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Yes, when this is finally released, it will be under the Creative Commons license. We just need to keep standard legalese while we're still in development.

SETTING



Though it's less than a hundred years from now, the world of CthulhuTech is radically different. It's an apocalyptic near-future, where society has changed profoundly in a very short period of time. Humanity is starting to learn how the universe works, but it may be too late. Think of this as an alternate time line for the Earth you know.

INTERNATIONALISM: EARLY 21ST CENTURY-2029

As the 21st century unfolded, an increasingly global perspective in politics and commerce fueled the formation of ever-expanding webs of international trade and diplomatic agreements, as well as defense pacts and military declarations. This eventually led to a restructuring of the United Nations, in an attempt to give that body more actual power to deal with the growing potential threats of the new national blocs. By 2026, the New United Nations was formed, with legislative authority over international law and trade tariffs. The body was also chartered to create its own international military for police actions. Mutual distrust between nations of competing blocs meant this military was well funded.

Tensions eased within a few years, and the NUN turned its attention to exploring undersea agriculture, and sending manned missions to Mars and the moons of Jupiter and Saturn. Things were looking pretty good for the people of planet Earth.

Quietly and innocently, something happened that would change the world – though no one knew it at the time. In 2024, a very special book found its way into the restricted archives of Miskatonic University in Arkham, Massachusetts. It would somehow remain unnoticed for years.

BIRTH OF ARCANOTECHNOLOGY: 2030-2043

Eventually, a young doctoral student in mathematics named Teresa Ashcroft stumbled upon that book – *The Mysteries Within* – while researching an unrelated topic. The university had somehow acquired a copy of the impenetrable Latin tome, but translated into an old German dialect. She quickly became obsessed. There has never been anyone with an understanding of non-Euclidean mathematics like Teresa, and the book's secrets moved her research in a wildly improbable direction. She discovered how to break down the barriers between universes, and created the foundational mathematical theory of what would become arcanotechnology. Unfortunately, these revelations also claimed her psyche, and she spent the rest of her life in an institution.

Her friend and colleague, Simon Yi, chose to continue Teresa's research. He was the first to put her theory into practical use, ultimately creating the plans for the first D-engine prototype. His genius too turned to obsession and madness, and he ultimately committed suicide before seeing his machine come to life.

It was Dr. Golvash Czeny that finally figured out how to make such research and development sustainable. He was recruited by the Miskatonic University Board of Trustees to carry on the work. Czeny

figured out how to divide an arcanotech- nology project in such a way as to lessen the effects of the mind-bending principles at play. Though rough on his staff and not without its perils, he figured out how to put together a functioning arcanotech re- search and development lab by 2034.

Arcanotech research quickly outstripped the University's ability to support it, so Czeny and Alice Faye Morgan of the Board of Trustees founded the Ashcroft Founda- tion to carry arcanotech into the future. Most of the funding for the corporation was from private sources, but Teresa's father, Senator Albert Ashcroft, convinced the government to kick in a few generous grants.



The first D-engine prototype went on-line in 2039. It malfunctioned and opened an inter-dimensional gate, through which a hazardous life form emerged. It killed most of the staff and destroyed the lab. Despite this horrible setback, the D-engine worked. These brave souls paid the ultimate price to bring the world a clean, cheap, and inexhaustible source of power. However, it took Ashcroft several years of further development to make sure it was safe.

The D-engine was introduced to the public in 2041, and it changed the world. Competition for fuel was suddenly at an end. Ashcroft and the New United Nations penned a deal to refit the world for the new power source, quickly making Ashcroft the most powerful corporation in the world. To many, it seemed like an age of miracles, as free energy was followed by the development of true anti-gravity propulsion in the form of A-Pods. Hover-cars were in development by 2042, along with vehicles that would eventually take humanity far into the solar system.

THE RISE OF MΣCHΛ: 2043-2052

Pilots testing early D-engine vehicles experienced an odd side effect, described as "psychic feeling." It was as if they could feel their vehicles as extensions of themselves, giving them very fine control. The Ashcroft Foundation was commissioned to first negate this operator side-effect in personal and commercial vehicles, and then develop a functional work vehicle that could exploit the effect. It would have to be capable of managing construction and exploration tasks in hostile environments – such as in space or deep under the ocean. The form most suitable for maximum operational flexibility and maximum operator side-effect was, naturally, found to be the hominid form.



The efficiency of mecha led to the rapid construction of several underwater bio-domes and a new international space station. They also led to small colonies on Mars, Ganymede, Callisto, and Titan.

Blocs of oil and gas producing nations, including Russia, seceded from the New United Nations over its endorsement of D-engine technology. China, which had declined to sign the NUN charter, aligned itself with these blocs. This group of countries entered in to a new treaty, promising collective action should any member of the coalition enter into hostilities with the NUN. For obvious reasons, journal-

ists in the NUN began referring to the treaty's signatories as The Coalition. A new cold war began, complete with weaponry of terrifying proportions, prompting a rapid increase in NUN military research and funding.

It wasn't long before the New United Nations began to experiment with mecha as weapons of war. These versatile mecha soon replaced armored vehicles as the cutting-edge mobile combat platform, and warfare was profoundly changed. The Coalition, arrayed against the NUN forces, became justifiably nervous.

Meanwhile, the New United Nations' Hermes Project launched a satellite network throughout the solar system, creating a solar communications relay. Many companies came together to make Hermes real, but it was the Chrysalis Corporation that coordinated the logistics of the project. Earning the greatest profit for their efforts, Chrysalis quickly became a major player in the international business world.

Riding high on the success of the Hermes Project, the Board at the Chrysalis Corporation - who had always held an unhealthy fascination with magic - began to spend their now vast resources scouring the world for forbidden knowledge. They soon discovered a complete copy of a text once thought lost, the Breath of R'lyeh, inscribed on a stone near the ruins of Nineveh. They combined it with their complete copy of the Necronomicon, the Book of Dead Names, and discovered something awful. The Transfiguration Research Program was initiated in a bid to vault the Chrysalis Corporation past Ashcroft in power.

THE MIGOU PREPARE & CHRYSALIS RISES: 2053-2058

This sudden spurt in technical development caught the attention of the Migou, a secretive race residing beneath Pluto, known as Yuggoth in the ancient texts. They noticed that humanity – a race they'd always regarded as barely evolved simians, whose primitive brains they removed and kept in tubes for study – were now suddenly cracking open secrets of the universe they themselves did not understand. This would not do. The Migou promptly stole everything regarding arcanotechnology right out from under Ashcroft's nose and starting developing it for themselves, with a specific goal of subjugating the humans.

The Migou try to avoid direct confrontation, preferring instead to work through intermediaries, and thus they began to clone an army to do their dirty work. The relative simplicity of human DNA allowed them to create an artificial alien race through subtle genetic tweaks, and the Nazzadi were born. While they had techniques at their disposal that would assure absolute obedience, they were too time consuming to apply on a species-wide scale. The Migou felt that the human threat was pressing, so they spun a lie. They implanted the Nazzadi with false memories that would suit the Migou's purposes, with the Firstborn generation of generals as the stewards of the Lie, and sent them to invade and occupy Earth. The first warning the planet had of the incoming invasion is when the exploration spaceship Ashcroft disappeared from Neptune space in 2058. Contact with the colonies was rapidly lost, one by one.

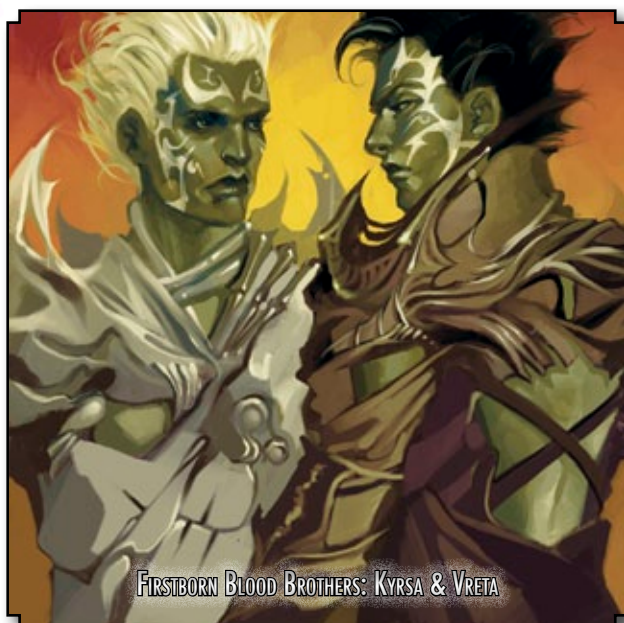
While the Nazzadi were gearing up for war, the Chrysalis Corporation began testing their Transfiguration Project. They succeeded, and started minting monsters. The Rite of Transfiguration turned people into otherworldly things that could still look like people when they wanted to. They became known as Dhohanoids, after the Dho Formula that was key part of the ritual. Intense magical power was now at the hands of the Board.

As with the Migou and humanity, the problem with intense power is that someone – or something – is bound to notice. The Ancient One known as Nyarlathotep has always had a particular interest in magic and the humans that play with it. It wasn't long before his cult, the Children of Chaos, found out about the Transfiguration Project and decided that it was something they wanted for themselves. As testament to the corruption already within the Chrysalis Corporation, once they had infiltrated its ranks, it didn't take the cult very long to take over.

THE FIRST ARCANOTECH WAR: 2059-2065

The Nazzadi arrived in 2059, without warning or fanfare. The world faced something it couldn't collectively believe – an alien invasion from outer space. Fortunately, humanity's new war machines were ready for a fight, and the long and bloody First Arcanotech War began in orbit.

The New United Nations quickly declared a state of martial law, creating what was functionally a one world government as their emergency powers superseded independent national authority. The Coalition, in light of the new crisis, set aside their differences with the NUN to join with the rest of the



world. Under the fire of the invasion, the New Earth Government was formed.

New York City, headquarters of the New United Nations, was one of the first targets of the Nazzadi fleet, and they left little of it standing. The New Earth Government was forced to move further inland, moving the world's capitol to Chicago as the world grieved. Even afterward, most of the North American Northeast was ravaged by war. The Nazzadi next conquered the Caribbean, locating their terrestrial base on Cuba. From there, they waged war on the planet.

Five years into the invasion, humanity was losing badly. Luckily, a small miracle was on the way. The Firstborn Nazzadi were the only ones that knew the truth about the Lie. For some, the more they learned about humans, the more they felt kinship. A group of the Firstborn rebelled against their creators and told their people the truth. Some chose to believe, their worlds torn apart. They wanted no more part of the invasion. Others wouldn't (or couldn't) believe, and the Nazzadi Civil War broke out. After a short and bloody conflict, that war ended, and with it the First Arcanotech War.

Before the year was out, President Nathaniel Roosevelt and Field Marshal Vreta Tavakara negotiated the terms of the Nazzadi's surrender. The New Earth Government was happy to work out a mutually beneficial treaty, as it was losing the war before the Revelation and was certainly militarily inferior to the Nazzadi on the day of signing. The Schaumburg Treaty was signed, in a hotel in Schaumburg, Illinois, ushering in a new age on the planet Earth.

The death toll of the First Arcanotech War made previous world wars look like skirmishes. It was, however, as civilized a war as one could ask for. The Migou wanted humanity dominated and tamed, not wiped out, after all. Civilians and prisoners of war had been treated with respect as a rule. It was a military on military fight, and the Nazzadi did not use biological or nuclear weapons as a matter of pride instilled into them by their alien masters. It also launched mecha into the spotlight as the new standard for war.

And war there would be. The Firstborn knew that the Nazzadi weren't trusted with even a portion of the Migou's technological prowess. They'd been sent with technology only barely ahead of the

humans', and had come frighteningly close to winning. Knowing that the Migou were still out there, and likely to finish what their creations had started, the post-war world remained on high alert.

The first operations of what would become the Shadow War were taken under the cover of the First Arcanotech War. In the chaos, the clever and malign found it easy to operate. The Children of Chaos settled parasitically into the Chrysalis Corporation, and began to send their new Dhohanoid agents out to uncover as much lost and forbidden knowledge as they could unearth.

In 2062, they found something amazing – a decaying alien city, churned up by the ice floes of the Arctic. The writings they transcribed have become known as the Ta'ge Fragments. The Children of Chaos destroyed the city on the way out, so that would be assured to have the only copy of the Fragments safe in Johannesburg, South Africa, at Chrysalis Headquarters.

However, there were already those within the cult that were uncomfortable with its new direction. Helping to bring about the Strange Aeon was more than some could stomach – even through an already warped conscience. They managed to steal the Ta'ge Fragments and wipe out all Chrysalis records about them. Most of these renegades died, but they got the Fragments out of Chrysalis. They began to study the secrets on their own, in hiding.

A secret Eldritch Society formed as more and more learned minds were brought into the circle of researchers to decipher the secrets of the Fragments. By 2064, the Society had discovered the Rite of Sacred Union – an alteration of the Rite of Transfiguration. This mystical symbiosis would augment people with an alien intelligence, but in partnership with that intelligence, not as its victim.. Though most of the initial volunteers would die in the process, the first Taggers were the results of their research.



THE SHADOW WAR BEGINS: 2066-2073

Efforts to rebuild a war-torn Earth were well under way by 2066. President Fujiwara Ryoko introduced legislation to create what he called the "New Society." The concrete jungles of a previous age were replaced by new architectural marvels constructed in synthetic industrial polymer compounds. These arcologies – entire cities enclosed inside titanic buildings – sometimes completely replaced the ruins of the old cities, while intact cities had domes built over them.

One key “New Society” initiative was the establishment of a new Nazzadi state within the NEG. Cuba, Haiti, and the Dominican Republic became the Nazzadi homeland of Nazza-Duhni. Since the “aliens” had conquered and used these islands as their headquarters in the western hemisphere, they were already there in force. The freed locals were given the option of relocating or living with the massive influx of relocating Nazzadi. Some stayed, but many left with more reason to hate the invaders.

The integration of the Nazzadi was no easy task. After the deaths of the First Arcanotech War, the “aliens” were more than a third of the planet’s population. The government couldn’t send them all to Nazza-Duhni – there were too many. There was no way society at large could accept the Nazzadi without help. Rather than suffer the segregation, hate crimes, and social protest that would inevitably come from simply dumping the Nazzadi into the population, the Ministry of Information was founded with the job of socially engineering the integration. Rather than let culture evolve on its own, they would help it along through neighborhood and school initiatives, psychological counseling and care for veterans and survivors of the war, and plenty of cleverly designed propoganda in the media. The first few years were rough, as was expected, but the Ministry was ultimately successful in its tasks. By the time the Migou would invade, racism wasn’t gone, but it was well-managed.

As the Earth rebuilt, a different conflict brewed in the shadows. The Shadow War began on October 31st, 2067, as the Tagers of the Eldritch Society began to strike back against the Children of Chaos – and strike back hard, smashing the cult’s lower-level leadership structure. The cult reeled in confusion, not knowing what could possibly be posing a threat to their power. The Chrysalis Corporation would have to take a more careful position in the world, and curtailed their arrogance.



Not letting such trifles get in the way of his agenda, the Director – the incarnate avatar of Nyarlathotep – coordinated the Ruined King Project on the Plateau of Leng, a mystical place near Tibet. It was ultimately successful, bringing forth an avatar of Hastur to once again walk the Earth. The first of the Old Ones had awakened, and ripples were felt throughout the world in sleep. The nightmares were vicious, and drove some people mad as The Ruined King’s children were called to him. The Eldritch Society doubled its efforts, seeing this as a failure.

Betrayed by the Nazzadi, the now exposed Migou contemplated the prospect of an attack against Pluto. They decided on a

preemptive strike that would utilize every resource at their disposal, including arcanotech mecha, advanced scientific and technological expertise, and sorcery. The Nazzadi threat to the Earth paled in comparison.

THE SECOND ARCANOTECH WAR: 2074-2077

Emboldened by the success of the Ruined King Project, the Children of Chaos began to search for the great Cthulhu himself in the depths of the oceans. The Children of Chaos resurrected the dread demi-god Dagon's cult - the ailing Esoteric Order of Dagon - to spearhead this effort. The revitalized Esoteric Order, now financed by Chrysalis, set about creating its own army to find the key to awakening Cthulhu, thereby bringing about the culmination of the Strange Aeon. They consolidated their power in the Azores as a precursor to their domination of Earth's oceans. The Eldritch Society did what it could, but couldn't prevent the cult's revival.

The first murmurs of the oncoming Migou was in 2074, when they began a campaign of psychological warfare on Earth. Vanguard Migou sorcerers summoned and unleashed horrifying otherworldly creatures to terrify and ravage humanity. The newly formed arcologies made people feel a lot safer, and mostly delivered on that safety. However, the entire affair was quite disturbing for society.

While this was going on, the Disciples of the Unnameable gathered around their risen lord, Hastur. He ordered that the cult be split into two arms to better spread his will. The Rapine Storm would ravage the world, scouring all trace of mortals from the Earth. The Death Shadows would infiltrate and corrupt, bringing society down from within. It wasn't long before the Eldritch Society ran afoul of the depraved schemes of the Death Shadows.

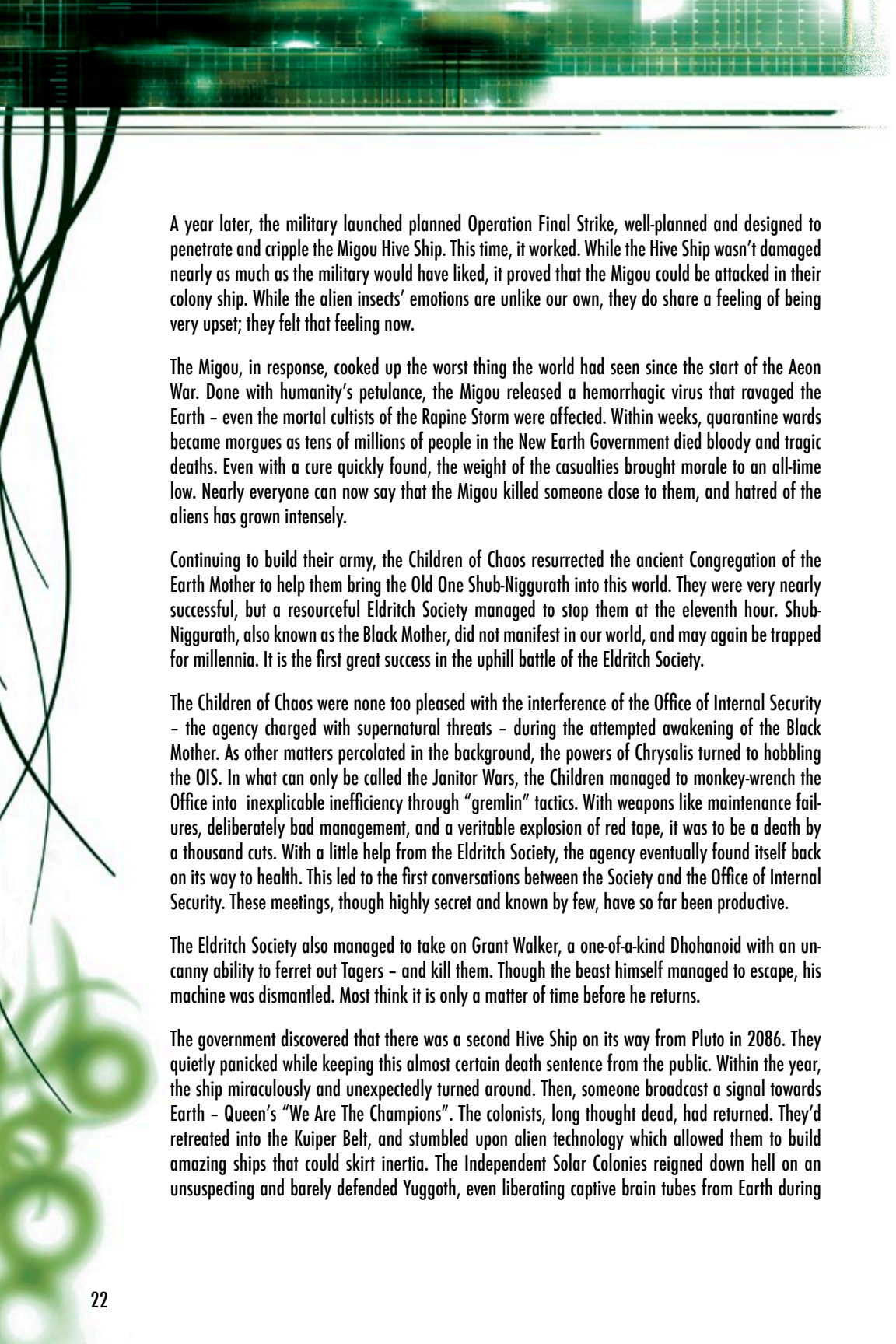
In 2075, the Migou invaded, and the Second Arcanotech War began. Their forces had twice the firepower they sent with the Nazzadi during the First Arcanotech War, with even greater technology. Within two years, the New Earth Government lost a third of the Earth to Migou occupation - mostly the coldest places. The number of killed or missing was staggering. The Migou exterminated Nazzadi where they found them, but enslaved and experimented on humans.

THE Aeon WAR: 2078-TODAY

As the Rapine Storm began its rampage across Asia, the war changed to a theater of three opposing enemies. The Migou fought back against the Rapine Storm as hard as they fought the New Earth Government. However, they had no interest in an alliance with anyone. The Second Arcanotech War evolved into the Aeon War, and humanity's hopes dimmed.

By 2080, the reach of the Rapine Storm was as far as the north coast of Australia and as far west as Turkmenistan. By 2086, it had claimed China. By 2087, it had claimed Australia. The Storm keeps growing and the NSC wonders if its next push is West - Eastern Europe, Middle East, and all of Africa quake in terror.

In 2086, the New Earth Government attempted to retake Juneau, the Migou's most frightening foothold in North America. Using new stealth technology, the Migou lured New Earth Government forces into a trap. Poorly planned advances resulted in attacks being countered before they could begin. Retreat was almost impossible to coordinate in the ensuing chaos, as Migou swarmed the NEG's forces. It was a disaster with heavy casualties.



A year later, the military launched planned Operation Final Strike, well-planned and designed to penetrate and cripple the Migou Hive Ship. This time, it worked. While the Hive Ship wasn't damaged nearly as much as the military would have liked, it proved that the Migou could be attacked in their colony ship. While the alien insects' emotions are unlike our own, they do share a feeling of being very upset; they felt that feeling now.

