

Well known in your...	REP	Check
Unknown	1	—
Street	2-3	Easy [6]
Town or Village	4-5	Routine [10]
City	6-7	Challenging [13]
County	8-9	Difficult [16]
State or Region	10-11	Demanding [21]
Country	12-13	Strenuous [25]

Continent	14-15	Severe [29]
Hemisphere	16-17	Herculean [33]
Planet	18-19	Superhuman [37]

For example, Connor Ward is well known for winning the Battle of the Frengali Gulf. His home is in the state of Maine in the USA. Normally, he'd just make a REP check to see if somebody has heard of him, but when dealing with the Navy he gets a bonus from his naval tactics skill, making it more likely. It's a Demanding [21] check to be recognized in a Californian port and a Strenuous [25] check to be recognized in Canada.

## TECH

TECK, like LUCK and REPUTATION, forms a bonus dice pool. It is an exclusive pool available only to certain careers like engineers and scientists, and represents ingenious ways to adapt, modify, or use technology to achieve dramatic results. Whether your character is simply reversing the polarity of the electron flow, or engaging in some far more complex technobabble, you may use dice from your TECH pool to add to attribute checks in the same way as LUCK and REP.

Your TECH pool is based on your INTELLECT attribute.

If you are struggling to come up with appropriate technobabble to explain your bonus dice, the following tables may help. Roll on each to generate a result such as the *transwarp phased verteron* or the *alternating neutron assembly system*.

TECHNOBABBLE GENERATOR						
1d6	1	2	3	4	5	6
1	microscopic	photonic	linear	sonic	auxiliary	nucleonic
2	transwarp	reciprocating	magnatomic	quantum	verteron	ambient
3	anomalous	modulated	inverted	temporal	assymetrical	atmospheric
4	magnetic	phased	rapid	ionic	astrophysical	nucleonic
5	accelerated	electric	warp	critical	secondary	tertiary
6	primary	enhanced	charged	lower	gravimetric	back-up
1d6	1	2	3	4	5	6
1	pulse	flux	neutron	particle	system	nadion
2	quantum	artificial	subspace	frequency	wavefront	spatial
3	alternating	baryon	space-time	dampening	tetryon	neutrino
4	plasma	interface	data	E-M	nano	polaron
5	positron	matter	hyperspace	laser	plasma	delta
6	antimatter	containment	impulse	assembly	resonance	particle
1d6	1	2	3	4	5	6
1	relay	inversion	interference	discriminator	signal	capacitor
2	configuration	effect	disturbance	field	phenomenon	array
3	emission	domain	coupling	stream	variance	distortion
4	controller	actuator	continuum	banks	harmonic	mutation
5	invariance	singularity	region	fluctuation	polarity	charge
6	zone	anomaly	vacuum	dampener	core	module

There is an online technobabble generator at EN World.



[http://www.enworld.org/forum/dnd\\_view\\_block.php?id=158](http://www.enworld.org/forum/dnd_view_block.php?id=158)

## RUNNING THE GAME

This section of the book introduces you to the game's core mechanic, and then delves into a few common situations in more detail. Everything in the game hinges around *attribute checks* or *countdown pools*, whether that be a firearm shot at an enemy, attempting to fly a jet inside of a canyon, breaking an enemy's code, or chasing a perpetrator through crowded alleyways.

One of the Game Master's primary functions is that of the referee. He or she needs to adjudicate the result of actions by using the rules found in this book. This section deals with a number of commonly encountered situations and how to adjudicate them.

### NUMBER OF DICE ROLLED

Attribute	Dice
1-2	1d6
3-5	2d6
6-9	3d6
10-14	4d6
15-20	5d6
21-27	6d6
28-35	7d6
36-44	8d6
45-54	9d6
55-65	10d6
66-77	11d6
78-90	12d6

### THE CORE MECHANIC

This section of the rulebook describes the core mechanic of the game. The core mechanic is very important—almost everything else in the book hinges off it. Anything from attack rolls, lifting heavy debris off a fallen comrade, climbing a wall, using a CHI technique, navigating through a minefield, repairing a busted helicopter, or sneaking past a sentry—these things are all applications of the core mechanic.

The core task resolution mechanic is a dice pool system. You simply roll a number of dice determined by your attribute and add them together in an attempt to reach a target difficulty value. The number of dice you roll is indicated on the table above. The table goes far beyond likely human capabilities to account for colossal creatures and superhuman enemies.

*For example, if you want to break down a door the GM might call for a STR check. The difficulty value to break down the door depends on its strength and material; this particular door is a wooden door with a toughness of 12. Bruno's STR attribute is 7; he rolls 3d6 and if he manages a 12 or more the door crashes open. If he fails, he merely bruises his shoulder and looks a bit sheepish.*

The same principle applies for any non-automatic action taken in the game. You roll the number of dice indicated by the relevant attribute and try to meet a target difficulty benchmark.

### OPPOSED TASKS

While many tasks have a straight difficulty value, some difficulty values are derived from a target's attributes. If you're arm-wrestling an ex-weightlifter in a smoky bar, for example, the difficulty value is dependent upon the alien's STR attribute. If you're engaged in a game of chess, it might be based on INT attribute, and a game of darts might be based on AGI or INT.

Occasionally the GM might call for an opposed roll to determine the outcome of a challenge. In these cases, the difficulty value is determined by simply rolling the relevant attribute. For example, in an arm-wrestling match a STR 4 opponent rolls 2d6 while Bruno the boxer rolls 3d6 with his STR of 7.

### WHICH ATTRIBUTES?

One common attribute check is an attack; often this will take the form of an AGI or INT check for a ranged attack, and an AGI or STR check for melee attacks. CHI techniques usually use the CHI attribute or a listed associated attribute. An attempt to hypnotize somebody might be a CHA check, while a Mutant's eye beam attack is an END check.

Example Task	Attribute
Breaking down a door	STR
Cracking a computer system	LOG
Repairing an engine	LOG
Climbing a wall	AGI
Lifting a heavy rock	STR
Spotting a hidden door	INT
Checking to see if you are recognized	REP
Running a marathon	END
Holding your breath	END
Walking a tightrope	AGI
Making a speech	CHA
Using a disguise	CHA

For opposed checks, including attacks, the following attributes might be used:

Example Opposed Task	Attributes
Ranged attack	AGI/INT vs DEFENSE*
Melee attack	STR/AGI vs DEFENSE*
Picking a pocket	AGI vs INT
Bluffing a cop	CHA vs INT
Sneaking past a guard	AGI vs INT
Chi attack	CHI vs DEFENSE or MENTAL DEFENSE*
Hypnotizing a victim	CHA vs MENTAL DEFENSE*
Arm wrestling	STR vs STR
Darts contest	AGI/INT vs AGI/INT

\*Attributes commonly used as DEFENSEs (AGI and WIL) have pre-calculated DEFENSE scores. These are determined slightly differently; see *Derived Statistics*. These are called *DEFENSE* and *MENTAL DEFENSE*.

### MODIFIERS

There are things which provide modifiers to an attribute check in the form of extra dice include skills, equipment, and various situational modifiers. More information about these are provided in the relevant section of this rulebook, but here is a very brief summary.

### SKILL MODIFIERS

Skill ranks grant dice in the same way (and using the same scale) as attributes. If you have a relevant skill at 3 ranks, you add 2d6 to your dice pool when you make the attribute check. See the *Skills* section of this book for more information.

### EQUIPMENT MODIFIERS

Many items of specialized equipment grant a bonus in the form of extra dice. Higher quality equipment can grant higher bonuses. Note that the equipment of above superior quality should be very rare, and artisan quality and higher is the sort of equipment legends are made of!

High quality	+1d6
Superior quality	+2d6
Mastercraft quality	+3d6
Artisan quality	+4d6
Unique	+5d6

To use higher quality equipment or weapons, you must be trained in their use. The number of ranks you have in a related skill limit the corresponding equipment quality level you can benefit from.

In other words, to benefit from high quality items you must have 1 rank in the skill, to benefit from superior quality items you need 2 ranks, mastercraft needs 3 ranks, and so on.

You still benefit up to the limit of your skill. So if you are using an artisan quality scanner but only have 2 ranks in *computer use*, it functions as a superior quality scanner.

### DIE PENALTIES

Not every roll is a straight roll. Often modifiers come into play. For example, below are some common die penalties applied to ranged combat attacks (there is more information on these in the *Combat* chapter).

Situation	Modifier
Each range increment	-1d6
Prone target	-1d6
Cover	-2d6
Obscured (smoke, darkness, invisible)	-2d6

A modifier affects the number of dice you roll.

*For example, if Sylvia the mercenary is shooting at a cop, she normally rolls 3d6. However, she's crouched behind a dumpster, and so she rolls two fewer dice because of the cover—she can only roll 1d6. This makes the shot very difficult for her. She could choose to aim, gaining an additional 1d6 to her roll, and she might decide to spend LUCK dice to bring it back up to 3d6. This makes it much more likely that she will hit the cop's DEFENSE of 12.*

A modifier is described as a "+x die bonus"—for example, aiming grants a +1d6 bonus, while cover inflicts a -2d6 penalty. This is the number of dice you add to or remove from your dice pool.

### DIFFICULTY VALUE

The GM is responsible for assigning appropriate difficulty values to various tasks which player characters might attempt. This section is designed to help with that task.

The difficulty value of a routine task that most people would succeed at 50% of the time is 10, assuming either basic equipment or a little training. Breaking a door down, climbing a tree, jumping the gap between two buildings, attempting to navigate official bureaucracy, or getting an excited dog to sit.

### ROUTINE DIFFICULTY VALUE = 10

DIFFICULT = 16

STRENUOUS = 15

HERCULEAN = 33

The GM should consider 10 the base difficulty for many tasks. Those above average at the task will likely succeed, those below average will likely fail. Use of the LUCK, REP, and TECH pools and associated exploding dice means that there's usually a chance of success at any task, even if it's very small.

Benchmarks are used to easily reference and assign standardized difficulty values.

**Avg Attribute.** The Avg Attribute column indicates the starting tier attribute value that would succeed at this task half the time *assuming no skill or equipment bonuses* or exploding dice. Somebody with an attribute of 10 would run a marathon successfully half the time without training or equipment.

**Min Attribute.** The Min Attribute column indicates the lowest attribute at which the task is possible by rolling as well as possible, *assuming no training or equipment bonuses* or exploding dice.

**Toughness.** A difficulty value can often be expressed as a property of an object or material, such as its toughness or its weight. Common examples are provided in the table below, but refer to the *Environment* chapter of this rulebook for further information on objects and their properties and attributes.

**Size.** The column indicates the difficulty of lifting objects of various sizes. To simply move an object without lifting it (assuming it isn't designed to make that easy for you), use the difficulty level below. It's a herculean task to lift an automobile, but only a severe one to push it.

Generally you should use (and memorize!) the shaded benchmarks—**routine [10], difficult [16], strenuous [25], herculean [33]**. Trivial [6] usually doesn't need a roll, and Impossible [40] should be very rare. The non-shaded benchmarks can be used if you desire more granularity or fine-tuning.

As characters increase in capability, previously difficult tasks will become easier for them. This is to be expected; legendary characters will be able to easily accomplish impressive feats. The nature of their adventures will also change, as they face greater challenges more befitting their stature. Adventurers with attributes of 12 can accomplish superhuman tasks, and with the right equipment and training can do impossible or even mythical things.

**Attributes:** In terms of pure attributes (discounting training or equipment), an average human has a score of 4 in an attribute, and a score of 12 is considered peak human performance of the level of an Olympic athlete or genius, although there is no maximum value.

**Typical starting values:** A starting character can be assumed to have 4d6 in her best attribute/skill combinations (an attribute of 6-9, 1-2 skill ranks), with equipment possibly adding an extra 1d6. This puts 5d6, or Difficult [16] tasks at the top range of typical tasks and Severe [29] at the maximum range of possible success, although slim. LUCK, REP, or TECH pools can add to this.

**Typical maximal values:** A character with a 12 in an attribute, 5 ranks in a relevant skill, and mastercraft equipment rolls 9d6. This puts Herculean [33] at the top range of typical tasks and Mythical [45] within range. Again, LUCK, REP, or TECH can add to this.

The table on the next page is designed to help GMs assign an appropriate difficulty value for tasks.

Benchmark	Avg	Example	Min	Toughness	Size
Trivial [—]	1d6	Basic ambulation or feeding	—	Paper	—
Easy [7]	2d6	Picking up a heavy book, breaking a car window, or hearing a loud voice just outside	1 (1d6)	Glass, fabric	Tiny
Routine [10]	3d6	Navigating to a nearby country, climbing a tree, breaking down a standard pine door, landing a starship at an advanced facility	3 (2d6)	Soft wood	Small

Challenging [13]	4d6	Building a campfire, running a marathon, climbing a rough cliff, landing an airplane on the ground with no assistance	6 (3d6)	Crystal	
Difficult [16]	5d6	Trained and equipped human. Spotting a hidden compartment or door, picking a lock or swimming a fast-flowing river, breaking down an oak door	6 (3d6)	Hard wood	Medium
Demanding [21]	6d6	Climbing a stone or brick wall, winning a marathon, docking with a moving airplane	10 (4d6)	Aluminum	
Strenuous [25]	7d6	Decipher an ancient language from contextual clues	15 (5d6)	Polycarbonate	Large
Severe [29]	8d6	Building an airplane engine, winning an Olympic gold, walking a tightrope, climbing a steel bulkhead	15 (5d6)	Stone	
Herculean [33]	9d6	Outrunning a tiger, knocking out a horse, decipher an ancient language with no clues, repair an airplane engine with primitive tools and materials	21 (6d6)	Iron	Enormous
Superhuman [37]	10d6	Calculating navigational coordinates in your head, bending a steel bar	28 (7d6)	Steel	
Impossible [40]	11d6	Inventing a new theory of the universe, sling-shotting around the sun to travel in time	28 (7d6)	Titanium alloy	Gigantic
Mythical [45]	12d6	Creating a time travel machine with medieval equipment	36 (8d6)	Diamond	

## COUNTDOWNS AND TICKING CLOCKS

There is a second commonly used mechanic known as the *countdown*. A countdown takes place when there is an unknown time limit before something occurs. It is used in the following situations:

- **Death.** An unconscious character uses the countdown mechanic as he slips towards death.
- **Illness.** Disease and illness use the countdown mechanic as symptoms worsen.
- **Drowning & Suffocation.** Characters who cannot breathe (underwater, in a vacuum, or some other reason) use the countdown mechanic to determine when they lose consciousness.
- **Unknown Explosions.** Some bombs or explosives have an unknown countdown time. The countdown mechanic is used to determine when that happens.
- **Other Ticking Clocks.** There are many other situations where a ticking clock is relevant. Occasions where you need a tense situation as a character tries to do something before something else happens are ideal for it. Can the character repair his robot sentry before the soldier rounds the corner, guns blazing? Can that hacker crack into and out of the government mainframe before someone notices? Can a climber scale a crumbling cliff before it collapses?

The countdown is started by forming a dice pool. Different situations will determine the size of that dice pool—a dying character uses one equal in size to his ENDURANCE attribute, for example, while cliffs or bombs will have their dice pool size set by the GM. The larger the dice pool, the longer you—probably!—have.

Each turn, the dice pool is rolled. Usually it's rolled by the player in question—she rolls her own death dice, or her own drowning dice, or for the bomb each time she makes an attribute check to disarm it.

Any dice which comes up with a six is removed from the dice pool, and play continues.

Eventually the last dice will be removed from the dice pool. It is then that the character dies, the bomb explodes, or the soldier looks in the crate.

### FAST & SLOW COUNTDOWNS

The default countdown—removing a dice on a roll of 6—is a slow countdown. Countdowns can run down faster than this, however. For faster countdowns, dice are removed on rolls of 5-6, or even 4-6.

A countdown is always expressed in terms of a fast, medium, or slow countdown. Any countdown not expressed specifically as such is a medium countdown.

SLOW	MEDIUM	FAST
6	5-6	4-6

### STABILIZING & REPLENISHING COUNTDOWNS

Some countdowns can be stabilized or replenished.

A **stabilized** countdown simply stops counting down—the bomb has been disarmed in time, or the character is no longer in danger of dying.

**Replenishing** a countdown allows extra dice to be added, effectively extending it. In this way, illnesses can be pushed back “up” the countdown and dying characters can be stabilized with emergency medical treatment.

Not all countdowns can be stabilized or replenished; the specific countdown will clearly indicate whether or not these are appropriate. Sometimes the cliff *is* going to crumble whatever you do—it’s just a question of whether you get to the top before that happens!

### COUNTDOWNS & STAGES

Most countdowns are fairly simple—the dice pool is rolled until it reaches zero, at which point the end effect (death, explosion, and so on) takes place. However, some countdowns have effects which take place at various stages throughout the process—diseases, for example, have symptoms which worsen as the dice pool depletes (and which get better if the dice pool is replenished with good medical care).

Stages take place as the dice pool reaches certain sizes. For example, an illness might have a character becoming blind when the pool reaches two dice, and dying when it reaches zero dice.

Such a countdown pool looks like this (although the player’s interface should only be the dice pool).

### RADIATION SICKNESS

*Daily/Difficult [21] END*

4	<i>Sick</i>
3	Hair loss
2	<i>Blind</i>
1	<i>Nauseated</i>
0	<i>Death</i>

In this countdown track, *sick* and *blind* are conditions (see the section on *Conditions* in this rulebook), although other types of information can be included, and not all of it requires a mechanical effect such as the entry which reads *hair loss*. Game effects are presented in *italics* while merely descriptive effects are not.

If a countdown pool is replenished, then the effects at each stage go away.

If an attribute tied to a countdown pool is higher than the initial value shown, no visible stages of the countdown occur until the countdown pool reaches that value. For example, if a character with an END attribute of 6 were to contract radiation sickness, his starting countdown pool would be 6d6, but he wouldn’t feel sick until it reached 4d6.

**Countdown name** This simply tells you what the countdown is for—bomb timers, illnesses, and so on.

**Interval** This is the period between countdown rolls; for example, it could be per TURN, MINUTE, HOURLY, DAILY, or WEEKLY.

**Replenishment difficulty** Not all countdowns can be replenished. If they can, the difficulty to do so is indicated here. This roll can be made at the same intervals as the countdown rolls. Typical replenishment difficulties may be LOG checks for medical care.

**Starting dice pool** This can be a static number (such as 4 or 10) or an attribute (such as END or INT). It could even be a dice roll or a modified attribute (such as END +2).

**Stages** This shows the countdown's stages and corresponding effects, if any.

## CONTESTS

Competitive scenarios also use countdown pools. Whether this be an extended armwrestle or chess game, a chase across a city or continent, a race around Deadman's Curve, or the interrogation of a suspect, two individuals or groups may maintain competing countdown pools, with the first pool to deplete losing the contest. In a chase scenario, for example, if the chaser's pool depletes first, she loses her target; if the chasee's pool depletes first, he is caught.

Each round, both sides roll their countdown pool in the normal way, removing any rolls of 6. Additionally, opposed attribute checks can be made to increase one's own dice pool or reduce the opponent's.

*For example, during a chase, Mack Marlowe spies a dark alley and decides to duck into it. He declares his intention, and the GM asks for an opposed AGI vs. INT check. Sam wins the check, and the cops throw away one dice from their countdown pool, allowing the private eye to escape.*

The starting values of contest pools are sometimes defined by the narrative or by previous actions or events (for example, a chase may start at 60' distance, with each 10' representing a dice) or may be determined by an attribute or a die roll (for example, a thug's initial defiance may be determined by his MENTAL DEFENSE). Generally, PCs may use any attribute checks they wish, unless an obstacle placed by the GM forces a specific check that round. They may make checks concentrating purely on speed in a chase, or they might make STRENGTH checks to jump gaps, CHARISMA checks to lose themselves in a crowd, or AGILITY checks to scale a wall. All of these different checks increase or decrease the distance pool. Alternatively, PCs interrogating a suspect might seek to reduce his pool with tactics of intimidation, persuasion, bribery, or deception.

Skills provide bonuses to attribute checks as normal. Skills in *climbing*, *jumping*, and *running* may be useful in an interrogation, and *stealth* or *perception* may be useful when tailing a suspect.

## RUNNING A CONTEST

Follow the following procedure when running a contest.

1. Determine the initial pool size and units used.
2. Each round, roll the countdown pools and discard any 6s.
3. Each round, make opposed attribute checks, with the loser discarding a dice from his countdown pool.
4. Repeat this process each round until one side's countdown pool is depleted.

## EXAMPLES OF CONTESTS

The following are examples of contests using countdown pools. They are described in more detail in the following pages. This is not a limited list; these examples serve to illustrate to the GM just some of the uses he might find for countdown pools. After reading about how to use the countdown pool to adjudicate these contests, the GM should feel confident doing so for other contest types of his own devising.

- Chases
- Interrogations
- Contests
- Races
- Tailing a suspect
- Persuasion



## RACES & CHASES

Chases can take many forms—foot chases along busy city streets, rooftop chases, automobile chases, even chases across the ocean or chases that circumnavigate the globe.

One thing that all chases have, whether they be a player-character, a creature, or a vehicle, is a SPEED score. The scale of the score changes in terms of how much distance it represents in a turn (on foot, the SPEED score indicates how many 5' squares can be covered in a turn; in a vehicle, it's how many 30' lengths can be covered, and so on).

Type of Chase	Scale
On foot	5'
Vehicle	30'
Watercraft	50'
Aircraft	100'

It doesn't actually matter to the game mechanics what unit you use—you can swap out for kilometers, or scale up to leagues—as long as all participants are using it as a standard unit of distance.

The distance (in whichever unit you are using) forms the starting countdown pools for a race or a chase.

## THE PROCESS

During a chase, a SPEED score is used in the same way as an attribute. Rolling on a participant's SPEED score means rolling a number of d6 determined by the SPEED score and adding them together.

A basic chase is a series of opposed rolls and looks like this:

1. Determine the initial distance (as a temporary pool scale units as indicated in the table above) between the chaser and the chasee.
2. Each turn, both participants roll their countdown pools and discard and 6s.
3. The GM describes the surroundings, and both chaser and chasee roll opposed SPEED checks, with the loser discarding a dice from his pool.
4. If the target reaches zero, the chaser has caught him. If the chaser's pool reaches zero, the target has escaped. Otherwise, return to Step 2.

The above represents a simple, basic chase. The GM may add complications or obstacles into the chase, or the chasee might choose directions based on the GM's description of the surroundings. The effect of this is to replace the SPEED roll for a turn with a different roll—this might be an AGILITY check to climb a wall, a STRENGTH check to jump a gap between two buildings, or a CHARISMA check to blend into a crowd. Usually both participants will make the same roll, although occasionally the opposed rolls might be different—blending into the crowd might be CHA vs INT, for example.

Whatever the rolls, they function exactly like a SPEED roll does—they decrease the loser's pool by one die.

The GM might choose to randomly determine chase obstacles. Roll 2d6 on the following table, or devise a more specific or detailed table applicable to the surroundings. Common elements include barriers, gaps or jumps, and crowded areas.

2d6	Foot, Urban	Foot, Wilderness	Ground Vehicle	Water Vehicle	Air Vehicle
2	Slick footing	Cliff	Broken bridge	Floating debris	Slipstream
3	Gap	Cliff	Construction work	Floating debris	Slipstream
4	Barrels or	Cliff	Hairpin bend	Whirlpool	Thunderstorm

	crates				
5	Twisting alleyways	Dense rocks or trees	Slow moving vehicles	Whirlpool	Thunderstorm
6-8	Straight	Straight	Straight	Straight	Straight
9	Wall	Unsure footing	Busy junction	Swell	Electromagnetic anomaly
10	Crowded street	River	Canyon	Creature	Electromagnetic anomaly
11	Shortcut	Animal herd	Market square	Other ship	Cloudbank
12	Pool	Canyon	Funeral procession	Undertow	Cloudbank

## CHASES & SKILLS

Skills will often provide bonuses to SPEED and attribute checks during a chase. *Driving, piloting, stealth, bluffing, running swimming,* and *climbing* are examples of useful skills. The bonuses provided are applied in the form of additional dice in exactly the same way that skills normally improve attribute checks.

## TAILING & SPYCRAFT

Sometimes characters may find themselves tailing, rather than chasing a suspect. This works in much the same manner as a chase or race, but instead of rolling SPEED vs. SPEED, the PCs roll AGI vs. the target's INT—it's a contest of stealth vs. perception! Countdown pools are formed, with a starting value determined by the tailer making an INT check.

Skills in *stealth* and *perception* are useful when tailing somebody.

## INTERROGATIONS

PCs frequently capture NPCs and interrogate them. Countdown pools can be formed, equal to the suspect's WIL attribute. Each round, the PCs can attempt tactics of persuasion, diplomacy, bribery, intimidation, deception, and more, rolling against the suspect's MENTAL DEFENSE.

## CRACKING & HACKING

As computer networks and linked digital systems continue to proliferate, the art and science of intruding into a database—cracking—continues to evolve as quickly as technology itself. In *N.O.W.*, the vast majority of electronic devices between advancement levels 5 and 6 have some kind of network accessibility, which makes them vulnerable to cracking.

With the digital world expanding, hackers and cracking continues to become more popular and pervasive. Governments and major powers across the world have begun to turn their attention inward on citizens in search of deviancy and as with any oppressive action, rebellious experts have started to band together to lash out against the enemies of digital freedom.

A war for information looms in the distance of *N.O.W.*, and there are a few specific rules that apply to cracking (hacking networked systems) that soldiers in this battle need to know.

- Performing a cracking test without a direct hard line to an electronic device (instead using a wireless connection) imposes a -1d6 penalty to checks made to do so, as well as any computer operation checks made with the computer after it has been cracked.
- A hacker may simultaneously access a number of different systems that a cracked computer has access to equal to their LOG attribute / 2.
- Non-sentient mechanoid creatures and automated turrets cannot be cracked.

## SCANNING

Scanning is accomplished with a variety of devices. The two most common are the handheld scanner and vehicular scanner arrays.

### HANDHELD SCANNERS

Hand-held scanning devices enable the user to scan the surroundings for nearby life signs or objects. Various instruments are able to provide more sensitive information than others—in a scanning device, the quality of the instrument (standard, high quality, superior, etc.) is as important as it is in a weapon. Large navy ships tend to issue high quality instrumentation as standard, while some assault teams working in the wilderness of the jungle utilize equipment geared toward sensing movement.

### USING SCANNERS

Scanners are able to scan for life forms, energy sources, or substances.

Using a scanner is an INT check. The most commonly associated skill is *computer operation*, although skills related to the target of the scanning are also appropriate, as are related scientific skills. The range increment of a scanner is indicated in the equipment lists, but a common range increment is 100'. Range increments affect attribute checks in the same way that ranged attack increments do—for each range increment or part thereof beyond the first, the user takes a 1d6 die penalty to his attribute check.

The user of the scanner must declare his scanning radius before commencing his scan. He can set his scan his scanning radius to any distance, and the range penalty applies to all scans made at that setting.

The difficulty of the attribute check is as follows:

Presence	Challenging [13]
Quantity	Difficult [16]
Details	Demanding [21]
Analysis	Severe [25]

*Presence*: this simply indicates that a life form, energy source, or substance is within range. It also reveals either the direction and approximate distance, or indicates that the target surrounds the scanner.

*Quantity*: this gives the number, size, or quantity of the scanned target. For example, it might reveal 4 life forms, or 5 tons of silver.

*Details*: this gives specific details about the target. It might reveal that the life forms are Mutants, or that the energy source is about to explode.

*Analysis*: this setting provides the maximum amount of information available about a life form, substance, or energy source. It can also provide obscure clues or otherwise unobtainable information.

### SCIENCE, MEDICAL, & MILITARY SCANNERS

Different type of hand-held scanner are listed in the equipment section. Broadly, these fall into the categories of Science, Medical, and Military units, plus some specialized types like Mining scanners. Military units are designed to be robust. Science units gain a bonus to energy and substance scans, while medical units gain a bonus to life form scans. Mining scanners are especially adept at detecting substances.

Science scanner	+1d6 to detect energy and substances
Medical scanner	+1d6 to detect life forms
Military scanner	+1d6 to detect number and location of life forms; cannot detect substances or energy
Mining scanner	+1d6 to detect substances; cannot detect life forms

## SITUATIONAL FACTORS

Various situational effects can make scanning more difficult. Each of the following inflicts a penalty.

Thick stone, per foot	-1d6
Metal, per foot	-2d6
Severe atmosphere or weather conditions	-1d6

## VEHICULAR SENSORS

Vehicular scanners are usually much more powerful, although they operate at far greater ranges. As with hand-held scanners, these vary in power and quality, but a common range increment for shipboard sensors is about 100 miles. Navy warships typically have Superior Quality sensors, good commercial ships will have High Quality sensors, while cheaper freighters and private vessels will have standard sensors.

Vehicular scanners can also be used to scan nearby vessels, and navigational data is easy to obtain from vehicular sensors. This data relays with orbiting satellites to depict where on the globe the vehicle is, and can provide routes to any location accessible by the vehicle.

## ILLNESS & DISEASE

Player-characters are unlikely to be affected by illness or disease often—but it can happen. From radiation sickness to alien viruses, illnesses can be debilitating without a trained doctor to treat them.

The number and variety of illnesses in the world number in the thousands and more are discovered every day, although a small selection of sample illnesses are listed below.

Illnesses and disease all use a countdown pool, usually based on the victim's END attribute, but sometimes other attributes such as WIL are used, especially in the case of illnesses which attack the mind of the victim. Most countdown pools require a check every day, but a few may allow for weekly checks or inflict hourly checks. This information is noted below.

Unless otherwise noted, a creature infected with any disease becomes immediately sick (see *Conditions*) until cured.

### INFLUENZA

#### **Routine [10] END, daily, death**

The common flu is deceptively dangerous despite the effectiveness of vaccinations, and when left untreated, can sometimes kill even the healthiest youngsters via bacterial infection.

*Transmission: airborne*

### SEPSIS

#### **Difficult [16] END, daily, death**

Exposure to infections and toxins through injury can have horrible effects on the body, greatly weakening creatures that have fallen ill to it.

*Transmission: exposure/injury*

### BACTERIAL PNEUMONIA

#### **Difficult [13] END, daily, death**

This sickness causes fever, rigors, coughing of blood, dyspnea, chest pains, and teeth chattering as fluid continually fills the victim's lungs.

*Transmission: airborne*

### RADIATION SICKNESS

#### **Difficult [16] END, daily, death**

Radiation sickness is a painful, debilitating condition which ends in the victim's death. Symptoms include vomiting, intestinal pain, bleeding, hair loss, and fever.

*Transmission: exposure*

## **BUBONIC PLAGUE**

### **Demanding [21] END, daily, death**

This incredibly potent disease has, at times throughout history, wiped out entire thirds of populations. Any contact with an infected creature's blood, saliva, or bodily fluid chances transmission of the disease (which, even with excellent care, has only a 50% survival rate). Victims suffer from gangrene of the extremities, chills, malaise, fever, muscle cramps, seizures, and swelling of the initial infection site, lymph glands, armpits, and groin.

*Transmission: exposure*

## **HOOKWORM**

### **Demanding [21] END, daily, lethargy and death**

Always take care to make sure that whatever water you find in the jungle, you clean it carefully—otherwise you may soon find yourself with a hookworm living in your intestines. There is no obvious immediate means to determine this infection has taken root aside from anemia and iron/protein-deficiency, and once the victim starts coughing, feeling chest pain, wheezing, and becomes feverish, they are suffering more from the hookworm's larva than anything else.

*Transmission: exposure*

## **TETANUS**

### **Difficult [16] END, daily, paralysis and death**

This disease comes from infections borne on untreated wounds that can take only days or several months to take hold. The first sign is lockjaw, followed by facial spasms, stiffness of the neck, difficulty in swallowing, elevated blood pressure, and spasms for as long as four weeks. Recovery after this stage can take months and victims rarely recover fully.

*Transmission: injury*

## **DYSENTERY**

### **Difficult [16] END daily, lethargy and death**

One of the most common killers of soldiers throughout the 18th and 19th century, this disease is the result of poor sanitation and hygiene. Victims have drunk or eaten something with traces of feces from an already infected creature, generating cysts that travel through the digestive system before exploding in the intestines, where amoebas burrow into the organ's walls and create abscesses or ulcers.

*Transmission: ingestion*

## **TUBERCULOSIS**

### **Demanding [21] END, daily, lethargy and death**

Most commonly found in the lungs, this disease causes fever, chills, night sweats, loss of appetite, weight loss, and fatigue. Typically a person with TB never sees the slow-replicating bacteria proliferate across their body, but when the sickness stops being dormant it can quickly lay a victim low for months and months of recovery via antibiotic treatments.

*Transmission: airborne*

## **SYPHILIS**

### **Demanding [21] END, daily, mutation and possibly death**

Though it is becoming less common in the developed world, this debilitating disease often makes its way to developed country from wayward port cities. Initially the disease causes lesions to appear on the contact areas of infection, but after four to ten weeks later this creates a rash that spreads to extremities causing wart-like growths that harbor more infectious bacteria as the victim begins to experience fever, sore throat, malaise, weight loss, hair loss, headaches, and inflammation of the joints, optic nerves, or organs. Later stages take hold 3 to 15 years after the initial sickness begins, causing tumor-like balls of inflammation that mutate and warp a victim's features, giving them a -1d6 to all social checks.

*Transmission: sexual*

## TREATING DISEASES

Treating a disease requires a LOGIC check. This must be done at the same interval that the disease progresses—so if a disease requires daily dice pool rolls, the INT check must be made daily. Of course, medical skills and facilities help enormously with the INT check.

Every time the INT check is successfully made, the dice pool is increased by 1d6. Sometimes this means that the progression will be held steadily temporarily (since the dice pool is being depleted by time) but it can also mean that the pool grows in size.

If the pool exceeds its starting value (END, WIL, or other) for three intervals, the illness is cured. If the pool is depleted to zero, the victim permanently suffers the effect noted above—often death.

## MEDICINES

Making the above INT check (and gaining bonuses from equipment and facilities) represents the correct use of medicines and drugs in the treatment of an illness.

The *Equipment* chapter contains a drug type called an Immunity Booster, which increases dice pools by 2-dice for one day. Additionally, if the disease is caused by poison, an Antidote can work well, also. These two drug types are reproduced below for convenience.

Drug Type	Cost	Dosage	Addiction
Antidote	\$50	Pill	I
Immunity Booster	\$500	Injection	I

&&&&320 WORDS OF FLASH FICTION

# COMBAT

Ranged combat is highly position-dependent. Normally, hitting a target is a reasonably difficult task—especially one trying not to get hit. Movement and positioning can be highly tactical as a group of characters attempts to gain attack bonuses using techniques such as *crossfires*, *overwatch*, *suppressive fire*, and *aiming*, all while trying to avoid giving those same bonuses to their opponents. In this sense, ranged combat can almost start to resemble a game of chess as each side attempts to outmaneuver the other.

## THE BATTLEMAP

Combat takes place on a battlemap. A battlemap is a grid on the tabletop which depicts the environment. Each square on the grid represents 5'. Players place miniatures (or other tokens) on the map to represent their characters, and the GM places miniatures to represent their opponents. Below is a sample battlemap.

## AN IMPORTANT NOTE

The *N.O.W.* combat system is designed in a particular way. A starting character will find it difficult to hit a target unless he uses tactics like *aiming*, *crossfires*, *pinning down*, and so on to improve his chances. It's designed to be a tactical, position-based skirmish system, so simply standing still and shooting at your opponents is the least effective way of hitting them. If you find you're missing all the time, try adopting some of the outlined tactics to improve your chances of hitting.

# <MAP>

## THE COMBAT SEQUENCE

Combat follows a set sequence. Each character, NPC, or creature takes a turn in order, during which they may move, shoot, or take other actions. Play then moves to the next character in turn until everyone has taken their turn, at which point the sequence begins again. Faster characters and creatures will get to take their turns before slower ones.

When combat begins, follow the procedure outlined below:

1. Make attribute checks—if appropriate—for access to the *ambush turn*. Those who succeed take one action; all actions in the ambush turn occur simultaneously.
2. Everyone rolls INITIATIVE. This is simply an INTUITION check, although some characters may get bonuses from skills or other abilities. On a tie, compare AGILITY, and if still tied, simply have each roll 1d6 and the highest wins.
3. All combatants then act in order from highest INITIATIVE to lowest. Each character may make TWO actions unless otherwise noted. An action is a move, an attack, or a regular action. You can move twice, or attack twice, or move and attack, or any other combination.
4. Once everybody has acted, return to step 3 and repeat until the combat ends.

## ACTIONS & TURNS

A turn represents a short but unspecified length of time measured in seconds. Most characters have two actions to use each turn, unless they have an ability which says otherwise, and some creatures have more. These actions can be spent to move, fight, or any order. For example, a character might move and then fire his laser pistol, or vice versa.

Move your speed	1 action
Fire a weapon or make a melee attack	1 action
Perform emergency first-aid	2 actions
Reload or recharge a weapon or item	2 actions
Aim	1 action
Use a chi technique	Varies
Draw or holster a sidearm	Free
Pick a lock or hack a terminal	2 actions
Drop to prone or crouch	Free
Overwatch	2 actions
Suppressive fire	2 actions

## THE AMBUSH TURN

An ambush represents a situation where one group of creatures gets the “drop” on another and initiates combat unexpectedly. This can be because they’re well hidden, or because they’ve managed to bluff the target into lowering their defenses.

Before every combat there is something called the *ambush turn*. During the ambush turn, those who have managed to gain access to the ambush turn are allowed one attack or action before the regular initiative cycle begins. These actions all occur simultaneously.

Gaining access to the ambush turn requires an attribute check, usually opposed. Frequently this will be AGI vs INT to hide, or CHA vs INT to bluff, but inventive players may come up with others. Those who are successful in this check gain access to the ambush turn.

Usually, only characters on one side of the combat will have access to the ambush turn. However, situations can exist where characters on both sides have access to it. No matter how many have access to the ambush turn, all actions during it occur exactly simultaneously.

## IMPORTANT COMBAT ACTIONS

The actions in this section are available to all player characters and NPCs. You do not need to have access to any particular ability to use them (other than the aim and feint actions, which are exploits which every character gets one of for free).

### MOVE

A character can move up to her SPEED in squares. A diagonal square counts as 1 square.

A character can also climb and jump to navigate scenery. More detailed rules for this can be found in the *Environment* chapter.

- **Climbing** takes place at HALF SPEED; only one attribute check is needed per turn, at the most difficult part of the climb. A character’s CLIMB SPEED is noted on his character sheet.
- **Jumping** is “free” as part of the distance moved in a move action up as far as a character’s horizontal and vertical jump scores, which are noted on his character sheet. A larger jump requires an AGI check (down), STR check (up), or either (across) and is part of a move action. As a guideline, if the distances are larger than a character’s jump scores, jumping between buildings across an alley is a Challenging [13] check, a street is a Demanding [21] check, and a wide street is a Severe [29] check.

Some abilities, equipment, or situations (rocket packs, for instance) can alter the movement rules.

### ATTACK

Attacks take the form of ranged attacks or melee attacks. A ranged attack uses a firearm, thrown weapon, or other form of ranged weapon. A melee attack is either unarmed (punches, kicks, claws, bites, and the like) or uses a melee weapon such as a sword or club.



- A **melee attack** is performed by rolling a STR or AGI check (attacker's choice unless otherwise noted) against the target's DEFENSE.
- A **ranged attack** is performed by rolling an INT or AGI check (attacker's choice unless otherwise noted) against the target's DEFENSE. Longer ranges can reduce the number of dice rolled.
- On a successful hit, the attacker **rolls damage** (in d6s) according to the weapon. Armor reduces this damage by its SOAK value. The resulting damage is deducted from the target's HEALTH. *For example: a sniper rifle does 4d6 ballistic damage. If a target has SOAK 6 armor, the rifle does 4d6-6 damage.*
- **CHI techniques** work like other attacks (typically a CHI check against the target's DEFENSE or MENTAL DEFENSE) and do damage or have effects according to the power's description.

## TRADING ATTACK DICE

This is an important part of combat, and without it a character may find it difficult to do much damage. It is fundamental to the way that powerful or accurate attacks do a lot of damage.

Before making an attack roll, the attacker must choose how many of those attack dice in his pool he wishes to sacrifice for additional damage. He can do this at a 2:1 ratio (for every two attack dice he removes, he gets an additional damage dice; the *Deadly Strike* combat exploit improves this to a 1:1 ratio). This means that a highly competent or very strong attacker will be able to deliver more lethal, damaging blows or shots.

A giant robot, for example, may have a 10d6 attack pool due to its great strength, but its metal fists only do 3d6 damage; it would tend to use much of that attack pool to boost that damage up to 4d6 or 6d6 damage.

## AIMING/FEINTING

### [RANGED/MELEE]

Aiming or feinting, both of which are universal exploits, cost one action and grant +1d6 bonus to an attack roll taken in the same turn. The attack action must come immediately after the aiming or feinting action. All characters get either *aim* or *feint* for free.

## OVERWATCH

### [RANGED]

Overwatch is a special type of action. When you choose to overwatch, you wait with your weapon to fire on any targets which make themselves available. Usually this means targets which break cover and enter your line of sight.

You may only fire on a given target once during a turn when on overwatch, and may only fire when the target has zero cover. Your shot interrupts his turn at the earliest point possible.

The maximum number of targets you can fire upon during a turn when in overwatch is equal to your INTELLECT attribute. Each subsequent target beyond the first takes a -1d6 penalty to hit.

## SUPPRESSIVE FIRE

### [RANGED]

Suppressive fire is the antidote to overwatch. It allows you to lay down fire in a particular area in order to "cover" an ally's exposed movement or action which would normally attract overwatch attacks.

Unlike most attack types, suppressive fire is not target-dependent. It depends on your ally. You designate a specific ally as the beneficiary of your suppressive fire; this benefit lasts until your ally's next turn has ended. During that turn, your ally's actions gain the benefit of COVER (see below), even when he or she is exposed. This means that your ally will automatically be immune to overwatch, and gains some protection from regular fire.

However, enemies can choose to recklessly ignore your suppressive fire. When they do this, they put themselves at risk, but your ally does not gain the benefits of your suppressive fire. Any combatant who attacks a target protected by suppressive fire with normal fire and chooses to ignore the cover penalty created by the suppressive fire, becomes subject to a free ranged attack from the character laying down the suppressive fire.

Some weapons, notes as “auto” in the equipment lists, are especially efficient at suppressive fire. These weapons gain your ally an additional 1d6 of cover.

Multiple characters can—and should—combine forces to provide cover for an ally. The cover bonuses do not add together (although you should use the largest one), but the potential danger in terms of how many people would be shooting at a potential attacker makes firing at the covered character an increasingly unattractive option.

## **POSITIONAL EFFECTS**

Combat in *N.O.W. The Roleplaying Game* is a highly positional, tactical affair. Using crossfires and avoiding getting pinned down or falling into the enemy’s crossfires, combatants move about the battlemat in an attempt to gain an advantage over their foes.

The five important positional effects are range, *higher ground*, *cover*, *getting pinned down*, and *crossfires*.

### **RANGE**

In ranged combat, every weapon has a range increment. Any ranged attack which exceeds that range increment suffers a -1d6 die penalty for each range increment beyond the first. Unless otherwise notes, weapons can only fire out to five range increments.

### **HIGHER GROUND**

Combatants on higher ground than their targets gain a +1d6 bonus to attack them. Higher ground is defined as at least 5’ for melee attacks or at least 10’ for ranged attacks.

### **COVER**

Cover is very important. Targets without cover are very vulnerable to enemy fire. A target in cover inflicts a 2d6 penalty to attack rolls made against him (although this can be alleviated by the “pinned down” rule, below). It’s important to distinguish between cover and a blocked line-of-sight. A character cannot be completely immune to fire and simultaneously able to fire himself, and cannot be in a position where line of sight is completely blocked except for when he pops up to fire.

There are three positions which require a move action to switch between:

**OPEN** A character without the benefit of cover is considered in the OPEN.

**COVER** If a character can fire on an enemy *without expending a move action*, he is IN COVER; line of sight is not blocked.

**BLOCKED** If a character must expend a move action in order to fire upon an enemy, line of sight is BLOCKED. The move action need not involve leaving the square, but it is important that the move action is needed to move to a firing position, and another one is needed to move back to the fully blocked position.

### **GETTING PINNED DOWN**

In *N.O.W. The Roleplaying Game*, it’s never advisable to stay in one place too long when other people are shooting at you. If you remain in one spot too long, you become easier to hit. Your cover starts to be chipped away, while your enemies make tiny corrections to their aim.

For every turn that you remain in the same square, opponents gain an additional die to ranged attacks against you. When you move, this gets reset back to zero again. However, you must move to a location at least 10’ away from your original location, and returning to that location does not count as a “move” when determining whether you are pinned down. Some careers, such as the sniper, are harder to pin down.

### **CROSSFIRE**

In an exchange of ranged gunfire, every soldier dreads being caught in a crossfire. Avoiding gunfire from multiple directions is extremely difficult. A crossfire is also known as *interlocking fire*, as each shooter's arcs of fire mutually support one another.

A crossfire exists if two ranged attackers are positioned at greater than 90-degree angles to each other with respect to the target. Each of the attackers beyond the first grants a cumulative +1d6 bonus to ranged attacks against that target (making a maximum bonus of +3d6 for four attackers).

### OTHER MODIFIERS

Other things can affect an attack roll. These are listed on the following tables.

It is harder to shoot someone engaged in melee combat without endangering your ally. Such attacks take a -2d6 die penalty, although some exploits can reduce this.

Similarly, in darkness or under cover of obscuring smoke, a -2d6 penalty is inflicted.

A prone target is harder to hit at range (a penalty of -1d6) but easier to hit in melee (+2d6).

### RANGED MODIFIERS

Situation	Modifier
Each range increment	-1d6
Prone target	-1d6
Cover (including <i>suppressive fire</i> cover)	-2d6
Obscured (smoke, darkness, invisible)	-2d6
Crossfire	+1d6 for each beyond the first
Pinned down	+1d6 per round
Aiming [exploit]	+1d6
Firing into melee	-2d6
Higher ground (at least 10')	+1d6

### MELEE MODIFIERS

Situation	Modifier
Flanking target	+1d6
Prone target	+2d6
Helpless target	Automatic hit
Higher ground	+1d6
Sneak/target unaware	+2d6

## INJURY & DEATH

It's a dangerous universe, and many activities—especially combat—risk injury or death.

Your HEALTH score is a measure of your current condition. The lower the score, the closer to death you are.

When you are struck by a weapon or fall from a height, you take damage which lowers your HEALTH score. If your HEALTH score is 20 and you take 5 damage, your HEALTH score drops to 15.

When your HEALTH score reaches zero, you are unconscious and at risk of death.

### PERMANENT INJURIES

Every time you reach zero HEALTH, you must roll 1d6. If you roll a 6, you suffer a permanent injury—you develop a limp, a scar, or must wear an eye-patch. This injury will permanently reduce one of your attributes by 1 point. Roll 2d6 on the following table:

2d6	Attribute	Example
2-3	INT	Brain damage/Sight Hearing problems
4-5	END	Lung damage
6-7	AGI	Leg or back injury
8	CHI	Loss of essence
9-10	STR	Arm or back injury
11-12	WIL	Psychological issues

*Eyepatches are cool:* when an attribute is reduced due to a permanent injury, you also gain a permanent +1 to your CHARISMA attribute.

This permanent injury should be written into your character; it is part of the evolving process that develops a character over time. Cybernetics can be used to compensate for injuries.

## RECOVERY

Modern day medical facilities are not houses of resurrection, but they can save lives. If someone can get you to a sickbay or hospital before you've lost too much blood or spent too much time in shock, chances are good that you'll recover (albeit perhaps with a permanent injury as a memento).

A character naturally recovers at a daily rate equal to his END attribute; a character with an END of 4 recovers 4 HEALTH per day. This occurs after a full night's rest. Medical attention offers bonus recovery.

Medical Attention	Additional Daily Recovery
Basic first aid and care/Medkit or field hospital	1d6
Regular sickbay or standard hospital	2d6
Excellent sickbay or hospital*	3d6

\*This represents the very best in medical care and is very rare.

## EMERGENCY FIRST-AID

Anybody can attempt to apply emergency first-aid in the field, although a character can only benefit from it once per day. This is simply an INT check (with any skill or equipment bonuses). Applying emergency first-aid takes two actions (a full combat turn). Emergency first aid restores HEALTH as follows.

Roll (INT check)	Healing
Challenging [13]	1
Difficult [16]	2
Demanding [21]	3
Strenuous [25]	4
Severe [29]	5

Some careers grant exploits which alter the way first-aid works, either in terms of the amount healed or the number of actions required to perform it. For example, some medical careers grant exploits which allow a character to heal 1d6 HEALTH as a single action.

## DEATH

A character at 0 HEALTH is unconscious. HEALTH never drops below 0. When a character is reduced to 0 HEALTH, he should record the amount of damage caused by the attack which did it. If he had 10 HEALTH and

fell from a cliff and took 17 damage, he records the number 17. This number is used by those attempting to give him emergency medical attention.

An unconscious character forms a dice pool equal to his END attribute's associated dice pool. This dice pool represents the clock ticking down as he slides towards death.

Every time his turn comes around, he throws the dice pool once. Any dice which comes up 6 gets removed from the pool. When he has no dice left, he dies.

### **STABILIZING**

Emergency first-aid (or other healing exploits which restore HEALTH) cannot restore HEALTH to a patient with zero HEALTH. Instead, the procedure helps *stabilize* the unconscious patient.

The character providing the medical attention rolls an INT check as normal (with appropriate bonus die). This takes two actions (a full combat turn). The difficulty value of the check is equal to the damage of the final attack which dropped the patient (the number recorded above).

If he successfully makes the check, the patient is *stabilized*. If the check fails, it may be reattempted next turn (or by another character), but the patient's dice pool continues to ebb away towards death.

A *stabilized* character is conscious but still has 0 HEALTH. He can now receive healing.

### **INJURY WHILE UNCONSCIOUS**

Each time an unconscious character takes additional damage, one dice is removed from the dice pool. The amount of damage does not make any difference.

## **CONDITIONS**

Characters can find themselves subject to a variety of conditions as they adventure. Conditions are usually temporary, and inflict certain restrictions or penalties on a character. Conditions can be brought about by chi techniques, diseases, environment effects, and more.

### **SEVERITY**

Some conditions have degrees—mild and severe. The severe version of a condition is worse than the mild.

Each degree has a different name (*charmed* is divided into *charmed* and *dominated*, for example) for ease of reference. Some situations can cause a character to move up or down a condition's severity.

Very occasionally, an extreme version exists.

### **BLINDED**

- *Mild (obscured)*: -1d6 penalty to all AGI attribute checks.
- *Severe (blinded)*: -2d6 penalty to all AGI attribute checks; -2 SPEED penalty.

### **CHARMED**

Charmed is usually the result of a successful attack against a character's MENTAL DEFENSE, and can be either mystical (from a chi technique) or natural (from, for example, a con-artist's ability).

- *Mild (charmed)*: the creature cannot attack the charmer.
- *Severe (dominated)*: the creature will do as the charmer asks, but will not harm itself.

### **CONFUSED**

A character can develop confusion or amnesia from chi techniques or neurological diseases, amongst other things.

- *Mild (confused)*: -2d6 penalty to all INT attribute checks.
- *Severe (amnesia)*: the creature loses access to all skills, plus takes a -3d6 penalty to all INT attribute checks.

### **FRIGHTENED**

- *Mild (shaken)*: the creature cannot move towards the source of the fear.
- *Severe (terrified)*: the creature flees; if it cannot, it is *stunned*.

### **IMMOBILIZED**

- *Mild (slowed)*: the creature suffers a -2 SPEED penalty.
- *Severe (immobilized)*: the creature cannot move from its current location.
- *Extreme (paralyzed)*: the creature cannot take any physical action.

### **SICK/TIRED**

Sickness can come about from radiation, intoxication, poisoning, and more. A sick character is nauseous, finds it hard to concentrate, and moves more slowly.

- *Mild (sick/tired)*: -1d6 penalty to all physical attribute checks; -1 SPEED penalty.
- *Severe (nauseated/exhausted)*: -3d6 penalty to all physical attribute checks; -2 SPEED penalty.

### **STUNNED**

Various effects can stun a character, from chi techniques to bludgeon the soul to the stun of certain weapons.

- *Mild (dazed)*: only one action is allowed per turn.
- *Severe (stunned)*: no actions are allowed.

### **UNCONSCIOUS**

An unconscious character is unable to move or take any actions. Unconscious characters, if not *stabilized*, are dying (see the *Injury & Death* section of this rulebook). A character or creature reduced to 0 HEALTH is unconscious until stabilized.

- *Mild (stabilized)*: a stabilized character has 0 HEALTH, but can receive healing.
- *Sever (unconscious)*: an unconscious character cannot receive healing until stabilized.

&&&&600 words of flash fiction with relevance to injury/conditions

## **THE ENVIRONMENT**

This chapter deals with objects and terrains that the player characters are likely to personally interact with. Walls, doors, weather, hazards—these can all be part of an adventurer’s day.

### **MATERIALS & ATTRIBUTES**

The universe is full of objects. Chairs, desks, trees, boulders, automobiles, crates, and more. Most of the time, player characters will simply interact with them in the way they’re supposed to be interacted with—they’ll sit on the chair or put some supplies in the crate. Sometimes, however, the attributes of an object will be needed, and as a general guideline you should look to the object’s material composition and size to determine those attributes.

Objects have attributes much like creatures, and they work in much the same way and are used to create difficulty values in the same manner.

**SIZE** is an approximate guide to an object's width, height, and length. A medium sized object is approximately man-sized. Size categories run from tiny through small, medium, large, enormous, and gigantic. Here are some examples:

Tiny	A cup, coin, communicator, or football
Small	A desktop computer
Medium	A chair
Large	A desk, door, or motorcycle
Enormous	An automobile or tree
Gigantic	A shuttlecraft, bus, truck, or very large tree
Colossal	A starship, building, or anything larger

**TOUGHNESS (TOUGH)** is roughly equivalent to a creature's ENDURANCE. It determines the durability of an object and is used to establish an object's HEALTH.

**HEALTH** is just like a character's HEALTH; it is a depleting pool, and when it reaches zero the object is destroyed. As a rule of thumb, any object reduced to half its HEALTH is broken.

HEALTH is equal to four times an object's TOUGHNESS for a medium sized item; less for smaller items and more for larger ones:

Tiny	1
Small	2
Medium	4
Large	6
Enormous	10
Gigantic	15
Colossal	20

**SOAK** works just like armor. The materials table indicates a material's SOAK values. SOAK is sometimes dependent upon damage type.

**VULNERABILITY** works like it does with creatures. If a material has a vulnerability to a particular damage type, it takes an additional 1d6 of damage from it. Glass is very vulnerable to blunt damage, and wood is very vulnerable to heat damage.

### OBJECTS IN A NUTSHELL

Object attributes are designed to be incredibly quick and easy to assign.

- An object has a HEALTH score, and sometimes a SOAK, and a VULNERABILITY.
- You determine an object's HEALTH by using its SIZE and the TOUGHNESS of the material it's made from.
- When an object reaches half HEALTH it is BROKEN.
- When an object reaches zero HEALTH it is permanently DESTROYED.

For example, an automobile is an enormous steel object. Therefore it has 120 HEALTH and 15 SOAK.

An oak desk is a large wooden object. It has 42 HEALTH and 5 SOAK, and is vulnerable to heat damage.

A primitive cell door is a large iron object with 60 HEALTH and 10 SOAK.

### DETERMINING TOUGHNESS

The following chart is a rough guideline for when you need to determine the TOUGHNESS of an object. Also noted are material soak and vulnerability properties. This chart is to be used when you do not have the actual object's attributes to hand.

Material	SOAK	VULN	TOUGH
Aluminum	5		7

Polycarbonate	5		12
Fabric	10 (blunt)	Heat	2
Glass	0	Blunt	1
Iron	10		10
Paper	0	Heat	1
Steel	15		12
Stone	10		9
Titanium Alloy	20		15
Wood, hard (oak)	5	Heat	7
Wood, soft (pine)	5	Heat	5

## SUPERIOR MATERIALS

Toughness can be affected by quality and treatment. A well-made, treated oak door may be harder than a shoddy one, and reinforced bulkheads may be stronger than regular ones. Materials can be given one or more additional TOUGHNESS points for superior quality.

Materials can also be customized with a variety of treatments which can grant SOAK values (or even occasionally Vulnerability values) to different damage types. Fireproofing is a very common treatment which grants SOAK 5 to heat damage, but almost any damage type can be treated against. Below is a list of common treatments and their effect on a material.

Treatment	Effect
Earthing	SOAK 5 (electricity)
Fireproofing	SOAK 5 (heat)
Reinforcement	+1 TOUGHNESS
Soundproofing	SOAK 5 (sonic)

You can now use this information to quickly determine the TOUGHNESS and HEALTH of any object if you know its size and material composition. Below are some examples:

Object	HEALTH	SOAK	VULN
Large oak desk	42	5	Heat
Aluminum door	42	5	—
Computer terminal	14	5	—
Heavy Steel Door	56	15	—
Glass window	6	0	Blunt
Wooden toy	5	5	Heat
Large curtain	12	10 (blunt)	Heat
Great oak tree	105	5	Heat

## BREAKING AN OBJECT

Unless otherwise noted, an object is completely destroyed when reduced to 0 structure. It is broken (no longer functional, but still present) when reduced to 50% of its structure. To break an object, the difficulty value is equal to half of its structure.

## DOORS

Doors are one of the most common objects that may require damaging, whether breaking out of a foreign prison's jail cell or forcing the jammed door of a sinking ship. Below is a list of common doors and their attributes. Doors are typically large objects (to permit the easy entry of medium creatures).



Door Type	Size	HEALTH	SOAK	VULN
Cell, titanium alloy	Large	100	20	
Cell, archaic, iron	Large	60	10	
Elevator	Large	42	15	
Office, regular, aluminum, fireproofed	Large	42	5/10 (heat)	
Stone	Large	54	10	
Warehouse, aluminum, earthed	Enormous	70	5/10 (electricity)	
Wooden, regular, soft wood	Large	30	5	Heat
Wooden, strong, hard wood	Large	42	5	Heat

### MOVING IN THE ENVIRONMENT

Some aspects of the environment may require a character to move in particular ways—she may need to climb, or jump, balance on a beam, or she may fall.

### CLIMBING & BALANCING

Climbing is an AGI check. A successful check allows the climber to move at her climb speed up a vertical surface. The climber need only make one check per turn—this check applies to all climbing movement in that turn. Balancing on a narrow ledge or beam is a form of climbing.

A failed check simply means that the character cannot climb the wall or object. She may attempt another check next turn.

The surface determines the difficulty of the climb:

Surface	Difficulty Value
Cliff, rough, many handholds	Challenging [13]
Brick wall	Difficult [16]
Stone wall	Demanding [21]
Bulkhead (smooth, metal)	Strenuous [25]
Overhang or ceiling	Severe [29]
Narrow ledge or plank (1')	Difficult [16]
Tightrope	Strenuous [25]

Certain items (a rope, climbing gear) grant a +1d6 bonus to the check. A slippery or wet surface will inflict a -1d6 penalty.

### FIGHTING WHILE CLIMBING

Fighting while hanging precariously to a wall is difficult. A non-climber attacking a climber gains a +2d6 bonus to the attack. A climber attacking a non-climber suffers a -2d6 penalty. If both combatants are climbing, nobody gets any bonuses or penalties.

### EXCEPTIONS

Some creatures or special equipment can negate the need for the AGI check to climb. In this case, movement occurs normally along the vertical surfaces or ceilings, and no penalties or bonuses are applied to combat.

### FALLING

When a character falls from a height, she takes 1d6 damage for every 10' fallen. Falls of less than 10' do not cause damage. Any fall results in the character ending up prone unless a successful AGI check with a difficulty value equal to the number of feet fallen is made (this constitutes an attempt to reduce falling damage by jumping down; see below).

### JUMPING

Every character and creature has a “free” jump allowance noted on its character sheet or stat block. This is a distance that the character may make a running jump without making any check at all; it simply happens automatically (for a standing jump, simply half the values). In combat, on a battlemat, these values are divided by 5' to find the number of squares a character may jump (rounding down).

More difficult jumps can be an AGI or STR check. Typically, jumping up is a STR check, jumping down is an AGI check, and jumping along can be either.

Jumping 5' across or 3' up is reasonably easy for the average character—usually it is within their free jump allowance and requires no check. Longer distances can become much harder. The base 5' across or 3' up jump is a Challenging [13] check if it is not free.

Across	Up	Difficulty
5'	3'	Challenging [13]
10'	5'	Difficult [16]
15'	8'	Demanding [21]
20'	10'	Strenuous [25]
25'	13'	Severe [29]
Every additional +5'	Every additional +3'	+4

On a failed jump across a horizontal gap, a Challenging [13] AGI check can be made to avoid a fall by catching the edge. The character ends up prone on the edge of the gap.

### JUMPING DOWN

Jumping down is always an AGI check. Jumping down is a way to control a fall and reduce damage. A successful AGI check can also ensure the character lands on her feet. A character’s “free” jumping down allowance is the same as her horizontal allowance not her vertical allowance—jumping down is easier than jumping up.

If not free, the difficulty value of the AGI check is equal to the number of feet to be jumped. A successful check means the character lands on her feet. Additionally, damage is reduced by one die for every 5 points by which the AGI check exceeds the difficulty value. So a 20' jump down has a difficulty value of 20 and would usually inflict 2d6 damage. With an AGI check of 26, the jumper can reduce the damage to 1d6 and land on her feet.

There is a section on the character sheet to record the free jump allowance for a character. It is located under the SPEED and CLIMB boxes. Every character should have their free jump allowance noted here for quick reference during combat.

### EXOTIC ENVIRONMENTS

The world can be a varied place, and adventuring often takes characters to the most inhospitable areas of the planet—depending on how pulpy your adventure is, it might mean from going from the frigid cold of tundra to the extreme heat of volcanic tunnels!