The Migou, in response, cooked up the worst thing the world had seen since the start of the Aeon War. Done with humanity's petulance, the Migou released a hemorrhagic virus that ravaged the Earth – even the mortal cultists of the Rapine Storm were affected. Within weeks, quarantine wards became morgues as tens of millions of people in the New Earth Government died bloody and tragic deaths. Even with a cure quickly found, the weight of the casualties brought morale to an all-time low. Nearly everyone can now say that the Migou killed someone close to them, and hatred of the aliens has grown intensely.

Continuing to build their army, the Children of Chaos resurrected the ancient Congregation of the Earth Mother to help them bring the Old One Shub-Niggurath into this world. They were very nearly successful, but a resourceful Eldritch Society managed to stop them at the eleventh hour. Shub-Niggurath, also known as the Black Mother, did not manifest in our world, and may again be trapped for millennia. It is the first great success in the uphill battle of the Eldritch Society.

The Children of Chaos were none too pleased with the interference of the Office of Internal Security – the agency charged with supernatural threats – during the attempted awakening of the Black Mother. As other matters percolated in the background, the powers of Chrysalis turned to hobbling the OIS. In what can only be called the Janitor Wars, the Children managed to monkey-wrench the Office into inexplicable inefficiency through “gremlin” tactics. With weapons like maintenance failures, deliberately bad management, and a veritable explosion of red tape, it was to be a death by a thousand cuts. With a little help from the Eldritch Society, the agency eventually found itself back on its way to health. This led to the first conversations between the Society and the Office of Internal Security. These meetings, though highly secret and known by few, have so far been productive.

The Eldritch Society also managed to take on Grant Walker, a one-of-a-kind Dhohanoid with an uncanny ability to ferret out Tagers – and kill them. Though the beast himself managed to escape, his machine was dismantled. Most think it is only a matter of time before he returns.

The government discovered that there was a second Hive Ship on its way from Pluto in 2086. They quietly panicked while keeping this almost certain death sentence from the public. Within the year, the ship miraculously and unexpectedly turned around. Then, someone broadcast a signal towards Earth – Queen's “We Are The Champions”. The colonists, long thought dead, had returned. They'd retreated into the Kuiper Belt, and stumbled upon alien technology which allowed them to build amazing ships that could skirt inertia. The Independent Solar Colonies reigned down hell on an unsuspecting and barely defended Yuggoth, even liberating captive brain tubes from Earth during

their brief incursion. Once the Hive Ship turned towards home, the ISC made their way to Earth. After the Migou Hemorrhagic Virus, the reunion touched the world in a way that lifted spirits and brought hope.

A united humanity has been fighting extinction for thirteen years. The return and integration of the Independent Solar Colonies has been a shining beacon of hope, though victory in the Aeon War seems no closer. Hidden underneath, the Shadow War has silently raged for two decades. Even though the Eldritch Society can celebrate major triumphs, they've come no further to unmasking Chrysalis for what it is or striking at its heart.

This is Year 20 of your war. It is not the last.

AT A GLANCE: HISTORY

◇ TBD

THE NEW SOL COALITION

Up until recently, the remaining human territories on Earth were governed by the New Earth Government. It was a parliament, with a democratic stake in everything by all accounts, though the central government required an extreme amount of authority to protect the world. After the First Arcanotech War, nobody argued that last point.

Everything changed when the second Hive Ship turned back. Those colonists who were long thought lost suddenly returned from out in the black. Humanity was reunited, at a time when we needed something to cheer about. Despite everyone feeling really good about the whole thing, there were some important matters of governance to work out.

There had been a growing sentiment of rebellion out in the colonies before the First Arcanotech War. They did not feel that they were being properly represented on Earth, but the issue was never forced because of the Migou invasion. So many colonists managed to survive in their modified ships, and for so long, that they considered themselves their own nation, the Independent Solar Colonies. They weren't keen on being put back in a powerless position now that a war was on.

The joy of reunion eventually overcame these old concerns. A few tense weeks of negotiation later, the New Sol Coalition was created and the New Earth Government and the Independent Solar Colonies ceased to be. Humanity was truly reunited as one. Other than the name, no one really noticed a change, except for the political importance of the new state that was once the ISC. Chicago remained the seat of the Global Parliament and the President, and politicians remained politicians.



AT A GLANCE: NEW SOL COALITION

◇ TBD

The government has two primary areas of focus: keeping people alive and keeping society intact. Keeping people alive means mounting a global war effort, while policing against more insidious threats at home. Keeping society intact means engineering it in such a way that people don't want to kill each other, or themselves.

People know they need the government. There's a lot less criticism of politicians than at the beginning of the century, and a lot more community support for governmental programs. There's even a lot less cheating on taxes. Furthermore, people routinely celebrate those who put their lives on the line, whether out on the front lines or keeping the homefront safe. The dark side of this civic attitude shows itself in a hyper-patriotism reminiscent of the Red Scare during the 1950s. Intolerance, ostracism, and worse are the result.

One thing people have always been a little leery of is the presence of Ashcroft in the government. Some people compare it to the Catholic Church of old, with priests embedded every political court. There's no real precedent for a private corporation being involved with a democracy on such a deep level. So far, Ashcroft hasn't done anything to concern the public, but people are watching. Any journalist could make their career with a story of Ashcroft corruption.

The fruits of the government's social engineering is that the New Sol Coalition's citizens are a whole lot more tolerant of each other. People may not like each other, but not typically because of race, gender, religion, or preference. There's equality in a way there's never really been, excepting some residual issues regarding the Nazzadi - which are rapidly bleeding away.

The government knows people have a lot more on their minds now than they ever did. The sanity of the populace teeters in the balance, and grief from the MHV smothers society. State-sponsored counseling is not only readily available, it's required. Social programs labor to reintegrate the disenfranchised, addiction programs help people get off drugs, and poverty is being stamped out. Unemployment is very low, given the needs of the war economy. People have an opportunity to not just survive, but to actually function and have a life.

It's amazing what apocalypse can bring out in people.

THE CHRYSALIS CORPORATION

Many companies have been dubbed "The Evil Empire" over the decades, but the Chrysalis Corporation may be the first where that epithet is entirely accurate. They seek to facilitate the Strange Aeon and usher the Old Ones back, ending humanity's time on this world.

The Chrysalis Corporation silently touches the lives of most citizens of the NSC every day. Through dozens of subsidiaries, the Chrysalis Corporation is a major contender in everything from food to entertainment to military contracting. But that's not why it's important – that's what makes it dangerous. Secretly, the company has been taken over by the terrible cult known as the Children of Chaos, the worshipers of Nyarlathotep.

Somewhere along the way, the Board of Directors of the corporation decided that traditional money and power weren't enough. They created the covert T99 Division to harness the power of the occult. Scouring the globe, they were able to acquire a complete version of the mythical Necronomicon, as well as the lesser known Breath of R'lyeh. From these, they uncovered the legendary Rite of Transfiguration, a ritual meant to transform a person into a form more suitable for serving her Old One masters.

This caught the attention of Nyarlathotep and his Children of Chaos spies. They needed this kind of power if they were going to smooth the way for the return of the Old Ones. With the guidance of their dark master, the Children of Chaos corrupted and threatened their way into the most powerful seats of the Chrysalis Corporation. It wasn't long before its halls welcomed the onyx-skinned Director, who personally saw to the "terminations" that cemented the cult's power.

The corporation's temporal wealth and power were a nice perk, but the true prize lay in the Rite of Transfiguration. Under cult control, the T99 Division quickly cracked the ritual. Guinea pigs were lined up and sent through. The first Dhohanoids were born, no longer human. They were monsters who just happened to remember how to look human, hiding in plain sight.

The creatures formed the backbone of the cult's growing secret army, passing through society with their old faces, but with the power of inhuman beasts. Several breeds of Dhohanoids have emerged, each born for its own horrible purpose. They are the elite of the Children of Chaos and the true agents of Nyarlathotep on Earth. No one in a position of power at the company is still mortal, though most employees are oblivious to the threat within.



ELDRITCH SOCIETY INTERFERENCE

AT A GLANCE: CHRYSALIS CORPORATION

◇ TBD

Chrysalis Operative Teams are the main illicit tools of the cult. They're composed of well-trained agents who are skilled in combat and many kinds of espionage. That doesn't include the high-grade hardware the corporation manufactures for them. Most are Dhohanoids, but sometimes a sorcerer or para-psychic is added as operational parameters require. In addition to all this, Operative Teams are coordinated across a global network and have massive intelligence and financial resources behind them. It is a deadly web, nearly impossible to break.

The Eldritch Society has tried to expose the Dhohanoid conspiracy, but the things are hard to spot. Blood tests at arcology entry points would give them away, but there are few reasons to travel between arcologies these days. When travel is necessary, money here and influence there allow Chrysalis executives to simply bypass the screenings. They'd be committed to mental institutions if they didn't have their own Chrysalis-controlled shrinks to give them gold stars. When Dhohanoids die, they revert back to their mortal form with no evidence of their possession left behind. No one's blowing the lid off this secret any time soon.

The Chrysalis Corporation is up to so much shady business that it's hard to track all of it. Most recently, they tried to bring the Old One known as Shub-Niggurath into our world. They nearly succeeded, but were thwarted at the last minute by the Eldritch Society and the Office of Internal Security. Then, partly out of revenge for their defeat, Chrysalis decided to remove the OIS from the equation so that they could focus on Tager hunting. The OIS was crippled through sabotage and intentional mismanagement, and many Tager Packs died. In the end, the Eldritch Society was triumphant, but they know something else big is just waiting in the wings.

Never before has Chrysalis been more powerful. The core of what grew into the multi-national corporation began in process management and consulting. Chrysalis employees are widely regarded as the foremost experts in the world. The Migou played right into the Children of Chaos' hands by unleashing the MHV. Now, the government has enlisted Chrysalis' aide in managing the new planned economy. The Director has unprecedented control over advising the New Sol Coalition in how to utilize the corporation's subsidiary companies. Chrysalis has, for all intents and purposes, been invited to exert global political influence from within the highest halls of power - finally growing to rival Ashcroft in this arena.

There are many rumors that fly below the Director as he sits in his giant office and looks down on Johannesburg. While known in the halls of power, the Director is elusive. It's whispered that he just "knows" things, and that you can hide nothing from the man. It's said he just appears, over distances that are impossible. Some even say that he can make your heart stop beating with a look. Those are parlor tricks. The Director spends little time with mortals, for his raw eternal power eventually shreds their minds. However, sometimes he indulges.

THE ELDRITCH SOCIETY

Years ago, the secret T99 Division of the Chrysalis Corporation found an ancient, crumbling city churned up deep in the arctic floes. Researchers studied the strange carvings within for weeks, believing them to be from the mysterious Forgotten Ones – more god-like entities from beyond our world. They documented what they found and destroyed the ruins. The Ta'ge Fragments, as they came to be known, held ancient and powerful magic that could make a recipient become more “divine.” The T99 Division was intrigued.

There were those researchers in T99 who were profoundly affected by what they read as they stumbled through the translations. Something called to them in their dreams, showing them that following the Old Ones was not the way. A key to the defeat of those dark gods lay within the Fragments, and they could not remain in the hands of the Children of Chaos.

Executing a careful plan, the T99 renegades grabbed everything related to the Fragments and wiped all research – theirs and their colleagues’ – on their way out the door. They left the Children of Chaos with nothing. Most of the renegades perished during the escape, but the few that survived took the Fragments to hide under the aegis of the NEG in Chicago.



Recruiting gifted academics and individuals of wealth and power, the Founders created the secret affiliation that would become known as the Eldritch Society. They finished translation of the Fragments and deciphered the power they held. All that remained was to find those who would be willing to undergo the newfound Rite of Sacred Union to join in symbiosis with a “higher being” from beyond time and space. It was not without its perils. If a person was judged unworthy by the higher being, she would be devoured during the ritual. Those that survived could manifest a part of the being at will, becoming powerful otherworldly warriors – Taggers, so named for the legendary tome. The Eldritch Society had the makings of an army.

The nascent Eldritch Society were aware of the corruption and paranoia in the New Earth Government. They couldn't ally themselves with something that was so potentially dangerous. The organization became

outlaw heroes, hiding underneath society, dedicated to fighting their Shadow War against the corruption of the Chrysalis Corporation - and any other cult they happened to stumble across along the way.

The Society is ultimately run by those who have undergone metamorphosis and joined more fully with their symbiont - and they keep their own counsel. Packs of Tagers are given a great deal of authority to operate on their own and coordinate with each other. They are backed up by a support network of Lorekeepers, Operators, and mystics, who are in turn backed up by a network of spies and informants. It is a well-oiled machine.

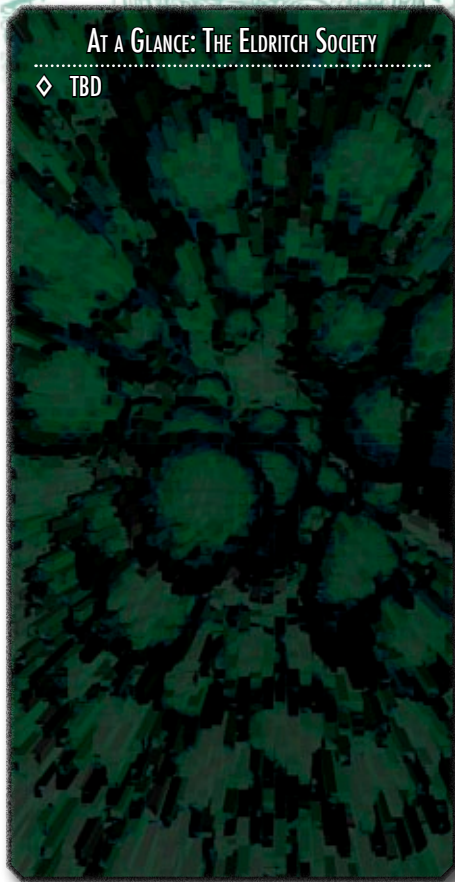
New people are brought into the Society carefully, and only after extensive research. Most are recruited from those who have been exposed to the hidden nature of Chrysalis, many of whom are in mortal danger. Once people uncover the Children of Chaos, the cult either converts or kills them. Some are recruited from among the online conspiracy theory community. Many who frequent those boards are nut-jobs, but there are those who show a special gift for getting to the truth. In general, it's rare that the Society just picks someone off the street, unless that person has special skills and is marked for death.

The manifestation of Tagers is a tricky thing. Through trial and bloody error, the Society has created an intense program to purify body and mind that helps candidates endure and survive the ritual. This takes time. There is also still no way to control or predict the type of Tager that manifests. Because of this, there are far more Dhohanoids than Tagers. This fact will not change until Chrysalis Corporation breeding programs and Genesis Pits can be crippled or destroyed.

Though the Society generally doesn't trust outsiders, they have developed relationships of a sort with two important government agencies. The first is with a small faction within the Global Intelligence Agency, with whom the Society has secretly shared intelligence and vice versa via intermediaries. Though useful, this relationship has not blossomed into anything more, as the GIA remains focused on the Aeon War. While helping the Office of Internal Security against the sabotage of Chrysalis, a few contacts were made. The OIS focused on the same territory as the Society, and grateful for the assistance, the tenuous relationship shows promise.

AT A GLANCE: THE ELDRITCH SOCIETY

◆ TBD



ASHCROFT

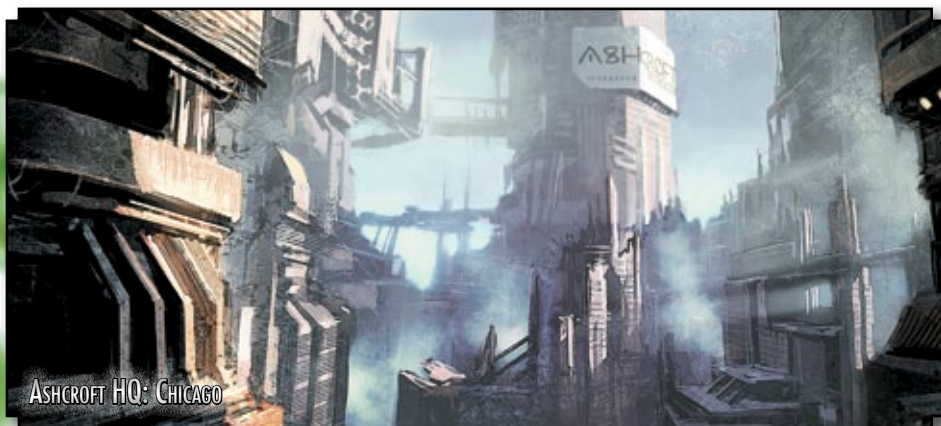
Conceived in the fevered mind of a young genius, arcanotechnology is the fusion of magic and technology that produces results distinct from either. It has become its own discipline and has changed the world forever. The most ubiquitous use of arcanotech is one that's so simple most people take it for granted - cheap, clean, inexhaustible power. However, even that one thing is profound.

Because of arcanotech, Ashcroft has become one of the most powerful corporate entities in the history of the world. The deal they signed with the government to completely rebuild the world's power infrastructure put them in the government. That was even before they figured out that the D-engine would make mecha a reality. The government may be the biggest power player, but Ashcroft is a firm second. Chrysalis trails a solid third, but they're always looking to change that.

Headquartered in Chicago, Ashcroft is the corporate super-entity that manages the many Ashcroft subsidiaries. It's still a privately held corporation, managed by the descendants of the Ashcroft family - who are the richest people in the world. The most famous of its subsidiaries is the Ashcroft Foundation, which pioneers arcanotech. Ashcroft Education creates programs to help people deal with reality. The Ashcroft Clinic creates breakthroughs in psychological counseling and treatment. Ashcroft Consulting is the arm that works with the government on all levels.

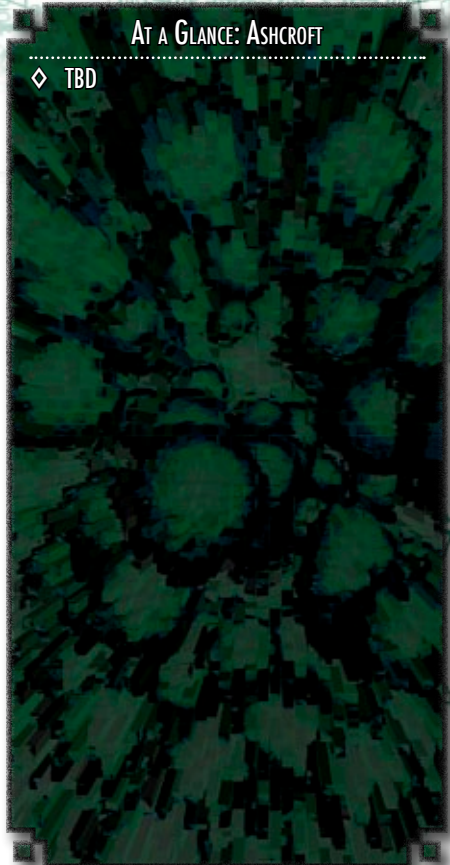
You have to be somebody special to work at Ashcroft. They can afford to take only the best, and their screening selects for altruism, empathy, accountability, and determination. Advancement within the company is merit-based, they pay very well, and the benefits are impressive - especially if you have a dangerous job known to wear on people's psyches, like arcanotech development.

Arcanotech isn't the only thing that Ashcroft is up to, however. The true purpose of Ashcroft lies within the Star Chamber. Only the most trusted are part of this secret body, top executives and others who have proven themselves not only talented and valuable, but of a character contrary to those lured in by cults. They have gathered far more information as to what's really going on in the world than any governmental entity. They look in places others don't and find things others don't want to find.



AT A GLANCE: ASHCROFT

◇ TBD



The Star Chamber is very careful about who they share this information with, so that the corrupt do not find out about their existence. Ashcroft may be powerful, but they're no military force, so the Star Chamber must operate in the shadows.

The Star Chamber is aware of the Shadow War. They know a lot about what's going on inside Chrysalis and way more about the Eldritch Society than would be okay with either. Ashcroft is fighting the problem in the halls of power, while the Society is trying to clean up in the streets of real life. The two organizations should be coordinating their efforts. Ashcroft has had difficulty opening any kind of meaningful dialog with the necessarily untrusting Eldritch Society - which has no idea that the company is a player in their world.

Alice Faye Morgan started Ashcroft with a culture of responsibility and accountability in a broad sense. To the outside, the company's motto is "For the betterment of all." Within Ashcroft halls, it's subtly different: "For the evolution of humanity." Everything that Ashcroft does is in service to this guiding light. Since the birth of arcanotech, the heads of Ashcroft have always known that humanity has taken a step into a larger universe that we're not ready for. We need to become ready and that requires taking a different look at the future.

Ashcroft is inside the government because they don't trust the government. Politicians are fickle and there's corruption from the streets on up. The Ashcroft Advisor program was started under the pretense of guiding the improvement of global infrastructure. Advisors found their way into the highest offices of government, neutral and intelligent counsel for the world's elected officials. When the First Arcanotech War came, Ashcroft suddenly became the think-tank for every ministry imaginable. They had become cemented into the government's infrastructure, to the chagrin of many.

The hidden purpose of the Advisors is to manipulate the system to balance the corruption spreading through the government. Unfortunately, they're losing. There are cultists, Deep One Hybrids, Dho-hanoids, and who knows what else working against them. The government is falling apart as much within as without. Ashcroft is the secret power keeping the government together.

Ashcroft is secretive because they need to be, so many remain suspicious of them. However, if Chrysalis is the Evil Empire, Ashcroft is the White Tower. They're not perfect, but they're playing a big game that stands to achieve great things - for all of us.

THE NAZZADI

The Nazzadi were unknowingly born into slavery. They believed that theirs was a righteous war for conquest. In truth, the Nazzadi were nothing more than a disposable army manufactured by the Migou to do the aliens' dirty work.

Human genetic code is easy to work with for a species as old as the Migou. They didn't have a lot of time, so they had to get the job done efficiently. The cloning and aging of an army based on Human genes was their best option. However, they wouldn't just be Human. The Migou tweaked the DNA to create purpose-born phenotypes of their clones within a safe range of genetic tinkering. The clones wouldn't be super-beings, but they would be naturally good at their jobs.

Processing this many clones through full loyalty conditioning was too great a task given their timetable. Instead, the Migou implanted false memories into the artificially aged race, giving them fictitious lives with history and purpose. The Nazzadi would do what their masters wanted, without ever knowing the truth.