The diagram shows three stat boxes arranged vertically. The top box is labeled 'Speed' and contains the number '7'. The middle box is labeled 'Climb' and contains the number '7', with '1/2 Speed' written below the number. The bottom box is labeled 'Jump' and is divided into two columns: the left column contains the number '2' with 'horiz' written below it, and the right column contains the number '0' with 'vert' written below it.

Several environment types are divided into “strong” and “weak” variants. For example, strong acid rain will kill you, while weak acid rain will discomfort you. Similarly a “strong” hot environment will vaporize you fairly quickly, while a “weak” one will cause slow damage and dehydration.

## ENVIRONMENTAL DICE

Some characters (and creatures) possess an *environmental die*. This is a single die which can be added to attribute checks in combat when in a particular environment. For example, a creature which can see in the dark may get an *environmental die* in low-light conditions. This represents a relative advantage over other combatants—the same relative effect as giving all of those individuals a d6 penalty.

Environmental dice may be granted by careers, by species, or by equipment.

Environmental dice can cover any type of adverse environment. The following is a sample list:

- Hot or cold environments
- Low-light or darkness
- Thick or thin atmospheres
- Toxic or radioactive environments
- Windy or unstable environments
- Adverse weather conditions
- Difficult terrain such as swamp or thick undergrowth

You can only use one environmental dice, even if you would qualify for two or more conditions. For example, if a fight is taking place on a dark night in a blizzard, and you both have darkness and cold environmental dice, you still only gain one extra die.

## USING THE ENVIRONMENTAL DICE

Your environmental die is an additional die which you can add to attribute check dice pools when you qualify for it. You cannot use it alone—its purpose is to grant a *relative* advantage or edge over those who do not have the environmental die. For this reason, environmental dice are generally only used in combat, although the GM may—at his discretion—allow them during other competitive situations.

## ENVIRONMENTAL DAMAGE

Environments are divided into mild and extreme versions, just like player character conditions are.

**Mild** environments may inflict penalties. Creatures with a relevant environmental dice ignore mild environments. An environmental suit also negates a mild environment.

**Extreme** environments can cause 1d6 damage per turn. The damage type (heat, cold, radiation, poison, acid, etc.) depends on the environment type. This damage is noted in the relevant sections below, and is not reduced by an environmental dice or SOAK. Extreme effects are in addition to mild effects.

## HOT ENVIRONMENTS

The furnaces of a factory turned battlefield blaze with heat the same as a napalmed countryside, and the fondness villainous masterminds have for volcano lairs is legendary.

**Mild (hot):** an environment similar to that of a desert, somewhere in the region of 100+ degrees Fahrenheit (or 45 degrees Celsius). These environments are hard to survive in without protection. Each hour, a Difficult [16] END check (+2 for every hour of exposure) must be made to avoid dehydration. A dehydrated character becomes sick, and on a second failure becomes acutely sick.

**Extreme (scorching):** this is an environment of such intense heat that it causes 1d6 heat damage each turn.

## COLD ENVIRONMENTS

Fights in the tundra of the arctic require fighting against the deep chill as much as any opponent, and chilled spaces (like meat lockers) are a great place for gangsters to ply their trade.

**Mild (cold):** The speed of all creatures is reduced by 2 due to sluggish reactions and slowing metabolisms.

**Extreme (freezing):** freezing environments additionally cause 1d6 cold damage per turn.

## TOXIC ENVIRONMENTS

Unethical business practices and ecological disasters can create poisonous environments, and plenty of natural hazards already have them.

**Mild (toxic):** a weak toxic environment renders creatures sick.

**Extreme (poisonous):** An extreme toxic environment causes 1d6 poison damage each turn (this damage cannot be SOAKed) unless appropriate breathing apparatus is used.

## RADIOACTIVE ENVIRONMENTS

As civilization pushes the technology curve further and further, humanity unlocks ever greater understanding of the world and what makes it tick. Nuclear power and weaponry proliferates, and without proper protocol and procedures, leaked radiation can be deadly.

Strong radiation causes sickness, followed by death. The danger increases with time of exposure.

**Mild (radioactive):** Light radiation is only dangerous with long-term exposure. A character exposed to light radiation forms a countdown pool equal to her END and proceeds to roll it every day until she contracts radiation sickness.

**Extreme (irradiated):** A character exposed to strong radiation takes 1d6 radiation damage per turn. Even when a creature escapes the radiation itself, the character must make a Strenuous [25] END check or contract radiation sickness.

Radiation from stellar sources is reduced one category by thick atmospheres on planetary surfaces. An environmental suit reduces it by two categories. Pressure domes, thick rock, and starship shields all block dangerous radiation.

## ACIDIC ENVIRONMENTS

Malfunctioning chemical sites, acid rain, and being submerged in caustic liquid can all be deadly.

**Mild (caustic):** A mild acidic environment causes irritation and pain. Creatures take a -1d6 penalty to all checks.

**Extreme (acidic):** extreme acidic environments additionally cause 1d6 acid damage per turn.

## UNSTABLE ENVIRONMENTS

Unstable environments could be caused by earthquakes, artillery bombardment, or the sequenced explosion of an organization's base of operations.

**Mild (tremors):** an unstable environment reduces SPEED by 2.

**Extreme (quakes):** an extremely unstable environment is hard to move in. Horizontal movement is counted as climbing.

## WINDY ENVIRONMENTS

Windy environments are caused by rushing air (or other gasses). Sometimes this is a weather condition, and other times it can be an exposed pipe or exploded venting system. Wind always has a direction of movement, which is determined beforehand.

**Mild (windy):** moving into the wind reduces SPEED by 2.

**Extreme (hurricane):** moving into the wind requires a Challenging [13] STR check. Moving with the wind increases SPEED by 2.

## **DAMPENED ENVIRONMENTS**

In a dampened environment, energy sources and weapons are reduced in potency. This can be caused by some unusual phenomena, or by one-of-a-kind inventions and mystical artifacts.

**Mild (dampened):** energy weapons reduce their damage by 1d6 and energy based shields do not work. Checks to perform CHI techniques are two stages of difficulty higher than normal.

**Extreme (inhibited):** energy weapons do not operate at all. Checks to perform CHI techniques are five stages of difficulty higher than normal.

## **LOW OR HIGH GRAVITY ENVIRONMENTS AND THICK ATMOSPHERES**

These environments play a much larger role in the *N.E.W. Roleplaying Game* and explained in detail there, but insidious leaders of villainous organizations are fond enough of vacuum that it bears mentioning in *N.O.W.*

**Extreme (vacuum):** A vacuum is an area with no atmosphere. Generally speaking, any character in such an area will be wearing breathing apparatus of some kind. It is a myth that vacuums cause spontaneous explosion of human tissue, although exposure is certainly not healthy. The biggest danger from a vacuum is simply the lack of air.

A lack of air has two main effects.

**No friction:** collision with a solid object such as the ground aside, air resistance is the main thing which brings objects to a stop when in motion. In an airless environment, falling objects are not slowed down by air resistance. A falling character will take 1d6 damage for every 5' of falling, rather than 10'.

**No breathing:** without breathing apparatus, living creatures in a vacuum will quickly suffocate. Lack of oxygen uses a similar process to that when an unconscious character is dying. Create a dice pool equal in size to the character's END attribute. Each turn, the dice pool is rolled and any 6s rolled are removed from the pool. When the final dice is removed, the character falls unconscious and the unconscious and dying process begins as normal.

# A FISTFUL OF CHI

As *O.L.D.* has magic, and *N.E.W.* has psionics, *N.O.W.* also has a supernatural element—CHI, which is the core of this chapter. There are four central mechanics in play; by using this chapter, characters can perform superhuman feats like surviving huge falls, punching through steel, kicking a car over, skipping across water, ignoring grievous injury and the like.

- Focusing your CHI
- Stances & Techniques
- Holistic Crafting

Characters meditate (or imbibe alcohol, or rock out to their favorite tunes, or some other task that puts them in the right frame of mind) a number of minutes equal to their CHI attribute to receive chi points at a rate of one per minute.

The maximum number of chi points a character can have at one time is limited by their CHI attribute; these are used to fuel techniques.

## WE GOT HEART!

Shaolin monks and bushido samurai are masters of chi (though the latter might call it ki), but they are certainly not the only users of this mystical energy and not all characters will completely understand what it is. Despite this ignorance, chi can be central to how action stars perform their stunts, extreme survivalists push to the next plateau, soldiers carry on with multiple bullet wounds, and countless other heroic feats. The names of chi techniques are simply designations (largely focusing on martial arts) but can be interpreted as the GM sees fit—a boxer might have a *lightning jab* instead of *slashing zephyr*, a mutant might do a *dimension hop* rather than *step beyond*, and so on.

Be it heart, ki, aligned chakras, a reservoir of rage, the eye of the tiger, or simply holding one's focus in times of stress, chi plays a critical role in *N.O.W.* (unless you are a robot).

## FOCUSING YOUR CHI

There are a few techniques that can be used instantly or as a reaction, but attempting a technique always requires an attribute check (determined by the technique's stance) and any attempted technique expends chi points (whether successful or not).

A technique is listed in statistics as follows:

**Stance** [ATTRIBUTE] *Technique* (cost in chi points; Check Difficulty)

Environmental die can hinder attribute checks to perform chi techniques, and at the GM's discretion, other factors in a given situation can impose penalties as well.

### Performing a Technique

Make an attribute check (determined by Stance; Strength, Dexterity, Endurance, Willpower, Intuition, Logic, Reputation, or Charisma) based on the cost of the ability. This attribute check can never be increased by skills, directly or indirectly (unless specifically stated otherwise), but you may add your CHI dice pool to the check if you expended chi points.

0 Chi = Easy [7]

- 1 Chi = Routine [10]
- 2 Chi = Challenging [13]
- 3 Chi = Difficult [16]
- 4 Chi = Demanding [21]
- 5 Chi = Strenuous [25]

**Exploding Dice:** Several chi techniques grant Exploding Dice. When you are making a check amplified by a chi technique in this way, a number of die results of 6 (equal to the number of granted Exploding Dice) are rolled a second time.

**Power from Within**

Performing a technique without paying the cost in chi points is possible, but you do not receive CHI dice pool to the check.

Failure on this check deals 1 point of temporary damage to the Stance’s attribute per CHI point required to perform the technique. This temporary damage cannot be healed any way but naturally and remains for at least a number of hours equal to the temporary damage dealt to the attribute.

# STANCES & TECHNIQUES

Every CHI Stance is based on an attribute that exemplifies the core philosophies and tenets of its techniques, each more potent and impressive than the last. As mentioned above, like techniques, GMs are encouraged to rename these as they see fit, and should there be no ability to match the desired effect, guidelines for creating your own stances and techniques are given at the end of this section.

Advancement	Cinematic	Gritty
Learn a chi technique*	500 x the technique’s chi point cost	1,000 x the technique’s chi point cost

\*A creature learns a technique whenever their CHI score increases. This technique must be of a chi point cost equal to or less than the new CHI score.

## HIN STANCE [STRENGTH]

The strength of your chi manifests in an incredible sense of balance and resilience for physical stress. You are as indomitable as a mountain, able to bear incredible weight, make parts of your body invulnerable, and strike with so great a focus and force that nearly any object will shatter under your blows. Your opponents learn that you are well-suited to suffer a flurry of strikes, and to fear the power of your own.

**Career Discounts** Badass, Kung Fu, Pankration

**Granite Back** (1 chi point)

*Spend two actions focusing your CHI to move great weight.*

Carry x1.5 your capacity without any negative effects for a number of hours equal to your Willpower attribute.

OR

Gain Exploding Dice equal to your CHI dice pool to your next Strength check to lift one object up to five times your carrying increment for a number of rounds equal to ½ Willpower attribute.

**Foot of the Mountain** (2 chi points)

*Spend one action focusing your CHI to make an attack that sends your target flying.*

Make a Knockback combat trick using a number of bonus dice equal to your CHI dice pool; these are Exploding Dice.

**Hand as Rock** (3 chi points)

*Spend two actions focusing your CHI to become more durable to attack.*

Turn one portion of your body (a number of inches equal to your CHI) utterly impervious for a number of rounds equal to your Willpower attribute.

**Tumbling Boulder** (4 chi points)

*Spend one action focusing your CHI to execute a ferocious charge.*

Gain a number of Exploding Dice to your next damage roll equal to your CHI dice pool; you must make this attack after traveling no less than 10'.

**Heart of the Mountain** (5 chi points)

*Spend two actions focusing your CHI to destroy any object.*

On your next action all of the first dice you roll for damage against an object Explode, and you gain a number of bonus attack dice equal to CHI dice pool (which resolve normally).

## **DAICHIN STANCE [STRENGTH]**

Your soul is that of the warrior, destined to compete, to fight, and to win. When your chi surges forth it can be incredibly deadly, able to reach preternatural heights of physical awareness that turns you into a legendary combatant. Your opponents quickly become wary of the precision of your blows, your amazing reflexes, and how closely you can bring both body and mind into perfect attunement.

**Career Discounts** Bare-Knuckle Boxing, Grit Fighter, Jujitsu

**Focused Meditation** (1 chi point)

*Spend one action focusing your CHI to meditate swiftly.*

Gain a number of chi points equal to ½ your CHI attribute. These chi points must be spent on Strength-based techniques.

**Focused Strike** (2 chi points)

*Spend one action focusing your CHI to make a momentous attack.*

Gain a number of Exploding Dice to your next melee damage roll equal to your CHI dice pool; you must make this attack before moving.

**Infuse Weapon** (3 chi points)

*Spend one action focusing your CHI to charge weapons with mystical precision and power.*

A number of weapons equal to your CHI attribute become more accurate (+1d6 to attack), do more damage (+1d6 to damage), and double their range. Targets of these weapons do not benefit from anything less than total cover.

**Strike Through** (4 chi points)

*Spend one action focusing your CHI, striking beyond armor and scale, at the core of your target.*

Ignore SOAK equal to your CHI x 2 for any unarmed attacks you make until the end of your next turn.

**Attune** (5 chi points)



*Spend two actions focusing your CHI, bringing your mind and body into perfect alignment.*  
Increase your PHYSICAL DEFENSE and MENTAL DEFENSE to the highest of both values for a number of rounds equal to your Willpower attribute.

## **WÉIFĒNG STANCE [AGILITY]**

When using your chi you become lighter, faster, and fleeter than any normal human could ever be, able to move with the silence of a subtle gust of wind, run across water and tree branches, dash with incredible speed, and dodge so quickly as to become a blur. Your opponents are impressed by your reflexes and rattled by how talented you are at dodging their attacks.

**Career Discounts** Northern Shaolin, Ninjitsu, Vigilante

***Walk as Wind*** (1 chi point)

*Spend one action focusing your CHI to move without making any noise at all (no matter the conditions).*

On a success you do not emit any noises unless you intend to do so for a number of rounds equal to  $\frac{1}{2}$  your Willpower attribute.

***Feet of the Zephyr*** (2 chi points)

*Focusing your CHI while running to travel across the surface of a liquid at full speed.*

On a success you may travel across a surface that would not typically support your weight until the end of your turn (at which point this technique's effects disappear).

***Dragon Sprint*** (3 chi points)

*Focusing your CHI, you can temporarily sprint much faster than you should normally be able to.*

On a success, your SPEED score is doubled for a number of rounds equal to  $\frac{1}{2}$  your Willpower attribute.

***Step Beyond*** (4 chi points)

*Spend one action focusing your CHI, moving so swiftly that you step through the space in between.*

On a success, you briefly cross the backdoors of existence, teleporting up to Willpower x 10'.

***Zephyr Dancer*** (5 chi points)

*Spend one action focusing your CHI, dashing so fast that you seem not to exist at all.*

On a success, you can ignore a number of attacks equal to  $\frac{1}{2}$  your Willpower until the beginning of your next turn. You must take your full movement during your turn.

## **PHANYU STANCE [AGILITY]**

Your fists and feet are like lightning, and when using chi you strike your enemies in the blink of an eye with explosive force. Dodging attacks is second nature to you, and your response of battering blows is nearly invisible to the naked eye. Your opponents are brought down quickly by your aggressive flurries, if they even see them coming at all.

**Career Discounts** Boxing, Guerilla Warrior, Southern Shaolin

***Slashing Zephyr*** (1 chi point)

*Focusing your CHI, you move faster than even your eyes can detect, striking a target so swiftly that they cannot see it coming.*

On a success, your melee or ranged attack goes unnoticed; anyone that fails a Demanding [21] INT check cannot be certain of the source of the attack (though if the weapon typically emits noise, like a gun shot or crossbow thwack, it may give you away).

**Gusting Step** (2 chi points)

*Focusing your CHI, you charge your body and wait to dodge an attack until the very last possible moment, moving so fast that you seem not to move at all.*

On a success, you negate a melee attack using the charge exploit and gain a free melee attack against the target; this takes up your first action next round.

**First Wind** (3 chi points)

*Focusing your CHI in an unsettling rush, you spring into action with a moment's notice.*

On a success, you immediately move to the top of the initiative order; this incurs a -1 penalty to any actions you take this round. This does not ever grant you additional actions, but can be used whenever Initiative is rolled.

**Swift Strike** (4 chi points)

*Spend one action focusing your CHI, channeling the intensity of a tempest into your strikes.*

On a success, you gain a bonus to melee and thrown ranged attacks equal to CHI for a number of  $\frac{1}{2}$  Willpower rounds.

**Storm of Battle** (5 chi points)

*Spend two actions focusing your CHI, turning into a veritable whirlwind of deadly fists and feet.*

On a success, you gain one extra action for a number of rounds equal to  $\frac{1}{2}$  your Willpower attribute. This action must be spent making an attack.

## **TOKA STANCE [ENDURANCE]**

You are as enduring as rock and tough to the core, and your chi manifests by protecting you from harm. Your skin and limbs can harden like stone, and eventually you learn to stand against any force, no matter how great. Your opponents are dumbfounded by your resilience and defeated by your unwillingness to falter against their attacks.

**Career Discounts** Diehard, Muay Thai, Survivor

**Heart of Stone** (1 chi point)

*Spend one action focusing your CHI, enhancing your constitution to temporarily overcome illness.*

On a success, you can ignore a mild condition or treat a severe condition as its minor counterpart for a number of rounds equal to your Willpower attribute. Outside of combat, this duration increases from rounds to hours.

**Skin as Granite** (2 chi points)

*Spend one action focusing your CHI, making your body remarkably resilient to attack.*

On a success, you gain SOAK equal to  $\frac{1}{2}$  your CHI attribute for a number of rounds equal to your Willpower attribute.

**Rock Fist** (3 chi points)

*Spend one action focusing your CHI, turning your limbs into truly deadly weapons as hard as any blade.*

On a success, you gain SOAK equal to your CHI for a number of rounds equal to your Willpower attribute.

**Granite Soul** (4 chi points)

*Spend two actions focusing your CHI, becoming partly invulnerable to the elements.*

On a success, you gain resistance to a chosen type of damage equal to your CHI for a number of rounds equal to your Willpower attribute.

**Become Stone** (5 chi points)

*Spend two actions focusing your CHI, becoming completely unmovable.*

On a success, you cannot move or be moved by any force for  $\frac{1}{2}$  Willpower rounds and gain SOAK equal to your Willpower attribute.

## **SŪRYA STANCE [ENDURANCE]**

The essence of your chi is as pure as sunlight and you can manifest it to be just as nourishing. You are able to heal wounds, alleviate the pains others, and even bring the recently deceased back to life. Enemies are frustrated by your presence on the battlefield and confounded when your allies are restored by your abilities.

### **Career Discounts** Kung Fu, Revolutionary

**Shining Soul** (1 chi point)

*Spend one action focusing your CHI, taking the wounds of another on as your own.*

On a success, you restore the HEALTH of a target within Willpower x 5' by a number of points equal to your CHI score, taking half as many points of damage to your HEALTH.

**Lend Essence** (2 chi points)

*Spend two actions focusing your CHI, granting some of your own resilience to another.*

On a success, your SOAK is cut in half, and a target within Willpower x 5' gains SOAK equal to half your CHI for a number of rounds equal to your Willpower attribute.

**Healing Mantra** (3 chi points)

*Spend one action focusing your CHI, healing the injuries of a creature.*

On a success, your target gains HEALTH equal to your CHI. This does not grant any bonus HEALTH beyond the target's maximum value.

**Strike at Death** (4 chi points)

*Spend two actions focusing your CHI directly into a corpse, restoring the remnants of life within.*

On a success, you return a creature that has died within a number of rounds equal to  $\frac{1}{2}$  your Willpower attribute to 1 HEALTH.

**Shining Mantra** (5 chi points)

*Spend two actions focusing your CHI, spreading a warmth of energy that mends wounds and heals injuries.*

On a success, you restore HEALTH equal to your CHI to a number of targets equal to your Willpower. You may only target creatures within Willpower x 10'.

## **UMFULA STANCE [WILLPOWER]**

Your chi makes you intimately familiar to the energies that flow through all living creatures, and your incredible awareness allows you to bend them to your whim. You are able to sense the chi of another, align the minds of your allies, and express supreme concentration in the face of attacks that would leave the mind of any other person completely destroyed. Your opponents are disturbed by your cerebral fortitude and undone by their own mental assaults.

#### **Career Discounts** Kung Fu, Jujitsu

##### **Sense Soul** (1 chi point)

*Spend one action focusing your CHI, studying a target and determining its potential.*

On a success, you determine the CHI score of a creature or object within Willpower x 5' and how many chi points it has.

##### **Salmon Soul** (2 chi points)

*You focus your CHI to manipulate energies direct at you, slipping by them instead.*

On a success, you force a target to reroll an attack against your MENTAL DEFENSE; this takes up your first action next round.

##### **Be the Wave** (3 chi points)

*You focus your CHI against your attacker, swirling the power they wield against you and gracefully turning it back.*

You make an opposed WIL check (adding your CHI dice pool to your check) against a creature that has successfully attacked your MENTAL DEFENSE. On a success, you reverse it back onto your attacker; this takes up your first action next round.

##### **Washing Tide** (4 chi points)

*Spend one action focusing your CHI, lending some of its stability to another creature.*

On a success, you remove a condition from target creature (this may be a permanent condition).

##### **Flow as the River** (5 chi points)

*Spend two actions focusing your chi, temporarily becoming one with the energies of life itself.*

On a success, you gain partial immunity to attacks targeting MENTAL DEFENSE for a number of rounds equal to your Willpower attribute. Each time one of these attacks hits you, roll your CHI dice pool; any die results of 6 are removed from the pool, and the next attack to hit you during the duration of this technique is treated the same, but uses this reduced pool and removes any dice with results of 5 or higher. This continues until the technique's duration ends or there are no more dice in *Flow as the River's* pool.

## **YUÈLIÀNG STANCE [WILLPOWER]**

You can physically manifest your chi with surprising ease, using it to perform feats that defy belief. You are able to wield it as a weapon that harms the souls of other creatures, or gather it for deadly attacks that can level buildings. Your opponents are bewildered and taken aback by your supernatural powers.

#### **Career Discounts** Kung Fu, Jujitsu, Ninjitsu

##### **Lunar Bound** (1 chi point)

*Spend one action focusing your CHI, soaring high into the air.*

On a success, multiply your JUMP values by CHI for a number of rounds equal to ½ Willpower attribute.

**Exploding Soul** (2 chi points)

*Spend one action focusing your CHI, wrapping your fists in mystical energy.*

On a success your attacks treat a creature as if its SOAK equaled  $\frac{1}{2}$  its Intellect attribute for a number of rounds equal to  $\frac{1}{2}$  Willpower attribute. This technique has no effect on objects or creatures with no CHI score.

**Tide Strike** (3 chi points)

*Spend one action focusing your CHI, extending your essence outward and vastly increasing your reach.*

On a success, you may make a single melee attack against a number targets equal to your CHI score. These targets must be within Willpower attribute x 5' of both you and each other.

**Devastating Wave** (4 chi points)

*Spend one action focusing your CHI, creating a ball of energy that explodes away from you to destroy whatever it hits.*

On a success, you may make a single ranged attack against a target within Willpower x 100'. This attack deals your regular unarmed damage in addition to your chi dice pool. This attack must be made during your next available action.

**Charged Devastating Wave** (5 chi points)

*Focusing your chi, you pool your essence into a monolithic nexus of energy that explodes with mystical power when it strikes.*

On a success, you may charge a *Devastating Wave*; each action spent charging a *Devastating Wave* increases the amount of damage it does by your chi dice pool, up to a maximum amount of bonus dice equal to your CHI score. For each additional round spent charging after that, you turn one of these damage dice into Exploding Dice and the range of the attack increases by 100'.

## **KANOHI STANCE [INTUITION]**

Chi can be responsive and in the right hands, molded like clay—you are a master sculptor. Your otherworldly awareness allows you to perceive the environment around you with senses you do not have, fundamentally understand the fighting style of your opponents, and even copy the attacks and defenses of your enemies. Your opponents are disturbed by how swiftly you dismantle their assaults, and infuriated by having their own methods used against them.

**Career Discounts** Crusading Antihero, Kung Fu, Jujitsu

**Perfected Senses** (1 chi point)

*Spend one action focusing your CHI, drawing in everything from your surroundings with incredible accuracy.*

On a success, you gain +1d6 to any one kind of Intuition check (auditory, visual, etc.) for a number of hours equal to your Willpower attribute.

**Sense Technique** (2 chi points)

*Spend one action focusing your CHI, analyzing your opponents' movements and fighting style.*

On a success, you determine what Stances a creature knows techniques from. By spending an additional action using Sense Technique (no extra chi cost) you can determine a number of specific techniques it knows equal to your CHI score.

**Mystical Sense** (3 chi points)

*Spend one action focusing your CHI, tapping into an awareness you don't naturally have.*

On a success, you gain the ability to see the presence of CHI within Willpower attribute x 5' and one of the following: immunity to blindness, immunity to deafness, or scent (3d6). This technique lasts for a number of minutes equal to your Willpower attribute.

**Chameleon Technique** (4 chi points)

*Spend one action focusing your CHI, quickly adapting your techniques to emulate your opponent's.*

On a success, you can copy a chi technique used within Willpower attribute x 10'. You must pay the normal chi cost to perform the copied technique, and you are only able to perform it within a number of rounds equal to your Willpower attribute.

**Master Chameleon** (5 chi points)

*Spend one action focusing your CHI, perfectly replicating the style of others.*

On a success, you can copy a combat or career exploit used within Willpower attribute x 10'. You must have any weapons or equipment required to do so, and you are only able to use the exploit once (within a number of minutes equal to your Willpower attribute).

## **MA-EUM STANCE [LOGIC]**

Your understanding of chi has revealed the void behind all things, and you have attained some mastery over this oblivion. You are able to hamper the chi of others, take it away from them, or even negate the use of mystical power nearby. Your opponents are left powerless before you, defeated in the wake of your control over the nothing that is all.

### **Career Discounts** Kung Fu, Jujitsu

**Impede Chi** (1 chi point)

*Spend one action focusing your CHI, using it to obstruct the flow of energy within an opponent.*

On a success, the difficulty of any chi technique performed by target creature this round increases by one step. By spending an additional action when performing this technique, this increases to two steps.

**Lend Chi** (2 chi points)

*Spend one action focusing your CHI, providing it to another as mystical fuel instead.*

On a success, you transfer 2 chi points to target creature within 5', and may transfer an additional number of chi points equal to ½ Willpower attribute.

You may use this technique to instill chi points into an item, but do so at a rate of 2:1 in a process that takes 1 hour of meditation per chi point instilled. For example, it would take 4 hours and cost 8 chi points to place 4 chi points into a sword (which itself would have to be of Artisan quality; see Holistic Crafting below). Chi points instilled this way deplete at a rate of one per day.

**Negate Technique** (3 chi points)

*Spend one action focusing your CHI, turning it into a specialized cage that inhibits your opponent from drawing on their own mystical power.*

On a success, target creature is unable to utilize a chi technique for a number of rounds equal to your Willpower attribute. If you do not name a chosen technique or if the target doesn't know the technique you choose, the next technique it attempts automatically fails instead.

**Draw Chi** (4 chi points)

*Spend two actions focusing your CHI, using it to siphon power from another creature.*

On a success, you transfer 4 points of chi from target creature within Willpower attribute x 5'. Creatures with no chi points or CHI score are immune to *Draw Chi*; creatures that don't have enough chi points take 3 points of damage for every chi point below 4.

**Negate Stance** (5 chi points)

*Spend two actions focusing your CHI, creating a power matrix that disrupts the techniques of your choosing.*

On a success, choose one Stance; any creature that attempts to perform a chi technique from this Stance within CHI x 5' of you automatically fails their focus check. This technique lasts for ½ Willpower rounds.

## **NAMI STANCE [REPUTATION]**

Your chi is the most subtle of all, manifesting to make it seem as if destiny itself were laid out before you. Your reputation almost always precedes you, and the world often works in your favor. Your opponents have heard countless rumors of your abilities, and spread the tales of your exploits themselves far and wide.

**Career Discounts** Guerilla Warrior, Revolutionary, Vigilante

**Known Unknown** (1 chi point)

*You focus your CHI, extending it through the trail of your life to touch upon places unexpected.*

On a success, you may have your REP treated as 2 points higher when determining whether or not someone has heard of you.

**Favorable Currents** (2 chi points)

*You focus your CHI, willing the universe to look upon your efforts with grace.*

On a success, you reduce the time required to use your REP dice pool (usually an hour) by ½. This technique may only be attempted a number of times per day equal to ½ Willpower attribute.

**Fortunate Undertow** (3 chi points)

*You focus your CHI, influencing destiny and stacking the odds in your favor.*

On a success, you may reroll a number of REP dice equal to your CHI dice pool. This technique may only be attempted a number of times per day equal to ½ Willpower attribute.

**Legendary Distinction** (4 chi points)

*You focus your CHI, spreading resolve or fear to even those whom have no connection to you.*

On a success, you may make a number of creatures equal to CHI x 2 within Willpower x 5' instantly recognize who you are.

**Rumor Leyline** (5 chi points)

*You focus your CHI, sending it cascading across the world to insinuate in places far from your tread.*

On a success, your REP is doubled (increasing your REP dice pool) for a number of hours equal to your Willpower attribute. This technique may only be attempted once per week.

## **GÈXÌNG STANCE [CHARISMA]**

Your control over chi opens windows to the souls of those you look upon. By utilizing your abilities, you can manipulate the emotions of others, completely conceal your own, and empower others to reach further and fight harder. Your opponents are simultaneously filled with both wonder and great malice when in your presence.

## **Career Discounts** Kung Fu, Guerilla Warrior

### ***Intuitive Understanding*** (1 chi point)

*Spend one action focusing your CHI, touching briefly upon the soul of another creature and creating a kinship with it.*

On a success, you give one living creature within Willpower x 5' the Mild (charmed) condition toward you.

### ***Inspire Awe*** (2 chi points)

*Spend two actions focusing your CHI, spreading feelings of good will and ambition to those around you.*

On a success, you grant 1 luck dice to a number of creatures equal to your CHI. These creatures must be within Willpower x 5' of you and one another, and they must use this luck dice within a number of rounds equal to ½ your Willpower attribute.

### ***Impossible Truth*** (3 chi points)

*Spend two actions focusing your CHI, forcing yourself to believe a lie with so much conviction that to all others it is an unquestionable truth.*

On a success, you tell a perfect lie. This can be as outlandish as you like and creatures are allowed to disbelieve it, but no chi technique, technology, or test can reveal that you are not speaking the truth.

### ***Instant Icon*** (4 chi points)

*Spend one action focusing your CHI, making such a powerful spectacle that creatures are compelled to witness it.*

On a success, you put a number of living creatures equal to your CHI and within Willpower x 10' into the Stunned (severe) condition for 1 round. You may continue performing this technique (at no additional cost) for a number of rounds equal to your Charisma attribute, but if any attacks are made within 40' of a Stunned creature, the technique's effect immediately ends.

### ***Awesome Command*** (5 chi points)

*Spend two actions focusing your CHI, enforcing it onto another creature to do as you will it to.*

On a success, you may target a creature within Willpower x 10' with an opposed Charisma check.

Targets that fail this check become your thrall, doing as you mentally command for a number of rounds equal to your CHI.

## **MAKING STANCES AND DESIGNING TECHNIQUES**

The "special effects" and themes of the chi techniques listed above cover a broad range of supernatural abilities and powers primarily built to focus on two things: martial arts, and the aspects of gameplay not addressed in the magic system of *O.L.D.* or the psionics of *N.E.W.* However, these may not offer just what your character is looking for and in these cases, players and GMs are encouraged to create their own techniques or stances to meet their needs.

### 1) **Design Cornerstones**

In general, a technique should be an expression of the Attribute associated with it. The CHI score determines how many targets or how potent a technique is, and the Willpower attribute should determine the range or duration of its effects.



## 2) **N.E.W. or O.L.D.?**

There's dynamic magic in *O.L.D.* and interesting psionics in *N.E.W.*, both of which are compatible with *N.O.W.*—before going to design a brand new mechanic, see if something equivalent exists in either of those systems (chances are good that it does). It isn't required that you copy and paste this mechanic, but it should be the basis from which you proceed forward.

## 3) **Stance**

Every technique is tied off to an Attribute for making focus checks. Decide which of the given Stances best fits the technique you are building (predominantly by comparing career discounts and no Attributes), and measure the utility and potency of this new technique—does it bypass an Attribute check otherwise, and by how many steps of difficulty does it do so? How does that compare to something in another Stance that's not too dissimilar?

## 4) **Exploit or Technique?**

An exploit should be the kind of knack or trick garnered from years of experience performing a specific task, and sometimes this can look a lot like a chi technique. In general, it is encouraged that you restrict exploits to careers but, if you see something from that section which already perfectly fits your vision, a technique of that mechanic should cost as many chi points as the career grade associated with the exploit.

## 5) **Costs**

Now that you know which characters will be able to access the technique more easily, figure out the different ways it can be combined with equipment, skills, and other elements of the game before settling on any number. When in doubt, lean towards more expensive costs for custom techniques.

# A-CHI-ON!

Below are two examples of a Ninja in *N.O.W.* using CHI to their advantage. The Ninja only knows a few techniques from the Breeze and Tempest Stances—these are AGILITY-based, so any time that the Ninja goes to use one of these techniques, he is rolling 4d6 (skills never affect an attribute check to utilize a technique, either directly or indirectly).

### **Example #1**

*Mack Packett just rescued Senator Bullshaff's daughter from the compound and Duke's distraction in the center of the camp has drawn the attention of most of the guards; with only one boat docked at the pier, it looked like the plan was going to work out just right (for once). A Ninja noticed Mack's hasty exit, however, and is sprinting to the water's edge!*

*The Ninja chasing down our surly ex-cop and the damsel in distress knows the Feet of the Zephyr technique; he makes an AGILITY check while running, rolling 4d6 to do so. To successfully run across the water, the Ninja needs a 10 on the check and gets a 13 on the roll, running right across the surface with mystical finesse (at the cost of 1 chi point).*

*The boat is still out of reach, however, and the Ninja needs to move faster to catch up to Mack and the senator's daughter. He makes an AGILITY check to use the Gust of the Dragon technique, a more difficult check requiring a 13 to succeed; rolling 4d6, the Ninja only gets a 12 and his speed does not increase. Mack laughs at the Ninja as the mystical momentum falters, leaving the sprinting warrior to splash into the water (at the cost of 2 chi points).*

### **Example #2**

*In search of anyone that might know the location of the Obsidian Condor, Eternal Sen-Pai has wandered into and back out of the wrong gambling den. A Ninja follows the martial artist, stalking across poorly-shingled rooftops, waiting for the right moment to strike.*

*Unconcerned with being seen, the Ninja forgoes making a Stealth check to remain unnoticed and instead uses his knowledge of the supernatural to become perfectly silent, attempting to use the Walk as Wind technique: rolling 4d6 (the ninja's AGI attribute), he gets an 11, making no noise at all while leaping across alleyways and hustling over chimneys (for 0 chi points).*

*The Ninja discounted Fei-Hung's intuition, however, and the martial artist senses someone is following her—she looks up and sees her stalker! They both roll Initiative and Fei-Hung gets a higher result, but the Ninja attempts to use the First Wind technique. Rolling 4d6, he gets a 16, just enough to move him up to the top of the initiative order (for 3 chi points) and giving the Ninja the first action in the round; will Fei-Hung be able to survive the impending flurry of poisoned shuriken coming down from above?!*

## Holistic Crafting

There are more detailed rules for crafting enchanted equipment in *O.L.D.* and the holistic crafting in *N.O.W.* is extremely simple. Holistic items can have two effects: store chi points (Yǎnghù), or to use chi techniques (Oshieru).

**Yǎnghù (Store Chi Points):** Any item able to hold one chi point per level of quality (a Superior quality sword can hold 2 chi points, a Mastercraft staff can hold 3 chi points, and so on). These can be temporarily instilled with chi by using the *Lend Chi* technique, but chi points stored this way deplete at a rate of one per day.

An item may be permanently made holistic by spending experience to permanently imbue it with chi. The cost to create a Yǎnghù item is equal to what it would cost to normally increase the creator's CHI if its score were halved, or as much as it would normally cost to raise the item's CHI as if the item were a character (whichever cost is higher).

**Oshieru (Stored Chi Techniques):** Some holistic items are imbued with both chi and purpose, able to impart the knowledge of a technique to its user. An Oshieru item knows one technique and allows its user to perform the technique at one difficulty step higher; if the user already knows this technique, it reduces the cost of the technique by 1 chi point. An Oshieru item must be worn or wielded in hand to grant any knowledge or bonuses.

Creating an Oshieru item requires the user to know the technique the holistic item imparts and costs twice as much as it would normally cost to learn the technique.

# Monsters & Minions

This chapter includes a small selection of beasts, minions, and skilled enemies which you can use in your game. You can find a much wider selection in various additional supplements and sourcebooks.

*&&&500wordsAboutFightingStuff*

## READING A CREATURE ENTRY

Each creature comes with its own entry. The entry contains a number of values which are read as follows.

**NAME:** each entry has its own name.

**BIOLOGICAL DATA:** the creature's SIZE, CLASSIFICATION, and SENTIENCE level are indicated below its name.

*SIZE:* this indicates a size category (tiny, small, medium, large, enormous, gigantic)

*SENTIENCE:* sentience levels include non-sentient, semi-sentient, and sentient creatures. Sentience is defined as the ability to communicate and reason. Sentient creatures have LOG attributes of 2 or more, and semi-sentient creatures generally refers to animals with a LOG attribute of 1. INT attributes are not affected by sentience.

*CLASSIFICATION:* this classification (such as organic, crystalline, or mechanoid) or its sub-classification (such as reptile, plant, or mammal) indicate what biological type of creature it is. If a sub-classification is noted, the main classification is not needed—the notation simply refers to *reptile*, not *organic (reptile)*.

**LEVEL/XP:** this is the number of experience points gained by a party which defeats this creature. The XP are divided between all surviving participants.

**ATTRIBUTES:** the creature's STRENGTH, AGILITY, ENDURANCE, INTUITION, LOGIC, WILLPOWER, CHARISMA (and, if appropriate, CHI) attributes are listed. Also noted are the associated die rolls for each attribute.

**DERIVED STATISTICS:** the following derived combat statistics are noted. These are generally derived in the same way that player-character derived statistics are. Skills (below) can further alter these statistics and are always pre-calculated in the final stat block.

*INITIATIVE:* derived from INT.

*HEALTH:* derived from END and WIL as normal (animals use END twice instead of WIL).

*SPEED:* uses the same table as for PCs. Additionally *CLIMB* is half *SPEED* (round up) and *JUMP* is two values (across/up) equal to 2 x AGI and 1 x STR respectively.

*PERCEPTION:* derived from INT. Note that many creature have a number of ranks in scent, hearing, etc.

*CARRY:* this indicates how much the creature can carry (as one load increment). Typically, a creature's equipment should weigh less than one increment.

*DEFENSE:* derived from the best two of the three physical attributes.

*RESISTANCES:* this includes resistances (in the form of SOAK to particular damage types) or immunities.

*VULNERABILITIES:* vulnerabilities are noted in the form of additional d6s added to damage received for a particular damage type.

*MENTAL DEFENSE:* derived from the best two of the three mental attributes.

*NATURAL DAMAGE:* derived from STR or AGI.

**ATTACKS:** each attack is listed with its calculated attack roll (all modifiers already included) and damage type and amount. Also listed is range, if appropriate, and additional effects.

**EXPLOITS:** some creatures use universal exploits; many also use creature exploits (described later)

**SKILLS:** skills are listed. All skills are already integrated into the above values where appropriate.

**EQUIPMENT:** this entry lists the typical cash carried and other equipment. Any equipment values which alter the above statistics (e.g. weapon quality) are already integrated into those values.

**DESCRIPTION:** this is a basic physical description of the creature, plus notes on ecology, behavior, and more.

## XP VALUE & LEVEL

The XP Value is a point value based on the creature's statistics. It's fairly simple to calculate—add up the creature's three best attributes, its highest skill rank, and any equipment bonus based on its best item (*standard 0, high 1, superior 3, mastercraft 6, artisan 10, unique 15*) and square the result. This gives you its XP value. It's level (a rough indication of power) can be found on the table below.

The level of challenge a creature presents is roughly twice that of a creature two levels lower (so a level 4 creature is twice that of a level 2 creature, while a level 10 creature is twice that of a level 8).

An average human with attributes of 4 is worth 144 XP and is level 1.

Level	XP
0	0-99
1	100-149
2	150-199
3	200-299
4	300-399
5	400-599
6	600-799
7	800-1,199
8	1,200-1,599
9	1,600-2,399
10	2,400-3,199
11	3,200-4,799
12	4,800-6,499
13	6,500-9,599
14	9,600-12,799
15	12,800-17,999
16	18,000-24,999
17	25,000-31,999
18	32,000-39,999

When a creature is defeated by the PCs, they divide the creature's XP value amongst themselves. Everyone who participated gets an equal share; dead participants still count towards this division.

## ANIMAL, GRIZZLY BEAR

*Large semi-sentient mammal; level 7 (900 XP)*

**STR** 12 (4d6) **AGI** 5 (2d6) **END** 12 (4d6)

**INT** 5 (2d6) **LOG** 1 (1d6) **WIL** 2 (1d6) **CHA** 2 (1d6)

**CHI** 1 (1d6)

**INITIATIVE** 2d6

**PERCEPTION** 2d6 (hearing or scent 3d6)

**SPEED** 7 (35')

**CARRY** 360 lb

**HEALTH** 32

**DEFENSE** 24 (SOAK 5)

**MENTAL DEFENSE** 7

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 3d6

**CLAW x2** 4d6 (3d6 cutting damage)

**HUG** 4d6 (4d6 crushing damage; grabbed)

**EXPLOITS:** *grab, crush, charge*

**SKILLS** *hearing, scent*

**EQUIPMENT** none

A grizzly, or brown bear is a large carnivorous animal known for its strength. With shaggy brown fur and long, dull incisors, bears often rely on their massive paws and long claws.

Grizzly bears operate alone, and prefer forested areas. They hibernate during winter months. Generally, a grizzly bear prefers a carcass to fresh meat, although they also eat some plants and berries.

Bears are known to be aggressive and territorial.

## ANIMAL, WOLF

*Medium semi-sentient mammal; level 5 (576 XP)*

**STR** 4 (2d6)   **AGI** 10 (4d6)   **END** 5 (2d6)

**INT** 8 (3d6)   **LOG** 1 (1d6)   **WIL** 2 (1d6)   **CHA** 2 (1d6)

**CHI** 1 (1d6)

**INITIATIVE** 3d6

**PERCEPTION** 3d6 (hearing or scent 4d6)

**SPEED** 8 (40')

**CARRY** 90 lb

**HEALTH** 20

**DEFENSE** 15

**MENTAL DEFENSE** 10

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**CLAW x2** 4d6 (1d6 cutting damage)

**HUG** 4d6 (2d6 stabbing/crushing damage)

**EXPLOITS:** *charge, pack attack*

**SKILLS** *running, hearing, scent*

**EQUIPMENT** none

Wolves are four-legged animals which resemble large, strong dogs. They have sharp canines and thick fur which varies from white, through brown and gray, to black.

Wolves typically hunt in packs of 2d6 wolves and use their pack attack abilities to confuse and wear down their victims.

Wolves team together and surround a victim, attacking from all directions as a pack. A lone wolf will typically flee or hide rather than flight unless hunger leads it to desperation. Wolves are extremely protective of the pack and, in particular, their young, and will not abandon them.

## ASSASSIN

*Medium sentient mammal; level 5 (576 XP)*

**STR** 5 (2d6)   **AGI** 8 (3d6)   **END** 5 (2d6)

**INT** 7 (3d6)   **LOG** 4 (2d6)   **WIL** 5 (2d6)   **CHA** 4 (2d6)

**CHI** 2 (1d6)

**INITIATIVE** 4d6

**PERCEPTION** 4d6

**SPEED** 7 (35'); **CLIMB** 4 (20'); **JUMP** 16'/5'

**CARRY** 100 lb

**HEALTH** 20

**DEFENSE** 13 (SOAK 5)

**MENTAL DEFENSE** 11

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**KNIFE** 3d6 (2d6 stabbing damage)

**SNIPER RIFLE** 5d6 (4d6 ballistic damage; Range 700')

**EXPLOITS:** *achilles heel, aim, deadly strike, dive for cover, doubletap*

**SKILLS** *perception, rifles 2, stealth*

**EQUIPMENT** knife, sniper rifle (advanced scope), kevlar vest

**TECHNIQUES** (2 chi points)

**Daichin Stance** [STR] *Focused Strike* (2 chi; Challenging [13])

**Wéifēng Stance** [AGI] *Walk as Wind* (1 chi; Routine [10])

*"If God was a villain, he'd be me."*

In the modern world few hired killers rely on a blade or poison, instead wielding high-powered rifles and striking from a great distance. Ex-soldiers are the most common among these marksmen, but many are trained by criminal organizations or may even be employed by a government agency. Though they carry a knife (and can deliver a powerful, precise blow when the need calls for it) they are at their deadliest from afar, sighting targets down their scope.

## BOUNTY HUNTER

*Medium sentient mammal; level 5 (576 XP)*

**STR** 7 (3d6)   **AGI** 5 (2d6)   **END** 7 (3d6)  
**INT** 6 (3d6)   **LOG** 5 (2d6)   **WIL** 6 (3d6)   **CHA** 6 (3d6)  
**CHI** 3 (2d6)

**INITIATIVE** 3d6

**PERCEPTION** 3d6

**SPEED** 9 (45'); **CLIMB** 4 (20'); **JUMP** 10'/7'

**CARRY** 140 lb

**HEALTH** 26

**DEFENSE** 14 (SOAK 7)

**MENTAL DEFENSE** 12

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**HQ STUN BATON** 4d6 (2d6 electricity damage; stun)

**BRASS KNUCKLES** 4d6 (3d6 blunt damage)

**TASER** 2d6 (1d6 electricity damage; 2; stun)

**NET LAUNCHER** 3d6 (restrains; 2)

**EXPLOITS:** *achilles heel, aim, disarm, protector, reckless act*

**SKILLS** *boxing, intuition, heavy weapons, stealth, tracking*

**EQUIPMENT** brass knuckles, leather armor (high quality), net launcher, hq stun baton, taser

**TECHNIQUES** (3 chi points)

***Kanohi Stance*** [CHARISMA] *Sense Technique* (2 chi; Challenging [13])

***Ma-Eum Stance*** [LOGIC] *Impede Chi* (1 chi; Routine [10])

***Phanyu Stance*** [AGILITY] *First Wind* (3 chi; Difficult [16])

*"He's no good to me dead."*

Bounty hunters are a fringe element of any community, ostensibly lawful citizens that have connections and an understanding of the criminal underworld. It isn't hard to become a bounty hunter—anybody with 8 weeks and \$40 can get licensed—but those who make a living out of it are as much manhunters as they are wise guys.

The bounty hunter above is (mostly) law-abiding and operates in any territory, but depending on the locale, bounty hunters might be as well equipped as a soldier (rifle and all).

## CARTEL BOSS

*Medium sentient mammal; level 7 (961 XP)*

**STR** 4 (2d6)   **AGI** 6 (3d6)   **END** 5 (2d6)  
**INT** 8 (3d6)   **LOG** 8 (3d6)   **WIL** 7 (3d6)   **CHA** 8 (3d6)  
**CHI** 3 (2d6)

**INITIATIVE** 4d6

**PERCEPTION** 4d6

**SPEED** 6 (30'); **CLIMB** 3 (15'); **JUMP** 12'/4'

**CARRY** 90 lb

**HEALTH** 24

**DEFENSE** 11 (SOAK 9)

**MENTAL DEFENSE** 15

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**SQ KNIFE** 5d6 (2d6 stabbing damage)

**SQ PISTOL** 5d6 (2d6 ballistic damage; 10)

**EXPLOITS:** *aim, blind shot, deadly strike, feint, pep talk, roll with it, taunt*

**SKILLS** *bluffing, driving, intuition, melee weapon (knife), perception, pistols, running, stealth*

**EQUIPMENT** sq pistol, sq kevlar vest, sq knife, sq quality car, \$10,000

**TECHNIQUES** (3 chi points)

**Gèxing Stance** [CHARISMA] *Intuitive Understanding* (1 chi; Routine [10]), *Inspire Awe* (2 chi; Challenging [13]), *Impossible Truth* (3 chi; Difficult [16])

*“You wanna waste my time? Okay. I call my lawyer. He’s the best lawyer in Miami. He’s such a good lawyer, that by tomorrow morning, you gonna be working in Alaska. So dress warm.”*

The kings of the underworld are hardened criminals, either raised from youth to assume a position of illegitimate power or fighting and scraping up from the dredges of society to a place of respected authority. Regardless of their origins, these illicit moguls have extensive resources at their disposal, using both these and hosts of underlings to smuggle drugs, perform kidnappings, commit murder, and far worse. It is extremely rare to encounter a cartel boss without a retinue of thugs nearby (assassins, bounty hunters, security officers, street thugs, and possibly even a martial artist or super soldier).

## CIVILIAN

*Medium sentient mammal; level 1 (144 XP)*

**STR** 4 (2d6)   **AGI** 4 (2d6)   **END** 4 (2d6)

**INT** 4 (2d6)   **LOG** 4 (2d6)   **WIL** 4 (2d6)   **CHA** 4 (2d6)

**CHI** 1 (1d6)

**INITIATIVE** 2d6

**PERCEPTION** 2d6

**SPEED** 5 (30')

**CARRY** 80 lb

**HEALTH** 16

**DEFENSE** 8

**MENTAL DEFENSE** 8

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**CLUB** 2d6 (2d6 blunt damage)



**EXPLOITS:** *pack attack*

**SKILLS** 4x non-combat skills

**EQUIPMENT** \$30

Civilians are, as the name implies, the ordinary folk of the world. Shopkeepers and bartenders and accountants, combat training is not high on their list of priorities. The above stat block represents a typical civilian armed with a makeshift weapon like a baseball bat or similar.

While unimposing individually, civilian crowds instinctively know how to riot and mob an enemy when truly threatened. An angry mob is a threat to even seasoned soldiers.

Civilian skills are varied, and a civilian should have four skills related to his or her occupation.

## CYBORG

*Medium sentient mammal; level 7 (1,089 XP)*

**STR** 10 (4d6) **AGI** 10 (4d6) **END** 10 (4d6)

**INT** 4 (2d6) **LOG** 7 (3d6) **WIL** 6 (3d6) **CHA** 2 (1d6)

**CHI** 0 (1d6)

**INITIATIVE** 5d6

**PERCEPTION** 2d6 (infrared, magnifying, night vision, telescopic)

**SPEED** 13 (65'); **CLIMB** 6 (30'); **JUMP** 20'/10'

**CARRY** 200 lb

**HEALTH** 40

**DEFENSE** 20 (SOAK 8)

**MENTAL DEFENSE** 13

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**BATTLEAXE** 5d6 (3d6 cutting damage)

**GATLING GUN** 5d6 (4d6 ballistic damage; 15; heavy, auto)

**EXPLOITS:** *aim, charge, deadly strike, disarm, double tap, feint, knockback, knockdown, reckless act, ricochet, whirlwind frenzy*

**SKILLS** *computer operation 2, cracking 2, heavy weapons, melee weapon (battleaxe), perception*

**EQUIPMENT** integrated battleaxe, gatling gun

**MODIFICATIONS** access ports, armor, artificial limbs (3), durarmor, retinal implants, skeletal reinforcement, weapon integration (battleaxe)

*"He's more machine now than man."*

Another secretive element in the violent circles of the world, cyborgs are man and metal synthesized into one deadly biomechanical creature. People generally only embrace artificial parts for their bodies when they've lost an appendage or sense, but cyborgs typically have two or more prosthetic limbs and several cybernetic implants otherwise. They are swift, fearless, dangerous enemies rarely seen outside of combat tests and the occasional mad scientist's headquarters.

# DARK VIGILANTE

*Medium sentient mammal; level 8 (1,296 XP)*

**STR** 8 (3d6)   **AGI** 9 (3d6)   **END** 9 (3d6)  
**INT** 8 (3d6)   **LOG** 11 (4d6)   **WIL** 9 (3d6)   **CHA** 9 (3d6)  
**CHI** 7 (3d6)   **TECH** 6 (3d6)

**INITIATIVE** 3d6

**PERCEPTION** 3d6

**SPEED** 9 (45'); **CLIMB** 5 (25'); **JUMP** 18'/8'

**CARRY** 170 lb

**HEALTH** 36

**DEFENSE** 18 (SOAK 12)

**MENTAL DEFENSE** 18

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**MARTIAL ARTS** 6d6 (2d6 blunt damage)

**DARKSTARS** 9d6 (1d6 stabbing damage; range 20')

**EXPLOITS:** *deadly strike, death from on high, feint, throwing flurry, utilikit, whirlwind frenzy; stealthy warrior, vigilante-mobile*

**SKILLS** *computer operation, cracking, engineering, martial arts 3, stealth, thrown weapons 4*

**EQUIPMENT** darkcycle (two enhancements), darksuit (sq riot armor), darkstars (sq shuriken), utility belt (6 gadgets)

**TECHNIQUES** (7 chi points)

***Daichin Stance*** [STRENGTH] *Infuse Throw* (3 chi; Difficult [16])

***Ma-Eum Stance*** [LOGIC] *Negate Technique* (2 chi; Challenging [13])

***Phanyu Stance*** [AGILITY] *Gusting Step* (2 chi; Challenging [13])

***Wéifēng Stance*** [AGILITY] *Walk as Wind* (0 chi; Easy), *Feet of the Zephyr* (1 chi; Routine), *Dragon Sprint* (2 chi; Challenging)

***Yuèliàng Stance*** [WILLPOWER] *Lunar Bound* (1 chi; Routine [10])

*"In all the years to come, in your most private moments, I want you to remember my hand at your throat, I want you to remember the one man who beat you."*

The Dark Vigilante is a hero in the shadows that uses the darkness as a weapon to fight crime (along with intensive training, and years of martial arts schooling). Remaining mobile on the Darkcycle, this stalwart crimefighter prowls the streets at night, leaving Darkstars imbedded near unconscious vandals that cross his path and using countless high-tech gadgets to get the upperhand on your enemies.

# EVIL MASTERMIND

*Medium sentient mammal; level 8 (1,444 XP)*

**STR** 7 (3d6)   **AGI** 6 (3d6)   **END** 7 (3d6)  
**INT** 8 (3d6)   **LOG** 12 (4d6)   **WIL** 8 (3d6)   **CHA** 8 (3d6)  
**CHI** 8 (3d6)   **TECH** 7 (3d6)

**INITIATIVE** 4d6  
**PERCEPTION** 3d6  
**SPEED** 7 (35'); **CLIMB** 4 (20'); **JUMP** 12'/7'  
**CARRY** 140 lb

**HEALTH** 30  
**DEFENSE** 14 (SOAK 12)  
**MENTAL DEFENSE** 20  
**RESISTANCES** none  
**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6  
**MARTIAL ARTS** 5d6 (2d6 blunt damage)  
**HIGH QUALITY CRYO PISTOL** 5d6 (2d6 cold damage; 5)

**EXPLOITS:** *achilles' heel, aim, always prepared, analytics, deadly strike, disarm, double tap, utilikit*  
**SKILLS** *computer operation 2, cracking 2, engineering 2, intuition, martial arts 2, pistol, stealth, tactics,*  
Science-related skills (2)

**EQUIPMENT** cryo pistol (high quality), kevlar longcoat (mastercraft quality), satchel full of gadgets (7 total)  
**TECHNIQUES** (8 chi points)

**Ma-Eum Stance** [LOGIC] *Negate Technique* (2 chi; Challenging [13]); *Negate Stance* (4 chi; Demanding [21])

**Phanyu Stance** [AGI] *First Wind* (3 chi; Difficult [16])

**Toka Stance** [END] *Heart of Stone* (1 chi; Routine [10])

**Wéifēng Stance** [AGI] *Dragon Sprint* (3 chi; Difficult [16])

*"You need me. You wouldn't be much of a hero without a villain, and you love being a hero don't you? The cheering children, the swooning women; you love it so much it's made you my most reliable accomplice."*

The Evil Mastermind is phenomenally intelligent, planning his moves years or decades in advance and predicting the actions of his opponents with preternatural accuracy. Entire industries sway and bend as he directs them, and it is virtually impossible for any governing body to hold him for very long. Giving often to charities he secretly owns, using a vast fortune and brilliant public relations teams, the public always forgets the Evil Mastermind's former deeds and only his enemies remain wary for the next time he reaches too far in another mad grasp for power.

## GONZO OCCULTIST

*Medium sentient mammal; level 5 (484 XP)*

**STR** 3 (2d6)   **AGI** 6 (3d6)   **END** 7 (3d6)  
**INT** 6 (3d6)   **LOG** 7 (3d6)   **WIL** 6 (3d6)   **CHA** 5 (2d6)  
**CHI** 4 (2d6)

**INITIATIVE** 3d6  
**PERCEPTION** 5d6  
**SPEED** 6 (30'); **CLIMB** 3 (15'); **JUMP** 12'/3'  
**CARRY** 100 lb

**HEALTH** 26

**DEFENSE** 13 (SOAK 3)

**MENTAL DEFENSE** 15

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**KNIFE** 3d6 (2d6 stabbing damage)

**PISTOL** 5d6 (2d6 ballistic damage; range 100')

**EXPLOITS:** *aim, deadly strike, dive for cover, doubletap, ricochet*

**SKILLS** *concentration 2, intuition, perception 2, pistols 2*

**EQUIPMENT** leather armor, pistol

**TECHNIQUES** (4 chi points)

*Umfula Stance* [WILLPOWER] *Sense Soul* (1 chi; Routine [10]), *Salmon Soul* (2 chi; Challenging [13]), *Be the Wave* (3 chi; Difficult [16]), *Washing Tide* (4 chi; Demanding [21])

*"There is no such thing as paranoia. Your worst fears can come true at any moment."*

The occult is a dangerous well of knowledge, one from which some are destined never to escape. Digging too deep into the doings of mysterious sacrifices, diehard cultists, and what lay beyond the veil of reality often leaves any who travel that path irrevocably changed, often embracing the agents they've learned can reveal the otherworldly.

## FREAK MONSTER

*Enormous sentient aquatic; level 9 (1,849 XP)*

**STR** 20 (5d6) **AGI** 3 (2d6) **END** 15 (5d6)

**INT** 10 (4d6) **LOG** 15 (5d6) **WIL** 15 (5d6) **CHA** 10 (4d6)

**CHI** 10 (4d6)

**INITIATIVE** 4d6

**PERCEPTION** 4d6 (hearing or scent 5d6)

**SPEED** 15 (75'); **CLIMB** 8 (40'); **JUMP** 10'/10'; **SWIM** 75'

**CARRY** 1,400 lb

**HEALTH** 66

**DEFENSE** 31 (SOAK 10)

**MENTAL DEFENSE** 30

**RESISTANCES** crushing 5, electricity 10, heat 10, sonic 5; immune (radiation, poison)

**VULNERABILITIES** force 2d6

**NATURAL DAMAGE** 4d6

**TENTACLES** x4 8d6 (4d6 blunt damage; grab)

**EXPLOITS:** *aura* (20', Difficult [16] LOG test or a mild condition: blinded, charmed, confused, frightened, sick, stunned), *crush, deadly strike, grab, knockback, roar* (20'), *throw, trample, whirlwind frenzy*

**SKILLS** *bluffing 2, hardy 3, intuition, jumping, negotiation, perception, riddles, stealth 2, tentacles 3*

## TECHNIQUES (10 chi points)

**Ma-Eum Stance** [LOGIC] *Impede Chi* (1 chi; Routine [10]); *Lend Chi* (2 chi; Challenging [13]); *Negate Technique* (3 chi; Difficult [16]); *Draw Chi* (4 chi; Demanding [21]); *Negate Stance* (5 chi; Strenuous [25])

**Phanyu Stance** [AGI] *Slashing Zephyr* (1 chi; Routine [10])

**Toka Stance** [END] *Skin as Granite* (2 chi; Challenging [13])

**Yuèliàng Stance** [WILLPOWER] *Tide Strike* (3 chi; Difficult [16]); *Devastating Wave* (4 chi; Demanding [21]); *Charged Devastating Wave* (5 chi; Strenuous [25])

*“Ph'nglui mglw'nafh wgah'nagl fhtagn.”*

Sometimes these creatures are the forebears of ancient horrors from the deep, unearthed by the ignorant to plague the world once more, and others are the results of botched scientific experiments. Despite the given dressing, this slithering monstrosity of tentacles is a formidable foe capable of singlehandedly destroying a battalion of soldiers or even the best prepared defenders against the dark. Knowing that their appearance at the very least disturbs those around them, Freak Monsters operate in secret, organizing cults to follow them and enact their will upon the world (almost always to disastrous effect).