The clones would also deviate from Human stock in other ways. Their skin became jet-black because of the silver nitrate used by the Migou in an attempt to create a first layer of defense against Earth diseases. Engineering nightvision into the Nazzadi genome had the side effect of turning their irises red. The Migou were pleased with the alien-looking results.

The Nazzadi's job was to conquer Earth. The Migou made them believe this was part of some manifest destiny, but it was really the alien insects not wanting to get their hands dirty when someone else could do the job for them. The Humans weren't supposed to fight back so hard, and the Firstborn weren't supposed to be so empathetic. The Firstborn were intended to be mechanisms of control. They were promised great power and luxuries if they maintained what became known as the Lie and led the Nazzadi armada to victory for their masters. These had been potent rewards for tempting humans in the past, and the Migou intended for the Nazzadi to have similar weaknesses. After a while, their scientists discovered that they were attacking their real genetic parents. Some didn't care, while others wrestled with that knowledge. Finally, the silence was broken on Revelation Day, when Field Marshal Vreta Tavakara broadcast the cold truth to his brothers and sisters. The First Arcanotech War ended that day, and the Nazzadi Civil War began between those who believed and those who did



THE NAZZADI ARE "BORN"

not. When the Loyalists were defeated six months later, the Nazzadi became part of Earth.

Rebuilding the world and integrating the Nazzadi was an herculean task. Nearly everyone had lost loved ones in the First Arcanotech War, on both sides. With the New Earth Government granting Cuba, Haiti, and the Dominican Republic to the Nazzadi, forming the new nation of Nazza-Duhni, the race issue grew even hotter. It was only through a careful campaign of social engineering over many years that New Earth Government brought the two races together enough that they could unite in the face of a common enemy seven years later.

Aside from the black skin, the Nazzadi seem a lot like us. They're so similar that our two species can interbreed. On the other hand, they don't have a body clock, so they can rest anytime, anywhere. They can see in the dark. They're more comfortable when things are rocky and uncertain. They don't get as attached to things as a rule, only people. And they're developing their own culture.

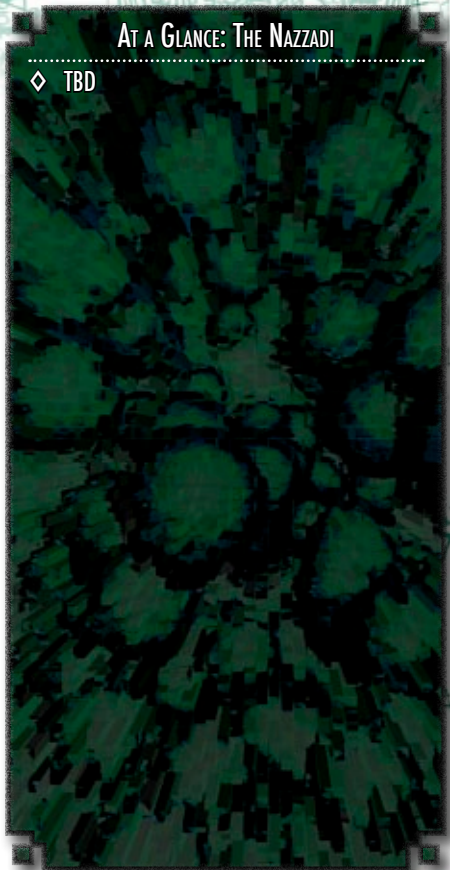
Since the Nazzadi have no real collective past, they face the task of finding their own racial identity. Nazzadi neighborhoods have become places of wild cultural and artistic experimentation. The race is especially known for their habit of combining unusual cultural elements into new things, most notably their cooking and music. They have started to find their own way, in a manner that is influencing the world around them. Nazzadi also take pride in their appearance, health, intellect, and environment. Since they don't yet have many traditions, the Nazzadi have taken to showing that they care about themselves as a people.

Tattoos are especially important to the Nazzadi. These white works of art were originally used as military identification under the race's enslavement by the Migou. They've grown to mean much more. A common language has emerged, building on the old military style, and Nazzadi tattoo their stories onto their bodies – even on their faces. While the Nazzadi will freely share the stories of their tattoos with their own, they aren't easy for Humans to learn.

Despite blossoming hope for the young race, all that's happened has proven too much for some Nazzadi. The suicide rate among Nazzadi is notably higher than the native population. Anarchist punks roll out of Nazzadi neighborhoods, nihilists who truly believe there's no future. Worst of all, some go back to serve their creators, just for it all to make some kind of sense.

AT A GLANCE: THE NAZZADI

◇ TBD



LIFE IN THE STRANGE Aeon

The Ministry of Information had once engineered a society that was based around careful censorship and a culture of diversions. Veterans were the only ones who had any clue how bad it really was out there, and people were too busy living their lives and checking out to care. It worked, preventing panic and keeping the wheels of society turning.

The Migou Hemorrhagic Virus changed everything. No one was untouched by the ravages of the plague. So many people died in such a short time, in what were supposed to be the safest places. Though we beat the MHV, it shocked everyone awake.

The Ministry of Information knows what it's doing. They managed to integrate the Nazzadi, which required some very powerful minds. They've embraced the post-MHV changes and are guiding in the new society. The news isn't as heavily censored any more and people listen carefully to the stories of returning vets. The old paradigm was distraction – the new is social responsibility.

Every person in the New Sol Coalition is mobilized in some way for the Aeon War. The Ministry of Information has created a new level of urgency. Private companies have accepted some level of governmental control in the new semi-planned economy, even those already a part of the system, such as Ashcroft and Chrysalis. People seem to have a more personal stake now, looking out into the world to figure out how they can help make some kind of a difference for humanity.



AT A GLANCE: LIFE IN THE STRANGE AEON

◇ TBD

This newfound sense of responsibility is great, but it hasn't wiped away the usual social ills. It has tempered them, however. There's still crime because there are still things people want that they can't get legally, cults do hide in quiet neighborhoods, and people still sometimes do really crappy things to each other.

However, the Ministry has so energized the public that volunteering is at an all-time high, there are neighborhood watch programs in most arcologies, as well as significant enlistment in the local military and emergency reserves.

People still don't trust the paranormal very much. Though sorcerers and para-psychics assist in the war effort, people are still leery. Arcanotherapists, those sorcerers that combine magic and medicine to heal the sick in amazing ways, are generally better trusted than anyone else with arcane ability. They seem to be splitting off from the "mainstream" magical community to become more trusted as a group, even as their colleagues face further ostracism.

As one might expect, every citizen of the NSC is behind the Aeon War. The alternative is extinction - a point which has been recently punctuated. There are no protests from the sane against the war or any of its policies and resolutions pass through the government with urgency.

One might think that we, of all species, would have been pulled into the abyss, that things were so dark that we might as well give in. The shock of the MHV turned not to sadness, but to anger. This was no natural disaster. This was intentional. People got mad and we've stayed mad. We are ready to fight back and to fight back with everything we've got. We live our lives with purpose, in defiance of the things that have tried to kill us - and failed. Anger is energy.

OFFICE OF INTERNAL SECURITY

The people of the Office of Internal Security have an impossible job, but someone has to police all the weird and magic-related things in the world. After all, when the teen down the street could get his hands on an illegal book and accidentally summon a creature from beyond space and time that could kill most of the neighborhood, someone has to be on watch.

Since the world was forced to accept that magic was real, and that it was a great deal darker and more dangerous than expected, there have been laws to govern its study and use. These laws are absolutely inflexible, and carry serious penalties. There's a list of approved magic, with accompanying books, spells, and objects, and a list of things that are not. Playing around with illegal magical knowledge or goods will likely bring the OIS, and the penalty for breaking these laws is usually life imprisonment.

If only it were that easy. Since the Office of Internal Security can no longer be certain that a perpetrator remains untainted by things from beyond our world, violators are stripped of all rights until proven to be still mortal. Once apprehended, they are taken away to a secret facility in black-bag style. They are then subjected to a battery of tests, both medical and psychological, many of which are unpleasant. If a perpetrator is determined to still be an untainted mortal, she will then stand trial. Independent watchdog groups ensure the trials are fair; nonetheless, most go to prison. If found to be tainted, a perpetrator is spirited away to a secret Office of Internal Security Containment facility, there to be dropped in a hole for the rest of time.

The Office of Internal Security is given nearly unilateral authority to carry out its duties. The government is justifiably alarmed about the threat that magic represents, and they want trained people on the ground keeping it contained. OIS agents outrank just about any other agency, and can take control of crime scenes or investigations with a word. They have the ability to call in an effective media blackout when warranted. No higher



THE OIS vs. CULTIST BAKHI SUMMONING

authority questions their arrests and activities. Scandals or outcries are quickly steam-rolled. The agency's power would be corrupting if their duty weren't so terrifying.

That isn't to say there isn't corruption in the OIS. Agents are only mortal, after all, and are as prone to making bad decisions as anyone else. The difference is, everyone else doesn't work in a job surrounded by people professionally trained to sniff out the tainted. For this reason, corruption involving cults or the paranormal is either nonexistent, or extremely clever.

The Office of Internal Security also maintains watch over the para-psychics of the world. They test adolescents for para-psychic potential, hoping to identify them early and send them through the appropriate training. They maintain the Para-Psychic Registration Service, to keep track of registered para-psychics and monitor their mental health. The agency is also responsible for unregistered or renegade para-psychics, bringing them in and locking them away.

The agency employs tens of thousands of field agents around the globe. A person needs to be smart and gutsy to work as an OIS field agent. Many prospective agents wash out of training, some of them going mad in the process. It's not an endeavor to be taken lightly. The agency recruits heavily from among veterans, many of whom have already seen worse terrors face to face. The number of field agents don't include the agency's enormous support staff of administrators, intelligence specialists, and researchers; there's roughly six people employed as support staff for every one agent.

All of those employees are doing a tough job and, though they can be inflexible, the agency is trying to protect the people. The problem that faces the Eldritch Society is that the agents of the OIS are the good guys. In the end, the Office of Internal Security's cause is just as righteous as the Society's. Unfortunately, the Eldritch Society is ill-inclined to reveal themselves to anyone, so Tagers that are spotted in monstrous form elicit a fast and severe response from the OIS. The two groups cross each others' paths so often, it would be nice if the agency would stop trying to kill their secret otherworldly fellows.

That being said, the Eldritch Society did help pull the agency's proverbial fat out of the fire when targeted by Chrysalis, and contacts were made. The Office of Internal Security still doesn't know with whom they're really dealing, but the few that know of the secret society now believe it to be a force for good. Tidbits of intelligence have been passed back and forth in a mutually beneficial relationship, all under the radar for now. There are those within the Society who feel that bringing factions within the OIS into their confidence is now an option. However, secret societies are by nature slow to trust.

AT A GLANCE: THE OIS

◆ TBD

THE SHADOW WAR

It happens on the streets, in back alleys, in dark corridors. The war between the Eldritch Society and the Children of Chaos is fought under the radar, away from the eyes of the authorities. Chrysalis has infiltrated the government on so many levels that the Society cannot risk revealing itself. And let's be honest - the authorities aren't likely to trust people who have illegally joined in symbiosis with something from beyond space and time, regardless of intentions. The Society is a group of outlaw heroes, unknown and shunned by the very people it's trying to save.

Everything that the Children of Chaos do is in service to one thing - awakening the Old Ones. They are the midwives of the apocalypse, helping grease the cosmic machine of the Strange Aeon to bring our time on this world to an end. They weaken the government, while helping their fellow cults achieve their goals. The Eldritch Society may not have always succeeded in foiling the Children of Chaos, but without their efforts, humanity would already be far worse off.

There are few who even know the Shadow War exists. Ashcroft's Star Chamber knows the score, but no one else even knows they're a player. Elements within the Global Intelligence Agency and the Office of Internal Security have an idea something is going on. There are also those special few within the magic black market who may know a little something. In general, the soldiers of the Shadow War blend into society and don't call attention to themselves. Those few incidents that go public are reported as cult terrorist actions by the media.



AT A GLANCE: THE SHADOW WAR

◇ TBD

Unfortunately, this secrecy means that sometimes the Eldritch Society is hunted by their own government. If Tagers are spotted, the government responds as it would to any Hostile Biological Entity and send in heavy firepower – including power suits. The investigations of the Office of Internal Security often intersect with the actions of the Society, and conflict inevitably ensues. Tager packs sometimes have to lay low for weeks or months when the heat is on.

Naturally, the Eldritch Society has its own network spies and agents. They've successfully infiltrated many places, but are primarily focused on the Chrysalis Corporation and its subsidiaries. However, agents can only penetrate the organization so deeply before they are faced with the Rite of Transfiguration. Most are extracted after only a few years, which lessens their efficacy.

There are those within the Society who simply want to reveal the corruption of the Chrysalis Corporation to the rest of the world. They've failed at every turn. It's really hard to unseat the third most powerful organization in existence, especially when they own most of the media. Unmasking the Children of Chaos is impractical at best. Even still, the Operators of the Eldritch Society try to leak information on the internet, where it is mostly picked up by communities of paranoid conspiracy theorists. There's quite a presence of Chrysalis conspiracy sites on the internet, not that they're making much of an impact.

All of this focus on Chrysalis doesn't mean that the Society doesn't find itself fighting other enemies. Other cults hide within the New Sol Coalition doing unspeakable things, and sometimes they bump up against the Eldritch Society – who is happy to divert their attention for a while.

For a long time, it seemed that the Children of Chaos were winning. That changed when the Society stopped the Black Mother from being reborn. The Eldritch Society is on an upswing, after some painful failures. There's a fire spreading through the packs, a belief that this is the beginning of the end for their enemies. The scales have swung, and it's the Society's time now – even with Chrysalis at the height of its power.

Now the Shadow War is yours. Spread your fire and cleanse the world.

CHARACTERS



Your Character is your fictional avatar within the setting of CthulhuTech. The rules presented here will help guide you towards making an interesting and exciting Tager Character. While other books will present rules for creating other kinds of Characters, the Shadow War focuses on those who have become mystical symbionts. As Tagers, your Characters will have the power and resources to fight against the machinations of the Children of Chaos.

THE DESIGN PROCESS

You'll be developing your Character by choosing certain templates and spending points in the different areas that make him up. The meat of this process is composed of fifteen steps:

1. Choose a Race
2. Choose a Racial Background (and phenotype, if Nazzadi or Amlati)
3. Choose a Tager
4. Distribute points for Attributes
5. Record Cultural Skills
6. Choose Civil Service
7. Choose a Profession Package
8. Choose any additional Drawbacks
9. Choose any additional Assets
10. Spend remaining SDP on additional Skills
11. Determine Characteristics
12. Choose one Talent
13. Choose one Team Talent with your group
14. Spend Power Advances on Tager
15. Create a few Personal Details

STEP 1: RACE

Your race determines a lot about who you are, even though racial barriers have broken down a lot in the age of the Strange Aeon. You have three choices in this book – Human, Nazzadi, or Amlati (see p. XX for more on races).

STEP 2: RACIAL BACKGROUND

Once you've chosen your race, you can see that there are several backgrounds available to each. These represent the conditions in which you grew up, which have a profound affect on who you are today – especially given the devastation of the last several decades.

Your racial background helps you narrow down your Character's age, notes any modifications to

starting Attributes, any starting Skills, any Assets and Drawbacks it provides, and tells you how many Skill Development Points (SDP) the package will cost or provide you. Record all of this.

You begin with 25 SDP, so add or subtract the appropriate amount from your Racial Package.

STEP 2A: NAZZADI PHENOTYPE

If you're going to play a Nazzadi or Amlati, you have another choice to make.

The Nazzadi were purpose built, their DNA tweaked to better serve their purposes. There are six different phenotypes from which to choose, as found on p. XX. Choose one and record the starting Attributes, as well as any Assets and Talents it provides.

If you're Amlati, you inherited something from your Nazzadi parent, so choose one of the phenotypes from p. XX and record any Assets and Talent it provides.

Subtract the appropriate cost for your heritage from your SDP.

STEP 3: TAGER SYMBIONT

One of the most important choices you'll make for your Character is the type of symbiont with which she has bonded. There are four types in this book, with descriptions starting on p. XX. Each Tager gives you some recommendations to consider as you build out the rest of your Character. You don't need to worry about building your Tager yet.

STEP 4: ATTRIBUTES

Attributes are measured on a scale from one to ten. The average rating for most people is a five. At the extremes, a rating of one means that you're handicapped in some way, while a rating of 10 puts you among the most gifted in the world.

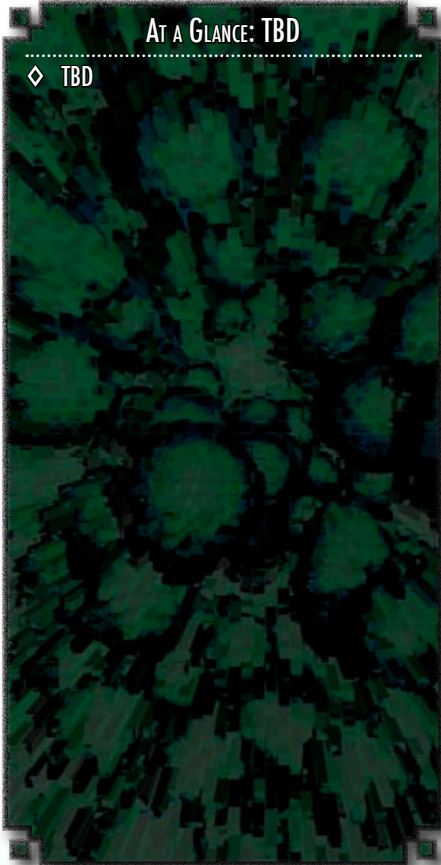
There are six Attributes in CthulhuTech: Agility, Strength, Tenacity, Intellect, Perception, and Presence.

AT A GLANCE: TBD

◇ TBD

AT A GLANCE: TBD

◇ TBD



AGILITY

Agility is a measure of a Character's grace, manual dexterity, and finesse. Agility is used for any Skill that requires bodily control, including those that involve fighting in close quarters or getting out of harm's way.

STRENGTH

Strength is a measure of a Character's physique and physical might. Strength is used for lifting heavy things, restraining people, and anything else that requires raw physical power.

TENACITY

Tenacity is a measure of a Character's endurance, stamina, and willpower. Tenacity is used for any taxing physical Skill, as well as to resist the effects of the horrible things that Characters might experience.

INTELLECT

Intellect is a measure of a Character's cleverness, ability to learn, and memory. Intellect is used for any learned Skill, including those that are technical and scientific in nature.

PERCEPTION

Perception is a measure of a Character's sense acuity, awareness, and intuition. Perception is used for any Skill requiring attentiveness, as well as for effectively utilizing ranged weapons.

PRESENCE

Presence is a measure of a Character's social ability and force of personality. It isn't necessarily a measure of beauty or charm, which are better reflected by a Character's Qualities, Skills, and Talents. Presence is used for any social Skill.

ASSIGNING ATTRIBUTE POINTS

Characters begin with a rating of 4 in each Attribute, except for Tenacity which starts at 6 - it's required for the Tager Asset. One of your other Attributes will also begin one higher, according to your race. Distribute 10 more points among your Attributes, to a maximum of 10 in any given one. If you're going to be Nightmare, you'll need to put at least one more point into Tenacity to meet the requirement of the Tager: Exceptional Asset.

Alternatively, you can simply assign the following ratings to your Attributes: 4, 5, 6, 7, 7, 8. Make sure to put a 6 or higher into Tenacity – 7 or higher if you’re going to be a Nightmare.

STEP 5: CULTURAL SKILLS

Every Character gets a batch of free Skills, just for growing up in the New Earth Government. Record the following Skills and ratings before you move on. If you have questions about the Skills, the list starts on p. XX.

CULTURAL SKILL	RATING	FOCUS
Computer	1	None required.
Education	2	None required.
Hobbies & Trivia	1	Choose one hobby and an area of trivia.
Languages	4	English
Languages	4	Native language.*
Occult	1	None required.
Regional Knowledge	2	Two regions, one being your city of birth and the other your area of residence.

NATIVE LANGUAGE

If you’re Human, choose another language to know. If you’re Nazzadi, your native language is Nazzadi. If you’re Amlati, choose one or the other, based how you were raised.

STEP 6: CIVIL SERVICES

Every citizen of the New Earth Government must serve a two-year term of civil service once they’ve graduated from Secondary School. Choose one of the five Civil Service Packages here. You get all three of the Skills at a rating of 1.

CIVIL SERVICE	SKILL 1	SKILL 2	SKILL 3
Animal Shelters	Business	Convince	Hobbies & Trivia: Animals
Armed Forces	Dodge	Marksman	Martial Arts
Arts Programs	Art & Performance	Education	Observation
City Maintenance	Athletics: Tenacity	Pilot	Technician
Community Outreach	Convince	Education	Savoir-Faire
Corrections Officer	Intimidate	Law Enforcement	Martial Arts
Crime Prevention	Observation	Security	Surveillance
Counselor	Convince	Medicine: Psychological	Science: Life
Disaster Response	Business	Medicine: Physical	Pilot

CIVIL SERVICE	SKILL 1	SKILL 2	SKILL 3
Emergency Response	Observation	Pilot	Survival
Environmental Clean Up	Education	Science: Earth	Science: Life
Food Shelf	Business	Observation	Savoir-Faire
Government Administration	Business	Computer	Savoir-Faire
Homeless Programs	Convince	Medicine: Psychological	Streetwise
Hospital Aide	Education	Medicine: Physical	Security
Orphan & Foster Care	Convince	Medicine: Psychological	Savoir-Faire
Police Auxiliary	Intimidate	Law Enforcement	Marksman
Political Aide	Business	Lie	Savoir-Faire
Public Works	Athletics: Strength	Athletics: Tenacity	Pilot
Refugee Aid	Business	Language	Savoir-Faire
Senior Citizens Programs	Convince	Medicine: Physical	Savoir-Faire
Teaching or Mentoring	Convince	Computer	Education
Technical Support	Computer	Education	Technician
Youth Programs	Convince	Education	Savoir-Faire
War Fundraising	Convince	Business	Savoir-Faire

If you have a Skill given to you by both your Racial Background and your Civil Service Package, add the ratings together.

STEP 7: TRAINING PACKAGES

Choose your Character's professional background from among those starting on p. XX. Your Training will provide you with Assets, burden you with Drawbacks, and provide you with with starting Skills. Each Training Package costs a certain number of Skill Development Points – subtract these from your total before moving on. Record all this.

If you have a Skill given to you by any combination of your Racial Background, your Civil Service, and your Training Package, add the ratings together.

STEP 8: CHOOSE ADDITIONAL DRAWBACKS

You'll have a number of SDP left, and this is your chance to get more. Drawbacks are negative things that may be a part of your Character. They'll inhibit play from time to time, so choose carefully. The advantage is that each Drawback you choose will give you more Skill Development Points. The list of Drawbacks starts on p. XX.

You may choose up to eight points worth of Drawbacks, not including the ones you may have received

from your Racial Background and Training Package. Add your points from Drawbacks to your SDP total before you move on.

STEP 9: CHOOSE ADDITIONAL ASSETS

Assets are awesome things that may be a part of your Character. They give you bonuses during play, but they cost you Skill Development Points. The list of Assets starts on p. XX.

Be careful you don't spend too many points on Assets, or you may suffer when it comes to rounding out your Skills. Subtract your points spent on Assets from your SDP before you move on.

STEP 10: SPEND REMAINING SDP ON SKILLS

Whatever SDP you have left you get to spend rounding out your Skills. First, take a look at the Skills, starting on p. XX. A basic list of Skills is also found on p. XX.

Once you've chosen the ones you'd like to customize your Character, you purchase those Skills according to your desired rating - three is the highest you can go for a starting Character.

SKILL RATING	TOTAL SDP COST	INCREMENTAL SDP COST
1	1	1
2	2	1
3	4	2

If you already have a Skill from any combination of your Racial Background, Civil Service, or Training Package, you can increase it by paying the difference in points between the levels. So, it costs one point to increase to a two, if you already have a one.

You may end up with Skills already at 3 or even at 4 from your Racial Background, Civil Service, and Training Package. You can't increase them any more during Character Generation.

SPECIALIZATIONS

Choose one +1 Specialization for one of your Skills and note it. Specializations are described on p. XX.

REACTION SKILLS

Reaction Skills are those that you use when you need



ATTRIBUTE	REACTION SKILL
Agility	Coordination
Strength	Brawn
Tenacity	Wellness
Intellect	Insight
Perception	Intuition
Presence	Charisma

to react to something coming your way. They're described starting on p. XX. Each Attribute has a paired Reaction Skill, and they are:

Each Reaction Skill starts at a rating equal to half the associated Attribute (rounded down), minus one.

STEP 11: CHARACTERISTICS

Characteristics are a few other important details about your Character that are derived from her Attributes. They include how fast she moves, as well as how much punishment she can take.

ACTION POINTS

Action Points represent what your character can get up to during a single Turn of combat, or in other time sensitive situations.

Characters begin with 5 Action Points.

DAMAGE BONUS

The stronger you are, the harder you hit.

To determine your Damage Bonus when fighting in close quarters combat, divide your Strength by three, rounding down.

ORGONE

Orgone represents the reservoir of cosmic power in your Character, which can be used to power magic. However, your symbiont also feeds off your Orgone, so you don't have as much as a normal person.

Your starting Orgone is equal to the average of his Intellect and Tenacity (rounded down), plus five points, all divided by two - or simply consult the table.

INTELLECT + TENACITY	ORGONE
6-9	4
10-13	5
14-17	6
18-21	7
22-25	8

Nightmare Taggers are the exception - they have an Orgone of 0.

RESILIENCE

Your Character's Resilience is her ability to endure the pressures of Social Combat. The higher the score, the more she can take.

To determine your Resilience, take the average of your Intellect, Perception, and Presence and then add five.

Your Character gets her Resilience in points for each of the three Psychological Damage Levels - Tested, Worn, and Crumbling. For more on Psychological Damage Levels, see p. XX.

REFLEX

Your Character's ability to react quickly is represented by her Reflex. The higher the score, the more likely she is to act before her enemies.

A character's Reflex score is the average of his Agility, Intellect, and Perception (rounded down).

SPEED

There are three kinds of Speed you'll need to calculate for your Character - Combat, Event, and Long Distance.

COMBAT SPEED

Your Combat Speed is how fast your Character moves during a five-second combat Turn. Add your Agility and Strength together, and consult the table below.

AGILITY + STRENGTH	OVERALL MAX. SPEED	CAUTIOUS (PER TURN)	WALK (PER TURN)	RUN (PER TURN)
2-4	4 mph/6.5 kmh	1.5 yd/m	3 yd/m	10 yd/m
5-6	6 mph/9.5 kmh	2.5 yd/m	5 yd/m	15 yd/m
7-8	8 mph/13 kmh	3.5 yd/m	6.5 yd/m	20 yd/m
9-10	10 mph/16 kmh	4 yd/m	8 yd/m	25 yd/m
11-12	12 mph/19 kmh	5 yd/m	10 yd/m	30 yd/m
13-14	14 mph/22.5 kmh	6 yd/m	11.5 yd/m	35 yd/m
15-16	16 mph/26 kmh	6.5 yd/m	13 yd/m	40 yd/m
17-18	18 mph/29 kmh	7.5 yd/m	15 yd/m	45 yd/m
19-20	20 mph/32 kmh	8.5 yd/m	16.5 yd/m	50 yd/m
21-22	22 mph/35.5 kmh	9 yd/m	18 yd/m	55 yd/m

EVENT SPEED

When things are more narrative, you'll only need to know how fast your Character can move in a minute. Add your Agility and Perception together, and consult the following table.

AGILITY + PERCEPTION	WALK (PER MIN)	CAUTIOUS (PER MIN)	RUN (PER MIN)
2-4	40 yd/m	20 yd/m	120 yd/m
5-6	60 yd/m	30 yd/m	180 yd/m
7-8	80 yd/m	40 yd/m	240 yd/m

9-10	100 yd/m	50 yd/m	300 yd/m
11-12	120 yd/m	60 yd/m	350 yd/m
13-14	140 yd/m	70 yd/m	410 yd/m
15-16	160 yd/m	80 yd/m	470 yd/m
17-18	180 yd/m	90 yd/m	530 yd/m
19-20	200 yd/m	100 yd/m	590 yd/m
21-22	220 yd/m	110 yd/m	650 yd/m



LONG DISTANCE SPEED

Let's face it – sometimes your Character is going to end up hoofing it. To determine how far your Character can make it in a day, add your Agility, Strength, and Tenacity together, and consult the next table. This rate assumes you'll be taking breaks and have few navigation issues during the journey.

AGILITY + STRENGTH	MILES PER DAY	KM PER DAY
3-6	15	25
7-8	20	30
9-10	25	40
11-12	30	50
13-15	35	55
16-18	40	65
19-21	45	70
22-24	50	80
25-27	55	90
28-30	60	95

VITALITY

Your Character's Vitality is her ability to endure harm. The higher the score, the more punishment she can take. Add your Strength and Vitality together, and consult the following table.

STRENGTH + TENACITY	VITALITY
1-2	6
3-4	7

STRENGTH + TENACITY	VITALITY
5-6	8
7-8	9
9-10	10
11-12	11
13-14	12
15-16	13
17-18	14
19-20	15
21-22	16
23-24	17

Your Character gets her Vitality in points for each of the five Wound Levels – Flesh Wounds, Light Wounds, Moderate Wounds, Serious Wounds, and Death’s Door. For more on Wound Levels, see p. XX.

WIT

Wit represents your Character’s ability to wear others down in Social Combat.

To determine your Wit, divide your Presence by three, rounding down.

STEP 12: CHOOSE ONE TALENT

Characters also develop, most especially during play, special action-oriented abilities called Talents. These abilities might be something that allows your Character to attack twice for a single action or that provide bonuses to special social Skill Tests. Some Talents are in play all the time, while others must be Triggered (see p. XX).

The list of Talents available for your Character starts on p. XX. Choose one.

STEP 13: CHOOSE TEAM TALENT

Team Talents are Talents that affect a coordinated group of people. Everyone with the Talent can work together for a common bonus. They reflect the tactics that teams of people develop as they work more closely together.

The list of Team Talents available to your group starts on p. XX. Choose one that you can all agree upon.

STEP 14: BUILD YOUR TAGER

Spend Power Advances to build your Tager. You have 20. For more on this, see p. XX.

STEP 15: PERSONAL DETAILS

To help flesh out your Character in a roleplaying sense, there are a few other personal details you should work out before you begin playing.

Choose your Character's age, based on her Racial Background. You can go a little over or under, but you should probably explain why she is over or under-skilled for her age.

To go with that, you should determine your Character's ethnicity, height, weight, and any important personality traits that define who she is to others. Ethnicities may be diverse, as Human Characters in CthulhuTech come from all kinds of heritage.

Lastly, choose your Character's name, taking into account her heritage. If your Character is Nazzadi, the sidebar has some guidelines to help you create an authentic name. You should also choose your Callsign, the unique nickname by which other Tagers refer to you. The other sidebar can give you some help with this.

STEP 16: GEAR

Instead of tracking money in amounts of currency, CthulhuTech uses Wealth Codes to track a Character's financial resources. Normally, starting Characters begin with a Personal Wealth of 2 and a Sponsored Wealth of 1, unless modified by the Loaded or Broke Qualities. See p. XX for a more detailed explanation of Wealth Codes.

THE FOLLOWING SECTION IS INCOMPLETE.

SIDEBAR: TAGER NAME

Tagers are given special names when they are reborn. Similar to the callsigns of mecha jocks, these names somehow describe the essence of the new being. Bloodcry, Crimson, Slaughter, Stitch, Wight, and similar names are given to newborn Tagers.

NAZZADI NAMES & WORDS

Here are a few guidelines to the Nazzadi language to help you create an authentic name for your Character.

- ◇ Nazzadi words don't use complex consonant sounds - th, ch, sk, and the like - or complex vowel combinations - oa, oe, oi, or the reverse.
- ◇ Nazzadi words are spelled and spoken phonetically. For example, phonetic would be spelled fonetik in Nazzadi.
- ◇ Vowels are spoken hard or soft as a matter of pronunciation and dialect.
- ◇ Nazzadi uses a lot of hard consonants, but still rolls off the tongue easily.
- ◇ Nouns and names in Nazzadi are gender specific. Masculine Nazzadi words end with -a, feminine words with -y, and neutral words with -i.

- ◇ **Nazzadi** have special surnames. They do the son or daughter of thing, since there aren't really long family lines yet, identified with your gender. If you're male, you are the son of your father. If you are a female, you are the daughter of your mother. You also add the prefix of **Ta-** for son of, or **Na-** for daughter of. For example, Sorena son of Dikala would be Sorena Tadikala, while Pendency daughter of Valeky would be Pendency Navaleky.

FREEFORM DESIGN

If you're an experienced roleplayer and you don't have any interest in restricting yourself to the template-driven Character Design system presented here, here are some rules for creating your Characters in an entirely freeform fashion.

1. Characters begin with a rating of 4 in each Attribute, except for Tenacity which starts at 6 - it's required for the Tager Asset. One of your other Attributes will also begin one higher, according to your race - Agility for Nazzadi, Tenacity for Humans, and either Agility or Tenacity for Amlati. Distribute 10 more points among your Attributes, to a maximum of 10 in any given one. If you're going to be Nightmare, you'll need to put at least one more point into Tenacity to meet the requirement of the Tager: Exceptional Asset.
2. Record all the free Skills from Cultural Skills in Step 5. Every Character gets them.
3. Acquire required Qualities:

RACE	REQUIRED QUALITY	COST
Any	Tager	4
(If Nightmare)	Tager:Exceptional	1
Nazzadi	Nightvision	3
Amlati	Alluring	1
	Nightvision	3
	Misfit	(1)

4. Spend SDP on Skills & Assets, getting more for Drawbacks.

RACE	STARTING SDP	IF NIGHTMARE
Human	21	20
Nazzadi	24	23
Amlati	21	20

5. Calculate Characteristics.
6. Choose 1 Talent and 1 Team Talent.
7. Spend 20 Power Advances on your Tager.

8. You have a Personal Wealth of 2 and a Sponsored Wealth of 1, unless modified by Qualities.

CONVERTING FROM V1

If you have a beloved Character from CthulhuTech V1 that you'd like to covert over into V2, you'll have to go through a process of rebuilding your Character within the new rules. Because so much has changed, Characters shouldn't be ported over 1-for-1 – you'll mostly likely be underpowered.

If you've recorded the amount of Experience you earned over time, divide that number by five and hold onto that. If you didn't, realistically estimate how many sessions you've played with that character and hold onto that.

Now rebuild your Character, starting from scratch. Once that base is done, take the number you've been holding onto. You get that many Character Advances and that many Power Advances to bring your Character back up to speed.

Honestly, this might take a couple of hours, but you'll end up with a mechanically superior Character in the end.

RIANCE

PACTES



NAZZADI

While the Nazzadi pretty much look and act like us, they aren't. They're just as different on the inside as they are outside.

Important Dates – 2056: Birth of the Nazzadi; 2059-2065: First Arcanotech War

Conditional Stealth – Nazzadi gain a +1 die bonus to Stealth Tests in the shadows or the dark.

Here are some suggestions to help you get in the mindset of your Nazzadi Character:

1. You may have been born a slave to the Migou. Even if you weren't, your parents and entire race were. You might even be a clone, grown in a vat. Some of your memories may be fake. That's something to wrap your head around.
2. You know full-well who made you, how they made you, and why they made you. That's a pill to swallow.
3. You most likely hate the Migou with a fiery passion.
4. Take pride in your mind and body. Train, learn, and grow.
5. Take pride in your environment. Embrace a sort of Feng Shui.
6. While it's okay to play with Humans, it's not okay to fall in love and have kids with them.
7. If you do have kids with a Human, they'd better be raised like they were Nazzadi.
8. Experiment. Blend things together that shouldn't normally blend and see what happens.
9. Your tattoos have stories. Know them, even if you only tell others of your kind.
10. Be daring in your fashion and celebrate your body. Be proud in how you look. Humans have some strange taboos. All people are beautiful.
11. Uncertainty isn't a big deal. In fact, it's exciting, because amazing things can happen. You are probably more relaxed than the Humans around you.
12. Your self-worth comes from the inside, not in what you have on the outside.
13. You most likely carry a little Nazzadi guilt, from the First Arcanotech War. Think of it a little like the Germans of the 20th Century.
14. You're still a little puzzled why the New Earth Government worked so hard to integrate the Nazzadi with the Humans, but you're not complaining.
15. Even such, you still have to deal with racism. It really sucks when Humans call you a "lab rat" or ostracize you.
16. There's a good chance that you grew up in a martial tradition and that some of that practicality is a part of your life. You also don't easily back down.
17. You lost loved ones in the First Arcanotech War. It wasn't cool just because the Nazzadi were the invaders.
18. You don't have a body clock, so you don't have to worry about set bed-times, sleep schedules, and crap like that. When you travel, you adjust very quickly.
19. You're not technically nocturnal, but you're just as comfortable at night as you are during the day. This can still freak your Human friends out.

NAZZADI ASSETS

Here's a special Quality that can apply to Nazzadi Characters.

ADAPTIVE COLORING

3

NAZZADI ONLY

One of your Character's parents was of the Keladi phenotype (p. XX). Your skin defaults to black, but it changes coloring to match what's around you – much like a chameleon. This provides you with a +1 die Bonus to your Stealth Tests all the time, instead of just in dark places. However, you can't turn this body response off, which can be a little weird sometimes.

NAZZADI DRAWBACKS

Here are a few special Qualities that can apply to Nazzadi Characters.

CHINA DOLL

2

NAZZADI ONLY

REQUIRES: MISFIT/1 DRAWBACK

Nicknamed a China Doll, your Character suffers from achromatosis and is an honest-to-goodness Nazzadi albino. Your body lacks pigment. Your skin is pale with a porcelain-like quality, though it bruises easily and burns quickly in direct sunlight. Your hair is perfectly white and your eyes are purple, and very sensitive to bright lights. Without proper eye protection, you suffer a -1 die Penalty to all Tests that require sight under bright lights, and a -2 die Penalty in direct glaring light.

China Dolls are unusual, but no so rare as to be mythical. They still often tattoo themselves, but use blacks and bright colors to offset their skin, and often dye their hair wild colors as well. There are those who will react to the oddity of a China Doll, but there are weirder sights in the Strange Aeon.

VATBORN

1 OR 2

NAZZADI ONLY

REQUIRES: SEASONED AND MISFIT DRAWBACKS FOR RATING 2

Your Character is one of the Old Guard, one of the Nazzadi clones sent to invade Earth. Born in a cloning vat on Pluto, some of your memories are implants, fabricated to give you a sense of self and of history. You can run into others with the same memories from your youths, where only the superficial details are different. It is often quite disheartening when this happens, a reminder of the Migou's slavery.

Your Characters limited memory implant depends on how old he was during the First Arcanotech War:

Rating	Vatborn
1	Your Character was a child in the fleet, and only his earliest memories are implants. You were one to ten years old when the First Arcanotech War began, so you're now between 27 and 35.
2	Your Character was a teenager in the fleet, so all memories of his family and childhood are implants. You were eleven to twenty years old when the First Arcanotech War began, so you're now between 35 and 45.

NAZZADI BACKGROUNDS

VATBORN: GEN3

You were a young adult during the First Arcanotech War, and fully embraced the Lie.

Provides	+1 SDP
Age	35 to 45 (Accelerated Clone Aging)
Attribute Bonus	Based on phenotype
Skill Bonuses	+1 Stealth (Conditional)
Assets	Nightvision
Drawbacks	Misfit/2, Seasoned/2, Vatborn/2

VATBORN: GENTERMINUS

You were a child during the First Arcanotech War, but were raised to believe the Lie.

Cost	1 SDP
Age	27 to 35 (Accelerated Clone Aging Probable)
Attribute Bonus	Based on phenotype
Skill Bonuses	+1 Stealth (Conditional)
Assets	Nightvision
Drawbacks	Misfit/1, Vatborn/1

FLEETBORN

You were born naturally in the fleet, but have little memory of the Old Ways or the First Arcanotech War.

Cost	3 SDP
Age	20 to 26 (Natural Aging)
Attribute Bonus	Based on phenotype
Skill Bonuses	+1 Stealth (Conditional)
Assets	Nightvision
Drawbacks	Misfit/1

ORPHAN

You were born naturally in the fleet, but have little memory of the Old Ways or the First Arcanotech War. Your parents were killed and you ended up in the hands of the NEG, raised by human foster parents.

Cost	3 SDP
Age	20 to 26 (Natural Aging)
Attribute Bonus	Based on phenotype
Skill Bonuses	+1 Stealth (Conditional)
Assets	Nightvision
Drawbacks	Misfit/2

FREEBORN

You were born naturally after the First Arcanotech War. Among the first generation of free children, you've embraced it.

Cost	4 SDP
Age	19 and Younger (Natural Aging)
Attribute Bonus	Based on phenotype
Skill Bonuses	+1 Stealth (Conditional)
Assets	Nightvision
Drawbacks	None

WHITE SHEEP

You were born naturally after the First Arcanotech War, but your parents were loyalists. You eventually escaped their poison, but not without a price.

Cost	0 SDP
Age	19 and Younger (Natural Aging)
Attribute Bonus	Based on phenotype
Skill Bonuses	+1 Stealth (Conditional)
Assets	Nightvision
Drawbacks	Damaged, Misfit/1

ΝΑΖΖΑΔΙ ΠΗΣΕΝΟΤΥΠΟΣ

The Migou manipulated the DNA of the Nazzadi, creating six different sub-types of the race, each built to be better at their purpose. Choose one for your Nazzadi Character. Each tells you which of your starting Attributes begins higher, your bonus to one Reaction Skill, and any Assets and Talents you receive for the phenotype's SDP cost.

If you're granted either the Geek or the Jock Asset, you don't have to pick what it applies to right away. It's a knack you can discover later – when you acquire the Specialization to which you want it to apply, it will kick in and be paired forever.

Heritage of these traits is simple. If your parents of the same phenotype, it's easy. If your parents are of different phenotypes, you get one or the other. The genetics pass on whole or not at all. There's no genetically compatible crossbreeding – hybrids die in the womb. Eventually, the Nazzadi will have interbred to a point where the phenotype of a child is basically roulette, but that's a long way off.

ΑΚΑΝΑΛΙ: THE AEGIS The Officer's Corps.

Cost	4 SDP
Attribute Bonus	Intellect starts at 5
Skill Bonuses	+1 Insight
Assets	Driven Ingenious

ΝΙΒΑΡΙ: THE HOUNDS The Scout & Messenger Corps.

Cost	6 SDP
Attribute Bonus	Perception starts at 5
Skill Bonuses	+1 Intuition
Assets	Keen Sense (Choose one) Swift
Talents	Peek-a-Boo

ΚΕΛΑΔΙ: THE HIDDEN The Covert & Special Forces Corps.

Cost	4 SDP
Attribute Bonus	Agility starts at 5
Skill Bonuses	+1 Coordination
Assets	Adaptive Coloring Jock (for Athletics: Agility)

ΤΑΝΑΚΙ: THE HIVE The Science Division.

Cost	4 SDP
Attribute Bonus	Intellect starts at 5
Skill Bonuses	+1 Insight
Assets	Geek Total Recall

ΚΟΡΡΑΚΙ: THE LEGION The Warrior Corps.

Cost	5 SDP
Attribute Bonus	Strength starts at 5
Skill Bonuses	+1 Brawn
Assets	Backbone
Talents	Lift with your Legs

ΖΟΡΑΔΙ: THE VOIDWALKERS The Pilot & Mecha Corps.

Cost	4 SDP
Attribute Bonus	Perception starts at 5
Skill Bonuses	+1 Intuition
Assets	Daring Internal Compass Jock (for Athletics: Agility)



AMLATI

(XENOMIX)

HUMAN/NAZZADI HALFBREED

Racial interbreeding is natural. It's what happens when two separate types of compatible people meet and their cultures meld together. Xenomixes, or Amlati as they are known in Nazzadi, are children of Human and Nazzadi parents. Humans have accepted them the way they've accepted the Nazzadi. The Nazzadi, on the other hand, insist that Amlati be raised in their culture, or they shun the poor children.

Amlati are an interesting mix of Nazzadi and Human, with jet black hair, silvery gray skin, and eye colors straying into lavenders and grays. There's something about them that's fascinating.