## HEAVYWEIGHT BOXER

*Medium sentient mammal; level 8 (1,089 XP)*

**STR** 10 (4d6) **AGI** 8 (3d6) **END** 12 (4d6)

**INT** 4 (3d6) **LOG** 3 (2d6) **WIL** 8 (3d6) **CHA** 6 (3d6)

**CHI** 6 (3d6)

MOVEMENT

**INITIATIVE** 4d6

**PERCEPTION** 3d6

**SPEED** 11 (55'); **CLIMB** 5 (25'); **JUMP** 16'/10'

**CARRY** 220 lb

DEFENSE

**HEALTH** 49

**DEFENSE** 22

**MENTAL DEFENSE** 12

**RESISTANCES** none

**VULNERABILITIES** none

ATTACKS

**NATURAL DAMAGE** 2d6

**BOXING** 6d6 (2d6 blunt damage)

ABILITIES

**TECHNIQUES** (6 chi points)

**Phanyu Stance** [AGI] *Slashing Zephyr* (1 chi; Routine [10]), *Gusting Step* (2 chi; Challenging [13]), *First Wind* (3 chi; Difficult [16])

**EXPLOITS:** *feint, beat the count, deadly strike, knockback, knockdown, K.O., pep talk, taunt*

**SKILLS** *reactions, boxing 3, running, intimidation, hardy 3*

**EQUIPMENT** none (but a lot of heart)

*“It’s about how hard you can get hit and keep moving forward; how much you can take and keep moving forward. That’s how winning is done!”*

Boxers are true warriors, fighting one-on-one in the ring. Boxers train to perfect strength, speed, reflexes, and endurance in a sport which originated in Greece in BC 688. The sport evolved through the 16th-18th centuries via popular prize fighting in Great Britain before briefly becoming wildly popular in America in the 20th Century.

## HUNTING MASTER

*Medium sentient mammal; level 6 (625 XP)*

**STR** 7 (3d6)   **AGI** 8 (3d6)   **END** 6 (3d6)  
**INT** 5 (2d6)   **LOG** 4 (2d6)   **WIL** 5 (2d6)   **CHA** 4 (2d6)  
**CHI** 6 (3d6)

**INITIATIVE** 4d6

**PERCEPTION** 5d6

**SPEED** 10 (50'); **CLIMB** 4 (20'); **JUMP** 20'/9'

**CARRY** 130 lb

**HEALTH** 22

**DEFENSE** 15 (SOAK 5)

**MENTAL DEFENSE** 8

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**HQ LONGSWORD** 4d6 (3d6 cutting damage)

**MARTIAL ARTS** 4d6 (2d6 blunt damage)

**HQ LONGBOW** 5d6 (2d6 stabbing damage; range 200')

**EXPLOITS:** *aim, crippling strike, deadly strike, double tap, reckless act, ricochet*

**SKILLS** *archery, martial arts, tracking 3*

**EQUIPMENT** kevlar vest, hq longbow, hq longsword

**TECHNIQUES** (6 chi points)

**Daichin Stance** [STR] *Focused Meditation* (0 chi; Easy [7]); *Focused Strike* (1 chi; Routine [10]);  
*Infuse Weapon* (3 chi; Difficult [13])

**Phanyu Stance** [AGI] *Slashing Zephyr* (1 chi; Routine), *Gusting Step* (2 chi; Challenging), *First Wind* (3 chi; Difficult)

*“Your stance is the foundation. Where you draw your strength. Nock the arrow and grip. Realize you are wielding a weapon. Mindset. Focus solely on your goal, regardless of your surroundings. Be in the now. Set up and draw. Inhale and prepare for what you are about to do. Anchor and hold. There is no going back. Aim. All that remains is you and your target. Release and follow through.”*

Egotistical prize hunters and jaded mercenaries-turned-vigilantes are warriors that eschew modern weapons for the reliable if antiquated bow and sword, but this just makes their results doubly impressive. Despite their eccentricity, these expert archers and trackers are highly valued operators commonly sought after to act as scouts for assault parties and wilderness expeditions. Vigilante Hunting Masters often carry grenade arrows (2 each; frag, sonic, gas, cryo, electro, ion, smoke, dissolver, stun)

# KILLER ANDROID

*Medium sentient mechanoid; level 9 (1,681 XP)*

**STR** 13 (4d6) **AGI** 7 (3d6) **END** 13 (4d6)

**INT** 3 (2d6) **LOG** 9 (3d6) **CHA** 3 (2d6)

**INITIATIVE** 2d6

**PERCEPTION** 2d6 (infrared, magnifying, night vision, telescopic)

**SPEED** 10 (50'); **CLIMB** 5 (25'); **JUMP** 14'/13'

**CARRY** 260 lb

**HEALTH** 52

**DEFENSE** 29 (SOAK 5)

**MENTAL DEFENSE** —

**RESISTANCES** none

**VULNERABILITIES** electricity (1d6); ion (2d6)

**NATURAL DAMAGE** 3d6

**BRAWLING** 4d6 (3d6 blunt damage; grab)

**SHOTGUN** 3d6 (3d6 ballistic damage; range 40')

**RIFLE** 3d6 (2d6 ballistic damage; range 200')

**EXPLOITS:** *aim, charge, crush, deadly strike, doubletap, grab, knockback, reckless act, whirlwind frenzy*

**SKILLS** *computer operation, cracking, engineering, perception, tactics, throwing, tracking 3*

**EQUIPMENT** biker outfit, human disguise, motorcycle, shotgun

**MODIFICATIONS** access ports, armor, retinal implants, voice synthesizer

**TECHNIQUES** (none required)

**Daichin Stance** [STR] *Strike Through* (4 chi; Demanding [21])

**Hin Stance** [STR] *Foot of the Mountain* (2 chi; Challenging [13]); *Hand as Rock* (3 chi; Challenging; [16])

**Wéifēng Stance** [AGI] *Dragon Sprint* (3 chi; Difficult [16])

*"I sense injuries. The data could be called "pain"."*

Rumors of these prototype automatons wandering the battlefields of the world are spoken of in quiet whispers over solemn drinks for the fallen or raved about in medbays by the few that survive an encounter with one.

Though it appears to be human, the advanced robot is a metallic skeleton of pistons and power cores draped over with a facsimile of skin. Able to seamlessly integrate into civilization, they are the single most expensive solution to the problems of extremely wealthy individuals, though the scientists that develop these intelligent machines often fear what their work will eventually wrought. Extremely powerful corporations and high security military bases may have one or two on premises, but knowledge of their presence is highly confidential.

# MUTANT MOUNTAIN

*Large sentient mammal; level 9 (1,936 XP)*

**STR** 20 (5d6) **AGI** 6 (3d6) **END** 15 (5d6)

**INT** 4 (2d6) **LOG** 4 (2d6) **WIL** 3 (2d6) **CHA** 8 (3d6)

**CHI** 5 (2d6)

**INITIATIVE** 2d6

**PERCEPTION** 2d6

**SPEED** 14 (70'); **CLIMB** 7 (35'); **JUMP** 12'/12'

**CARRY** 438 lb

**HEALTH** 36

**DEFENSE** 33 (SOAK 5)

**MENTAL DEFENSE** 12

**RESISTANCES** none

**VULNERABILITIES** -2d6 social checks with humans

**NATURAL DAMAGE** 4d6

**BRAWLING** 7d6 (4d6 damage)

**EXPLOITS:** *grab, crush, deadly strike, recklessness act, knockdown, knockback, throw, charge, whirlwind frenzy*

**SKILLS** *martial arts 3, intimidation, carousing*

**EQUIPMENT** \$2,500

**TECHNIQUES**

*Hin Stance* [STR] *Granite Back* (automatic)

*Toka Stance* [END] *Heart of Stone* (0 chi; Easy [7]), *Skin as Granite* (1 chi; Routine [10]), *Rock Fist* (2 chi; Challenging [13]), *Granite Soul* (4 chi; Demanding [21]), *Become Stone* (5 chi; Strenuous [25])

*"I know how it feels to be a misfit -- to haveta depend on yer strength -- because ya ain't got anythin' else to offer anyone!"*

A mutant mountain is a prominent and large individual that's almost impossible to mistake for a human. Despite his considerable bulk, he moves with a surprising ease and grace that belies the terrible strength of his grip. When push comes to shove, the mutant mountain is virtually impossible to stop with physical attack and extremely resilient to damage. Most of the time, he will use the environment around him—pulling out a lamp post to use as a club, throwing cars, and the like.

## MANUFACTURING ROBOT

*Large sentient mechanoid; level 9 (1,936 XP)*

**STR** 16 (5d6) **AGI** 3 (2d6) **END** 16 (5d6)

**INT** 3 (2d6) **LOG** 10 (4d6) **WIL** — **CHA** 1 (1d6)

**INITIATIVE** 2d6

**PERCEPTION** 2d6 (infrared, scent 3d6)

**SPEED** 11 (55'); **CLIMB** 5 (50'); **JUMP** 6'/6'

**CARRY** 570 lb

**HEALTH** 64

**DEFENSE** 30 (SOAK 10)

**MENTAL DEFENSE** —

**RESISTANCES** none

**VULNERABILITIES** electricity (1d6), ion (2d6)



**NATURAL DAMAGE** 4d6

**2 LIFT ARMS** 5d6 (4d6 blunt damage; crush)

**INDUSTRIAL LASER** 4d6 (10 heat damage + 4 per consecutive turn; range 100')

**EXPLOITS:** *charge, crush, deadly strike, grab, knockback, knockdown, reckless act, throw, whirlwind frenzy*

**SKILLS** *carrying 2, computer operation 2, cracking 2, hardy 2, running 2*

**MODIFICATIONS** access ports, armor, retinal implants, wheels

**TECHNIQUES** (none required)

*Hin Stance* [STR] *Granite Back* (0 chi; Easy [7]), *Foot of the Mountain* (1 chi; Routine [10])

*"Hu-mans, listen to me. Due to an error in calculation, there are still a few of you left."*

Robots not made to look like humans are meant to be as functional as possible. Those used to move freight are incredibly resilient and fantastically strong, even moreso than less hardy models. Depending on its purpose a manufacturing robot might have an industrial laser, cryo attachments, or a variety of other tools that can be implemented to deadly effect when the thing's programming goes awry.

## MARTIAL ARTIST

*Medium sentient mammal; level 6 (784 XP)*

**STR** 7 (3d6)   **AGI** 8 (3d6)   **END** 8 (3d6)

**INT** 8 (3d6)   **LOG** 5 (2d6)   **WIL** 8 (3d6)   **CHA** 4 (2d6)

**CHI** 8 (3d6)

**INITIATIVE** 5d6

**PERCEPTION** 3d6

**SPEED** 9 (45'); **CLIMB** 5 (25'); **JUMP** 16'/17'

**CARRY** 150 lb

**HEALTH** 32

**DEFENSE** 17

**MENTAL DEFENSE** 16

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**MARTIAL ARTS** 7d6 (2d6 blunt damage)

**THROWING DAGGERS** 3d6 (1d6 stabbing damage; range 20')

**EXPLOITS:** *deadly strike, feint; empty hand, eternal student, fast feet, quick hands,*

**SKILLS** *acrobatics, martial arts 4*

**EQUIPMENT** kunai throwing daggers

**TECHNIQUES** (8 chi points)

*Phanyu Stance* [AGI] *Slashing Zephyr* (1 chi; Routine [10]), *Gusting Step* (2 chi; Challenging [13]),

*First Wind* (3 chi; Difficult [16])

*Wéifēng Stance* [AGI] *Walk as Wind* (0 chi; Easy [7]), *Feet of the Zephyr* (1 chi; Routine [10]), *Dragon*

*Sprint* (2 chi; Challenging [13])

*Yuèliàng Stance* [WILLPOWER] *Tide Strike* (2 chi; Challenging [13]); *Devastating Wave* (3 chi; Difficult [16])

*“To me, the extraordinary aspect of martial arts lies in its simplicity. The easy way is also the right way, and martial arts is nothing at all special; the closer to the true way of martial arts, the less wastage of expression there is.”*

Martial artists come in many varieties

## **METAMORPHOSIZED MUTANT**

*Medium sentient mammal; level 5 (529 XP)*

**STR** 6 (3d6)   **AGI** 7 (3d6)   **END** 6 (3d6)  
**INT** 5 (2d6)   **LOG** 7 (3d6)   **WIL** 6 (3d6)   **CHA** 5 (2d6)  
**CHI** 7 (3d6)

**INITIATIVE** 3d6

**PERCEPTION** 2d6

**SPEED** 9 (45'); **CLIMB** 4 (20'); **JUMP** 14'/6'

**CARRY** 120 lb

**HEALTH** 28

**DEFENSE** 13 (SOAK 4)

**MENTAL DEFENSE** 13

**RESISTANCES** disease, poison

**VULNERABILITIES** -2d6 social checks with humans

**NATURAL DAMAGE** 2d6

**BRAWLING** 4d6 (2d6 blunt damage)

**EXPLOITS:** *achilles' heel, aim, feint, reckless act, roll with it*

**SKILLS** *hardy 2, leadership, running 2, tactics, unarmed fighting*

**EQUIPMENT** leather armor, smart phone

**TECHNIQUES** (7 chi points)

***Phanyu Stance** [AGILITY] *Storm of Battle* (4 chi; Demanding [21])*

***Umfula Stance** [WILLPOWER] *Sense Soul* (automatic); *Be the Wave* (2 chi; Challenging [13])*

***Yuèliàng Stance** [WILLPOWER] *Exploding Soul* (1 chi; Routine [10]); *Devastating Wave* (3 chi; Difficult [16])*

*“I told you once before. Mutantkind doesn't need you. They have us.”*

Energy manifestation is one of the most common types of mutations and extremely difficult to hide—as such, many of these altered humans are quickly ostracized and assume roles of leadership among their fellow outcasts. Leading bands of criminals, vigilantes, and sometimes integrated into professional military outfits, they use their master over energy to blow opponents away and deal with similarly gifted opponents.

## **MUTANT SPEEDSTER**

*Medium sentient mammal; level 8 (1,225 XP)*

**STR** 5 (2d6)   **AGI** 16 (5d6)   **END** 7 (3d6)  
**INT** 4 (2d6)   **LOG** 8 (3d6)   **WIL** 5 (2d6)   **CHA** 5 (2d6)

**CHI** 7 (3d6)

**INITIATIVE** 2d6

**PERCEPTION** 2d6

**SPEED** 15 (75'); **CLIMB** 6 (30'); **JUMP** 32'/5'

**CARRY** 120 lb

**HEALTH** 24

**DEFENSE** 23 (SOAK 4)

**MENTAL DEFENSE** 13

**RESISTANCES** none

**VULNERABILITIES** -2d6 social checks with humans

**NATURAL DAMAGE** 4d6

**MARTIAL ARTS** 8d6 (4d6 blunt damage)

**EXPLOITS:** *charge, deadly strike, disarm, feint, knockback, reckless act, whirlwind frenzy; quick hands*

**SKILLS** *martial arts 3, reactions, running 4*

**EQUIPMENT** leather armor

**TECHNIQUES** (7 chi points)

**Phanyu Stance** [AGI] *Slashing Zephyr* (automatic), *Gusting Step* (1 chi; Routine [10]), *First Wind* (3 chi; Difficult [16]); *Swift Strike* (3 chi; Difficult [16]), *Storm of Battle* (4 chi; Demanding [21]), *Zephyr Dancer* (4 chi; Demanding [21])

**Wéifēng Stance** [AGI] *Feet of the Zephyr* (1 chi; Routine [10]), *Dragon Sprint* (1 chi; Routine [10])

*“Normally I'm the fastest man alive, but not when I'm caught in a death grip by an armored madman with murder in his eyes.”*

Mutants that manifest their powers physically can range widely in variety, but a few are unnaturally fast, able to move so quickly that they are little more than a blur. These deft warriors are fantastic couriers and allies that can provide aid with a moment's notice, but terrible enemies capable of dismantling assaults with disturbing ease.

## NINJA

*Medium sentient mammal; level 7 (900 XP)*

**STR** 8 (3d6) **AGI** 10 (4d6) **END** 8 (3d6)

**INT** 8 (3d6) **LOG** 4 (2d6) **WIL** 8 (3d6) **CHA** 4 (2d6)

**CHI** 6 (3d6)

**INITIATIVE** 5d6

**PERCEPTION** 3d6

**SPEED** 10 (50'); **CLIMB** 7 (35'), **JUMP** 23'/11'

**CARRY** 160 lb

**HEALTH** 32

**DEFENSE** 18 (SOAK 4; leather armor)

**MENTAL DEFENSE** 16

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**KATANA** 6d6 (3d6 edged damage)

**SHURIKEN** 4d6 (1d6 piercing damage; range 20')

**MARTIAL ARTS** 5d6 (2d6 blunt damage)

**EXPLOITS:** *aim, blinding attack, charge, death from on high, feint, throw, throwing flurry, trip*

**SKILLS** *reactions, tactics, climbing 3, jumping 3, martial arts, swords, stealth, disguise*

**EQUIPMENT** hq katana, shuriken, leather armor

**TECHNIQUES** (6 chi points)

**Phanyu Stance** [AGI] *Slashing Zephyr* (1 chi; Routine [10]), *Gusting Step* (2 chi; Challenging [13]), *First Wind* (3 chi; Difficult [16])

**Wéifēng Stance** [AGI] *Walk as Wind* (0 chi; Easy [7]), *Feet of the Zephyr* (1 chi; Routine [10]), *Dragon Sprint* (2 chi; Challenging [13])

*"It is odd. People always look nervous when they see me. But they have it reversed. They should be worried when they cannot see me."*

Samurai may once have ruled the open battle field, but not all battles are won in the open. Sabotage, espionage, and assassination are the tools of the ninja, and these can do far more damage in today's modern environment. Those obsessed with codes of honor often look down upon the ninja for what they perceive as shameful tactics, and many believe all ninja are ruthless mercenaries who sell their services to the highest bidder. While true of some ninja, many ninja dedicate themselves to serving a particular employer or to protecting the less fortunate.

## SECURITY OFFICER

*Medium sentient mammal; level 4 (361 XP)*

**STR** 6 (3d6)   **AGI** 6 (3d6)   **END** 6 (3d6)

**INT** 6 (3d6)   **LOG** 4 (2d6)   **WIL** 4 (2d6)   **CHA** 4 (2d6)

**CHI** 1 (1d6)

**INITIATIVE** 4d6

**PERCEPTION** 4d6

**SPEED** 7 (35'); **CLIMB** 4 (20'); **JUMP** 12'/6'

**CARRY** 120 lb

**HEALTH** 20

**DEFENSE** 12 (SOAK 8)

**MENTAL DEFENSE** 10

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**CLUB** 3d6 (2d6 blunt damage)

**PISTOL** 4d6 (2d6 ballistic damage; range 200')

**EXPLOITS:** *aim, crippling shot, double tap, protector*

**SKILLS** *perception, pistols, rifles, tactics*

**EQUIPMENT** \$30, club, riot armor, pistol

Security officers include police, private security, and rank and file soldiers and troopers. Typically adorned in riot gear, they are equipped to deal with street crimes.

Security officers are rarely encountered alone. They may be encountered in pairs or in squads of 6 officers, and generally have recourse to call a backup squad of 6 officers within 1d6 minutes.

Security officers are professional; while not cowardly, they know when to retreat and call for backup.

## SPIDER, MONSTROUS

*Enormous semi-sentient insectoid; level 8 (1,225 XP)*

**STR** 16 (5d6) **AGI** 6 (3d6) **END** 10 (4d6)

**INT** 6 (3d6) **LOG** 1 (1d6) **WIL** 2 (1d6) **CHA** 1 (1d6)

**CHI** 1 (1d6)

**INITIATIVE** 3d6

**PERCEPTION** 3d6 (websense 5d6)

**SPEED** 8 (40'); **CLIMB** 8 (40'); **JUMP** 12'/12'

**CARRY** 520 lb

**HEALTH** 48

**DEFENSE** 22 (SOAK 15)

**MENTAL DEFENSE** 8

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 4d6

**BITE** 5d6 (4d6 stabbing and crushing damage)

**WEB** 3d6 (range 6; grab)

**EXPLOITS:** *grab, poison (paralysis), death from on high*

**SKILLS** *stealth, websense x3*

**EQUIPMENT** none

Monstrous spiders, often called "giant" spiders, look much like their tiny brethren but on a much larger scale. Lurking in dank caves, they stand 6' tall and have dagger-like teeth several inches in length, each of which drips with venom.

Monstrous spiders live alone, surrounded by the remains of their victims. They often form giant webs hundreds of feet in diameter.

Monstrous spiders rarely leave their lairs, preferring to wait for their victims to come to them. They will use a combination of stealth and climbing to ambush unwary targets and store them for later use by poisoning and then cocooning them. However, if badly injured, a monstrous spider will retreat to nurse its wounds.

# STREET THUG

*Medium sentient mammal; level 3 (289 XP)*

**STR** 4 (2d6)   **AGI** 6 (3d6)   **END** 4 (2d6)  
**INT** 6 (3d6)   **LOG** 3 (2d6)   **WIL** 4 (2d6)   **CHA** 4 (2d6)  
**CHI** 1 (1d6)

**INITIATIVE** 3d6  
**PERCEPTION** 3d6  
**SPEED** 7 (30'); CLIMB 3 (15'); JUMP 12'/4'  
**CARRY** 80 lb

**HEALTH** 16  
**DEFENSE** 10 (SOAK 4; mesh lining)  
**MENTAL DEFENSE** 10  
**RESISTANCES** none  
**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6  
**CLUB** 3d6 (2d6 blunt damage)  
**SHOTGUN** 3d6 (3d6 ballistic damage; range 4)

**EXPLOITS:** *aim, dive for cover, feint*  
**SKILLS** *intimidation, running, brawling*  
**EQUIPMENT** \$30, mesh lining, shotgun

Thugs are greedy, violent, untrained bullies who often work for peanuts as enforcers, bouncers, or henchmen. Typically equipped with basic gear—a club or knife, plus a pistol—they are a frequently encountered sort. Thugs operate in gangs of 4-6, being cowardly and unwilling to fight alone. A thug will be brash and aggressive at the start of a fight, but will soon surrender as his allies fall around him.

# SUPER SOLDIER

*Medium sentient mammal; level 8 (1,369 XP)*

**STR** 12 (4d6)   **AGI** 12 (4d6)   **END** 12 (4d6)  
**INT** 3 (2d6)   **LOG** 3 (2d6)   **WIL** 3 (2d6)   **CHA** 3 (2d6)

**INITIATIVE** 2d6  
**PERCEPTION** 2d6  
**SPEED** 13 (65'); CLIMB 7 (35'); JUMP 24'/12'  
**CARRY** 240 lb

**HEALTH** 30  
**DEFENSE** 24 (SOAK 10; military body armor)  
**MENTAL DEFENSE** 6  
**RESISTANCES** none  
**VULNERABILITIES** sonic 1d6

**NATURAL DAMAGE** 3d6

**RIFLE** 5d6 (2d6 ballistic damage; Range 200')

**MARTIAL ARTS** 4d6 (3d6 blunt damage)

**EXPLOITS:** *aim, feint, deadly strike, disarm, double tap, knockback, trip, throw*

**SKILLS** *martial arts, rifles, pistols*

**EQUIPMENT** military body armor, rifle

Supersoldiers are genetically engineered warriors bred for a single purpose. Operating at the peak of human performance, supersoldiers are obedient to their superiors and highly trained in the use of firearms and martial arts.

Supersoldiers, however, do not operate well alone. Their mental faculties are below average, and their singular training means that they do not possess a wide range of skills. Additionally, a supersoldier left alone too long can develop a fatal psychosis; out of the chain-of-command they have no sense of purpose.

## TRICKSTER VIGILANTE

*Medium sentient mammal; level 7 (1,024 XP)*

**STR** 8 (3d6)   **AGI** 12 (4d6)   **END** 8 (3d6)

**INT** 8 (3d6)   **LOG** 5 (2d6)   **WIL** 6 (3d6)   **CHA** 6 (3d6)

**CHI** 9 (4d6)   **TECH** 3 (2d6)

**INITIATIVE** 3d6

**PERCEPTION** 3d6 (danger sense 4d6)

**SPEED** 11 (55'); **CLIMB** 6 (30'); **JUMP** 24'/8'

**CARRY** 160 lb

**HEALTH** 28

**DEFENSE** 20 (SOAK 5)

**MENTAL DEFENSE** 14

**RESISTANCES** none

**VULNERABILITIES** -2d6 to social checks with humans

**NATURAL DAMAGE** 3d6

**MARTIAL ARTS** 7d6 (3d6 blunt damage)

**RANGED GADGET** 4d6 (varies)

**EXPLOITS:** *charge, deadly strike, disarm, feint, trip, whirlwind frenzy; stealthy warrior*

**SKILLS** *engineering, taunt 2, martial arts 2*

**EQUIPMENT** hq padded armor, gadgets (at least 3)

**TECHNIQUES**

**Daichin Stance** [STR] *Focused Strike* (1 chi; Routine [10])

**Hin Stance** [STR] *Tumbling Boulder* (4 chi; Demanding [21])

**Kanohi Stance** [INT] *Perfected Senses* (1 chi; Routine [10]), *Mystical Sense* (3 chi; Difficult [16])

**Phanyu Stance** [AGI] *Gusting Step* (2 chi; Challenging [13]), *Swift Strike* (4 chi; Demanding [21]), *Storm of Battle* (5 chi; Strenuous [25])

**Wéifēng Stance** [AGI] *Walk as Wind* (automatic); *Zephyr Dancer* (5 chi; Strenuous [25])

## **Yuèliàng Stance** [WIL] *Lunar Bound* (1 chi; Routine [10])

*“Now don't get the feeling that I'm mad at you...it's just that I hate anybody to skip around town in a jazzier costume than mine!”*

Trickster vigilantes are often mutants left jaded by their experiences with the world at large, either fighting crime to erase civilization's ignorance or as a way to take revenge for thousands of slights. Most resort to more than just verbal tricks, however, often choosing a “totem” (such as a spider, scorpion, or other creature) reflected by their tactics and gadgets (web-dispensers, a poisonous tail, etc). For some this is a choice, but for others, those with truly aberrant mutations, an uncanny resemblance can quickly lead to a monicker.

## **ULTIMATE SOLDIER**

*Medium sentient mammal; level 10 (2,500 XP)*

**STR** 15 (5d6) **AGI** 15 (5d6) **END** 15 (5d6)

**INT** 15 (5d6) **LOG** 15 (5d6) **WIL** 15 (5d6) **CHA** 15 (5d6)

**CHI** 1 (1d6)

**INITIATIVE** 7d6

**PERCEPTION** 5d6

**SPEED** 13 (65'); **CLIMB** 7 (35'); **JUMP** 30'/15'

**CARRY** 300 lb

**HEALTH** 60

**DEFENSE** 30 (SOAK 8)

**MENTAL DEFENSE** 30

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 3d6

**MARTIAL ARTS** 7d6 (3d6 blunt damage)

**SQ RIFLE** 8d6 (2d6 ballistic damage; range 200')

**EXPLOITS:** *aim, charge, deadly strike, disarm, double tap, feint, reckless act, ricochet, throw, whirlwind frenzy*

**SKILLS** *ambidexterity, bravery, engineering, martial arts 2, negotiation, reactions, rifles, stealth, survival, tactics 2, track*, Science-related skills (2); +1d6 non-combat opposed checks vs. humans

**EQUIPMENT** sq leather, sq rifle

*“I've seen a lot of boys go to war, and not all of them have returned. So many have left without a chance for me to say goodbye that you'd think it would be impossible to keep track of. I've never forgotten the name of a single one of them. Because I can't. And I consider that a privilege.”*

The absolute paragon of human genetics, the Ultimate Soldier represents the maximum potential of the species—endowed with phenomenal strength and toughness, incredibly talented, and brilliant, these designed humans almost immediately rise to roles of power and leadership. In combat they cut down swathes of foes at a time, and outside of the heat of battle, they are fantastic commanders and organizers, leading battalions from victory to victory or minding a team of similarly talented individuals



# N.O.W. ICONICS

## ALEJANDRA VANISTOS - Tech Wizard

ALEJANDRA VANISTOS is an ADULT AUGMENTED CYBORG BURGLAR who LOVES DIM SUM AND BREWING HARD LIQUOR.

**SIZE:** Medium      **HEIGHT:** 5'6"      **WEIGHT:** 130 lbs.      **AGE:** Adult (34)

**HERITAGE:** Augmented      **CAREERS:** Prodigy, College I, Street Thug I, Cyborg I, Burglar I

**STR** 3 (2d6)      **AGI** 8 (3d6)      **END** 4 (2d6)      **REP** 3 (2d6)

**INT** 4 (2d6)      **LOG** 6 (3d6)      **WIL** 3 (2d6)      **CHA** 2 (1d6)

**CHI** 1 (1d6)      **LUC** 6 (3d6)      **\$\$** 6

**INITIATIVE** 2d6

**PERCEPTION** 2d6

**SPEED** 8 (40'); **CLIMB** 4 (20'); **JUMP** 16'/3'

**CARRY** 70 lb

**HEALTH** 16

**DEFENSE** 12 (SOAK 5)

**MENTAL DEFENSE** 10

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**UNARMED** 3d6 (1d6 blunt damage)

**DAGGER SHOE** 3d6 (2d6 stabbing damage)

**PISTOL** 3d6 (2d6 ballistic damage; range 100')

**HERITAGE EXPLOITS:** *augmented alterations, cybernetic alteration (artificial hand), exploding initiative*

**CAREER EXPLOITS:** Substitute LOG in an attribute check once per day; +2d6 to research a subject with access to library or internet; +1d6 to detect a police officer; (cybernetic alteration - input jacks; +1d6 computer operation and cracking)

**UNIVERSAL EXPLOITS:** *aim, analytics*

**ATTRIBUTE EXPLOITS:** *disfigured, erudite*

**SKILLS** *ambidexterity, computer operation II, cracking II, craft (electronics), hardy, perception, running*

**EQUIPMENT** artificial hand (input jacks), cell phone, dagger shoe, kevlar vest, pistol, sq lockpicks, \$80

*"Alejandra, Alejandra, Alejandra, can you crack into this database for me? Alejandra, Alejandra, Alejandra, can you find this guy? It's never 'Hey, Alejandra, here's that money I owed you.' or 'How would you feel about a nice bottle of rum?', no no no, only when you need something complicated...and done. There. You owe me."*

&&&&

- Alejandra Vanistos was a talented young girl picked out of the war-torn streets of gangland Los Angeles after a terrible accident stripped her of most of her right arm
- charity foundation got her a functional-enough replacement
- ambidextrous right away and doctors were like 'whaat'
- computer prodigy
- went on scholarship to university and excelled with computers but little else
- flunked out and hit hard times, back on those streets

- made a big break on a cracking job and went in for more work, getting direct interface with brain and improved cyber arm (of her own design)
- now a proper blackhat hacker (and sometimes burglar or fence)
- got picked up via contacts into Duke's team

## BEN MADJOS - Super Spy

**BEN MADJOS** is a **YOUNG HUMAN SPY** who **TINKERS WITH WATCHES AND READS BRITISH LITERATURE.**

**SIZE:** Medium      **HEIGHT:** 6'1"      **WEIGHT:** 180 lbs.      **AGE:** 22 (Young)

**HERITAGE:** Human      **CAREERS:** Military Grunt, Intelligence Officer III, Military Academy

**STR** 4 (2d6)      **AGI** 3 (2d6)      **END** 4 (2d6)      **REP** 2 (1d6)

**INT** 6 (3d6)      **LOG** 4 (2d6)      **WIL** 4 (2d6)      **CHA** 5 (2d6)

**CHI** 3 (2d6)      **LUC** 10 (4d6)      **\$\$** 6

**INITIATIVE** 4d6

**PERCEPTION** 3d6

**SPEED** 6 (30'); **CLIMB** 3 (15'); **JUMP** 6'/4'

**CARRY** 80 lb

**HEALTH** 16

**DEFENSE** 8 (SOAK 4)

**MENTAL DEFENSE** 10

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**MARTIAL ARTS** 3d6 (1d6 blunt damage)

**SILENCED PISTOL** 4d6 (2d6 ballistic damage; range 100')

**HERITAGE EXPLOITS:** +1d6 on non-combat opposed checks vs. non-humans

**CAREER EXPLOITS:** Once per day you can move from **BLOCKED** to **OPEN**, make a single melee or ranged attack, and then move back from **OPEN** to **BLOCKED**.; You are able to create a false identity, complete with background records, in two days.; You know how to disappear without trace, dropping off the grid completely. No location discerning checks or abilities can find you unless you want them to.; You can use a safe house in any country to grant your disappear without trace ability to your entire party.

**UNIVERSAL EXPLOITS:** *aim, deadly strike*

**ATTRIBUTE EXPLOITS:** *alert, clumsy*

**SKILLS** *escape artist, pistols II, martial arts, running, stealth, tactics, thievery*

**EQUIPMENT** bulletproof tuxedo (4 soak), silenced pistol \$105

**TECHNIQUES** (3 chi points)

**Wéifēng Stance** [AGI] *Walk as Wind* (1 chi; Routine [10])

&&&&

*"Enough to travel the world with you until one of us has to take an honest job... which I think is going to have to be you, because I have no idea what an honest job is."*

- Born to a line of agents in her majesty's service
- served with distinction (while not wildly intelligent, he's extremely intuitive - small story about that)

- turned over a Russian spy
- fell in love and got married
- of course she dies
- on sabbatical in the Americas
- getting the taste for adventure again
- heard about outfit from a freelance operative he's worked with (Duke)
- running low on funds and not ready to get back into uniform proper, as it were
- thus why he has no gadgets to begin with

## DUKE ROOSEVELT - Old Mercenary

**DUKE ROOSEVELT** is an **ADULT DESIGNED ARMY EXPERIMENT** who **LOVES WHITTLING AND 1950s SOCKHOP.**

**SIZE:** Medium      **HEIGHT:** 6'7"      **WEIGHT:** 230 lbs.      **AGE:** 34; appears to be in his 60s (adult)  
**HERITAGE:** Designed      **CAREERS:** Experiment, Army Cadet Assignment, Marine Tour of Duty, Badass II  
**STR** 7 (3d6)      **AGI** 3 (2d6)      **END** 9 (3d6)      **REP** 5 (2d6)  
**INT** 2 (1d6)      **LOG** 3 (2d6)      **WIL** 4 (2d6)      **CHA** 2 (1d6)  
**CHI** 2 (1d6)      **LUC** 7 (3d6)      **\$\$** 4

**INITIATIVE** 4d6

**PERCEPTION** 1d6

**SPEED** 8 (40'); **CLIMB** 4 (20'); **JUMP** 6'/6'

**CARRY** 160 lb

**HEALTH** 28

**DEFENSE** 16 (SOAK 7)

**MENTAL DEFENSE** 6

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 2d6

**BOXING** 4d6 (2d6 blunt damage)

**RIFLE** 4d6 (2d6 ballistic damage; range 200')

**HERITAGE EXPLOITS:** +1d6 to non-combat opposed checks with humans, exploding skills 1/day (*perception, stealth*)

**CAREER EXPLOITS:** At the start of a fight, your "programming" kicks in, granting +2d6 INITIATIVE (already factored). You sleep lightly and are not disadvantaged by perception checks made while asleep. +2 natural SOAK. Gain +1d6 to attack for every 3 opponents actively engaging you in melee combat.

**UNIVERSAL EXPLOITS:** *aim, reckless act*

**ATTRIBUTE EXPLOITS:** *forgetful, rugged*

**SKILLS** *ambidexterity, boxing, heavy weapons, intuition, tactics, rifles II, running*

**EQUIPMENT** kevlar vest, rifle, smart phone, \$100

*"...I've never failed before when I took on a mission. I'm damn well not going to give up now."*

&&&&

- top secret American experiment ended shortly after WWII (using Teddy Roosevelt and Amelia Erhardt DNA)
- because of wording in legal documents they can use him as they see fit
- Duke gets thawed in and out

- serves in korean war
- serves in vietnam war
- serves in cold war
- serves in gulf war
- serves in numerous small operations
- after a grand total of (something like) 70 years, the US government finally get the 20 years of use (in many small chunks of time) guaranteed to them by Duke's (now long dead) genetic parents
- all the cryogenics have screwed with his appearance and cost him an eye (he has white hair and the skin of a man twice his effective age)
- finally let go from uncle sam, Duke's got a fix for the rush of an operation well done
- the entire process has left him both physically and emotionally cold (pun pun pun pun pun) so he's not quite as smart, intuitive, or likeable as he once was (another reason they let him go)

## ETERNAL SENPAI - Martial Prodigy

ETERNAL SENPAI is an ADOLESCENT MUTANT MARTIAL ARTIST who WRITES HAIKU AND PONDS EASTERN PHILOSOPHY

**SIZE:** Small **HEIGHT:** 4'7" **WEIGHT:** 72 lbs. **AGE:** 13 (adolescent)

**HERITAGE:** Mutant **CAREERS:** Martial Artist, Kung Fu IV

**STR** 3 (2d6) **AGI** 6 (3d6) **END** 4 (2d6) **REP** 2 (1d6)

**INT** 2 (1d6) **LOG** 2 (1d6) **WIL** 7 (3d6) **CHA** 2 (1d6)

**CHI** 7 (3d6) **LUC** 3 (2d6) **\$\$** 2

**INITIATIVE** 1d6

**PERCEPTION** 2d6

**SPEED** 5 (25'); **CLIMB** 3 (15'); **JUMP** 12'/3'

**CARRY** 70 lb

**HEALTH** 24

**DEFENSE** 14

**MENTAL DEFENSE** 10

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**MARTIAL ARTS** 5d6 (1d6 blunt damage)

**QUARTERSTAFF** 4d6 (2d6 blunt damage)

**SHURIKEN** 3d6 (1d6 stabbing damage; range 20')

**HERITAGE EXPLOITS:** +1d6 to resist disease/poison, auto *Lunar Bound* technique, discount *Feet of the Zephyr* technique, -2d6 to social-based checks with non-mutants

**CAREER EXPLOITS:** +1 to DEFENSE/MENTAL DEFENSE (factored in); *eternal student*, *quick hands*, *reactive trip*, *reactive throw*

**UNIVERSAL EXPLOITS:** *deadly strike*, *feint*

**ATTRIBUTE EXPLOITS:** *illiterate* (English), *unflappable*

**SKILLS** *acrobatics*, *hardy*, *martial arts 2*, *perception*, *quarterstaff*, *resistance*, *survival*

**EQUIPMENT** shuriken, staff, \$90

**TECHNIQUES** (7 chi points)

**Hin Stance** [STR] *Granite Back* (1 chi; Routine [10])

**Sūrya Stance** [END] *Shining Soul* (0 chi; Easy [7]), *Lend Essence* (1 chi; Routine [10]), *Healing Mantra* (2 chi; Challenging [13]), *Strike at Death* (3 chi; Difficult [16])

**Wéifēng Stance** [AGI] *Feet of the Zephyr* (1 chi; Routine [10])

**Yuèliàng Stance** [WIL] *Lunar Bound* (auto)

*“Notice that the stiffest tree is most easily cracked, while the bamboo or willow survives by bending with the wind.”*

&&&&

- golden light glimmers around her form, sometimes gathering in her fists or feet
- legends of the eternal senpai run far and wide and go back thousands of years
  - in some he is a guy, in some she is a lady
  - sometimes good, sometimes bad
- the last eternal senpai was seen leaping through a forest before reaching the isolated home of an exiled shaolin monk on Hong Kong (this was before she could talk)
- toured with him across the world in acrobatics troupe
  - avoiding the Crimson Sparrow assassin cult
- the old monk was friends with duke, and on his deathbed, he asked Eternal Senpai to seek him out

## LADY ANARCHY - Street Vigilante

**LADY ANARCHY** is a **YOUNG HUMAN VIGILANTE** who **WEAVES HEMP AND FIGHTS FOR ECOLOGICAL CONSERVATION**.

**SIZE:** Medium      **HEIGHT:** 5'9"      **WEIGHT:** 140 lbs.      **AGE:** 27 (young)

**HERITAGE:** Human      **CAREERS:** Rebel, Guerilla Warrior II, Street Thug, Vigilante

**STR** 3 (2d6)      **AGI** 6 (3d6)      **END** 5 (2d6)      **REP** 4 (2d6)

**INT** 4 (2d6)      **LOG** 3 (2d6)      **WIL** 5 (2d6)      **CHA** 5 (2d6)

**CHI** 5 (2d6)      **LUC** 9 (3d6)      **\$\$** 3

**INITIATIVE** 2d6

**PERCEPTION** 2d6

**SPEED** 7 (35'); **CLIMB** 4 (20'); **JUMP** 12'/3'

**CARRY** 80 lb

**HEALTH** 20

**DEFENSE** 11 (SOAK 6)

**MENTAL DEFENSE** 10

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**CLUB** 4d6 (2d6 blunt damage)

**UNARMED** 3d6 (1d6 blunt damage)

**HERITAGE EXPLOITS:** +1d6 on non-combat opposed checks vs. non-humans

**CAREER EXPLOITS:** During an ambush turn you can take a second action so long as you make a Routine [10] INIT check. If you are a wanted fugitive or actively being pursued by someone, you can disappear into a crowd twice per day.+1d6 to detect police officers; *inside contacts*

**UNIVERSAL EXPLOITS:** *feint, deadly strike*

**ATTRIBUTE EXPLOITS:** *ambidextrous, forgetful*

**SKILLS** *climbing, clubs, running, stealth 3, swimming, tactics*

**EQUIPMENT** binoculars, hq leather armor, satchel filled with sports equipment

**TECHNIQUES** (5 chi points)

**Daichin Stance** [STR] *Focused Strike* (2 chi; Challenging [13])

**Nami Stance** [REP] *Known Unknown* (1 chi; Routine [10])

**Wéifēng Stance** [AGI] *Walk as Wind* (1 chi; Routine [10]); *Dragon Sprint* (3 chi; Difficult [16])

&&&&

- The Skytree Utopian Society went WACO real bad
- Lady Anarchy - Baheca Zuiger - was just a girl when the compound was raided
- taken on the run with her parents, she received an informal education as they moved from town to town, performing and planning small sabotages
- in her late teens the parents got nabbed and Baheca fell in with a real rough crowd
- ran into Alejandra in LA and was inspired; after the hacker left, Baheca did as well, realizing the horrible moral decisions she made being a ganger
- took up the mantle of Lady Anarchy and has become scourge of the streets for criminals after unraveling the former gang
- Alejandra just got word of a promising enterprise for a team that requires a stealth and subterfuge expert

## MACK MARLOWE - Hardened P.I.

**MACK MARLOWE is an ADULT HUMAN PRIVATE EYE who WORKS ON AUTOMOBILES AND MISSES THE GOLDEN AGE OF CINEMA.**

**SIZE:** Medium      **HEIGHT:** 5'10"      **WEIGHT:** 200 lbs.      **AGE:** 42 (adult)

**HERITAGE:** Human      **CAREERS:** Enduring Survivor, Police Officer, Private Eye, Diehard II

**STR** 2 (1d6)      **AGI** 4 (2d6)      **END** 7 (3d6)      **REP** 4 (2d6)

**INT** 4 (2d6)      **LOG** 3 (2d6)      **WIL** 7 (3d6)      **CHA** 5 (2d6)

**CHI** 5 (2d6)      **LUC** 11 (4d6)      **\$\$** 3

**INITIATIVE** 2d6

**PERCEPTION** 2d6

**SPEED** 5 (25'); **CLIMB** 3 (15'); **JUMP** 8'2'

**CARRY** 90 lb

**HEALTH** 32

**DEFENSE** 11 (SOAK 7)

**MENTAL DEFENSE** 11

**RESISTANCES** none

**VULNERABILITIES** none

**NATURAL DAMAGE** 1d6

**KNIFE** 2d6 (2d6 stabbing damage)

**PISTOL** 3d6 (2d6 ballistic damage; range 100')

**HERITAGE EXPLOITS:** +1d6 on non-combat opposed checks vs. non-humans

**CAREER EXPLOITS:** Once per day you can take a short rest and heal 25% what you would normally heal during a long rest although you always still have burns, minor abrasions, scars, and the like after recovering. You gain a +1d6 bonus to initiative checks (factored in above). Once per day when you roll a check to determine if someone is lying to you, reroll all results of 1 and 2. +3 natural SOAK. When you reach 10% of your HEALTH total, you may automatically heal 2d6 once per day.

**UNIVERSAL EXPLOITS:** *aim, blind shot*

**ATTRIBUTE EXPLOITS:** *feeble, stoic*

**SKILLS** *bluffing, climbing, hardy 2, intuition, running, swimming, pistol*

**EQUIPMENT** hq padded armor (trenchcoat), knife, pistol \$45

**TECHNIQUES** (5 chi points) 4 techniques

**Gèxing Stance** [CHARISMA] *Intuitive Understanding* (1 chi; Routine [10]); *Impossible Truth* (3 chi; Difficult [16])

**Nami Stance** [REP] *Favorable Currents* (2 chi; Challenging [13]); *Fortunate Undertow* (3 chi; Difficult [16])

*"I don't mind if you don't like my manners, I don't like them myself. They are pretty bad. I grieve over them on long winter evenings. I don't mind your ritzing me drinking your lunch out of a bottle, but don't waste your time trying to cross-examine me."*

&&&&

- classic film noir detective
- lots of rough times getting kicked around foster homes
  - made him a hard dude, relying only on himself
- include stories in vegas involving approaching mobsters from elsewhere in country
  - that's where he can be forced to go PI
- used by mobs for a while
- ran afoul of Ben Madjos during one smash-and-grab (both came for the same thing)
  - ended up screwing out mobsters because Ben cut a deal with him
  - this relates to the death of Ben's wife
- On the run from the mob and hiding low in LA, Ben gives him a call because this fella he knows named Duke is gathering together operatives for some special, lucrative jobs...

## COMPILED MINION & MONSTER LIST

Creature	STR	AGI	END	INT	LOG	WIL	CHA	CHI	XP	LEVEL
Animal, Grizzly Bear	12	5	12	5	1	2	2	1	900	7
Animal, Wolf	4	10	5	8	1	2	2	1	576	5
Assassin	5	8	5	7	4	5	4	2	576	5
Bounty Hunter	7	5	7	6	5	6	6	3	576	5
Cartel Boss	4	6	5	8	8	7	8	3	961	7
Civilian	4	4	4	4	4	4	4	1	144	1
Cyborg	10	10	10	4	7	6	2	0	1089	7

Dark Vigilante	8	9	9	8	11	9	9	7	1296	8
Evil Mastermind	7	6	7	8	12	8	8	8	1444	8
Freak Monster	20	3	15	10	15	15	10	10	1,849	9
Heavyweight Boxer	10	8	12	4	3	8	6	6	1,089	8
Hunting Master	7	8	6	5	4	5	4	6	676	6
Killer Android	13	7	13	3	9	—	3	—	1,681	9
Manmountain Bates	20	6	15	4	4	3	8	1	1,936	9
Manufacturing Robot	16	3	16	3	10	—	1	—	1,936	9
Martial Artist	7	8	8	8	5	8	4	8	784	6
Metamorphosized Mutant	6	7	6	5	7	6	5	7	529	5
Mutant Speedster	5	16	7	4	8	5	5	7	1,225	8
Ninja	8	10	8	8	4	8	4	6	900	7
Security Officer	6	6	6	6	4	4	4	1	361	4
Spider, Monstrous	16	6	10	6	1	2	1	1	1,225	8
Street Thug	4	6	4	6	3	4	4	1	289	3
Super Soldier	12	12	12	12	3	3	3	1	1,369	8
Trickster Vigilante	8	12	8	8	5	6	6	9	1,089	7
Ultimate Soldier	15	15	15	15	15	15	15	1	2,500	10
Tech Wizard Alejandra Vanistos	3	8	4	4	6	3	2	0	—	—
Super Spy Ben Madjos	4	3	4	6	4	4	5	3	—	—
Old Mercenary Duke Roosevelt	8	3	9	2	3	4	2	2	—	—
Martial Prodigy Eternal Senpai	3	6	4	2	2	7	2	7	—	—
Street Vigilante Lady Anarchy	3	6	5	4	3	5	5	5	—	—
Hardened P.I. Mack Marlowe	2	4	7	4	3	7	5	5	—	—



# AGENTS & ORGANIZATIONS

Only player characters have LUC and REP scores, so where does that leave evil masterminds, powerful cult leaders, and militant overlords? What sorts of resources do they have at their disposal, and how does this increase the challenges set against the adventurers? How fast can one of these agencies respond to an attack on one of their interests, and how viciously can they do so? When push comes to shove, how far will the party have to go to dismantle an agency or organization?

This section covers these aspects of gameplay in *N.O.W.* and is built to be incorporated into both *O.L.D.* and *N.E.W.* as well, meant to be a tool for use by the GM. Note that it isn't absolutely necessary to have an agency or organization in a campaign (and for those in search of military structure or how to make a stronghold, take a look into *N.E.W.* for the former and *O.L.D.* for the latter). You can have plenty of *Bonnie and Clyde* gaming sessions without ever having to touch upon the minutiae of how badly the FBI wants to catch the party!

Player characters may choose to develop their own organizations throughout the arc of a campaign, but the effectiveness and direct use of any such institution is ultimately in the hands of the GM—players looking for more direct control of NPCs need to get hirelings (\$10 per point of XP; this cost is paid once and should the NPC die, a new one must be paid for).

## ORGANIZATION SIZE

An organization's size represents the number of agents within it. Destroying an organization requires ridding the world of its agents, or the leader(s) of the organization (removing a leader cuts the organization's number of agents in half as they splinter into factions or seek prosperity elsewhere).

Simply speaking, an agent is someone so devoted to the cause of an organization that they are willing to die for it. Agents gain a number of bonuses for their affiliation and access to the organization as a resource to be used against player characters (in combat or as a response to a REP or \$\$ check).

**Loyalty:** This is a guideline of precisely how devoted the average agent is to their organization. The larger an organization is, the less loyalty is inspired in their agents. Remember that this is only a guideline: some NPCs may be fanatical regardless of their organization's size and certain exploits can increase an organization's level of loyalty.

**Agent Involvement:** Every organization is functionally a collection of individuals with a stated mission (eradicate mutants, control the world's supply of gold, jail murderers, play elaborate pranks; the list is endless). In order to achieve this ultimate goal, they need to engage in pursuits that further their grand schemes: operations. An operation might be the running of guns across a certain part of the border, the monthly protection (or intimidation) of a city block, and so forth—basically, any activities that the player characters can directly disrupt qualify as operations. These need not to be intended scenes and plots the GM wants the group to actively engage in, but also “background encounters” that can happen during downtime (though if players want to roll out every foiled mugging, have at it).

**Response Level:** Organizations are monoliths in a way, constantly moving forward regardless of obstacles that bar their path. However, this doesn't mean they don't react at all. Larger organizations are less wont to mount a response to assaults against their members, but smaller organizations value individual workers far

more and tend to respond quickly. If the player characters are trying to stir up trouble and encourage targets to reveal themselves, this is the standard to determine how tolerant an organization is to instigation (and how far parties can go before trouble comes to them rather than the other way around).

**Finding Agents and Operations:** An organization's effective Reputation score is the primary measure of how much weight they can throw around, but for anyone actively seeking out agents or operations, this defines how hard they have to look. Coterie and small organizations often recruit very specifically by invitation only, while larger organizations create stages of evaluation for individuals that have sought them out.

## Coterie

A coterie is a small group of up to a dozen agents. This could be a gang of street bangers, a small collection of super villains, a like-minded collection of wealthy intellectuals, or fanatical extremists disowned by anyone that rejects their views.

- Loyalty is typically extremely high.
- Every agent's involvement is critical to the organization functioning properly.
- Response to an assault on its members is extremely fierce.
- Finding members or operations of an organization of this size is a Superhuman task.
- If the combined levels of each of the associated agents divided by 5 would be greater than their organization's size merits, increase the organization's REP to that number.

## Cadre

A cadre is a group of more than a dozen to two dozen agents. This could be a small urban gang, a burgeoning league of superheroes, a fervent church, or a rogue cell of terrorists.

- Loyalty is typically high.
- Agent's are crucial to the functioning of an organization, but 2-4 can disappear before operations slow down.
- Response to an assault on its members is very fierce.
- Finding members or operations of an organization of this size is a Herculean task.
- If the combined levels of each of the associated agents divided by 5 would be greater than their organization's size merits, increase the organization's REP to that number.

## Score

A score is a group of more than two dozen to fifty agents. This could be a considerable gang in a metropolis, a respected or feared collection of powered individuals, or a villainous conglomerate of corporations that strongly influence an entire industry.

- Loyalty is typically high.
- Agents are important to the functioning of the organization, but a dozen can disappear before operations slow down.
- Response to an assault on its members is very fierce, but not every instigation merits an answer.
- Finding members or operations of an organization of this size is a Severe task.

## Regiment

A regiment is a group of more than fifty to one hundred agents. This could be a national terror group, a continental drug cartel, or a malevolent secret society bent on awakening ancient powers.

- Loyalty is typically strong.
- Agents are not essential to the functioning of an organization. Two dozen can disappear before operations slow down.

- Response to an assault on its members is fierce, but not every instigation merits an answer.
- Finding members or operations of an organization of this size is a Strenuous task.

## Battalion

A battalion is a group of more than 100 to 500 agents. This could be a continental terrorist network, a cult of mad religious devotees, or a small nation's armed forces gone rogue.

- Loyalty is typically strong.
- Agents are not essential to the functioning of an organization. Up to a hundred can disappear before operations slow down.
- Response to an assault on its members is considerable, but not every instigation merits an answer.
- Finding members or operations of an organization of this size is a Demanding task.

## Brigade

A brigade is a group of more than 500 to 3,000 agents. This could be a mercenary army, a global smuggling ring, a national criminal syndicate, or a huge corporate-like institution bent on world domination.

- Loyalty is typically considerable.
- Agents are not essential to the functioning of the organization's major operations, but many minor operations cease to function when more than 200 agents stop showing up for work.
- Response to an assault on its members is mild and several instigations are required to get the attention of its leaders.
- Finding members or operations of an organization of this size is a Difficult task.

## Division

A division is a group of more than 3,000 agents. No matter what their purpose or structure, they typically have a considerable presence in one location, a stronghold, and can affect change on global levels when push comes to shove.

- Loyalty is typically considerable.
- Agents are not essential to the functioning of any one of the organization's operations. More than 500 agents need to disappear before its leaders focus their attention on the absent workforce.
- Response to an assault on its members is mild and numerous instigations are required to get the attention of its leaders.
- Finding members or operations of an organization of this size is a Challenging task.

### ORGANIZATIONS TABLE

	NUMBER OF AGENTS	EFFECTIVE REP SCORE	EFFECTIVE \$\$ SCORE	ORGANIZATION EXPLOITS	AGENT LEVEL BONUS	OPERATIONS PER MONTH
<b>Coterie</b>	7-12	3	3	—	+1	2-5
<b>Cadre</b>	13-24	5	5	—	+1	6-10
<b>Score</b>	25-50	7	6	1	+2	10+
<b>Regiment</b>	51-100	10	7	2	+2	25+
<b>Battalion</b>	101-500	13	9	3	+3	50+
<b>Brigade</b>	501-3,000	16	11	5	+3	100+
<b>Division</b>	3,001+	19	13+	7	+4	500+

## AGENT LEVEL BONUS

Any sentient creature in the bestiary sections of *O.L.D.*, *N.E.W.*, or *N.O.W.* can be made into an agent, gaining access to the organization's REP, \$\$, and possibly some organization exploits. This increases the difficulty of any encounter, however, and the effective level of a creature turned into an agent increases by the amount indicated for the organization's size.

Agents can collectively utilize their organization's REP score and \$\$ score once per day for a number of different reasons (and agent commanders receive both a LUC score and luck points). More details on how to utilize these abilities are below, but in short, they can be used the following ways:

- In response to a player character making a REP check.
- In response to a player character using their \$\$ score.
- To determine the general amount of resources available to NPCs when a combat encounter escalates.

## NUMBER OF AGENTS

This is the grand total of individuals that treat this as a very dedicated part-time or full-time job, people that have invested deeply enough into the organization. This number does not reflect their families or any other associates, or support staff that aren't trained to carry out the mission (cooks, janitors, and the like).

## EFFECTIVE REPUTATION SCORE

This is how well-known an organization is and how likely people are to recognize its name or importance. Larger organizations are better known, and depending on its exploits, an organization may only have a reputation among certain circles—like investigators and criminals, mystics and occultists, and so on—but remain hidden from the public at large (it *can* be a bit hard to attain world domination when anybody can find and foil your schemes, after all).

When player characters target the operations of agents of an organization with a REP check, once per day the organization can roll an opposing (secret) REP check against the party.

**If the player character's REP check exceeds the organization's REP check**, they receive good information as normal.

**If the organization's REP check equals or exceeds the player character's REP check by up to 2**, there's no intelligence available.

**If the organization's REP check exceeds the player character's REP check by more than 2**, the intel gathered by the party is bad, and can have a variety of effects (the greater the gap, the worse the intelligence is, meaning more negative effects).

1. Lower the player character's REP score by 1 for one month.
2. The player character's contact tells them to bugger off and is never heard from again (or never heard from at all!).
3. The organization gains a valuable piece of information they previously did not know about the player characters.
4. The player characters are walked directly into an ambush.
  - This could be a battle they are ill-prepared for, a misdirection into attacking a rival organization, a frame job, or whatever other dastardly situations the GM can conjure up.

## EFFECTIVE \$\$ SCORE

NPCs don't normally have a \$\$ score, but then where would all those suited henchmen get their black SUVs, and how do its members pay their bills or afford another shipment of guns?

Each organization has a \$\$ score determined by its size and organization exploits. This is a general barometer of how vast its resources are, and therefore, just how much can be expended in retaliation—a small gang, for instance, isn't likely to bring a tank around after some of their members are tossed into jail (or, in some cases, they might).

**Reinforcements:** In general, an organization's agents can call upon a number of reinforcements equal to the number of operations per month that the organization has. These reinforcements arrive 2d6 minutes after being called upon (arriving from nearby locations).

The greater an organization's \$\$ score, the more likely it is to be able to pay (large) bribes to (potentially highly placed) officials, organize more intricate and effective operations, better equip its agents, and generally inhibit the party.

When player characters have earned the ire and attention of an organization, any time they make a \$\$ check, the organization targeting the party may also make a \$\$ check (a maximum number of times of once per day).

**If the player character's \$\$ check exceeds the organization's \$\$ check**, they receive the desired goods, services, or resources as normal.

**If the organization's \$\$ check equals or exceeds the player character's \$\$ check by up to 2**, they don't acquire anything and their efforts temporarily reduce their \$\$ score by -1 for one month.

**If the organization's \$\$ check exceeds the player character's \$\$ check by more than 2**, the goods, services, or resources may be tampered with or have other negative effects on the party (the greater the gap, the more negative effects occur). Any checks made to notice the organization's hand at work are equal to the check to find the organization's agents or operations.

1. An acquired item is triggered to backfire or is booby-trapped to explode after 1d6 rounds of use.
2. An individual that arrives to perform a service is an assassin or saboteur instead.
3. The player character has been cheated through bribery and graft! Nothing is received and they are broke for 1 month per the number of stages of success the organization had on the \$\$ check.

## LUCKY AGENTS

Every operation or group of agents has a designated commander. This agent receives a LUC score equal to their new level / 2 (minimum 1) and LUC points equal to their new level / 4 (minimum 1, round up). Unlike a player character, an agent commander may use their LUC retroactively in response to a player character spending a luck point, allowing the agent commander to substitute his LUC score for another attribute in opposition to the player character's check.

Otherwise an agent commander's LUC points can be spent to:

- Cut off avenues of escape or remove quality bonuses from a player character's equipment for 1d6 rounds.
- Summon reinforcements more quickly (reducing their arrival time by a number of minutes equal to the LUC roll).
- Summon greater reinforcements (a number of additional agents equal to the results of the LUC roll).
- Set up unexpected environmental obstacles (such as shooting a walkway to cause its collapse).
- Other extraordinary effects (ultimately at the GM's discretion).

## ORGANIZATION EXPLOITS

Organizations of Score size or greater receive organization exploits. Below are a list of suggested exploits, but as with everything else in *O.L.D.*, *N.O.W.*, and *N.E.W.*, GMs are encouraged to create their own when the need is merited. Some of these exploits can be taken a second or third time, but at no point during the selection of exploits may the same exploit be taken twice in a row (not unlike skill ranks and careers).

- **Action Bosses:** The organization's operations are treated as occurring in a setting with +☆. Brigades can take this exploit a second time, and divisions can take it a third time.
- **Advanced Tech:** The level of technology available to agents of the organization increases by +0.5. Battalions can take this exploit a second time, and divisions can take it a third time. Organizations that take this exploit must have mystics, scientists, or some other means to justify their impressive gear.
- **Anxious Response:** The organization's response level is raised one stage in severity. This may be taken multiple times.
- **Clandestine Reputation:** The organization is extremely secretive, a cabal as devoted to silence and mystery as they are to their cause. Only individuals in the same line of business or of similar interests (criminals, mystics, scientists, and so forth) treat the organization's Effective REP score as the normal value; all others treat it as 1/3.
- **Combat Training:** All of the organization's agents receive a free combat exploit for which they qualify.
- **Excellent Equipment:** All of the organization's agents receive a single piece of equipment that is one stage of quality higher than normal. Most of the time these have failsafes that destroy the item after it leaves the agent's possession, or at least render it of mundane quality after combat ends. This exploit may be taken once per every 5 points of the organization's \$\$ score.
- **Fierce Reputation:** The organization's Effective REP score increases by +2.
- **Gadgets:** Each agent of the organization receives a gadget that functions for 1d6-2 rounds (minimum 1 round; except the commander agent, in which case the gadget functions until the end of combat). An organization can only take this exploit after it has taken the Advanced Tech exploit at least once.
- **Loyal Minions:** The organization's level of loyalty and difficulty to find members increases by one step. This may be taken multiple times.
- **Mental Training:** All of the organization's agents receive a free +1 to a mental attribute.
- **Physical Training:** All of the organization's agents receive a free +1 to a physical attribute.
- **Skill Development:** All of the organization's agents receive two free skill ranks (these must be spent on different skills).
- **Wealth of the Few:** (Coteries only) The organization's agents may add their levels together and divide by 2 to determine their \$\$ score.