Here are some things to help you get inside the head of your Amlati Character:

1. Your racial identity issues are complex.
2. Even if your parents wanted you, the Nazzadi people didn't. It's not cool to dilute the race when it's just now really becoming one.
3. If you were raised as a Nazzadi, you're more accepted. If you weren't, Nazzadi don't you and generally don't like you.
4. If you were raised Nazzadi, experiment take pride in yourself.
5. If you've been raised Nazzadi, your tattoos all have stories, even if you'll only share them with other Amlati and Nazzadi. If you weren't and you have Nazzadi tattoos, you're going to take crap for it.
6. The Human side of your family is probably pretty cool, unless you have First Arcanotech War vets in there. If that's the case, there may be members of your human family who might pretty much want to spit on you.
7. If you were raised Human, to hell with the Nazzadi. You're just rocking out in society.
8. Most kids your age found you kind of cool and interesting. While there may have been some prejudice, it wasn't all bad.
9. There aren't a lot of you. That makes you special to both races.
10. Your parents may or may not have been able to weather the additional pressures of a mixed relationship.
11. You do not like being called the racial perjorative "starchild."



AMĻATI BACKGROUNDS

FORBIDDEN CHILD

You were born either as a child of war crimes during the First Arcanotech War, or from a forbidden union after Vreta's fleet turned against the remaining Nazzadi. You haven't had an easy time of it.

Cost	0 SDP
Age	20 to 27
Attribute Bonus	Agility starts at 5 or Tenacity starts at 7
Skill Bonuses	+1 Coordination (if Agility chosen) +1 Wellness (if Tenacity chosen)
Assets	Alluring/1, Nightvision
Drawbacks	Damaged, Misfit/2

FREEBORN

You were born naturally after the First Arcanotech War. Among the first generation of free children, you've embraced it.

Cost	3 SDP
Age	19 and Younger
Attribute Bonus	Agility starts at 5 or Tenacity starts at 7
Skill Bonuses	+1 Coordination (if Agility chosen) +1 Wellness (if Tenacity chosen)
Assets	Alluring/1, Nightvision
Drawbacks	Misfit/1

AMĻATI PHENOTYPES

Your Nazzadi parent's DNA was purpose-modified. You've inherited some of their genetic modification - choose one of the following dominant phenotypes. Records the Assets and Talents provided for the SDP cost.

DOMINANT PHENOTYPE	ASSETS	SDP COST
Hidden	Adaptive Coloring	3
Legion	Lift with your Legs	2
Aegis	Driven	2
Hound	Swift	2
Hive	Total Recall	3
Voidwalker	Internal Compass Jock (Athletics: Agility)	2



HUMAN

Humans are a hardy breed, set free from much of the petty BS that plagued the race in centuries past. Despite the challenges and terrors that face them, they are remarkably tenacious and have created their own hope in and amongst the almost overwhelming darkness.

Here are some things to help you get inside the head of your Human Character:

1. Sometimes it seems like you've seen everything.
2. You're generally pretty hard to phase.
3. You've been beaten down – there are things trying to exterminate you.
4. You probably buy into a lot of the propaganda that isn't about the Shadow War.
5. You realize that hope is something you generate for yourself, not something you find in the world around you.
6. You like to party, or celebrate at the very least.
7. You've got a fierce pride. After all, so many things are trying to kill you, you must be important. Better than that, they keep failing. Take that, suckers.
8. Given current conditions, there's pressure on you to procreate.
9. Everything seems important now. Never let yourself be lax.
10. Life is short. Make something of it.
11. You don't see color anymore. Racism between Humans is really rare.
12. National boundaries have broken down. While you still have pride in where you were born, there's no nationalism or prejudice according to nation.
13. You don't really put up with being called a "house ape." That one still gets you.

HUMAN BACKGROUNDS

BORN UNDER THE BLITZ

You grew up dealing with the stresses of the First Arcanotech War, though weren't particularly affected. Urbanite.

Provides	0 SDP
Age	27 and Older
Attribute Bonus	Perception starts at 5
Skill Bonuses	+1 Dodge, +1 Intuition, +1 Streetwise
Assets	None
Drawbacks	Bigot

HAYSEED

You were mostly left alone, until the Second Arcanotech War started. Rural upbringing.

Cost	3 SDP
Age	Any
Attribute Bonus	Tenacity starts at 7
Skill Bonuses	+1 Wellness
Assets	Lucky/1
Drawbacks	None

ORPHAN

Your parents died in the First Arcanotech War and you grew up a ward of the state. Not uncommon.

Provides	0 SDP
Age	23 and Older
Attribute Bonus	Tenacity starts at 7
Skill Bonuses	+1 Streetwise, +1 Survival, +1 Wellness
Assets	None
Drawbacks	Bigot

NEXTGEN

You were born in the new world, prejudice and damage free. At least until the Second Arcanotech War.

Cost	0 SDP
Age	24 and Younger
Attribute Bonus	Presence starts at 5
Skill Bonuses	+1 Charisma
Assets	None
Drawbacks	None

REFUGEE

You were born in one of the areas decimated by the Nazzadi, and you were resettled through the emergency refugee programs.

Cost	0 SDP
Age	27 and Younger
Attribute Bonus	Tenacity starts at 7
Skill Bonuses	+1 Wellness, +1 Language, +1 Streetwise
Assets	Driven
Drawbacks	Bigot, Damaged

SCARRED

You were raised in the places the Nazzadi hit the hardest. Atrocity survivor. You do not like the Nazzadi.

Cost	1 SDP
Age	27 and Older
Attribute Bonus	Tenacity starts at 7
Skill Bonuses	+1 Wellness
Assets	Backbone, Wary
Drawbacks	Bigot, Damaged

SCION

You were born a child of the wealthy and privileged. Your parents network of power allowed you to grow up in greater safety than most.

Cost	5 SDP
Age	Any
Attribute Bonus	Presence starts at 5
Skill Bonuses	+1 Charisma
Assets	Jet Set, Loaded/2
Drawbacks	Arrogant/1

SURVIVALIST

You were born in the new world, prejudice and damage free. At least until the Second Arcanotech War.

Cost	2 SDP
Age	Any
Attribute Bonus	Tenacity starts at 7
Skill Bonuses	+1 Markman, +1 Survival, +1 Wellness
Assets	Prudent
Drawbacks	Bigot

TAGER TRAINING

BASIC TRAINING

PACK TAGER

Choose this if you want to go custom.

Cost	14 SDP
Requires	Tenacity of 6 or more
Skills	Athletics: Agility 2, Lie 2, Observation 2, Stealth 2
Combat Skills	Dodge 2, Marksman 2, Martial Arts 2
Assets	Tager
Drawbacks	Duty/2, Zealot

PACK LEADER

Choose this is you want to be in charge. For non-Nightmares. They don't usually end up in charge.

Cost	19 SDP
Requires	Tenacity of 6 or more
Skills	Athletics: Agility 2, Business 1, Convince 2, Law Enforcement 1, Lie 2, Observation 2, Savoir-Faire 1, Stealth 2
Combat Skills	Dodge 2, Marksman 2, Martial Arts 2
Assets	Tager
Drawbacks	Duty/2, Zealot

WHISPER TAGERS

WHISPER VANGUARD

Choose this if you want to scout, yo!

Cost	17 SDP
Requires	Tenacity of 6 or more
Skills	Athletics: Agility 2, Criminal 1, Lie 2, Observation 2, Streetwise 1, Stealth 2, Surveillance 2
Combat Skills	Dodge 2, Marksman 1, Martial Arts 1
Assets	Keen Senses: Sight or Hearing, Tager
Drawbacks	Duty/2, Zealot

WHISPER AGENT

Choose this if you want to spy on things you shouldn't.

Cost	19 SDP
Requires	Tenacity of 6 or more
Skills	Art & Performance: Acting 2, Athletics: Agility 2, Business 1, Convince 1, Criminal 2, Lie 2, Observation 2, Savoir-Faire 1, Streetwise 1, Stealth 1
Combat Skills	Dodge 2, Marksman 1, Martial Arts 1
Assets	Tager
Drawbacks	Duty/2, Zealot

SHADOW TAGERS

SHADOW SPOOK

Choose this if you want to be a ninja or a thief.

Cost	21 SDP
Requires	Tenacity of 6 or more
Skills	Art & Performance: Acting 1, Art & Performance: Disguise 1, Athletics: Agility 2, Criminal 2, Lie 2, Observation 2, Security 2, Streetwise 1, Stealth 2, Surveillance 1
Combat Skills	Dodge 2, Marksman 2, Martial Arts 1
Assets	Tager
Drawbacks	Duty/2, Zealot

SHADOW HACKER

Choose this if you want to be a ninja-style hacker.

Cost	19 SDP
Requires	Tenacity of 6 or more
Skills	Athletics: Agility 2, Computer 2, Communications 2, Criminal 1, Lie 2, Observation 2, Security 1, Stealth 2
Combat Skills	Dodge 2, Marksman 2, Martial Arts 1
Assets	Tager
Drawbacks	Duty/2, Zealot

NIGHTMARE TAGERS

NIGHTMARE RIPPER

Choose this if you want to maul stuff.

Cost	17 SDP
Requires	Tenacity of 7 or more
Skills	Athletics: Strength 2, Intimidate 2, Lie 2, Observation 2, Stealth 2
Combat Skills	Dodge 2, Marksman 1, Martial Arts 3
Assets	Tager, Tager: Exceptional
Drawbacks	Duty/2, Zealot

NIGHTMARE BOMBARD

Choose this if you want to shell stuff.

Cost	15 SDP
Requires	Tenacity of 7 or more
Skills	Intimidate 2, Lie 2, Observation 2, Stealth 2
Combat Skills	Dodge 2, Marksman 3, Martial Arts 1
Assets	Tager, Tager: Exceptional
Drawbacks	Duty/2, Zealot

ISC Cult Hunter

PHANTOM TAGERS

PHANTOM DEADEYE

Choose this if you want to snipe stuff.

Cost	14 SDP
Requires	Tenacity of 6 or more
Skills	Athletics: Agility 2, Lie 2, Observation 2, Stealth 2
Combat Skills	Dodge 2, Marksman 3, Martial Arts 1
Assets	Tager
Drawbacks	Duty/2, Zealot

PHANTOM SHREDDER

Choose this if you want to tear stuff up.

Cost	14 SDP
Requires	Tenacity of 6 or more
Skills	Athletics: Agility 2, Lie 2, Observation 2, Stealth 2
Combat Skills	Dodge 2, Marksman 1, Martial Arts 3
Assets	Tager
Drawbacks	Duty/2, Zealot

SKILLS

VI

Skills are those things in which a Character has been trained or educated. Each Skill represents a body of knowledge or a type of training in which your Character has ability. Every Character starts with a number of different Skills, each rated on a scale from 1 to 5. Those with a rating of 1 are considered students, while those with a rating of 3 are considered competent professionals, and those with a rating of 5 have mastered the Skill in question.

Focused Skills are those that are very broad in scope. You must choose an area in which that Skill applies when you acquire it. You can choose a Focused Skill multiple times, applying a different focus to each.

Specializations allow you to gain benefit within a particular area within a Skill, giving you a +1 bonus that piggy-backs on top of the Skill. You can buy multiple Specializations for the same Skill. If you don't see what you're looking for, make one up with your GM.

Reaction Skills are special, in that every Character begins with each of them, based on their Governing Attribute's rating. Think of Reaction Skills like your Character's resistances. Specializations do not apply to Reaction Skills.

REACTION SKILLS

BRAWN

ATTRIBUTE: STRENGTH

UNTRAINED: N/A

USE: YOU DON'T WANT TO GET KNOCKED OVER

Brawn is used for reactions requiring Strength. If you need to save your Character when something falls on her or when she gets hit by a car, this is the Skill. For deliberate and trained use of your Character's Strength, see the Athletics: Strength Skill.

CHARISMA

ATTRIBUTE: PRESENCE

UNTRAINED: N/A

USE: YOU WANT TO MAKE A DECENT FIRST IMPRESSION

Charisma is used for reactions requiring Presence. If you need to determine how someone reacts to your Character when you aren't putting on a face, this is the Skill. For deliberate and trained uses of your Character's Presence, see the Social Skills – Convince, Intimidation, Lie, and Savoir-Faire.

COORDINATION

ATTRIBUTE: AGILITY

UNTRAINED: N/A

USE: YOU DON'T WANT TO FALL OVER WHEN YOU TRIP

Coordination is used for reactions requiring Agility. If you need to save your Character from slipping



CADENCE: THE TARIKA NAZZADI DANCE TROUPE

or dropping something, this is the Skill. For deliberate and trained uses of your Character's Agility, see the Athletics: Agility Skill.

INTUITION

ATTRIBUTE: PERCEPTION

UNTRAINED: N/A

USE: YOU WANT TO CATCH THINGS BEFORE THEY GO WRONG

Intuition is used for reactions requiring Perception. If you need to know if your Character accidentally notices something danger or important or has a bad feeling about something, this is the Skill. For deliberate and trained uses of your Character's Perception, see the Observation Skill.

INSIGHT

ATTRIBUTE: INTELLECT

UNTRAINED: N/A

USE: YOU WANT THINGS TO DAWN ON YOU

Insight is used for reactions requiring Intellect. If you need to save your Character from being manipulated, this is the Skill. For deliberate and trained uses of your Character's Intellect, see the Education Skill.

WELLNESS

ATTRIBUTE: TENACITY

UNTRAINED: N/A

USE: YOU WANT TO PERSEVERE

Wellness is used for reactions requiring endurance and/or willpower. If you need to save your Character from getting scared or sick, this is the Skill. For deliberate and trained uses of your Tenacity, see the Athletics: Tenacity Skill.

GENERAL SKILLS

ARMORER

ATTRIBUTE: INTELLECT

UNTRAINED: No

USE: YOU WANT TO TINKER WITH GUNS

You're skilled at maintaining or repairing small arms and body armor. You also have a knack for keeping a fine edge on your blade or other hand weapon. If you're good enough, you might be able to make some trick modifications to your favorite weapon, as well as create improvised weapons from things you might find someplace like a hardware store.

Rating	Armorer Expertise
1	You can sharpen blades, oil firearms, and keep your armor in good repair.
2	You can calibrate weapon sights and make minor repairs.
3	You are a skilled armorer capable of keeping weapons and armor in good repair.
4	You make modifications to your weaponry, such as re-boring for a higher caliber round. You can make your own ammunition.
5	You are highly regarded as a master craftsman and the quality of your work is noteworthy.

Specializations

Ballistics	Blades	Personal Armor
Sidearms	Sights	Special Ammunition

ART & PERFORMANCE

ATTRIBUTE: PERCEPTION (ART) OR PRESENCE (PERFORMANCE)

UNTRAINED: YES

FOCUSED: ARTISTIC MEDIUM OR PERFORMANCE STYLE

USE: YOU WANT TO CREATE ART OR ENTERTAIN

You have a talent for artistic expression or performance. Whether it be through brush, camera, dance, music, or oratory, you know how to create emotion-inducing or opinion swaying art. You can also identify and critique the work of other artists.

Focus: You are required to pick an artistic medium or performance art for this Skill. You may take this Skill multiple times to encompass multiple art forms. Your focus may be something like Illustration, Writing, Acting, Dance, or Music.

Rating	Art & Performance Expertise
1	You can make basic sketches or soap carvings, or you can play “Chopsticks” on the piano or “Kumbaya” on the guitar.
2	You are an amateur talent who’s art shows promise or you might have college level musical or acting skill.
3	You’ve developed your own artistic style and your work invokes some admiration, or you can hold your own in “Off Broadway” style theater or in a local band.
4	Your work is noted within the artist community. You could act in a top-notch production, go on tour, or give a moving speech at a political banquet. You could make a living as an artist or performer.
5	You are a virtuoso and your work is ranked among the greatest artists in history. You are what aspiring young artists dream of becoming.

Specializations

Acting Mediums

Illustration Media

Musical Instruments

Photography

Public Speaking

Writing Forms

ATHLETICS

ATTRIBUTE: AGILITY, STRENGTH, OR TENACITY

UNTRAINED: YES

FOCUSED: AGILITY, STRENGTH, OR TENACITY

USE: YOU WANT TO RUN FROM YOUR ENEMIES

Your increased physical prowess is the result of athletic training. You possess the ability to perform advanced physical feats such as acrobatics, rock climbing, distance running, or other sporting activities.

Focus: You are required to pick a broad area of expertise for this Skill. You may take this Skill multiple times to encompass multiple areas of expertise. There are three foci: Agility, Strength, and Tenacity. Sports based on Agility include aerobic dance, football (soccer to Americans), and gymnastics. Sports based on Strength include football (the American kind), track and field, weightlifting, and wrestling. Sports based on Tenacity include hiking, long distance running, kayaking, and swimming.

Rating	Athletics Expertise
1	You’ve begun your training and are learning to push your physical limits.
2	You could easily compete in amateur sports activities.
3	You are the “rookie” in professional sports or otherwise at a point in your training beyond the amateur.

- 4 | You are an accomplished athlete, professional trainer, or a model of physical skill.
- 5 | Your athletic training has reached Olympic standards.

Specializations

Acrobatics	Climbing	Jumping
Running	Swimming	Types of Team Sports

BUSINESS

ATTRIBUTE: INTELLECT UNTRAINED: YES

USE: YOU WANT TO KNOW ABOUT COMMERCE AND POLITICS

You understand organizational structures, business practices, marketing strategies, and trade negotiations. You can develop business plans and forecast operating costs. You also know how to network and establish contacts within the business and political worlds, and how to subtly use power or influence to achieve your own ends.

Rating	Business Expertise
1	You understand the basics of organizations and strategy.
2	You are capable of performing minor business functions or working as an assistant or aide.
3	You can manage basic business operations, devise market strategy, and assess competition, as well as read the shifting balance of power.
4	You can manage large business and trade operations, and know where to push to best utilize your political power.
5	You are highly regarded as an enterprising entrepreneur and business wizard worthy of the Chrysalis Corporation. Navigating or manipulating organizations is easy for you.

Specializations

Bribery	Information Gathering	Investing
Management	Marketing	Red Tape

COMMUNICATIONS

ATTRIBUTE: INTELLECT UNTRAINED: NO

USE: YOU WANT TO SET UP OR BREAK ENCRYPTED COMMUNICATIONS

You're familiar with the operation of voice and data communications equipment. Depending on your level of expertise, you can establish anything from a cell phone call to a satellite communications link. You can determine operating frequencies, set encryption codes, scan radio frequency spectrums, and attempt to jam enemy communications traffic with the right equipment.

Rating	Communications Expertise
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1	You can set the frequency on a radio transmitter.
2	You are familiar with radio, microwave, infrared, and fiber-optic communications equipment.
3	You can establish satellite and high-speed data transmission links, and apply encryption algorithms.
4	You can isolate radio frequency interference, scan communications channels, and jam telecommunications traffic.
5	You can create new encryption algorithms, establish elaborate multi-path communications links, and attempt to crack enemy encryption codes.

Specializations

Encryption Codes	Fiber Optics	Infrared
Laser	Microwave	Radiowave

COMPUTER

ATTRIBUTE: INTELLECT

UNTRAINED: NO

USE: YOU WANT TO MAKE COMPUTERS DO WHAT YOU WANT, OR YOU WANT TO HACK THEM

Depending on your level of expertise, you can operate, administrate, configure, and program a computer. You also understand Local Area Networks, TCP/IP protocol, and router configurations. You may be able to hack through secured firewalls and run freely through someone else's system.

Rating	Computer Expertise
1	Spreadsheets, Word Processors, and other common applications are no mystery to you. Net surfing is a common pastime.
2	You can set up a rudimentary network and make minor repairs to your computer.
3	You can administrate networks, develop complex databases, program software, or configure network servers.
4	Your programs are elegant and your security codes are difficult to breach. You can attempt to hack major computer networks.
5	The framework of your programming style is considered to be visionary. You could develop advanced research applications for Ashcroft.

Specializations

Graphics	Hacking	Network Administration
Multi-Media	Programming	Repair

CRIMINAL

ATTRIBUTE: AGILITY

UNTRAINED: YES

USE: YOU WANT TO STEAL THINGS

You have a talent for certain shady, if not downright illegal activities. This might include lock picking,

picking pockets, disabling alarms, stealing objects without being noticed, disabling bugging and surveillance equipment, and hot wiring vehicles. These are physical criminal activities that you may have picked up living on the streets of a major city or perhaps you were “educated” by the Global Intelligence Agency to work as a field agent. For more cerebral criminal activities, see the Larceny skill.

Rating	Criminal Expertise
1	You may have experience with minor criminal activity such as petty theft or breaking and entering.
2	You could “boost” parked vehicles or work as an amateur thief.
3	You’ve learned the fine and respectable art of lock picking and pick pocketing. Valuable objects within your reach are fair game.
4	Alarm systems and other technical devices of security exist for you to disarm. Likewise, using surveillance technical devices is well within your range of skills.
5	You could be ranked among the elite of intelligence agents or as a master criminal.

Specializations

B & E	Bugging	Grand Theft Auto
Pickpocket	Lockpicking	Scamming

DEMOLITIONS

ATTRIBUTE: INTELLECT

UNTRAINED: No

USE: YOU WANT TO BLOW THINGS UP

You understand the proper use of explosives, the amount needed to destroy a target, and the best locations to plant your charges for maximum effect. You can also defuse these devices, if necessary. You can also set explosive “booby” traps or disarm them.

Rating	Demolitions Expertise
1	You can blow something up without losing any limbs.
2	You can bring a structure down, though you can’t predict how it will fall.
3	You know how to plant your charges so a structure will come down as you’ve planned.
4	You can use explosives for more precise applications such as blowing a safe or armored door.
5	You can make potent explosives out of common items.

Specializations

Booby Traps	Bridge Demolition	Building Demolition
Doors and Hatches	Satchel Charges	Time Bombs

EDUCATION

ATTRIBUTE: INTELLECT

UNTRAINED: YES

USE: YOU WANT TO KNOW GENERAL THINGS

Education measures how well you've trained your Character's mind to learn new things. It represents general knowledge, gained through both life experience and formal education. You don't really know much about specialized fields of study, but you can converse intelligently on a wide variety of topics.

Rating	Education expertise
1	You are interested in learning for its own sake.
2	You've studied a few things or been around the block.
3	You have an active and keen mind.
4	Continuous personal development is your way of life.
5	You are very well-studied and rarely can't participate in a conversation.

Specializations

Culture	Literature	History
Mathematics	Philosophy	Political Science

HOBBIES & TRIVIA

ATTRIBUTE: SPECIAL (BASED ON HOBBY CHOSEN) OR INTELLECT (TRIVIA)

UNTRAINED: YES

USE: YOU WANT TO HAVE INTERESTS

Everyone picks up random information in life, and also needs a break now and then. You're well-rounded in your knowledge of miscellaneous subjects and you've taken up a hobby to take your mind off things. Your hobby could be model building, gaming, darts, cocktail mixing, gardening, cooking, stage magic, or any other activity not covered by other skills. You also possess trivial knowledge of broad subjects, such as 20th century cars, and specialize in a tighter area, such as American manufacturers.

Select one hobby and choose one broad area of trivia for each level of of your Skill. Your Storyguide may allow you to use your Character's Hobbies & Trivia Skill as a Complimentary Skill.

Rating	Hobby Expertise
1	You have a hobby and are knowledgeable in one Trivia category.
2	You have two hobbies and are knowledgeable in two Trivia categories.
3	You have three hobbies and are knowledgeable in three Trivia categories.
4	You have four hobbies and are knowledgeable in four Trivia categories.
5	You have five hobbies and are knowledgeable in five Trivia categories.

Specializations

Card Tricks (Stage Magic)	Cricket (Darts)	Flower Growing (Gardening)
Italian Food (Cooking)	Pina Coladas (Cocktail Mixing)	Anything Trivial

LANGUAGE

ATTRIBUTE: INTELLECT UNTRAINED: No

FOCUSED: BY LANGUAGE

USE: YOU WANT TO VERBALLY COMMUNICATE

This Skill allows you to speak individual languages or their specialized dialects. You may also be able to specialize in certain subject matters for a given language. For example, you might speak Nazzadi with a Focus toward Medical Jargon. Language Tests are typically performed when attempting to understand languages as a Student or Novice, or when trying to understand a speaker with an unusual dialect, who speaks rapidly, or with slurred speech.

Focus: You are required to pick a language for this Skill. You may take this Skill multiple times to encompass multiple languages.

Rating	Languages Expertise
1	You understand basic pleasantries, or necessary phrases like, "where is the toilet" or "I'd like a beer, please."
2	You have a basic understanding of the language and can speak it with your own original accent.
3	You are completely fluent in the language, though your original accent still permeates your speech.
4	You are completely fluent in the language and can pronounce your phrases with a native accent.
5	You have a mastery of the language that transcends the understanding of most native speakers.

Specializations

Bavarian German Dialect	Business Jargon	Canadian French Dialect
Engineering Jargon	Medical Jargon	Military Jargon

LARCENY

ATTRIBUTE: INTELLECT UNTRAINED: No

USE: YOU WANT TO SCAM PEOPLE IN A BIG WAY

Unlike the Criminal skill, which deals with the more direct side of illegal activity, Larceny incorporates certain subtle skills and well-conceived plans to execute more "white collar" forms of crimes. Such crimes might include forgery, embezzlement, large-scale robbery, money laundering, planning an elaborate con, and the like. Larceny may be used to gather information on a possible target and to plan the infiltration or robbery of the target location.

Rating	Larceny Expertise
1	You play a small part, say as a “gopher” or “runner,” in a large Larceny scheme.
2	You are a competent information gatherer who can scope out security system sensors, guard schedules, or other physical location characteristics.
3	You can plan criminal schemes or forge documents to help carry out a scheme.
4	You can organize a crack team to infiltrate the most elaborate installations.
5	You are a criminal mastermind.

Specializations

Con Games
Forgery

Crew Running
Information Gathering

Embezzlement
Smuggling

LAW ENFORCEMENT

ATTRIBUTE: INTELLECT

UNTRAINED: YES

USE: YOU WANT TO OUTWIT THE COPS AND DO A LITTLE CSI OF YOUR OWN

You understand law enforcement procedures and techniques. This includes arrest procedures, crime scene analysis, evidence examination, ballistics testing, record searches, and crowd control. You are also familiar with any local or federal laws that fall within your jurisdiction. You know how to deal with authorities outside of your jurisdiction, or know which officials to bribe in order to get your way. Perhaps you know ways to find loopholes within existing laws.

Rating	Law Enforcement Expertise
1	You could work as a security guard.
2	You could be a “rookie” cop or low-level field operative for GIA.
3	You are a competent and experienced law enforcement officer.
4	Your eye for crime scene investigation makes you an effective detective.
5	You are the master sleuth capable of catching the criminal mastermind.

Specializations

Arrest Techniques
Local Law

Crowd Control
NEG Law

CSI
Record Searches

OBSERVATION

ATTRIBUTE: PERCEPTION

UNTRAINED: YES

USE: YOU WANT TO NOTICE IMPORTANT DETAILS

You know how to search for the hidden, spot the inobvious, and note the fine details of any object or situation you might observe. Observation can be used to spot hidden persons or creatures that

may, for example, be waiting in ambush. Your skill is not confined to the naked eye. You can use Observation with binoculars, IR goggles, motion detectors, or any other form of technological enhancements available. The limitation of using these devices is the kind of detail you discern from your observation.

Rating	Observation Expertise
1	Whereas the untrained eye might only notice a swarm of inbound Dua-Sanari, you can spot the one who's intent on mangling you.
2	You are more keenly aware of your surroundings than the average person.
3	You have a practiced eye for detail and can effectively use sensing devices to spot your mark.
4	You possess highly trained senses and your ability to detect minute details is extraordinary.
5	Very little passes without your notice.

Specializations

Hearing	Imaging Software	Optics
Sight	Smell & Taste	Touch

OCCULT

ATTRIBUTE: INTELLECT

UNTRAINED: No

USE: YOU WANT TO KNOW ABOUT SCARY THINGS

You know of a world within our world. You understand the darker realities that no one else wants to acknowledge. You seek the hidden secrets of mysticism, curses, hauntings, ancient rituals, eldritch sorcery, and dark gods. You quest for true knowledge when others accept only ignorance.

Rating	Occult Expertise
1	You amuse yourself with what you understand to be occult knowledge - though it's difficult to separate the fluff from reality.
2	You have begun to truly see the hidden side of reality and the prospect of new discoveries is exhilarating.
3	You are a competent occult scholar with a very real awareness that hidden knowledge comes with hidden danger.
4	You have begun to master some of the secrets you've unearthed. There may actually be some sense to magic.
5	You have confronted some of the darkest occult secrets and lived with at least some of your sanity intact.

Specializations

Ancient Texts	Children of Chaos	Eldritch Society
Minor Cults	Old Ones	Otherworldly Creatures

PILOT

ATTRIBUTE: AGILITY

UNTRAINED: YES

FOCUSED: VEHICLE TYPE

USE: YOU WANT TO BLOW THINGS UP

You are skilled in the operation of modern military or transportation vehicles. You also know how to use modern navigation equipment.

Focus: You are required to pick a class of vehicles for this Skill. You may take this Skill multiple times to encompass multiple classes of vehicles. Your focus might be Wheeled Vehicles, A-Pod Personal Hovercraft, or Large A-Pod Transports.

Rating	Pilot Expertise
1	You can make the vehicle go.
2	Other people trust you to drive.
3	You have no problem in heavy traffic or heavy winds.
4	You can speed on ice.
5	You pilot like the Devil was on your heels.

Specializations

A-Pod Limos

Combat Piloting

Inclement Weather

Motorcycles

Navigation

Luxury Cars

REGIONAL KNOWLEDGE

ATTRIBUTE: INTELLECT

UNTRAINED: YES

USE: YOU WANT TO KNOW ABOUT PLACES

You know about certain regional areas. The nature of your knowledge depends on the size of the region with which you've chosen to be familiar. Large areas, such as continents, NSC states, or regions of states will yield a more general kind of knowledge. This might include town locations, major rivers, seasonal effects, highway locations, and the like. Smaller areas such as cities, islands, or other finite communities will provide more detailed information. This might include important business contacts, the best restaurant or club locations, detailed terrain information, or the best way to avoid the tourist districts.

Select one regional area for each level of of your Skill.

Rating	Regional Knowledge Expertise
1	You are knowledgeable about one region.

- 2 | You are knowledgeable about two regions.
- 3 | You are knowledgeable about three regions.
- 4 | You are knowledgeable about four regions.
- 5 | You are knowledgeable about five regions.

Specializations

Best Restaurants	City Locations	Criminal Contacts
Mag-Lev Train Schedules	Major Highways	Nightlife

SECURITY

ATTRIBUTE: INTELLECT

UNTRAINED: NO

USE: YOU WANT TO KEEP PEOPLE OUT OF YOUR STUFF, OR GET INTO THEIRS

You are familiar with various techniques used to set security alarm systems or traps. By the same token, you're also familiar with ways to circumvent such things. In either case, you may need certain specialized equipment to accomplish your task. Such systems may include remote cameras, motion detectors, sonar, infrared sensors, retina scan sensors, trip wires, laser sensors, or pressure plates. You are also familiar with the logistics of establishing a manned security perimeter.

Rating | Security Expertise

- 1 | You may have some experience as a security guard or have monitored security systems for a large company.
- 2 | You may have worked as an apprentice during an alarm system installation project. You have a basic understanding of strategic sensor placement.
- 3 | You fully understand security system architecture.
- 4 | You are a specialist in establishing area security for any given situation.
- 5 | Your security measures are extremely difficult to circumvent.

Specializations

Alarm Systems	Guard Animals	Perimeter Security
Security Patrol Procedures	Traps	Wiretaps

STEALTH

ATTRIBUTE: AGILITY

UNTRAINED: YES

USE: YOU WANT TO HIDE AND SNEAK AROUND IN PLACES YOU SHOULDN'T BE

You possess the ability to hide, move silently, or otherwise avoid detection. If the local environment allows, you can conceal yourself, surreptitiously move across an area, or shadow someone. Environmental considerations or a target's level of alertness could modify your Stealth Test or force

a Contest, at the GMs discretion.

Rating	Stealth Expertise
1	You could hide in the shadows as long as you don't make any sudden movements.
2	You can move silently, but slowly and carefully.
3	You can effectively blend into your surroundings without being noticed.
4	You can move covertly through the most difficult terrain.
5	Your silent deftness is that of a cat.

Specializations

Camouflage	Concealment	Hiding
Silent Movement	Shadowing	Stalking

STREETWISE

ATTRIBUTE: INTELLECT

UNTRAINED: YES

USE: YOU WANT TO KNOW THE SCORE ON THE STREETS AND ACQUIRE ILLEGAL THINGS

You understand how to operate and survive within the seedier side of civilization. You have a talent for blending into the local environment through your dress, attitude, and knowledge of street slang. You know how to make contact with the black market, gain information, identify bribable officials, recognize underworld gang leaders, or otherwise find out where the "action" is.

Rating	Streetwise Expertise
1	You may have had some experience with street gangs and understand street culture.
2	You know how to make certain underworld contacts or how to fence stolen goods.
3	You fully blend into street society.
4	You know how to go deep into the criminal underground. You also know how to work around local officials.
5	You are influential on the streets. Everyone treats you with respect.

Specializations

Black Market Contacts	Drugs	Hot Goods
Hot Spots	Rumormill	Safehouses

SURVEILLANCE

ATTRIBUTE: INTELLECT

UNTRAINED: YES

USE: YOU WANT TO TRACK EVERYTHING SOMEONE IS DOING

You know how to gather intelligence on a given person or selected location through extensive remote

observation. This might be with the naked eye or through the use of sophisticated surveillance equipment. You can plant “bugs,” listening devices, or micro-cameras to record relevant data. Surveillance also works hand in hand with Stealth when shadowing someone.

Rating	Surveillance Expertise
1	You can follow someone on the street without losing him or her.
2	You are able to pick out important information about a given location.
3	You could easily work stakeouts for a law enforcement agency.
4	Your ability to plant concealed surveillance devices on a person or in a target area borders on art.
5	You are the silent eye that sees everything.

Specializations

Analysis	Bugs	Planning
Shadowing	Stakeouts	Video

SURVIVAL

ATTRIBUTE: TENACITY

UNTRAINED: YES

USE: YOU WANT TO BE ABLE TO SURVIVE OUTSIDE THE ARCOLOGY, OR WHEN HOMELESS

You possess the necessary skill to live off the land. You know how to forage for food, track game, find or build shelter, avoid hazardous areas, and identify dangerous plants and animals. You’re also familiar with certain techniques to survive hostile environments, such as extreme cold. You can use your Survival skill to determine your direction to navigate through the wilderness. You’ll normally need to make a Test once per day unless attempting a particularly difficult task.

Rating	Survival Expertise
1	You can manage in the wilderness for a few days with the proper equipment.
2	You probably have considerable experience with the Boy Scouts of Earth.
3	You are quite at home in the wilderness and could survive for an extensive period of time.
4	You could operate as a scout or a guide, providing for yourself and a small group of people.
5	There is no land or terrain into which you couldn’t successfully venture.

Specializations

Arctic	Desert	Jungle
Temperate	Tropical	Urban

TECHNICIAN

ATTRIBUTE: INTELLECT

UNTRAINED: NO

USE: YOU WANT TO FIX THINGS

If it's broken, you can fix it. You have a general knack for troubleshooting. Whether dealing with mechanical systems, electrical systems, electronic systems, or computer systems, you can isolate and solve almost any problem. Technician also allows you to make modifications to a system to improve its performance or just plain get it working in an emergency. On the other hand, you know just where to go to sabotage a system if necessary.

Rating	Technician Expertise
1	You can find fairly obvious problems such as blown fuses, dead D-Cells, or an unplugged CPU.
2	It may take you some time, but you can eventually trace a schematic diagram to isolate the trouble.
3	You are a competent technician with sound troubleshooting skills.
4	You are considered to be a "super tech" with outstanding troubleshooting skills. You can modify and improve systems.
5	Your technical mastery ranks among the best of the Chrysalis Corporation's top staff.

Specializations

Computer Systems

Electrical Systems

Electronics

Mechanics

Plumbing

Power Systems

ACADEMIC SKILLS

ENGINEERING

ATTRIBUTE: INTELLECT

UNTRAINED: No

FOCUSED: ENGINEERING FIELD

REQUIRES: SCIENCE: PHYSICAL 2

USE: YOU WANT TO MAKE TECHNICAL THINGS

You are skilled in the design, documentation, analysis, and deployment of one or more engineering fields through the application of scientific and mathematical principles, experience, common sense, and creativity. Such engineering fields may include complex technological systems design, structural analysis, or city planning. You are a problem solver who strives to find quicker, better, or less expensive ways to meet tough challenges. Engineering specializations would include individual disciplines or job functions.

Focus: You are required to pick a broad area of expertise for this Skill. You may take this Skill multiple times to encompass multiple areas of expertise. Your focus may be something like Chemical, Civil, Electrical, or Mechanical.

Rating	Engineering Expertise
1	You have the basic tools necessary to grasp less intricate engineering concepts.

- 2 | You are an associate level engineer with adequate knowledge, but little practical experience.
- 3 | You possess the experience and expertise to lead entire engineering teams or work on complex and challenging projects.
- 4 | You are considered to be an authority on the value and quality of items within your body of knowledge.
- 5 | You are revered as a leading authority in your field of engineering. Your designs set the standards by which other engineers work.

Specializations

Aerospace	Aquatic & Amphibious	Architectural
Biomedical	Chemical	Civil
Computer	Electrical	Mechanical
Nanotech	Robotics	Transportation

MEDICINE

ATTRIBUTE: INTELLECT UNTRAINED: NO
 FOCUSED: PHYSICAL OR PSYCHOLOGICAL REQUIRES: SCIENCE: LIFE 2 (RATING 4)
 USE: YOU WANT TO HEAL PEOPLE SCIENCE: LIFE 3 (RATING 5)

You have chosen the path of either Physical Medicine or Psychological Medicine. You have studied the workings of the human body or the human mind and understand how to treat afflictions. You can perform first aid, diagnose illnesses, treat diseases, provide therapy, or conduct psychoanalytical evaluations, depending on your chosen path of Medicine.

Focus: You are required to pick either Physical or Psychological Medicine.

Rating	Medicine Expertise
1	You can perform basic first aid or provide psychological support.
2	You can perform advanced first aid techniques or fill the role of a guidance counselor.
3	You could work as an emergency medical technician, paramedic, or therapist.
4	You could work as a doctor or a psychiatrist.
5	Your advanced knowledge makes you an authority in your field of medicine.

Specializations

Acupuncture	Anxiety Disorders	First Aid
Organ Extraction	Organ and Limb Cloning	Trauma

SCIENCE: EARTH

ATTRIBUTE: INTELLECT

UNTRAINED: NO

USE: YOU WANT TO KNOW ABOUT THE PLANET

You have studied the planet Earth, its structure, its composition, and much of its development through history. You understand its geological characteristics, ecosystems, environmental systems, and its ability to support life. You may be familiar with weather patterns or natural hazardous event such as earthquakes or tsunamis.

Rating	Science: Earth Expertise
1	You've taken a few college level Earth Science courses and possess a rudimentary knowledge of basic scientific concepts.
2	You are an amateur geologist or inexperienced scientist.
3	You can work as a professional within the scientific community.
4	Your experience and knowledge could land you a position as a government or corporate advisor on scientific issues.
5	Your research and work is a topic of study for students throughout the world.

Specializations

Archeology
Geology

Environmental Sciences
Meteorology

Geography
Oceanography

SCIENCE: LIFE

ATTRIBUTE: INTELLECT

UNTRAINED: NO

USE: YOU WANT TO KNOW ABOUT LIVING THINGS

You possess a background in one or more areas of biological science. You've developed this knowledge through your exploration of the fundamental processes of life. Your study of Life Science may support and propel you into other fields of study such as Biological Research, Biomedical Engineering, Horticulture, Marine Biology, Medicine, Pharmacology, Physical Therapy, or Public Health.

Rating	Science: Life Expertise
1	You've taken a few college level Life Science courses and possess a rudimentary knowledge of basic scientific concepts.
2	You have enough knowledge to work within a scientific field under the supervision of a mentor.
3	You are a capable and knowledgeable scientist.
4	Your experience and knowledge is highly regarded within the scientific community.
5	Your research and work could very well be considered revolutionary.

Specializations

Biology

Botany

Ecology

Genetics

Paleontology

Zoology

SCIENCE: PHYSICAL

ATTRIBUTE: INTELLECT

UNTRAINED: No

USE: YOU WANT TO KNOW ABOUT PHYSICAL FORCES

You understand the science of matter, energy, and their interactions. Your learning has crossed into areas of one or more scientific disciplines that outline the physical laws of the universe. Whether delving into thermodynamics or astrophysics, your comprehension of physical science, the hypotheses you develop, and the conclusions you draw may one day increase people's understanding of the universe.

Rating	Science: Physical Expertise
1	You've taken a few college level Physical Science courses and possess a rudimentary knowledge of basic scientific concepts.
2	You have enough knowledge to work within a scientific field as an assistant.
3	You are a capable and knowledgeable scientist.
4	Your experience and knowledge is highly regarded within the scientific community.
5	Your research and work could very well be considered revolutionary.

Specializations

Astronomy

Atomic Physics

Chemistry

Electromagnetics

Mechanics

Thermodynamics

COMBAT SKILLS

DODGE

ATTRIBUTE: AGILITY

UNTRAINED: YES

USE: YOU WANT TO GET OUT OF HARM'S WAY

Your body has been trained through extensive drilling to respond to emergency situations. In the presence impending danger, your body will react, often subconsciously, by evading the danger. You might find yourself ducking for cover knowing that someone has trained a firearm on or lobbed a grenade at you, or instinctively sidestep a physical blow thrown by an opponent. Dodge also applies to evading a moving object headed hazardously your way. Dodge can be used to counter attempts to hit you with firearms or as a substitution for the Martial Arts Skill to defend yourself in close quarters combat.

Rating	Dodge Expertise
--------	-----------------

- | | |
|---|--|
| 1 | Though your moves might not be elegant, you can at least lurch out of the way of danger. |
| 2 | You have above average moves akin to an amateur boxer or a rookie cop. |
| 3 | You are nimble on your feet and react to danger like a well-oiled machine. |
| 4 | You move and react like a cat. |
| 5 | Your moves are astonishingly graceful with almost an inhuman quality. |

Specializations

Confuse	Dive for Cover	Dive Prone
Duck & Weave	Sidestep	Vehicular

MARKSMAN

ATTRIBUTE: PERCEPTION

UNTRAINED: YES

USE: YOU WANT TO SHOOT THINGS

You can effectively handle any firearm, energy weapon, or archaic projectile weapon in combat. Such weapons might include pistols, rifles, shotguns, submachine guns, bows, tasers, or vehicle-mounted weapons.

Rating	Marksmanship Expertise
1	Stationary bulls-eye targets don't stand a chance against your practiced aim.
2	You are a consistent amateur marksman, able to place a shot in a fairly simple situation - though you must rely on aiming.
3	You are a competent and skilled marksman capable of hitting a target while aiming or shooting from the hip. You may have received professional or combat training.
4	You are incredibly accurate, even under intense combat situations.
5	Your precision and accuracy with a firearm ranks among the best spaghetti western gunfighters.

Specializations

Assault Rifles	Dueling	Pistols
Shotguns	Sniping	Submachineguns

MARTIAL ARTS

ATTRIBUTE: AGILITY

UNTRAINED: YES

USE: YOU WANT TO MIX IT UP IN HAND-TO-HAND

You have been trained to fight both unarmed and with hand weapons. You can specialize in Martial Arts to include certain techniques like punching or certain styles like Boxing, Knife Fighting, or Street-fighting - doing so encourages a certain cinematic flair to your combat scenes.

Rating	Martial Arts Expertise
1	You have some basic techniques down and could manage against untrained assailants.
2	You could handle yourself well in a street or bar fight.
3	You are skilled and competent fighter. You could compete in professional level Boxing or Martial Arts tournaments.
4	You could teach Martial Arts or self-defense techniques. Your bearing is confident and powerful.
5	Your skill in combat is extraordinary. You rank among the finest boxing champions or Martial Arts Masters.

Specializations

Boxing	Improvised Weapons	Knife Fighting
Kung Fu	Streetfighting	Sword Fighting

SUPPORT WEAPONS

ATTRIBUTE: PERCEPTION

UNTRAINED: NO

USE: YOU WANT TO SHOOT BIG GUNS

You can effectively deploy and operate any support level weapon from light machine guns to mobile artillery. Other such weapons include machine guns, grenade launchers, light AA (Anti-Armor) weapons, flamethrowers, mortars, and missile launchers.

Rating	Support Weapons Expertise
1	You know enough to be dangerous.
2	You have a basic familiarity with support weapons that allow you to point and shoot with reasonable accuracy.
3	You skillfully deploy and use support weapons with acceptable accuracy.
4	You could direct multiple support weapon crews to fire for effect on a particular target.
5	You command support weapon fire with devastating results.