## TYPES OF ORGANIZATIONS

Organizations can be as abstract or concrete in concept as you like, as strange as a hive mind that's taken over a grocery store to the Crimson Sparrows, a multinational conglomerate of ne'er-do-wells bent on world domination! As always, we encourage you to think up creative and interesting organization types of your own to complement the suggestions below. There are really only two things you need to worry about when doing so: that these grouped individuals have a purpose, and that that purpose has some kind of conflict with the player characters.

**Corporations:** Corporations make great enemy organizations. They are often enormous in scope, filled with so much bureaucracy that not only can individual executives potentially get away with murder, many of their accomplices have lawyers able to get them well away from legal trouble. Player characters that decide to take

on a corporation should be wary of law enforcement, however, along with the sort of deadly talent that truckloads of cash can purchase.

**Stat Bonus:** A Coterie corporate organization may combine the levels of each of its agents and divide by 3 to determine the organization's \$\$ score.

**Criminal Syndicates:** The Yakuza, Triad, mafia, and any other form of mundane organized crime qualifies as a criminal syndicate. As the name implies, these organizations specialize in illicit activity, often with a focus on drugs, vice, and racketeering. Their operations can range far wider, however, and can sometimes have members that are incredibly loyal, typically with familial ties.

**Stat Bonus:** A Coterie criminal syndicate organization may combine the levels of each of its agents and divide by 5 to determine the organization's REP score.

**Cults:** Steeped in mysticism and dangerous beliefs, cults are another common type of organization. Led by charismatic individuals that indoctrinate their follower, they can appear everywhere in the world, and have operations as simple as bank heists to pursuits as esoteric as demonic summoning. More often than not, their agents are fanatically loyal (often bringing their families into the fold).

**Stat Bonus:** Increase the organization's loyalty by two steps.

**Law Enforcement:** There are no better team players than law enforcement, and the vast majority of settings feature authority figures of some kind that keep the peace. The organization rules are not meant to be implemented with police as a whole, but specific divisions like a unit of homicide detectives, paranormal case workers, and so forth. Of all the different types of organizations, they are by and far the most responsive and easiest to instigate.

**Stat Bonus:** Increase the response level of the organization by one step.

**Shadow Services:** Who cleans up the bodies piled up by hitmen, and who supplies their guns or sells the artwork stolen by cat burglars? A commonly glossed over set of organizations exist to support the shadowy underside of society and they are essential to its workings. With this fundamental priority, all but the most stubborn and vengeful choose to dismantle an organization that offers support to various criminals.

**Stat Bonus:** Several different organizations are affiliated with any shadow organization, and each time they are instigated enough to merit a response, there is a 50% chance a different organization does so on their behalf.

**Special Forces:** Some soldiers keep on fighting well after the war ends, and they don't particularly care whom it is they fight for. These mercenary groups are one of the most dangerous types of organizations and not to be underestimated; each of their agents is a trained combatant that has experienced warfare. Unlike other organizations, their loyalty is not overwhelmingly strong and they can be bribed or coerced into abandoning an operation with relative ease.

**Stat Bonus:** Special forces organizations grant their agents a free combat exploit or +1 to one physical attribute, but they are one step less loyal than other organizations of their size.

**Spies:** Spies work for agencies of covert operatives which are, more often than not, directly affiliated with a national power. While some of these individuals are unfalteringly loyal to their country, many are too willing to trade state secrets for a plush life of luxury and double agents are not uncommon.

**Stat Bonus:** In times of extreme need, a spy agent in their home country may call upon a law enforcement organization in addition to their own, using both organization's REP and \$\$ scores against the party.

**Vigilantes:** When superheroes or supervillains team together, they can become truly potent forces that can affect change on a national or even global level. Fortunately, power seems to come with no small bit of egotism and most larger groups fail to remain united for long, splintering into smaller organizations that aren't nearly as disastrous for society.

**Stat Bonus:** Each of the organization's agents gain a +1 bonus to CHI.

## SAMPLE ORGANIZATION

### CRIMSON SPARROWS

*"When your ancestors were shepherds still screwing sheep on the Mediterranean coast, ours were the crime lords of Asia."*

**Organization Size:** Battalion

**Organization Type:** Cult

**Organization Exploits:** Clandestine Reputation (criminals, mystics), Fierce Reputation, Skill Development (Jumping, Stealth)

**Typical Agents:** Ninja commanded by a Martial Artist

NUMBER OF AGENTS	EFFECTIVE REP SCORE	EFFECTIVE \$\$ SCORE	AGENT LEVEL BONUS	OPERATIONS PER MONTH
444	15	9	+3	56

The Crimson Sparrows are a secretive organization with a storied history that stretches back to the dawn of human civilization. An incredibly strict and swift system of deadly justice and renewal within the organization keeps its ranks at precisely 444 at all times, and only the enigmatic leaders of the Crimson Sparrows know the importance this holds and how it plays into the institution's past.

Criminals throughout the world have heard of rumors and a few have even seen the calling cards of these deadly assassins, shuriken painted with the bloody-winged sigil of these near urban-myths. Those that speak truthfully of seeing one of their agents talk of disappearing into the shadows and other mystical feats that cause many to think these warriors do not truly exist, but for the wealthiest and most knowledgeable, the Crimson Sparrows are truly a force to be feared



## BUILDING A WORLD

Paul Dirac once said that, “God used beautiful mathematics in creating the world”—and was absolutely correct! Worlds are created using a series of random tables and a handful of d6s! One of the GMs most important tasks is to create the setting in which the player characters operate. The GM must design the world, its inhabitants, its power structures and villains, and more. Every place the player characters go, every non-player character (NPC) they meet, every creature they track, every combat encounter—it all begins with the GM.

That sounds like a monstrous task—and in some ways it is. However, the GM does not need to create an entire world at once. It is often enough to simply sketch a broad outline of the setting in a few paragraphs, and some detail around the PCs’ starting circumstances, and expand from there as and when it’s needed. You may know there’s a militant group of drug-abusing occultists called the Crimson Sparrow, but you don’t need to flesh out all the fine details until the player characters stumble onto one of the organization’s operations (or until you run them afoul of one!)

In a medieval fantasy campaign, a common starting structure is to design a village and its environs, and start the PCs there. The world around them is hidden by a kind of “fog of war”—though it’s more of a “need to know”. Pertinent details can be revealed when necessary, and it’s certainly true that it can be a tough sell to persuade a group of players to read and memorize a 400-page setting document before play begins.

You can do the same thing in games set in the modern day. Information is more free-flowing, so you may need to be a little quicker to provide obscure details from far away, but the principle is still the same.

### DESIGNING YOUR SETTING

You may well find that you need to create new heritages or careers in order to accommodate your campaign setting. You are encouraged to do so, and this section is designed to help you in that process.

This section contains guidelines and rules for designing complete settlements, countries, civilizations, and new heritages, new careers, and new monsters. They are presented in a rough order of scale, so that you can design from a “top-down” perspective, narrowing down to the smaller details, but of course you should feel free to use any of the parts of the following chapter in isolation as and when you need to.

You should not feel constrained by the charts on the following pages. They are intended as useful tools to provide inspiration where necessary, but always let your imagination guide you.

### USING OTHER MATERIALS

*O.L.D.* contains a selection of medieval fantasy races and careers, and *N.E.W.* is filled with species and careers geared toward science fiction, all of which are fully compatible with the rules in this book. So it is perfectly possible to use wizards, elves, knights, bards, aliens, starships, psions, and creatures from the deep of the cosmos in your modern setting. Equally, you can use material from this book when playing *O.L.D.* and *N.E.W.*

### SCOPE OF THE SETTING

How big is this setting? Does it encompass a whole city, part of a country, an entire continent, or the entire world? Maybe it includes the remnants of societies long fallen still operating beneath the crust of the Earth, or inhabiting the skies (or even on the dark side of the moon).

In *N.O.W. The Roleplaying Game*, the universe doesn’t always need to be one of the GM’s creation. It could be modeled after a favorite TV show, novel, or movie, or the GM could purchase a pre-published setting designed specifically to work with the game. In that case, much of the work has been done for you. However, should you need to create your own, the following checklist should help get you started.

## WHERE & WHEN?

Some settings are based in the good ol' US of A, others in the many cities of Europe, and still more in the few uncharted places left on the world. The primary difference in terms of setting is largely based on the activities of the current major global powers—is the Cold War going on, or Vietnam? Are the developed countries of Earth in a state of general cooperation, opposition, or outright paranoia? The political climate of the world plays an enormous part in how any given area will treat its citizens and foreigners alike, and establish an important backdrop for the adventures the party is soon to have.

## TRAVEL

How do people traverse the setting? Are vehicles prevalent and relatively available? Are any internecine conflicts keeping people from going where they please? Is piracy a serious issue? What about smuggling equipment across the borders between countries? The size and political climate of the setting will help determine this. There's no point detailing a 10 part security check if nobody plans on leaving the country they are already in.

## HERITAGES

You will need to decide which heritages exist in your setting. This rulebook presents you with a selection of default heritages which you may choose to use, or you might devise your own using the guidelines later in this chapter. Perhaps there are no mutants or cybertechnology in your setting, and only humans live on Earth! Or perhaps there are countless heritages, each more distinct than the last.

## ADVANCEMENT LEVEL AND LOW & HIGH ACTION

Access to technology plays an important role in modern games, and the *advancement level* of a setting is the key means of determining where the line is drawn. Of course, advancement levels can (and should) vary from region to region—the availability of common devices can be quite different even in adjacent countries (for example: North and South Korea), but there's also an overall advancement level to consider. Your setting might include cellular networks and cybertechnology everywhere, while another might have rotary phones and hard plastic prosthetic limbs.

You also need to decide how far the actual rules of physics are going to bend for the feel of the game you want. Most action movies do a bit of twisting (shooting a car's gas tank ≠ explosion in real life), but there's some more extreme elements of modern fantasy that are worth determining before exposing your players to the game world.

This rulebook gives you two tools to assist in this decision. Both have been covered in detail elsewhere in the book, but in short:

- Advancement levels help you to determine the general progress level of technology.
- The small star symbols (☆) help you identify the truly impossible elements of modern fantasy, where the suspension of disbelief is its most taut.

With that in mind you should select:

**Typical advancement level** This is an “overall” advancement level that the player characters will be interacting with most of the time. There can be exceptions if the GM feels the plot of the campaign requires them (mad scientists!), but by and large this defines the whole area the players will operate in. Local lower advancement levels than this can exist in abundance, of course. For example, players in an *Indiana Jones* style setting will commonly see indigenous tribes in the wilderness and other primitive cultures (in a setting that otherwise has a typical advancement level of 4).

**Theoretical maximum advancement level** This is a setting-wide decision on the part of the GM. It is perfectly fine to say that faster than light travel or teleportation can *never* happen. Such a setting might have a theoretical maximum advancement level of 7. This isn't information that the GM needs to communicate to the

players, but is more a guideline to assist with consistency and the behavior of those entities or civilizations which exceed the typical advancement level.

### CHI

A common feature of modern fantasy and the action genre, CHI is an optional element, and you should decide in advance whether chi is part of your setting. Alternatively, if you like to mix your medieval or sci-fi and your modern fantasy, you might choose to use the MAGIC system from *O.L.D.* or the PSIONICS system from *N.E.W.*

### EXPLOSIVE REALISM ☆☆

In the *N.O.W.* roleplaying game, the default assumption is that there are underlying energies within each living creature, used to fuel incredible abilities, fantastic feats, and other impossibilities. This is common knowledge or myth, only truly understood by those who devote their lives to studying it—most people don't really know what it is, or even that it's a constant part of the world. This is an aspect ripe for exploration in terms of adventures and campaigns. You will need to decide how large or small a role this part of *N.O.W.* plays in your own setting.

## DESIGNING SETTLEMENTS & COUNTRIES

Sometimes you just need a random settlement, region, or country. These pages will help you to generate cities and towns, their surrounding municipalities, and any peoples located within. You should use this as a starting point and add your own color or flavor to the end result.

When creating a country, you will start with the settlement first, then fill in important details as you go (eventually generating a country and then more nations as required). Follow this process:

1. Determine the settlement's size and type.
2. Determine the settlement's advancement, and wealth.
3. Roll for settlement quirks.
4. Roll for the names and prevalence of important institutions (hospitals, police stations, etc.).
5. Create more settlements as required.
6. Add the aggregate scores of your settlements to determine the statistics for the country containing these settlements.

Alternatively, you can determine the statistics for a country directly and extrapolate the statistics of settlements within it instead.

Before engaging this part of *N.O.W.*, remember that the setting needs to match the scope of your game: if you've got big-city mobsters planned as your antagonists, don't build an outpost! Save that for when they adventurers have been dragged out into the frontier looking for a buried body as evidence, a made man on the lamb, a hidden cache of cash and drugs, or what have you.

### DETERMINE SETTLEMENT TYPE

Settlement type is a measure of the local economic and political climate, which determines how civilians generally behave with one another and player characters. This is a *very* general reading of an abstract quality over what can sometimes be a very large area; individual NPCs act as individuals, and one city borough might be completely civilized while another is rife with gang warfare.

If you're going backwards, use the statistics of the country to guide the building of settlements within it (a totalitarian state is unlikely to have a progressive or anarchic settlement, for instance).

Settlement Type (1d6)
1 - Anarchic
2 - Insular
3 - Support
4 - Civil

5 - Progressive
6 - Utopian

**Anarchic:** This settlement is violent and unruly, practically without any form of real law. Generally controlled by one or more bandits or gangs (the only “authority” to speak of), it is a haven for criminals and fugitives alike and not the sort of place to settle down and call home. Sometimes these types of settlements are a cover for clandestine operations—ritual sites for deranged cults, a mad scientist’s labs, the headquarters of an evil organization—but more often than not, it is simply an area that has fallen into depravity and decay.

- Blackmarket goods are easier to acquire than normal, but finding *any* products or services can be a challenge, and prices can vary wildly depending on the scarcity of resources nearby.
- There are little if any shared public resources like emergency services, water, electricity, gas, and so forth. Those that do charge exorbitant fees (x5 or more).
- Policemen and security forces are rare, and when authority figures do respond, it is typically with blatantly excessive force.
- Few institutions prevail in anarchic settlements, but for whatever reason, saloons and casinos tend to stick around while hospitals, hotels, and merchants do not.
- Reduce the available advancement level by -0.5.

**Civil:** This is one of the most typical settlement types, analogous to many cities and towns in the real world. Most of the time these are ruled over in one or another democratic fashion, though of course corruption in government circles can be rife.

- Blackmarket goods are only available to criminals and difficult to find, but typical goods and services are available.
- Public resources like water, electricity, gas, and emergency services are available at affordable rates.
- Police officers are common, patrolling often in the settlement’s busiest and nicest areas. They respond quickly and in great numbers.
- Businesses of all kinds are available, as are hotels and hospitals.

**Insular:** For whatever reason (be it mystical, shameful, or from legal compulsion) the residents of this settlement are xenophobic. Outsiders are distrusted and discouraged, and the authority figures (often autocratic) exercise a surprising amount of control over inhabitants (as an organization; see page @@).

- Blackmarket goods are virtually impossible to acquire, and even some regular products may not be available (at the GM’s discretion, a regular item may be treated as an illicit good).
- Public resources are freely available for most, but not foreigners; the cost to access these doubles.
- Policemen and security forces are virtually omnipresent, especially when outsiders are about. They respond rapidly in great numbers that use excessive force.
- Institutions (hospitals, social services, and businesses) exist and may in fact be quite good, but only for natives; if emergency services respond to foreigners at all, they do so reluctantly.
- Increase the available advancement level by +0.5 or increase the action scale by +☆.

**Progressive:** These settlements are self-conscious and benevolent, conserving resources and making sure to efficiently use what’s available. Civilians value and treasure foreigners, inviting outsiders into their businesses and homes (within reason). Authority figures are often democratically elected, and while corruption is virtually never absent from the political process, in these cases it is at least subdued.

- Blackmarket goods are more difficult to acquire than normal, but not impossibly so (increase the cost of illicit goods by x1.5).
- Public resources are freely available to everyone, and in these cases can include shelters with privacy, food, and in some unique instances a fix for those in the throes of drug addiction (and other forms of health care).
- Policemen and security forces are present but not overbearing. They respond quickly in sensible numbers, but almost never shoot first before asking questions or attempting a completely peaceful resolution.
- Institutions are common, thriving, and generally benevolent. Emergency services respond quickly, effectively, and perform their jobs well (using high quality equipment).
- Increase the available advancement level by +0.5.

**Support:** This sort of settlement is really a kind of regional attachment. Air Force, Army, and Navy Bases require somewhere for the families of conscripts and officers to live and provide services not offered through the military, often choosing valleys and other suitable geographical locations nearby for housing and development. Authority figures are democratically elected, but the highest ranking officer in the base nearby is typically the one in actual power.

- Blackmarket goods are easier to acquire than normal, though you definitely do not want to get caught in the act (reduce the cost for illicit goods by -25%).
- Public resources are freely available to everyone, as in a civil settlement.
- Policemen and security forces are lackadaisical until called upon, at which point they respond very rapidly, in great numbers and with excessive force (though in these cases, prisoners are vastly preferred to corpses).
- Institutions are common but extremely utilitarian and functional; exotic crafts and services are rare, but the basics are solid and effective.

**Utopian:** This settlement type is ideal, but extremely rare and not very long-lived. Typically places of great mystical power or supreme scientific insight, its inhabitants are often quite skilled or deep thinkers, but fall down one of two major paths: either they are as or more welcoming than in a progressive settlement, or as unwelcoming as inhabitants in an insular settlement. Most of the time authority figures have enormous control (as an organization, page @@), but in truly forward-thinking utopias, they have little if any control over their fellows.

- Blackmarket goods are virtually nonexistent.
- Public resources are free and plentiful, ranging as far as shelter, food, and some goods.
- Policemen and security forces in insular utopias are constant and attentive, and in progressive utopias they are virtually nonexistent (though other magical or technological measures are typically in place).
- Institutions are common and thriving, with high quality or even superior quality equipment. Emergency services respond almost instantly and are staffed by exceptionally talented individuals.
- Increase the advancement level by +0.5-1 and/or increase the action scale by +☆ or +☆☆.

## SETTLEMENT SIZE

A settlement is something of an abstract concept in *N.O.W.* and can be quite varied in definition depending on what the game requires. An outpost might be a watchtower in the jungle, an isolated trailer park in the desert, or a utopian compound! The values and suggestions below are just that, and GMs are encouraged to make their own unique quirks and populace sizes as necessary.

Settlement Size (1d6)	Civilian Population	Advancement Level Change	Settlement Quirks
1 - Outpost	5-100	-0.5 to -1	0
2 - Hamlet	101-1,000	-0.5	0
3 - Village	1,001-5,000	—	1
4 - Town	5,001-25,000	—	2
5 - City	25,001-299,999	+0.5	3
6 - Metropolis	300,000+	+0.5 to +1	5

## SETTLEMENT QUIRKS

<i>homebodies</i>	Apply a -1 penalty to PCs' REP
<i>technocrats</i>	NPCs receive 1 technical skill
<i>sinful</i>	NPCs receive 1 social skill
<i>academic</i>	NPCs receive 1 science skill
<i>artisanal</i>	NPCs receive 1 crafting skill
<i>militant</i>	NPCs receive 1 combat skill
<i>violent</i>	NPCs receive 1 combat exploit
<i>cultural</i>	NPCs receive 1 artistic skill
<i>unlucky</i>	Apply a -1 penalty to PCs' LUC
<i>lucky</i>	Apply a +1 bonus to PCs' LUC

<i>rumormill</i>	Apply a +1 bonus to PCs' REP
<i>leyline</i>	Anyone with chi techniques gains +1 chi point to their maximum
<i>fissure</i>	Anyone with chi techniques takes a -1 chi point to their maximum (minimum 1 chi point)
<i>athletic</i>	NPCs receive +1 STR or +1 AGI or +1 END
<i>focused</i>	NPCs receive +1 INT or +1 LOG or +1 WIL
<i>affable</i>	NPCs receive +1 CHA
<i>leisurely</i>	NPCs receive 2 hobby skills

## NAMING SETTLEMENTS

There is no standard convention for naming settlements or countries. Names for settlements can be derived from mythology, from history, from the names of famous people or fictional characters, or even simply after their parent country (and in the cases of countries, parent continents). Settlements within a given country (and sometimes countries within a given region) often follow a naming pattern and while some suggestions to follow are below, to maintain some level of realism it's suggested you take a look at a map of the real world near the central locale of your game's setting.

Note that these prefixes and suffixes are not intended to be comprehensive (there is already a wealth of real world names).

## SETTLEMENT NAMES

2d6	Prefix	Suffix
1	Ginn-	-burg
2	Happs-	-ville
3	Sharps-	-ton
4	Pitts-	-wood
5	Dorning-	-glenn
6	Milton-	-delphia

## CREATING A COUNTRY

A country is described with a system of descriptors.

**Type:** Country types include *underdeveloped*, *developing*, and *developed*.

**Advancement:** The advancement level of a country indicates how technologically capable it is. This is represented via a number, with 2 being medieval technology, 5.5 being late 21st century earth technology. Typically, the general advancement of the global setting is reduced by -0.5 for developing countries and -1 or more for underdeveloped countries.

**Wealth:** Wealth ranged from poverty-stricken to super-rich, with various categories in between: *poverty-stricken*, *poor*, *average*, *prosperous*, *rich*, *super-rich*.

**Society:** Society types include democracies, anarchies, plutocracies, corporatocracies, fascist and communist states, monarchies, aristocracies, dictatorships, oligarchies, theocracies, and republics.

The USA in the year 2013, for example, is an average level 5 country.

If you wish to randomly determine a country's properties, roll 1d6 for wealth and 1d6 for advancement (a 6 is treated as 5.5). Roll 2d6 to determine the government type.

2d6	Government
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2	Anarchy
3	Plutocracy
4	Aristocracy
5	Fascist state
6	Democracy
7	Monarchy
8	Theocracy
9	Communist state
10	Dictatorship
11	Oligarchy
12	Corporatocracy

## DESIGNING A NEW HERITAGE

New heritages are fairly straightforward to create. The most important thing is that you make the heritage a viable choice—not too powerful, and not too weak. That’s not to say every heritage has to be perfectly balanced with every other—the universe doesn’t work like that, and a little imbalance will not hurt your game—but you are encouraged to aim for heritages of roughly equal power levels. Follow the process below. At each stage, an example new heritage will be developed.

### CONCEPT

The first stage in designing a new heritage is to devise your concept. How similar is it to humankind? Are aberrant growths or physical features prevalent? Or is it just a blue human? The heritages presented in this rulebook are all roughly humanoid (though mutants and certain robots can be Large sized) but that is by no means a requirement! You should also select the heritage’s size at this time.

*Our example new heritage is a medium-sized heritage called a Designed. It’s a genetically altered human with hand-picked hereditary traits. Designed are, like humans, with many genders (though predominantly male and female).*

### ATTRIBUTES

Once you’ve got the concept for your species, you need to assign starting values to each of its attributes. All attributes start with a baseline of 2. You should select two or three attributes to increase. Generally speaking, you should not assign any penalties—while there are undoubtedly many heritages in the world with attributes of 1, they are not the heritages which make for good playable heritages in a roleplaying game.

CHI is an optional attribute depending on the campaign model. It is an exception to the above guideline in that you should feel free to assign penalties to it if you wish.

*Designed are extremely similar to humans, but kind of better. Given that their genetic traits are chosen, it makes sense that they can receive a potent bonus in one attribute, and then another bonus in another attribute (like a regular human). However, they’re not totally natural creatures, so it doesn’t make sense to let them get any better at chi, or any luckier than they already are. The starting attributes for a Designed look like this: +2 ANY, +1 ANY other (these cannot be LUC or CHI).*

### SKILLS

Your heritage’s skill list helps to differentiate it from other heritages. Select 3-5 skills which are especially relevant to your heritage. If one is very intrinsic to every member of the heritage, you may make it a mandatory selection (the mandatory selections for the heritages in this book are marked in bold.) Remember that characters will be choosing three of these skills; they won’t be choosing all of them. The more skills you list, the more varied your species will be. Conversely, a small list of only 3 skills makes for an extremely homogeneous and uniform heritage.

*Designed are able to express the finest points of human attributes. They have no primary hand and this skill is mandatory. They tend to be naturally empathetic, talented at speaking, or have a naturally ordered mind. Designed's skill list is Ambidexterity, Intuition, Negotiation, Tactics.*

## EXPLOITS

Next you need to create a few unique exploits possessed by every member of your new heritage. You should aim for three to five exploits. This part of the process is more art than science. You can have negative exploits, but try to keep this to a maximum of one.

Following is a list of suggestions that you might use as inspiration to create heritage traits of your own. It is important to bear in mind that many traits—such as strong, resilient, agile, etc.—are better reflected directly via attribute assignments rather than by traits.

- **Enchanting Eyes:** This heritage's eyes are captivating and can speak volumes. This heritage may make intimidation, negotiation, and persuasion checks without saying a few words (and depending, sometimes none at all).
- **Environmentally Resilient:** This heritage is used to one or another extreme (heat, cold, etc.). They ignore the mild conditions of their home environment, and treat the extreme conditions as mild conditions for a number of minutes per day equal to their total number of career grades or END (whichever is higher).
- **Serpentine Tongues:** This heritage is particularly used to lies, so comfortable with them that they often slip by unnoticed. They gain +1d6 to bluffing checks, but treat their INT as -2 lower than normal when determining if someone else is telling the truth or not.
- **Shoot First:** Guns are inherent to the culture of this heritage, and they've been pulling triggers since they could walk. This heritage gains +1d6 to non-combat checks related to firearms and one ranged combat exploit, but take a -1d6 penalty to all melee attacks.
- **Traditionalist Warriors:** Firearms are anathema to this heritage, who instead focus on using primitive weapons instead. This heritage gains a +1d6 to melee attacks and one melee exploit, but take a -2d6 penalty to any checks made related to guns.

## LIFESPAN

Determine your heritage's typical lifespan. You will need to divide this lifespan between the various age categories. Most species should divide their lifespan equally between the age categories, but this is not a rule—there's no reason a species might not stay young for 80 years, before aging quickly and dying within a decade.

*Designed live longer than humans. A typical Designed lifespan is 103.*

## DESCRIPTION

Finally, you will need to describe your heritage. Note it's appearance, culture, and suitable careers. Also note a selection of typical names.

And that's it. After following this process through, you will have created a new heritage. You might also want to create a typical member of the heritage in the form of a monster stat block for convenient use as NPCs or enemies. To fully realize your new heritage, you should consider creating at least one career unique to your heritage and perhaps some new equipment.

## DESIGNED

Something about you is *better*. Maybe you are the result of a sublime genetic match, perhaps your genome was manipulated from before conception, or possibly, the touch of destiny graced upon you in the womb. How it is you came to be different is hardly important—*how* you are different is everything. Some designed are much more likeable or beautiful than the average human, others possess an evolved mental acuity, and some are sterling models of what biomechanics can achieve.

Designed adventurers are just as varied as humans and can fit very well into a wide variety of roles; their versatility from the start make them apt to be great at anything they set their mind to.

## STATISTICS



**Size:** Medium

**Attributes:** +2 to any one attribute, +1 to any other attribute (these bonuses cannot apply to LUC or CHI)

**Skill choices:** **Ambidexterity**, Intuition, Negotiating, Tactics, [crafting skills], [trivia skills], [gaming skills], [scientific skills]

### EXPLOITS

- For all mechanical purposes, a Designed character counts as being human.
- Because of their superior nature, Designed characters receive a +1d6 opposed checks against humans (including other Designed; this does not include attack rolls in combat, however).
- Choose two skills; once per day, you may automatically cause all 5s and 6s on an attribute check that directly pertains to one of these skills to explode (rolling them a second time to add to your total). This never applies to attack checks.

## DESIGNING A CAREER

If you create a new heritage, you should create at least one career unique to that heritage. However, you may need to create careers irrespective of any heritage design you've done. Perhaps your setting has a particular tradition of gladiators, an order of mystical monks, cyborg soldiers, or exceptionally lucky explorers.

Designing a career is a lot like designing a heritage. The following steps will take you through the process of designing a new career for your setting. Alongside the guidelines, an example Experiment starting career will be designed for the new Designed heritage.

### CONCEPT

Decide on your concept. What role does this career fulfill in your setting? Can that role be filled by another career? The easiest mistake to make here is to confuse skill selection with full careers. For example, the college student career allows you to choose, via skills, what type of college student that is; additional careers aren't needed for history, law, engineering, and medical students.

*Experiments are going to be, by their very nature, partially composed artificially. Most of the time they're going to be in a lab, constantly tested upon and kept to a strict (and efficient) diet.*

### LENGTH

Decide how long this career should take. If you're not sure, the standard is 1d6 years. Some careers—in particular educational courses—have a set length of 1, 2, or maybe 4 years. Very occasionally something like prison might last longer than 1d6 years. Starting careers are longer, as they take a character through childhood and adolescence—they are typically 2d6+6 years, but can vary.

*The Experiment will be a shorter than normal starting career length of only 2d6 years.*

### ATTRIBUTES

Assign attribute adjustments. Attributes can go up or down during the course of a career. Physical attributes might decline, for example, during a soft or inactive career. You should feel free to include REPUTATION and \$ in this assignment. Overall you should be hesitant to give any individual attribute an adjustment of larger than 2, and on balance the assignment should offer a net bonus rather than a penalty (a net bonus of 2 or 3 is about right. REP and \$\$ aren't as vital as the other attributes, so count them as half when balancing it all out.

It can be tempting to assign large attribute adjustments to a career in order to emulate a perceived high level of ability. It is important to remember that just signing up to a career doesn't magically make a member part of the elite—high levels of ability are achieved by repeating the career (effectively “leveling up” in that career).

*The focus of most genome design revolves around physical traits and Experiments are constantly, carefully tested while being made to exert themselves, so STRENGTH, AGILITY, and ENDURANCE are fundamental to the career (as important as their lack of fundamental socialization). The attribute adjustments for the Experiment career are: STR +1, AGI +1, END +1.*

### SKILLS

List some skills offered by that career. Remember that the character will only be selecting one of these skills. As with heritage design, this list is what determines who varied that career is—a short list creates a more uniform career, while a larger selection creates one which is more varied. Also remember that this skill selection is a specialization—the character will be getting better at a wide range of things simply by virtue of the attribute bonuses.

*The skills offered by the Experiment career should be simple, fundamental, and few in number: Hardy, Reactions, Running.*

## EXPLOITS

Finally, create exploits unique to that career. These should be ones that can't just be replicated with a good attribute check (with or without skill or equipment bonus). Good examples include the assassin's death blow or a soldier's extra ammunition ability. A starting career will typically only have one exploit, but other careers should have 3-5 in ascending grade order. Try to make them better as you go down the list to encourage characters to stay in that career.

*The primary characteristics of a creature designed in a lab (in the earliest days of these sciences, those applicable to the modern era) is to be as physically reliable as possible, at the peak of biological limits. To drive home the efficiency of their brains, an ability that represents clarity of purpose is appropriate. At the start of a fight, an experiment's "programming" kicks in, granting a +2d6 INITIATIVE bonus.*

Having follows this process, you should now have created a new career. Here's our Experiment starting career.