Specializations

Flamethrowers	Grenade Launchers	Light AA Weapons
Machine Guns	Missile Launchers	Mortars

THROWN WEAPONS

ATTRIBUTE: AGILITY

UNTRAINED: YES

USE: YOU WANT TO THROW KNIVES OR SHURIKEN

You can effectively toss, pitch, hurl, lob, or throw a weapon, whether manufactured or makeshift, at a target. Such weapons might include throwing daggers, grenades, shuriken, or rocks. Oftentimes

your weapon might be anything within reach that you can pick up. Some large and unwieldy objects might incur a penalty on your Test, at the GMs discretion.

Rating	Thrown Weapons Expertise
1	Remember to pull the pin, count to three, and throw.
2	You are reasonably accurate with area effect weapons such as grenades.
3	You could skillfully hit a target with precision thrown weapons such as daggers.
4	You can bulls-eye a target with amazing speed.
5	The movement of your hand is a blur and the accuracy of your weapon is death.

Specializations

Grenades	Improvised Objects	Shuriken
Throwing Axes	Throwing Knives	Throwing Needles

SOCIAL SKILLS

CONVINCE

ATTRIBUTE: PRESENCE

UNTRAINED: YES

USE: YOU WANT TO MAKE PEOPLE DO WHAT YOU SAY

Convince allows you to make people do or believe what you want them to do or believe. You can persuade people to come around to your way of thinking or do something you want them to do, or to seduce potential partners.

Rating	Persuade Expertise
1	You can get people's attention. You can persuade someone whom you are familiar with and who would have little reason to suspect you.
2	You have no problem striking up conversations with strangers. You can persuade someone who doesn't quite have a firm opinion.
3	You have a way about you to which others are drawn. You can present convincing arguments that even those in opposition to your point of view would have to take pause and consider.
4	You can approach the unapproachable. Your power of persuasion is a match for any within the halls of NSC government. You make a great leader.
5	People notice you when you walk in a room. There's something about you that's undeniably magnetic and undoubtedly your arguments must be correct.

Specializations

Debate	Extract Information	Inspire
Manipulation	Motivate	Relationships

INTIMIDATE

ATTRIBUTE: PRESENCE

UNTRAINED: YES

USE: YOU WANT TO SCARE PEOPLE

You can cow someone into submission through threats or inflicting physical injury. Your capacity for intimidation ranges from winning concessions during a negotiation to interrogating a helpless prisoner. It also measures how you carry yourself in certain social situations, if you wish to appear imposing.

Rating	Intimidate Expertise
1	You can make someone think twice before messing with you.
2	You can appear to be quite imposing and others are likely to believe your threats.
3	You know how to extract information from an individual through physical "persuasions."
4	Your talent for interrogation or mental manipulation is considered to be art.
5	Nobody could be more imposing. People had better believe your threats, because you know how to deliver.

Specializations

Browbeat

Interrogate

Menace

Overawe

Subdue

Torture

LIE

ATTRIBUTE: PRESENCE

UNTRAINED: YES

USE: YOU WANT TO NOT TELL THE TRUTH TRUTHFULLY

While most people know how to argue a point, you know how to tell advantageous falsehoods like you were telling the truth. You can make people believe whatever it is you want them to, though they'll likely be upset when they discover that you were lying. You may also use Lie to cover up your own motivations, when others find them suspect. Of course, your GM might impose a penalty to your Skill Test if you attempt to tell a particularly outrageous lie.

Rating	Misdirect Expertise
1	You might not always be able to convince someone to do something against his or her will, but they at least find you entertaining.
2	You can lie convincingly most of the time. Other times you just dazzle them with BS.
3	You are quite competent at manipulating your target. They are like putty in your hands.
4	You are one smooth SOB.
5	You have a talent for lying and cover-up that borders on genius.



Specializations

Bluff	Confuse	Cover Up
Distract	Fast-Talk	Tall Tales

SAVOIR-FAIRE

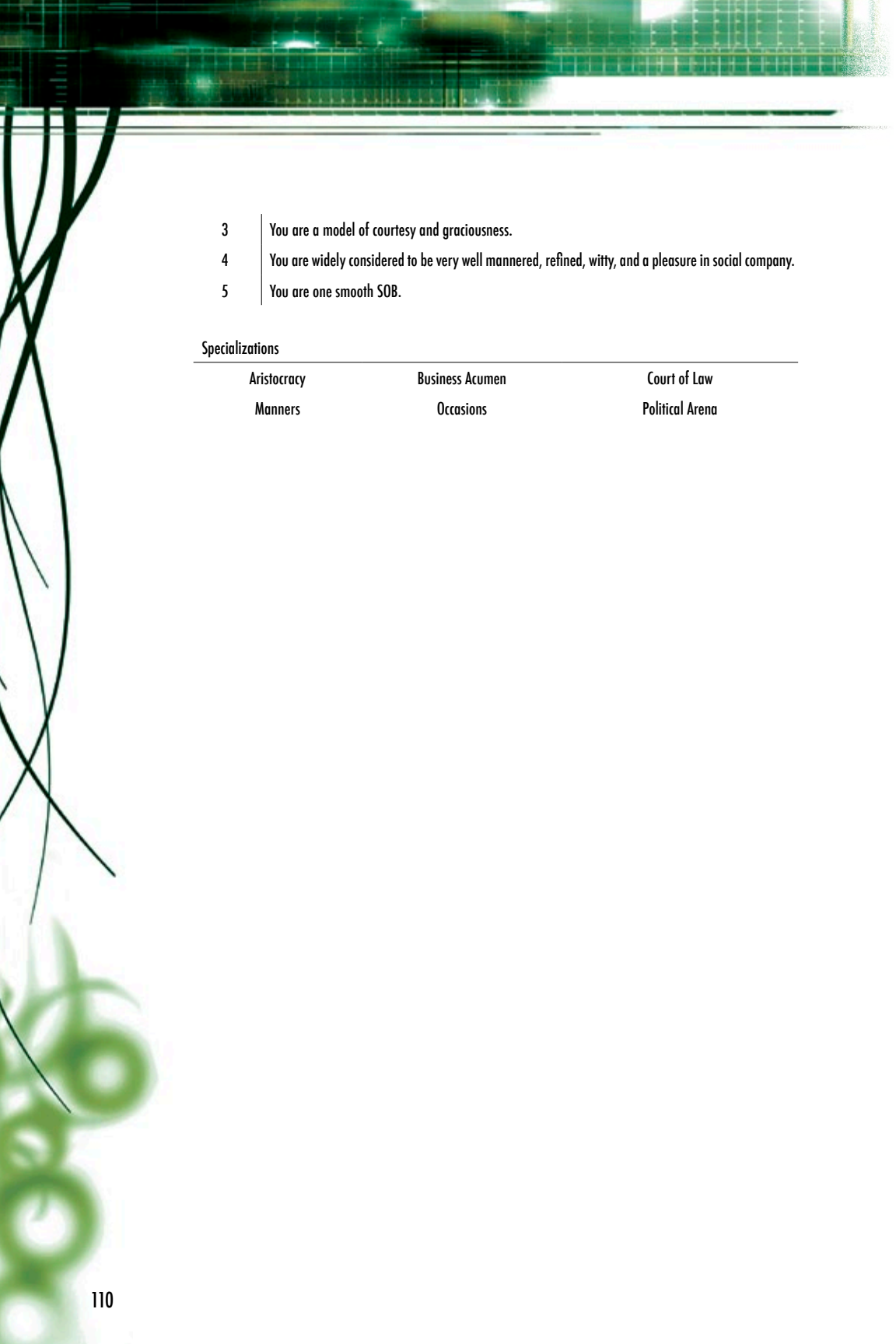
ATTRIBUTE: INTELLECT

UNTRAINED: YES

USE: YOU WANT TO BE A DIPLOMAT AND WORK DEALS

You are familiar with the proper etiquette needed to conduct yourself graciously within various social circles. You understand the correct manners, honorifics, or social customs that are expected of individuals within these circles. Savoir-Faire also reflects your ability to adapt to the social requirements of an unfamiliar situation, drawing upon your knowledge of social etiquette from other cultural arenas as a reference. It can also be used to spot certain individuals within a social circle that may not belong. Savoir-Faire may be specialized for specific social circles.

Rating	Savoir-Faire Expertise
1	Though you attempt to put your best foot forward, you may seem a bit awkward in certain social situations.
2	You know how to blend in with a crowd and make pleasant conversation

- 
- 3 | You are a model of courtesy and graciousness.
- 4 | You are widely considered to be very well mannered, refined, witty, and a pleasure in social company.
- 5 | You are one smooth SOB.

Specializations

Aristocracy
Manners

Business Acumen
Occasions

Court of Law
Political Arena

GENERAL SKILLS

- ◇ Armorer (Intellect)*
- ◇ Artist & Performance
(Perception or Presence)
- ◇ Athletics (Agility, Strength, or Tenacity)
- ◇ Business (Intellect)
- ◇ Communications (Intellect)*
- ◇ Computer (Intellect)*
- ◇ Criminal (Agility)
- ◇ Demolitions (Intellect)*
- ◇ Education (Intellect)
- ◇ Hobbies & Trivia (Special or Intellect)
- ◇ Languages (Intellect)*
- ◇ Larceny (Intellect)*
- ◇ Law Enforcement (Intellect)
- ◇ Observation (Perception)
- ◇ Occult (Intellect)*
- ◇ Pilot (Agility)
- ◇ Regional Knowledge (Intellect)
- ◇ Security (Intellect)*
- ◇ Streetwise (Intellect)
- ◇ Stealth (Agility)
- ◇ Surveillance (Intellect)
- ◇ Survival (Tenacity)
- ◇ Technician (Intellect)*

ACADEMIC SKILLS

- ◇ Engineering (Intellect)*
- ◇ Medicine (Intellect)*
- ◇ Science: Earth (Intellect)*
- ◇ Science: Life (Intellect)*
- ◇ Science: Physical (Intellect)*

COMBAT SKILLS

- ◇ Dodge (Agility)
- ◇ Marksman (Perception)
- ◇ Martial Arts (Agility)
- ◇ Support Weapons (Perception)*
- ◇ Thrown Weapons (Agility)

REACTION SKILLS

- ◇ Charm (Presence)
- ◇ Coordination (Agility)
- ◇ Brawn (Strength)
- ◇ Insight (Intellect)
- ◇ Intuition (Perception)
- ◇ Wellness (Tenacity)

SOCIAL SKILLS

- ◇ Convince (Presence)
- ◇ Intimidate (Presence)
- ◇ Lie (Presence)
- ◇ Savoir-Faire (Intellect)

* = CANNOT BE USED UNTRAINED

QUALITIES

VII

Qualities are those cool parts of your Character that can't be neatly lumped in with Attributes or Skills. There are two types of Qualities – Assets and Drawbacks. Assets are good aspects of your Character, while Drawbacks are hindrances. If a Quality is marked with an asterisk (*), you can acquire that Quality multiple times for greater effect.

Based on rating, Drawbacks give you more Skill Development Points to spend elsewhere. Assets cost you Skill Development Points to acquire.

ASSETS

ALLURING

1 OR 2

EFFECT: BONUS TO SOCIAL SKILLS

Your Character is captivating. You gain a +1 die Bonus, per level of Alluring, when using Skills with Presence as the governing Attribute against anyone who is likely to find your Character attractive. You may purchase up to two levels of Alluring.

ALLY

1, 2, OR 3*

EFFECT: CHARACTER HAS ALLY TO CALL ON

The Ally Asset means your Character has developed a close relationship with someone in a position to sometimes help her in times of need – either personally or through personal influence. This Ally may be someone else in the Eldritch Society, a politician, or a wealthy benefactor. Your Character's relationship with her Ally works both ways; an Ally may occasionally call on your Character to help her out of trouble. Your Character should be cautious not to abuse this relationship – calling upon an Ally too often may cause him to politely refuse to help for a while.

The cost of the Ally Asset depends upon her relative ability to help your Character:

Rating	Ally
1	Ally has average skills or some measure of influence, such as a storeowner or mid-level corporate manager.
2	Ally has a good range of skills or is moderately influential, such as a corporate executive or a police officer.
3	A highly skilled or very influential Ally, such as an NEG politician or a federal agent.

You should work with your GM to describe your Character's Ally, including the position they hold and what kind of relationship your Character has with this recurring NPC.

ASSOCIATES

1, 2, OR 3*

EFFECT: CHARACTER HAS INFORMATION SOURCES

The Associates Asset means that your Character has established a relationship with people within an organization who can occasionally provide her with information. The organization may be your own,



the Ashcroft Foundation, the Office of Internal Security, or any other. Unlike the Ally Asset, an Associate will not take an active part in helping your Character – she merely provides inside information. Associates usually only ask for information in return. Your GM will decide how much information an Associate can and will provide.

The cost of the Associates depends upon the position that they hold within the organization and the amount of information they have access to:

Rating	Associates
1	Two contacts of low-ranking position, with access to trivial information and internal rumors.
2	Two contacts of mid-level position, with access to practical information, may have access to some detailed information – or one mid-level and two low-ranking contacts – or four low-ranking contacts.
3	Two contacts of high-ranking position, with access to detailed information, may have access to some sensitive information – or one high-ranking and two mid-level contacts – or one high-ranking, one mid-level, and two low-ranking contacts – or one high-ranking and four low-ranking contacts – or four mid-level contacts, two mid-level, and four low-ranking contacts – or eight low-ranking contacts.

You should work with your GM to describe in detail who your Character's Associates are, the positions they hold, and what kind of relationships your Character has with these recurring NPCs.

BACKBONE

3

EFFECT: REDUCED WOUND PENALTIES

Your Character can tolerate more physical pain than the average person. You suffer the Penalties of one Wound Level lower than normal. Additionally, you gain a +1 die Bonus when making Tests to

resist the effects of physical torture or pain.

BENDY 1

EFFECT: BONUS TO ESCAPING

Your Character's joints bend in unusual ways and she's quite flexible. You gain a +1 die Bonus to all Tests when attempting to escape restraints, or when maneuvering in tight spaces.

DARING 2

EFFECT: BONUS TO FEAR TESTS

Your Character is almost fearless and is undaunted in the face of danger and the unknown. Twice per session, you may lower the Difficulty of a Fear Test by one level. GMs should require that you portray this Asset in order for you to receive this benefit. If you ever acquire a phobia, this Asset is useless until the phobia is overcome.

DRIVEN 2

EFFECT: BONUS DRAMA POINTS IN DIFFICULT OR DISTRACTING SITUATIONS

Your Character will not succumb to adversity; she is determined to persevere against all odds. Twice per session, you may reduce the Difficulty of a Hard or more difficult Test by one level. GMs should require that you portray this Asset in order for you to receive this bonus.

EITHER HAND 1

EFFECT: ELIMINATES HAND PREFERENCE

Your Character is ambidextrous and has no hand preference. You can continue to function normally if one of your hands or arms is wounded.

GEEK 1*

EFFECT: BONUS TO TECHNICAL OR SCIENTIFIC SPECIALIZATION

REQUIRES: SKILL SPECIALIZATION FOR BONUS

Your Character has the right kind of brain for technical or scientific pursuits. When you purchase Geek, you must select one Specialization from the Armorer, Computers, Engineering, Medicine, Science: Earth, Science: Life, Science: Physical, or Technician skills for which this Asset applies. You must have this Specialization. You now get an additional +1 bonus to that Specialization, for a total bonus of 2 dice. You may purchase this Asset multiple times to include additional technical or scientific Specializations, but not for the same one twice.

INGENIOUS 2

EFFECT: BONUS WHEN CREATIVE SOLUTIONS REQUIRED

Your Character finds creative solutions to problems and constantly finds new ways to approach tasks. Twice per session, you may lower the Difficulty of a Test by one level, if you're using a Skill in an innovative or creative way. GMs should require that you portray this Asset in order for you to receive this benefit.

INTERNAL COMPASS

1

EFFECT: CHARACTER ISN'T EASILY LOST

Your Character has an uncanny natural sense of direction. Once you get your bearings, you always remember where you are, where you've been, and how to get between them. You never get lost in places you've been before and can find your way around by sensing direction in relation to North.

IRON LIVER

1

EFFECT: BONUS VERSUS TOXINS & DRUGS

Your Character's body is very efficient at processing substances, especially toxins and drugs. You gain a +1 die Bonus to Tests to resist their effects. It takes you twice as much to get wasted.

JET SET

4

EFFECT: CHARACTER GETS SPECIAL TREATMENT

REQUIRES: LOADED/1 OR MORE

Whether your Character's family is prestigious or old money, or whether you acquired fame all by yourself, you are of high social standing. Doors open up for you, and you get into meetings, events, and places others can't. You always get the best table at restaurants, you get into VIP areas, and you hob-nob with the elite. You may also stand to inherit something substantial.

JOCK

1*

EFFECT: BONUS TO ATHLETICS SPECIALIZATION

Your Character was born with an innate talent for athletics and excels at physical activities. When you purchase Jock, you must select one Specialization from one of the Athletics Skills (Agility, Strength, or Tenacity) to which this Asset applies. You must have this Specialization at a minimum rating of 1. You now get an additional +1 bonus to that Specialization, for a total bonus of 2 dice. You may purchase this Asset multiple times to include Athletics Specializations, but may not for the same one twice.

KEEN SENSES

2*

EFFECT: BONUS TO OBSERVATION USING SENSE

One or more of your Character's senses is especially sensitive. When you purchase this Asset, choose one sense from the list below. You may purchase this Asset multiple times to acquire other keen senses, but not twice for the same one.

KEEN HEARING

Your Character has an exceptional sense of hearing. You can distinguish between similar sounds, determine the direction and general source of sounds, and the like. You gain a +1 die Bonus to all sound-based Observation or Intuition Tests.

KEEN SMELL & TASTE

Your Character has a highly developed sense of smell and taste. You can distinguish between similar scents, smell things your average person would miss, and has a highly discerning palate. You gain a +1 die Bonus to all scent- or taste-based Observation or Intuition Tests.

KEEN SIGHT

Your Character has sharp vision, picking out details that your average person would miss. You gain a +1 die Bonus to all sight-based Observation or Intuition Tests.

KEEN TACTILE SENSE

Your Character's sense of touch is highly developed, feeling slight variations in texture, temperature, or vibration that others would miss. He receives a +1 die Bonus to all touch-based Observation Intuition Tests.

LOADED

1 TO 3

EFFECT: GREATER PERSONAL WEALTH

Your Character is wealthy. You have a high level of disposal income and exist in a higher tax bracket. The money might come from your family, previous occupation, royalties or residuals, or the like.

The amount of points spent on the Loaded Asset determines the Character's affluence:

Rating	Loaded
1	You're doing well for yourself. You start with a Wealth of 3.
2	Your Character is fabulously wealthy. You start with a Wealth of 4.
3	You're filthy rich. Little is beyond his means. You start with a Wealth of 5.

LUCKY

3*

EFFECT: RE-ROLL FAILED TESTS

The Fates smile on your Character. Once per session, you may roll three times for a Test and take the best result. You may purchase the Lucky Asset multiple times to increase the number of times per session you may do this – up to a maximum of three.

MUSE

1*

EFFECT: BONUS TO ART OR PERFORMANCE SPECIALIZATION

Your Character is creatively inspired. When you purchase Muse, you must select one Specialization from the Artist Skill to which this Asset applies. You must have this Specialization at a minimum rating of 1. You now get an additional +1 bonus to that Specialization, for a total bonus of 2 dice. You may purchase this Asset multiple times to include Artist Specializations, but may not for the same one twice.

NIGHTVISION

3

EFFECT: REDUCED PENALTIES FROM OBSCURING CONDITIONS

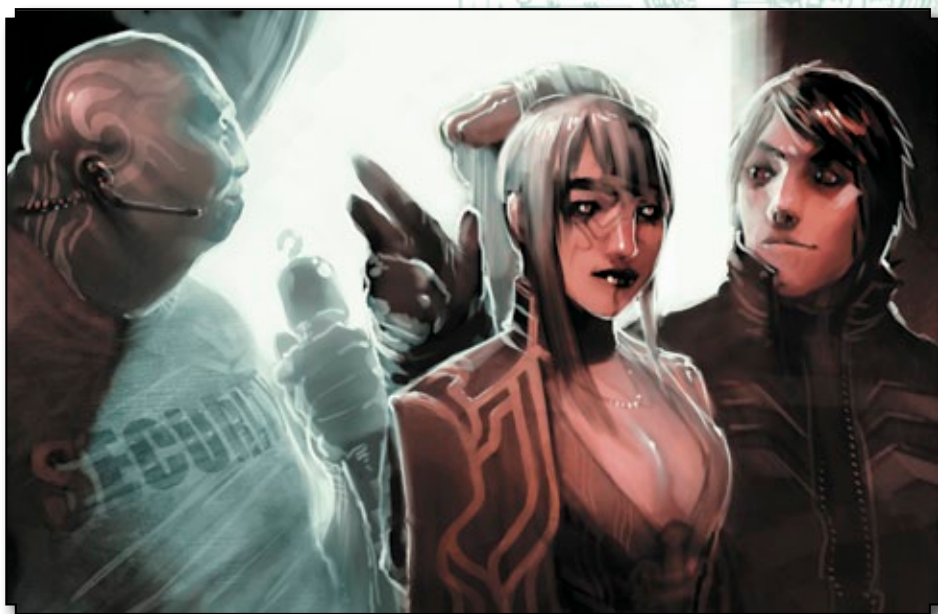
Your Character can see better in dim lighting than other people, and halves any environmental penalties due to darkness or obscuring conditions.

NOTEWORTHY

2

EFFECT: CHARACTER IS PART OF LEGEND

Your Character played a role in an important event of note, be it a famous battle or launch of an important operation. You were involved enough to have your name associated with the event. You



should work with your GM to determine the nature and importance of this famous incident, and begin with a Sponsored Wealth of 2.

PERFECT TIME

1

EFFECT: CHARACTER FEELS PASSAGE OF TIME

Your Character has an accurate internal clock and is keenly aware of the passage of time, even if unconscious. While not perfectly precise, you'll know the time within ten minutes, as well as the day of the week. You also have a natural sense of rhythm.

PRUDENT

2

EFFECT: GM WARNS AGAINST POOR CHOICES

Your Character has a wealth of practical wisdom. Whenever you're about to do something stupid, your GM will make a secret Intuition Test for your Character – the Difficulty of this Test is based on the situation. If you succeed, the GM will let you know, so you can reconsider your course of action.