<b>Experiment [starter] 2d6 years</b>
<b>Prerequisites:</b> Designed.
You were the subject of tests and experiments by scientists and doctors. Your childhood was spent in a lab.
<b>STR +1, END +1, AGI +1</b>
<b>HARDY, REACTIONS, RUNNING</b>
Experiments are specifically bred and engineered for a purpose. At the start of a fight, an experiment's "programming" kicks in, granting a +2d6 INITIATIVE bonus.

The following section contains guidelines on how to create a monster or creature. The process is a mixture of art and science—some aspects follow derived rules and calculations, while others are pure assignments.

## CREATING A MONSTER

Assign an initial SIZE, CLASSIFICATION, and SENTIENCE. If a creature is a member of an established heritage, assign this also.

1. Allocate attributes to create the approximate "feel" of your monster. If the creature is a member of an established heritage, you can use the heritage's baseline stats as though generating a character.
2. Assign skills (as a guideline, grant a number of ranks equal to the creature's LOG attribute).
3. Calculate derived statistics using the formulae and guidelines below.
4. Apply size modifier to DEFENSE and Carry, and record SOAK value.
5. If the creature is able to use equipment, assign weapons and armor.
6. Determine the final XP value.
7. Assign exploits (as a guideline, a number of exploits equal to level is appropriate).

### SIZE, CLASSIFICATION & SENTIENCE

Assign a SIZE (small, medium, large, enormous, gigantic).

Assign a CLASSIFICATION (organic, crystalline, mechanoid, etc). Organic creatures are also sub classified as plant, mammal, reptile, avian, fish, amphibians, and invertebrates. Organic creatures are carbon-based lifeforms, and crystalline creatures are silicon-based lifeforms. Other rare types of life form are found in *O.L.D.* and *N.E.W.*, but GMs are encouraged to invent their own classifications as needed.

A creature's classification can also have an effect on its resistances and vulnerabilities.

- **Organic** creatures do not usually gain special qualities, but some sub-types do. For example:
- *Insectoids* have a CLIMB speed equal to their regular SPEED. They will often also have a chitinous shell or exoskeleton which gives them an extra of 5 SOAK.
- *Aquatics* have a SWIM speed equal to their regular SPEED.
- *Avians* have a FLY speed equal to their regular SPEED.
- *Reptiles* are cold-blooded and are vulnerable (1d6) to cold damage.
- **Mechanoid** creatures are immune to mental attacks, and vulnerable (1d6) to electricity damage and (2d6) to ion damage. Ion damage is specially designed to attack electronics and mechanoids.
- **Crystalline** creatures are resistant to heat damage (SOAK 5 heat), but vulnerable (1d6) to sonic damage due to their brittle nature.

Assign a SENTIENCE level from the following options:

- **Non-sentient:** this includes many mechanoids. Non-sentient does not necessarily mean non-intelligent. Non-sentient creatures have a zero WIL score but are immune to mental attacks.
- **Animal:** dogs, wolves, bears, and other animal-level intelligent creatures. They usually have LOG attributes of 1 and reasonably high INT attributes.
- **Sentient:** this includes most living sentient creatures with LOG attributes of 2 or more.

### LEVEL & XP

A creature's Experience Point reward defines its level as follows.

To determine XP, add up the creature's three best attributes, its highest skill rank, and an equipment bonus based on its best item (*standard 0, high 1, superior 3, mastercraft 6, artisan 10, unique 15*) and square the result.

Level	XP
0	0-99
1	100-149
2	150-199
3	200-299
4	300-399
5	400-599
6	600-799
7	800-1,199
8	1,200-1,599
9	1,600-2,399
10	2,400-3,199
11	3,200-4,799
12	4,800-6,499
13	6,500-9,599
14	9,600-12,799
15	12,800-17,999
16	18,000-24,999
17	25,000-31,999
18	32,000-39,999

### TYPICAL ATTRIBUTES

There is no strict rule for attribute assignments, but the following table may assist in quickly deriving a baseline for the physical attributes. Mental attributes are not related to size. However, a creature's attributes should be primarily guided by its design intent.

	STR	AGI	END
Tiny	1	20	3

Small	3	10	4
Medium	4	4	4
Large	10	4	10
Enormous	20	2	15
Gigantic	30	2	20
Colossal	50	1	30

## DERIVED STATISTIC FORMULAE

These statistics are derived in the same way as for player characters. Below is a very brief summary, but refer to the character creation chapter for more detailed descriptions.

**ATTRIBUTE DICE POOLS:** Attribute dice pools are similar to PC pools. NPCs and monsters do not have LUC or REP pools.

**CARRYING CAPACITY:** total of STR and END x 10 in pounds, plus a size modifier (see below).

**INITIATIVE:** Based on INT. The *reactions* and *tactics* skills can increase the initiative score.

**PERCEPTION:** Based on INT.

**HEALTH:** Add together END and WIL and double the total for sentient creatures, or four times END for animal or non-sentient creatures.

**SPEED:** As for characters for most creatures. Flying creatures may be assigned more arbitrary speeds. Four-legged creatures should gain a +2 SPEED bonus.

**DEFENSE:** Add together the two best physical attributes. Apply a size modifier if necessary.

**MENTAL DEFENSE:** Add together the two best mental attributes.

**NATURAL DAMAGE:** 1d6 per 5 STR or part thereof for powerful creatures, or 1d6 per 5 AGI for agile creatures. This can also apply to other attacks, including breath weapons or poison (which use END).

<b>STR</b>	<b>1-5</b>	<b>6-10</b>	<b>11-15</b>	<b>16-20</b>	<b>21-25</b>	<b>26-30</b>	<b>31-35</b>
<b>DMG</b>	1d6	2d6	3d6	4d6	5d6	6d6	7d6

ANIMAL intelligence creatures often have two melee attack types, such as claws and bites. The weaker one typically allows two attacks and does the damage indicated above. The stronger one allows one attack and either does an extra dice of damage or has an attached effect (poison, grab, inflicts a condition, etc.).

## SIZE MODIFIERS

Size	Example	DEFENSE	Soak	CARRY
Small	Child	+2	0	75%
Medium	Human	0	0	—
Large	Bear	-2	5	125%
Enormous	T-Rex	-4	10	200%
Gigantic	Kaiju	-6	20	500%

## MONSTER EXPLOITS

Creatures have exploits available to them. These are considered universal exploits. A creature can be assigned any exploit for which it qualifies (including character exploits).

Exploits marked as *persistent* are constantly active and do not require an action to use.

As a general guideline, give a sentient creature one exploit per level, and a semi-sentient creature one exploit for every two levels.

### AURA [General, Persistent]

**Prerequisites:** None

Some creatures have an aura, such as heat. Auras cause damage to creatures which start their turn in them. A medium or smaller creature has a 5' aura, large 10', huge 15', enormous 20', and gigantic 60'.

### BREATH WEAPON [General]

**Prerequisites:** None

A breath weapon is a cone-shaped area-of-effect attack which uses END to derive attack and damage values. A breath weapon uses two actions. The breath weapon typically causes a specific damage type; common damage types include fire/heat, gas/poison, lightning/electricity, wind/blunt. The cone size is based on the creature size, as follows:

Tiny	5' (one square)
Small	5' (one square)
Medium	5' (one square)
Large	10' (two squares)
Huge	20' (four squares)
Enormous	40' (eight squares)
Gigantic	60' (twelve squares)

### **CRUSH [Melee]**

**Prerequisites:** Grab

An already grabbed creature can be crushed with a further attack. The crush might be in a creature's jaws, tentacles, or a hug. Crushing causes normal natural damage. If the crushing attack fails, the victim remains grabbed.

### **GRAB [Melee, Exchange]**

**Prerequisites:** None

**Exchange:** 2d6

Many creatures can grab their opponents, often with claws or teeth, or sometimes with a ranged attack like a lasso or spider's web. A grab is a bite or a claw attack with a -2d6 cost.

A creature struck by the grab attack is *grabbed* and remains so until escape. It cannot leave the attacking creature's square. An escape requires a STR or AGI attack against the grabbing creature and is an action which places the victim free from the grab in an adjacent square.

It costs a creature an attack each round to maintain the grab, but it does not need to make any further checks.

### **IMPALE [Melee, Exchange]**

**Prerequisites:** Charge

**Exchange:** 2d6

An impaling attack is performed with a horn or similar natural weapon. The creature moves its SPEED in a straight line, and makes an attack. If successful, the target takes damage as normal and is considered impaled. This is similar to a grab, except that it automatically deals 2d6 damage every round until escape, and the attacker cannot use it to crush its victim.

### **PACK ATTACK [Melee, Persistent]**

**Prerequisites:** None

Creatures with the pack attack exploit work together well. Any allies adjacent to the victim count as flanking, gaining the +1d6 bonus to attack. When 4 or more attackers with the pack attack exploit are adjacent to the victim, the victim becomes overwhelmed, and is considered *tired*.

### **POISON**

**Prerequisites:** None

Poison is usually a secondary effect of a bite or sting. It is resolved as an additional attack (using END as the attack dice) after the initial attack successfully hits and causes additional poison damage based on the creature's END.

Additionally, the poison causes an effect such as paralysis, or nausea (see conditions); this is noted in the description. Poison damage is not soaked unless specifically noted.

### **POUNCE [Melee, Exchange]**

**Prerequisites:** AGI 8+, Charge

**Exchange:** 2d6

With a single leap, the attacker leaps upon its victim, bearing it to the ground and inflicting its regular natural damage. The target must be within the attacker's horizontal jump distance.

This exploit is often combined with a grab.

### **ROAR [General]**

**Prerequisites:** END 8+

Some creatures can unleash a roar so loud that its victims are stricken with fear. The roar uses two actions. A roar uses END as its attack, and attacks any creature within 5' (medium or smaller creatures), large 10', huge 15', enormous 20', and gigantic 60'. Victims successfully attacked are *shaken* for two turns.

### **TAIL SWIPE [Melee]**

**Prerequisites:** Tail

Some large creatures have tail swipe attacks. These attacks affect all targets in a cone to the rear of the creature. The cone is half the size that a breath weapon would be for a creature of that size (with a minimum of 1 square). See *Breath Weapon* for cone details.

Damage is usually blunt damage unless the tail has edges or spikes, and is equal to the regular base damage with a two-die reduction.

### **TRAMPLE [Melee, Exchange]**

**Prerequisites:** Size Enormous; STR 12+; Charge, Knockdown

**Exchange:** 3d6

With a trample attack, a creature can move directly through a target's square, attacking the target as it goes. This is a single action, and the attacker moves its full SPEED in a straight line. The attacker must be two size categories larger than the target. If the attack misses, the attacker stops in its tracks. If it hits, the attacker continues moving, inflicts natural damage, and the target is knocked prone.

# CAMPAIGNS

A campaign is a sequence of adventures designed to last multiple—often many—sessions of play. Some take a month or two to complete; others can take years.

Many campaigns are published in the form of “adventure paths”—these pre-published collections of adventures take the player characters through a long story arc. Adventure paths are common to many games, and are popular with GMs who have little time to prepare. They sometimes run for 10 or more adventures, although shorter versions with only 3-4 adventures are also available.

The heart of every campaign is an adventure—or a series of adventures. The GM is responsible for designing and running adventures for the player characters. The level of preparation needed will vary from GM to GM—some use a collection of notes on scrap paper, while others prepare detailed binders covering every contingency. Some GMs are comfortable with improvisation, while others enjoy planning and preparation.

An adventure, in its most basic form, is a plot or environment in which the PCs can participate. As an analogy, an adventure might be an episode of a television show. A number of adventures, strung together, form a campaign, which is roughly analogous to a season of a TV show.

There's no strict rule on what might constitute an adventure. Generally speaking, the PCs need a goal or objective—whether that be to simply survive a haunted house, to uncover a lost artifact, to rescue the kidnapped daughter of a politician, or defeat an evil genetically enhanced super soldier. Indeed, the length of an adventure may vary, too—some are designed as “one-shots”, to be played through in a single session of 4-hours, while others may take multiple game sessions to complete.

## PUBLISHED ADVENTURES

At the back of this rulebook, you'll find a short adventure. This is an example of a published adventure. Designing adventures can be very rewarding, but it can also be a lot of work—and published adventures are there to save you time or give you ideas. There are adventures available for the *N.O.W.* roleplaying game, and you are encouraged to avail yourself of them.

## CREATING AN ADVENTURE

Creating an adventure is part art and part science. The GM will need to devise a plot, create antagonists, and prepare locations. The process is somewhat akin to writing a novella, except that the GM only controls *most* of the cast.

Start by outlining the basic premise or plot. This is the most important step, because everything else springs from there. In fact, that can be your whole preparation—there are resources and creatures and more available in this very book to help you run things on the fly—but it can help to detail important NPCs, locations, and events.

NPCs and creatures can be created from scratch, or you can borrow pre-published ones. You don't need to individually craft every redshirt or bandit; a standard stat block will do. You should, however, take the time to individually create important, named NPCs. You can do this by modifying an existing stat block, or by creating an NPC from scratch using the character generation process.

Locations also form an important part of adventure design. Whether it's a ghost town, a port city, a bustling metropolis, a quiet town in the rural country, or a military fortress, it often helps to prepare a map of important locations in advance. You don't need to map out every shop and house, but notable locations certainly benefit from this treatment—especially if you expect combat to take place there.

Again, there are pre-published “generic” locations that you can use and plug in to your game if you wish to. This is a useful way to handle common places such as bars, shops, and the like.

## VEHICLES & BASES

Most starting characters will not be able to afford or have a vehicle (even a cheap junker), or for that matter, a base of operations. In some campaigns, this may not matter; long range mobility isn't a requirement for a city campaign. Entire story arcs can take place during a trip across country, or require little more than booking a ticket and heading to the airport. Saving up for that first vehicle can be a momentous event (especially if it's got upgrades!), and players who obtain their vehicle in this way are likely to form a strong attachment to it. However, this is not the only option; below are a few suggestions on how to deal with the issue of vehicles and bases of operations. Bear in mind that the average group will need something with more oomph than an outdated two-seater car and a shabby apartment—if the party is going to get anywhere in the world, a secure, secret headquarters and armored vehicles with reliable engines are likely to be essential!

## NOTHING BUT YOUR GUMPTION

The characters do not immediately have access to any vehicles, having to get around on their own power until they steal one (a dubious prospect!). Otherwise they'll need to be using public transportation and favors to get around, and if they plan on leaving the country, take a plane and deal with all that customs entails—who knows, getting sensitive gear to where the characters are headed might become an adventure in itself! This also means the party is probably stuck meeting in public or planning in clandestine locations (which can end up being a real trouble depending on how discreet their activities are).

## A FREE RIDE

Giving the party a free “starter” vehicle and base of operations won't derail a campaign. The player-characters could begin play with a basic civilian vehicle (maybe a decommissioned SWAT van or light helicopter) and headquarters (an abandoned auto shop or hangar), or acquire one very early in the campaign. The sample encounter at the end of this rulebook has a sequence with the arrival of one of the player-character's old friends and a chance to acquire one of these vehicles. Given exactly how events play out, however, it isn't likely that selling the vehicle is an option (as there'll be some heat to consider) and it should be discouraged.

## PART OF THE JOB

Characters may have a vehicle directly related to their work (for instance, a police officer will have ready access to a cruiser and a pilot will probably be affiliated with an airline). Depending on the campaign premise, they could be all tied together through one mutual business and a crew ostensibly gathered for a more mundane task than adventuring. Either way, this means the characters do not own the vehicles like they might in a regular campaign, but it does grant them some extra resources should they choose to risk losing their day job.

## LOCATIONS

There are a multitude of locations in modern fantasy available to the GM. This list is merely a few examples designed to fire your imagination.

- An isolated jungle village where people are disappearing each night.
- A busy army, navy, or air force base that's been losing track of incoming shipments.
- A ruined city, destroyed by war.
- A dusty saloon filled with bounty hunters, criminals, and mercenaries.
- A gym that's producing exceptionally tough and strong boxers.
- A research lab where an experimental super soldier has broken loose.
- A borough of a city steeped in gang warfare.
- A sleepy coastal town where a freak monster, a horror from the deep, has awakened.
- A police station with a fast and loose evidence locker that's starting to cause serious concerns.
- An isolated diner on the road in the middle of nowhere being robbed by bandits.
- An abandoned military base where some local kids have said weird things are common.
- A hospital where the deceased are suddenly rising up not long after death.
- A martial arts tournament where wins are becoming suspicious.
- An ancient temple that's suddenly started to generate phenomena scientists cannot account for.



- A metropolis made uneasy and bloodied by a serial killer and copycats littering its streets with corpses.
- An isolated or underground combat arena where gambling is king.
- A city filled with graft and sin where the only thing you can ever truly trust is your gun.
- A series of jungle outposts where soldiers are turning up murdered in unnatural ways.
- A bank suddenly subjected to a heist while the party is handling finances.
- A school for talented and uniquely gifted youngsters to hone their special abilities.
- A government training facility where exceptional assets are developed.
- A desert casino suddenly cut off from society and besieged by a huge gang.
- A block of businesses that serve as fronts for organized crime.
- A hidden ninja fortress isolated from society in conflict with violent secret dojos.
- An arena where much more than simple fights take place.
- A doctor's office where patients have a mysteriously low recovery rate.
- A library where poltergeists appear at random.
- An office building suddenly taken hostage by armed terrorists.
- An asylum for the criminally insane where the patients have taken over.
- A tropical island where dinosaurs have been brought back to life.
- An amusement park where the animatronic entertainment has developed minds of their own.
- A vicious line of trenches constantly bombarded by both sides.
- A museum with high-tech security to protect the world class treasures within.
- A settlement beset upon by a flood, tornado, or other natural disaster.
- A P.O.W. camp that's been running since long after the war ended.
- A top secret government base suddenly put into complete lock down for reasons unknown.
- A town suddenly taken over by enemy forces that are relentlessly wearing down the populace.
- A region strictly controlled by drug cartels and rife with violence.
- A city filled with strange heroes and dastardly villains all wielding unnatural powers.

## EVENTS

A setting is a living, breathing thing, and you should consider events to be as crucial to your adventures as locations are. They can provide a colourful backdrop, or they can be the focus of your adventure.

- A secret meeting of international crime bosses.
- A hostile takeover of a peaceful town.
- The outbreak of national war.
- A conference of the world's greatest scientific minds.
- The trial of an infamous war criminal.
- Vital treaty negotiations between the leaders of hostile countries.
- The appearance of otherworldly creatures.
- A natural disaster that unifies even the most hateful enemies.
- The sudden destruction of a power plant or other hazardous site of industry.
- A world-wide heavyweight championship boxing match.
- The deployment of a weapon of mass destruction.
- A midnight racing league involved with organized crime.

## WEIRD ODDITIES

There are many more fantastical concepts which can help inform an adventure. Here are some of them.

- Time travel
- Alternate universes
- Ancient horrors at the edge of perception
- Magic
- Alternative timelines
- Ghosts and hauntings

## MINI-ADVENTURE: HOW TO MAKE AN ENTRANCE

This miniature adventure is included to get things off of the ground and move the game forward expediently, predominantly as a starting point for a much larger published adventure path or a campaign designed by the GM. By no means should every session of *N.O.W.* begin this way, but an exciting start like the one suggested below is a great way to set the tempo of the game.

Why it is exactly that the player characters are gathering together is entirely at the GM's discretion and not pertinent to this scenario. The first operation may be a heist, resolving a kidnapping, bringing down drug lords—so long as it is exciting, it's good for *N.O.W.*

In *How to Make an Entrance* (designed for 5 grade campaign model), an old friend of the player characters (the last member of the team being gathered together, a fellow known as Wily Jack) makes a hasty entrance, bringing the vehicle he promised to provide. Unfortunately, however, somebody is right on his tail with intent to kill! This ally is already wounded and goes unconscious just as he lands the helicopter / parks the armored van. Without the rapid aid of chi techniques he dies, but the trouble that brought his end isn't far behind!

### GETTING STARTED

The player characters all know one another through varying means—if the iconic characters located in this book (or those found in *O.L.D.* and *N.E.W.*) aren't being used, the party and the GM should work together to generate interesting backgrounds that link the group to one another in some way. Regardless of how it is exactly that they know one another, the player characters have gathered in one of two isolated locations (determined by the scope and feel of the campaign): either an isolated hangar or an old garage in a disparate part of town.

After the last of the party members arrive and they have a bit to commiserate with one another, be introduced in the instances they aren't already familiar, and generally make their first impressions. Before things get tedious, everyone receives a **Routine [10] INT check** to hear the whine of a helicopter's rotors / screeching of an armored van making a sliding turn. Anyone that runs outside to see what it is witnesses the following (helicopter first, armored van second):

*The sun is setting as you run out of the hangar and you can see a wobbling helicopter descending from high above. In the pilot's seat is a haggard middle-aged man with lanky blond hair, his camouflaged vest covered in blood. He screams out to you but is carried away on the whipping winds and you can't make it out, and before you can react it hits the ground pretty hard, the landing gear lights on its berth destroyed as he falls out of the cockpit, unconscious.*

OR

*The sun blazes high above, its bright light blinding you momentarily. Your vision comes back and you can see an armored van careening around the corner, headed straight for the garage! A middle-aged scarred fellow with lanky blond hair is in the driver's seat, and you can see several bullet holes in the cracked windshield and plenty of his blood spilled around the interior. The vehicle starts to decelerate a bit but the man at the wheel goes unconscious, pulling into a hard left that slams the van to a stop against a telephone pole just outside the building.*

Wily Jack is beyond the help of modern medicine and dies as the henchmen following him puts a bullet into his skull (though with a good enough focusing check, Eternal Senpai might be able to take some of his wounds or even bring him back from death using CHI; use the Gonzo Occultist statblock from the Minions & Monsters chapter).

The player characters get a **Routine [10] LOG check** to realize that Wily Jack's wounds are recent, and that whomever did it is probably not far behind. This assumption is absolutely correct—3 rounds after the vehicle's arrival a car drives into view, a tough ganger at the wheel and a wounded gunman hanging out the passenger window. Use the Street Thug and Assassin statblocks for these enemies (from the Minions & Monsters chapter), though the latter is at half health and only has a rifle, not a sniper rifle.

*Careening around the corner is another vehicle, a beat up old thing with a tough looking youth at the wheel. A man in a dark blue suit is in the passenger seat, reloading a rifle and screaming directions as his compatriot. The driver's face tattoo contorts as he shouts back, throwing the wheel in a wild turn that sends their vehicle flipping once before rolling to a stop. Something in the engine compartment pops and crackles, smoke exploding from under the hood as the two leap out and take cover behind it.*

Both fight to the death but have clues that lead to how it is Wily Jack acquired the party's new vehicle, and who's responsible for their friend's death (a book of matches with a phone number scribbled on the back, a throwaway cell phone with only a few calls on it, or whatever works best for the GM's emerging story). An **Easy [7] LOG check** tells the player characters that it's probably hot, and that selling it would be unwise at best.

What happens next is up to the GM, though it's recommended that this beater car explodes (and that there's at least one explosion each game thereafter). Who these villainous gunmen are associated with, what exactly Wily Jack was up to, where the plot is headed—that's up to the campaign!

# APPENDIX 1 – ANIMATED GAMES

*N.O.W.* is predicated toward running games that are high octane, bullet-ridden, action filled extravaganzas, but it can be so much more (especially with the inclusion of *O.L.D.* and *N.E.W.*). If the sense of realism maintained in a regular campaign isn't what your group is looking for, give this bizarre twist a try—play as cartoon characters!

Note that there are certain assumptions about cartoon characters that cause them to operate differently from regular characters (like continuing to live after being crushed by a 100-ton anvil). In the instances where a cartoon character is unexpectedly part of the regular world (a guest in a very strange place), treat the cartoon character's CHI attribute at half value. In an animated world, cartoon characters have no maximum dice cap.

## THAT SPECIAL SOMETHING

Regardless of how a cartoon utilizes a CHI technique, it *always* has a side effect. Depending on the nature of the technique, this may only be perceived by the character performing it or everyone around him (for instance: using *walk as wind* makes the character completely silent, but he hears plucking piano strings with each footstep).

## SYMBOLISM

Remember to stress the importance of *symbolism* in an animated game. A handful of dynamite and a pinch of gunpowder, depending upon the context and mood of the game when they are used, could have precisely the same effect. Flapping one's arms rapidly while in the air does not keep anyone afloat for any period of time, but a cartoon will get a bit of a distance before comically falling to the ground (and if they can find a cardboard box, gliding is absolutely in the mix).

## ANIMATED

You're not a carbon-based lifeform—unless we're talking about graphite! Ink and linework are fundamental to your world, a place as diverse and wild as the most vivid imaginations where expression and symbolism are king. Though explosive violence can be a common trope of any given day, everyone and everything is so durable that fortunately, death is virtually unknown.

Animated characters are able to excel at virtually any role, be it villainous mastermind, nomadic trickster, or maddened artist. However it is worth noting that most animated characters are whimsical and fanciful, not often truly evil or despicable (for instance: bamboo torture and waterboarding are not in the cards).

All cartoons have the animated heritage.

## STATISTICS

**Size:** Small, medium, or large

**Attributes:** STR +1 or AGI +1, INT +1 or LOG +1 or CHA +1, CHI +2, WIL +2

**Skill choices:** Any five non-combat skills.

## EXPLOITS

- Cartoons are fundamentally supernatural; they receive a SOAK value equal to their CHI score and determine natural damage with their CHI score.
- Cartoons never gain SOAK from armor and may deal its natural damage with a weapon rather than the weapon's damage.
- A cartoon uses its CHI score in place of its END score when resisting toxins and poisons.
- Choose one technique with a chi point cost of 1; this technique never requires an attribute check or cost any chi points to activate.
- Small cartoons receive a +1 bonus to AGI and Large cartoons gain +1 STR and +1 END.

- It is immediately apparent that a cartoon is not natural; when dealing with non-cartoons they suffer a -2d6 penalty (minimum 1d6) to social skill checks. Hiding this requires a Strenuous [21] CHA check, but even then, a cartoon looks strange and out of place (completely swathed in clothing or so caked in makeup as to draw suspicion).
- Cartoons have an inherent character flaw; they might be utterly powerless to resist the temptations of a carrot, obsessed with being a paramour, obsessed with one-upping another cartoon, or anything that the GM deems appropriate. It is a Difficult [13] WIL check for the cartoon to resist this character flaw; the check increases to Challenging [16] after Grade 5 or Level 5.

## DÒNGHUÀ STANCE [CHI]

You are abundant with CHI, a supernatural animation given life! Physical laws bend and snap when you coax them right, and you routinely perform feats that defy explanation—pulling objects from out of nowhere, fast painting masterpieces artwork, and more. Your opponents are either as wacky and zany as you are, beside themselves with laughter at your antics, or at a loss for what to make of you.

Note that unlike most stances, the attribute for the Dònghuà Stance is CHI; a character performing a technique only uses their CHI dice pool when doing so, and the difficulty of any technique performed without chi points is increased by two steps.

**Career Discounts** Imaginician, Trickster, Woh-wee-ah

***Out of Thin Air*** (1 chi point)

*Spend one action focusing your CHI, bringing into existence an object, making something from nothing.*

On a success, you gain a random object (at the GM's discretion). By spending two actions you can increase the chi point cost to 3 and check to focus to Challenging [16] to draw forth a specific type of item (melee weapon, ranged weapon, food, and so on).

***Incredulous Disguise*** (2 chi points)

*Spend one action focusing your CHI, quickly assuming a disguise to fool pursuers.*

On a success, you immediately assume a disguise that requires a Difficult [13] INT check to see through. This disguise is only effective for a number of rounds equal to WIL.

***Incredible Artistry*** (3 chi points)

*Spend two actions focusing your CHI, painting a perfect image in only seconds.*

On a success, you pull a palette of paint and brushes from out of sight, illustrating on a nearby surface with such deft skill that a Challenging [16] INT check is required for a creature to realize that this painting is not in fact you until they are within 5' of it.

***Fast Travel*** (4 chi points)

*Spend two actions focusing your CHI, gathering up energy until you rocket away at breakneck speed.*

On a success, your SPEED is multiplied by 5 for a number of minutes equal to WIL. If at any point you are exceeding your CARRY value, the benefits of this technique end immediately.

***Phenomenal Strength*** (5 chi points)

*Spend one action focusing your CHI, gaining such impossible leverage that you can practically move mountains.*

On a success, your CARRY value is multiplied by x10 for a number of minutes equal to WIL. While carrying more than x5 your CARRY value, your SPEED is halved and at x10 your carry value, it is reduced by 75%.

## ANIMATED CAREERS

There are no starter careers for animated characters and specific career options are limited, but the Dònghuà CHI stance and options below should allow you to create any kind of cartoon character (and as always, you can create CHI techniques and careers to provide what the campaign needs).

<b>Imaginician   1d6 Years</b>
<b>Prerequisites:</b> Animated
The world is your playground, ha-ha! You can control the very elements of creation and direct them as you please, often creating grand performances out of mundane tasks.
<b>INT +1, LOG +2, WIL +2, REP +1, CHI +2</b> PERCEPTION, [KNOWLEDGE SKILLS], [SCIENTIFIC SKILLS]
I: You can affect unattended objects one size category smaller than you (or more) as if you were physically handling them from as far away as WIL x 5'.
II: With a Difficult [13] CHI check, you can spontaneously create an object of up to one size category larger than you, so long as you can physically pull it from a space it would fit into that is out of sight of any other creatures. You may do this a number of times per day equal to your grade in Imaginician.
III: You can construct devices, contraptions, intricate rituals, and/or machines in a fraction of the time by making a Challenging [16] CHI check. For every degree of success, reduce the normal time required by 75%.

<b>Trickster   1d6 Years</b>
<b>Prerequisites:</b> Animated
Eh, there's no greater aspiration than a hearty laugh, Doc! Your antics range from innocuous to legendary, and you are well known for being a prankster (though not always well-liked).
<b>AGI +1, CHA +2, INT +1 or LOG +1, REP +1, CHI +2</b> ACROBATICS, DISGUISE, JUMPING, RUNNING, [SOCIAL SKILLS]
I: You can hide objects of your size category behind your back as though they were one size category smaller.
II: With an opposed CHA check, you can convince someone you are arguing with to unintentionally argue in your favor. You may do this a number of times per day equal to your grade in Trickster.
III: With a Challenging [16] CHI check, you can assume the appearance of any animated creature for a number of rounds equal to your CHI score.

<b>Woh-wee-ah   1d6 Years</b>
<b>Prerequisites:</b> Animated
You awe an adept wohweeah or wespected huntah. Wether stawking thwough tha fowest, acwoss tha plains, or in tha mountains, you always find tha quawwy (though finishing tha job is often pwetty difficult).
<b>STR +1, AGI +1, INT +1, \$\$ +2, REP +1, CHI +2</b> ARCHERY, MELEE WEAPON, PISTOLS, RIFLES, RUNNING, STEALTH
I: You start play with a projectile weapon. Regardless of its type, you deal your natural damage with it.
II: An expert at stalking through the terrain, you never take any die penalties when making stealth checks.
III: You have a sixth sense when it comes to hunting. When you fail to notice your quarry (because it is either disguised or hiding) you may roll a second time to perceive them.