RAPPORT

2

EFFECT: BONUS TO SOCIAL SKILLS

Your Character has a knack for reading people's emotions through their inflection, words, body language, and a small level of energetic sensitivity. You receive a +1 die Bonus when dealing with emotional content in one-on-one or small group interactions, including uses of the Misdirect, Persuasion, Savoir-Faire, or Seduction Skills. You also gain this bonus for bluffing, detecting lies, or determining how someone feels about you, someone else, or in general.

RUGGED HEALTH	1
EFFECT: BONUS VERSUS ILLNESS	
Your Character's body is good at fighting off illness and disease. Whenever you make a Test to resist the effects of sickness, you receives a +1 die Bonus.	
SHARP	2
EFFECT: FREE DRAMA POINTS FOR BUSINESS & DIPLOMACY	
Your Character is a brilliant negotiator, able to get his way during business or diplomatic talks when success is vital. Twice per session, you can lower the Difficulty of a Test during a critical business or diplomatic negotiation. GMs should require that you portray this Asset in order for you to receive this benefit.	
SWIFT	2
EFFECT: BONUS TO SPEED & INITIATIVE	
Your Character is faster than most. You gain +1 to your Reflex and your Speed is one level higher.	
TAGER	4
EFFECT: CHARACTER IS FOREVER JOINED WITH A TA'GE SYMBIONT	
REQUIRES: TENACITY OF 6 OR MORE	
Your Character has the conviction and will to have undergone Eldritch Society training and survived the Rite of Sacred Union. Choose one of the basic Ta'ge symbionts - Phantom, Shadow, or Whisper (see p. XX) - for your Character.	
TAGER: EXCEPTIONAL	1
EFFECT: CHARACTER IS FOREVER JOINED WITH A SPECIAL TA'GE SYMBIONT	
REQUIRES: TENACITY OF 7 OR MORE, TAGER ASSET	
A symbiont joined with your Character, but it was one of the larger and more deadly kinds - see the Nightmare on p. XX.	
TOTAL RECALL	3
EFFECT: BONUS TO MEMORY RECALL	
Your Character has a nearly photographic memory, improving his ability to recall facts and details. Whenever you make Tests to recall something from memory, you receive a +3 dice Bonus.	
WARY	2
EFFECT: DANGER SENSE	
Your Character has an intuitive sense for danger. Whenever dangerous situations arise, your GM will make a secret Intuition Test. If your Character is successful, your GM will let you know he senses danger - though not the source or direction of it.	

DRAWBACKS

AMNESIA

4

EFFECT: CHARACTER DOESN'T REMEMBER PAST

Psychogenic fugue is the name of the game. Your Character has lost all memories about his life, while still being able to function as a normal person. Something caused your old memories and personality to disappear, and you were forced to create a new one and continue on.

As you create your Character, your GM assigns eight of your initial Skill Development Points in secret. He may use this pool to acquire Drawbacks and purchase Assets and Skills, of which you are unaware. These Drawbacks can take the Character past the normal limit of eight points.

ARROGANT

1*

EFFECT: PENALTY TO SOCIAL SKILL TESTS

Your Character believes that she's better than most other people, and is often dismissive and condescending. You suffer a -1 die Penalty, per level of Arrogant, to Tests where your personal appeal is important, such as uses of the Persuade, Seduction, and Savoir-Faire Skills. You may purchase up to two levels of Arrogant, and these penalties stack with the Repulsive Drawback.

BIGOT

2

EFFECT: CHARACTER IS PREJUDICED

Your Character doesn't like things or people that are different from himself or what he's used to. You have difficulty hiding your distaste and often use racial slurs. To keep your thoughts to yourself, you must succeed at a Challenging Wellness Test. Your GM should require that you portray this Drawback, possibly imposing Test Penalties if you let your hatred eat you away from the inside.

BROKE

2 OR 3

EFFECT: CHARACTER IS POOR

Your Character is poor and owns little of value. You most likely have crushing debts from your family, child support, alimony, over-spending, or gambling. Failing to repay those debts may have severe consequences.



The amount of points spent on the Broke Drawback determines the Character's level of poverty:

Rating	Broke
2	You're barely scraping by. You start with a Wealth of 1.
3	If it weren't for social services, you'd be homeless. You start with a Wealth of 0.

CHRONIC PAIN

2

EFFECT: MAY SUFFER REGULAR TEST PENALTIES

Your Character suffers pain from an old injury, or from a medical condition such as migraines. This pain sometimes flares up and causes problems with your day-to-day activities. At the beginning of each session, you must succeed at a Challenging Wellness Test, or suffer a -1 die Penalty to all Tests through the next important scene - after which it will subside. Sometimes, certain things may aggravate your condition, and your GM will make you Test again.

CODE

1, 2, OR 3

EFFECT: CHARACTER'S BEHAVIOR IS RESTRICTED

Your Character chooses to live his life according to a closely held set of principles. When you take this Drawback, you must create a Code for your Character by choosing principles that your Character follows; you can work with your GM to make up new principles.

Examples include:

- ◇ I keep my word.
- ◇ A friend of a friend is my friend; an enemy of a friend is my foe.
- ◇ I avenge insults.
- ◇ I do not lie.
- ◇ I will avenge the deaths of my loved ones.
- ◇ I never turn my back on a friend in need.

The skill point bonus you receive for a Code depends upon how many principles are a part of his Code:

Rating	Code
1	Two Principles
2	Four Principles
3	Six Principles

If you violate your code, your GM may impose a -1 die Penalty to all Tests. The guilt will wrack you until you've atoned.

COMPULSIVE

1, 2, OR 3

EFFECT: CHARACTER FORCED TO ENGAGE IN CERTAIN BEHAVIORS

Your Character has some sort of behavior in which she engages compulsively – usually to fill a psychological void, or to quell deep anxiety or depression. This behavior can be anything inconvenient or embarrassing, such checking the outlets of her house three times each before leaving, washing her hands every five minutes, or biting her nails raw. If she is prevented from engaging in this behavior, she suffers a Penalty to all Tests until she can.

The skill point bonus you receive for Compulsive depends upon how the compulsion is triggered, or how many times a day she needs to feed it:

Rating	Compulsion
1	Minor Compulsion, triggered by uncommon circumstances or must be engaged in three to five times a day. -1 die Test Penalty if prevented.
2	Moderate Compulsion, triggered by common events or must be engaged in five to eight times a day. -2 dice Test Penalty if prevented.
3	Major Compulsion, triggered by frequent stimulus or must be engaged in eight to twelve times a day. -3 dice Test Penalty if prevented.

CREEPS

1 TO 3*

EFFECT: CHARACTER IS AFRAID OF SOMETHING

Your Character has an irrational fear of something. When confronted with your phobia, you suffer a Penalty to all Tests until you can get away.

The skill point bonus you receive for this Drawback depends upon the severity of the phobia:

Rating	Creeps
1	Minor Phobia; -1 die Test Penalty to all Tests when triggered.
2	Major Phobia; -2 dice Test Penalty to all Tests when triggered.
3	Severe Phobia; -4 dice Test Penalty to all Tests when triggered.

CRUEL

2

EFFECT: CHARACTER COMPELLED TO TREAT OTHERS POORLY

Your Character derives pleasure from the pain and suffering of others, physically or psychologically, or perhaps she's compelled to share her own pain with others. Whenever you have the opportunity to inflict pain on another, you must succeed at a Challenging Wellness Test to resist the urge. Your GM should require that you portray this Drawback, possibly imposing Test Penalties if you let your hidden hostility build up inside.

DAMAGED**2**

EFFECT: GENERAL PSYCHOLOGICAL DIFFICULTIES

Your Character is damaged goods. You have suffered trauma and/or been victimized, and it has left permanent psychological scars. As a result, what you believe is normal in life is a little off. You have difficulty opening up to people and forming lasting relationships. You have hang-ups and may have difficulty relaxing or sleeping. There are always little demons in the back of your head with which you must deal. You gain one permanent Insanity – it cannot go away while you have this Drawback.

DELUSIONAL**2**

EFFECT: CHARACTER REFUSES TO ACKNOWLEDGE AN ASPECT OF REALITY

Your Character behaves as if some imaginary part of life is true. You might believe that you are a the reincarnation of someone famous, that you're a winner when the opposite sex when you're not very attractive, or that some special destiny awaits you. These aren't the kind of delusions that will get you committed, but rather the kind that make other people shake their heads. You gain one permanent Insanity – it cannot go away while you have this Drawback.

DISGRACED**4**

EFFECT: CHARACTER RECEIVES POOR TREATMENT

REQUIRES: BROKE/1

Whether your Character has an infamous family or relatives, or whether she fell from grace all on her own, she comes from a poorly regarded lineage. Doors slam in your face, you are denied service in many public places, and few people of any stature want anything to do with you. You are also likely to have family debts to pay off when they pass.

DUTY**2 OR 3**

EFFECT: CHARACTER MUST PERFORM A JOB

This Drawback represents your Character's responsibilities to the Eldritch Society. Being a part of the Shadow War becomes your new job.

The skill point bonus you receive for the Duty Drawback depends upon the time demands placed on your Character by his responsibility:

Rating	Duty
2	Your Character's duty demands most of his time – being a Tager.
3	Your Character's Duty demands virtually all of his time – leading a Pack.

ENVIIOUS**2**

EFFECT: REACTS POORLY TO PERCEIVED THREATS

Your Character wants what she wants, and she wants it before other people. You get jealous, and possibly hostile, when people display traits or abilities you want, when people are better than you at things you find important, when people are doing better in life, or when people threaten your place

with those you care about. When triggered, you must succeed at a Challenging Wellness Test or suffer a -1 die Penalty to all Social Skills, until you can deal with your jealousy. Your GM should require that you portray this Drawback, possibly imposing Test Penalties if you let your envy eat away at you.

GLASS JAW

3

EFFECT: INCREASED WOUND PENALTIES

Your Character experiences pain more acutely than most. He suffers the Penalties of one Wound Level greater than his actual wounds.

GLOOMY

3

EFFECT: MAY SUFFER REGULAR TEST PENALTIES

Your Character is prone to dark mood swings. He feels sad, low on energy, inadequate, and becomes morbid. When your Character suffers setbacks in life, you must succeed at a Challenging Wellness Test or suffer a -1 die Penalty to all Tests through the next important scene.

GREED

3

EFFECT: CHARACTER COMPELLED BY MONEY & POWER

Your Character can never get enough money or power, and has few scruples about how he gets them. When tempted to betray your loyalties by a juicy offer, you must succeed at a Hard Wellness Test or go for the cash.

HIGH STRUNG

2

EFFECT: CHARACTER IS EXCITABLE & OVERENTHUSIASTIC

Your Character is prone to manic mood swings, during which she's over-elated, talkative, easily distracted, and hyperactive. At the beginning of each session, you must succeed at a Challenging Wellness Tests, or suffer a -1 die Penalty to all Tests through the next important scene - after which you'll calm down. Sometimes things will force you to re-Test, such as overcoming poor odds, winning with a new romantic interest, or acquiring something very cool.

INEPTITUDE

2*

EFFECT: PERMANENT PENALTY TO SKILL

There are just some things your Character can't learn, no matter how hard she tries. Choose one Skill (except for Hobby or Trivia) - you can never develop a rating greater than 1 in this Skill. You may choose Ineptitude multiple times, each for a different Skill deficiency.

MISFIT

1, 2 OR 3

EFFECT: CHARACTER IS A SOCIAL OUTCAST

Your Character simply doesn't fit in. There's something about you that leads to sidelong glances, unusual treatment, exclusion, and sometimes outright prejudice or violence. Perhaps you're oddly deformed, a Nazzadi who lives in a rural area, or just especially strange. Perhaps you're one of those halfbreed "starchildren." Maybe you refuse to conform to the norms of society and stick out like a sore thumb. Whatever the cause, you can expect to be treated differently, and often not in a very nice fashion.

The skill point bonus you receive for this Drawback depends on how much of a social outcast your Character is:

Rating	Misfit
1	People might give you weird looks or talk behind your back.
2	You have real problems fitting in some places.
3	As a rule, people everywhere treat you differently (like an unwanted alien or a second class citizen).

MONKEY

1 TO 4*

EFFECT: CHARACTER IS AN ADDICT

Your Character is either physically or psychologically addicted to a substance. Without regular use, you'll suffer withdrawal and not be able to function properly.

The bonus you receive for this Drawback depends upon the severity of the addiction.

Rating	Monkey
1	Minor addiction. -1 die Test Penalty during withdrawal.
2	Moderate addiction. -2 dice Test Penalty during withdrawal.
3	Major addiction. -3 dice Test Penalty during withdrawal.
4	Total addiction. -4 dice Test Penalty during withdrawal.

If you're not comfortable with the use of drugs in your game, please feel free to omit this Drawback.

NEMESIS

1, 2, OR 3

EFFECT: CHARACTER HAS AN ENEMY

Someone hates your Character, for real or imagined reasons. This enemy wishes nothing more than to ruin you, gloat over your misery, and possibly ultimately kill you once you've suffered enough. You should work with your GM to create this NPC, and why this enmity exists.

The skill point bonus you receive for this Drawback depends upon the relative ability of the foe to hurt your Character:

Rating	Nemesis
1	Nemesis is less skilled than your Character or has access to limited resources.
2	Nemesis is as skilled as your Character or has access to valuable resources.
3	Nemesis is more skilled than your Character or has access to vast resources.

ONE-TRACK MIND

2

EFFECT: CHARACTER GETS STUCK ON THINGS

Your Character gets fixated on things. Instead of healthy interest, you become obsessed with tasks, objects of affection, goals, or the like. If you're distracted during an obsessive episode, you suffer a

-1 die Penalty to all Tests that are not related. You're not always fixated on the same thing, instead rotating between things in your life. Your GM should require that you portray this Drawback, possibly imposing Test Penalties if you detach from things in a healthy fashion.

RASH

2

EFFECT: CHARACTER IS COMPELLED TO ACT

Your Character prefers action – and not in a good way. You're impetuous and often leap before you look. When the rest of your group wants to be cautious, you must succeed at a Challenging Wellness Test in order to hold yourself back from blindly rushing in. Your GM should require that you portray this Drawback, possibly imposing Test Penalties as you mope sullenly for holding yourself back.

REPULSIVE

1*

EFFECT: PENALTY TO SOCIAL SKILLS

Your Character is unattractive. You may be ugly, have facial scarring, poor personal hygiene, nasty personal habits, or you could just be an asshole. You suffer a -1 die Penalty, per level of Repulsive, when using Skills with Presence as the governing Attribute. You may purchase up to two levels of Repulsive, and these penalties stack with the Arrogant Asset.

RIVAL

2*

EFFECT: CHARACTER HAS UNFRIENDLY COMPETITION

Your Character has a peer who shares a similar goal, be it certain role, a romantic interest, or the something else desirable. The rival will do his best to win, and has no problem making your life as miserable as possible in the mean time. Whenever he can, your rival will try to overshadow you through charm, intellect, or physical prowess. You should work with your GM to determine the reason for this rivalry and to create this recurring NPC.

SEASONED

2

EFFECT: CHARACTER IS MIDDLE-AGED

REQUIRES: HUMAN OR GEN3 NAZZADI ONLY

Your Character is middle-aged, between the ages of 40 and 50. Your body isn't as spry as it used to be, but you have knowledge and experience to compensate. Though your age isn't necessarily against you, you're too old to hang out with the kids. You suffer a -1 to both your Agility and Tenacity, but you gain 12 additional Skill Development Points – in addition to the bonus points for this Drawback.

SHADOW WALKER

4

EFFECT: DARK THINGS ATTRACTED TO CHARACTER

For some reason, the dark things of the universe are attracted to your Character. Perhaps you played with the wrong cosmic power, are cursed, or are just a victim of fate. Whatever the source, the effects are the same. Dark magics always come into play or go wrong around you, you find yourself surrounded by para-psychics (especially those in a Burn), and you're in the neighborhood of ground zero when an unspeakable horror finds its way into the world. If there's ever a question or random chance of whom monsters or paranormal effects might target, they target you.

SHORT FUSE

2

EFFECT: CHARACTER LOSES TEMPER

Your Character has a bad temper. Whenever you get frustrated, or someone pisses you off, you must succeed at a Challenging Wellness Test to keep your cool. Otherwise you fly into a rage, most likely shouting angrily, hitting things, or even violent attacking someone. You break a lot of things and have problems keeping lovers that aren't codependent.

SKELETONS

1, 2, OR 3*

EFFECT: CHARACTER HAS DANGEROUS SECRET

There's something about your Character's past that she does not want discovered. It might be something you did, something you know, or something you saw. If your dark secret is uncovered, you he may be ostracized, prosecuted, or worse. Work with your GM to determine what this skeleton in your closet is, and how it might come into play.

The skill point bonus you receive for Skeletons depends upon the consequences to your Character if it's discovered:

Rating	Skeletons
1	Embarrassing; discovery could make you a target of ridicule.
2	Hazardous; discovery could gain you a powerful enemy.
3	Dangerous; discovery could cause you to be incarcerated and might be life threatening.

SKIN & BONES

2

EFFECT: PENALTY TO STRENGTH & SIZE-BASED TESTS

For some reason, your Character is extremely skinny, almost to the point of being unhealthy. You suffer a -1 die Penalty to all Tests based on Strength or physical size. Clothes tend to hang funny on you and you may have been picked on as a child.

TRUE BLUE

2

EFFECT: CHARACTER CAN'T CONVINCINGLY LIE

You're Character physically cannot lie. No matter how hard you try, your lies never sound convincing. You stammer, your voice cracks, you turn bright red and sweat, and you may even start shaking. You suffer a -3 die Penalty to Deception Tests, as only the most unobservant can't catch you in the act.

VENDETTA

1, 2, OR 3*

EFFECT: CHARACTER IS COMPELLED BY REVENGE

Someone has grievously wronged your Character, and now you seek revenge. You must succeed at a Challenging Wellness Test in order to keep from violently attacking the object of your vengeance on sight.

The skill point bonus you receive for this Drawback depends on how often the two of you cross paths:



Rating	Compulsion
1	Unless you seek your target out, it is unlikely your paths will cross.
2	You and your target's paths cross regularly, about once every two weeks.
3	You and your target's paths cross very regularly, about once every few days.

You should work with your GM to determine the details of your vendetta, and to create this recurring NPC.

Vow 1, 2, OR 3*

EFFECT: CHARACTER HAS LIMITS TO BEHAVIOR

Whether because of family, personal choice, or religious beliefs, your Character has taken an oath that restricts his behavior. This is not a casual vow, but a deeply held belief that is at your core.

The skill point bonus you receive for this Drawback depends upon the severity of the Vow. Here are a few examples, but feel free to make up your own with your GMs approval.

- ◇ Marriage/1
- ◇ Vegetarianism/1
- ◇ Vow of Celibacy/1
- ◇ Vow of Obedience/3
- ◇ Vow of Poverty/2
- ◇ Vow of Silence/2

Choose your Character's Vows carefully. If you willingly break them, you suffer a -1 dice Penalty to all Tests for the next 1d10 important scenes.

ZEALOT

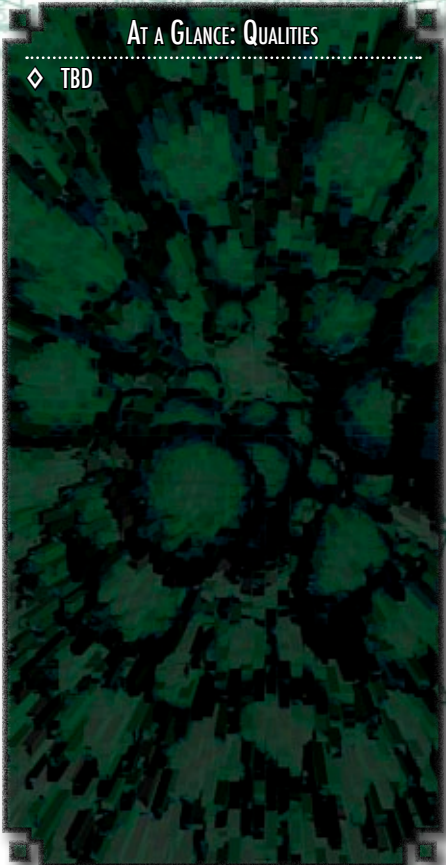
2

EFFECT: CHARACTER WILL SUFFER HARM FOR THE FIGHT

Your Character is fanatically devoted to the Eldritch Society and has dedicated her life to fighting the Shadow War. If you act against your zealotry, you suffer a -2 die Penalty to all Tests until you have proven your devotion again.

At a Glance: Qualities

◇ TBD



TALENTS

VIII

There are those things about people that aren't easily explained, those things that are unusual but that also define a person. In CthulhuTech, those things are classified as Talents. Your Character begins the game with one Talent, but she will undoubtedly acquire several more over the course of play. Each of them provides an interesting benefit in specific circumstances.

Some Talents require that your Character has at least a rating of 1 in a particular Skill or Skills. Some provide specific Test Bonuses, some can only be activated by spending a Drama Point, and some provide roleplaying effects that aren't so easily defined by game mechanics. As always, your GM is the judge of when Talents apply – especially when they have the kind of circumstances that are open to interpretation.

However, notice that many of the Talents suggest a certain type of personality trait that goes with them. Choose your Talents carefully, as they mold who your Character is in a very real sense. For example, it makes no sense for your Character to gain the benefit from One Foot in the Grave if she's a bright, optimistic person who has a thriving social life. Your GM may choose to deny you the bonus from a Talent if you do not incorporate these aspects into your Character on a regular basis.

BASIC TALENTS

BLACK HEART

EFFECT: NO FEAR OR INSANITY TESTS FOR HUMAN SUFFERING

Your Character has the special ability to do messed up things, especially to other people, with no threat of suffering from Fear Effects or gaining Insanity. If it has to do with human suffering or remains, you're immune – you only have to Test against otherworldly things that truly threaten your being or grasp on reality.

DEEPLY WEIRD

EFFECT: BONUS FOR ALIEN LIFE & TECH

REQUIRES: APPROPRIATE SKILLS

Your Character gets +1 die bonus for Intellect-based Tests when analyzing or using alien life or technology.

DOUBLE TAP

EFFECT: FREE SECOND SHOT

REQUIRES: APPROPRIATE GUN SKILL & DRAMA POINT

Your Character can make a free second, non-auto shot at same target at which he just fired, at a -1 Die Penalty.

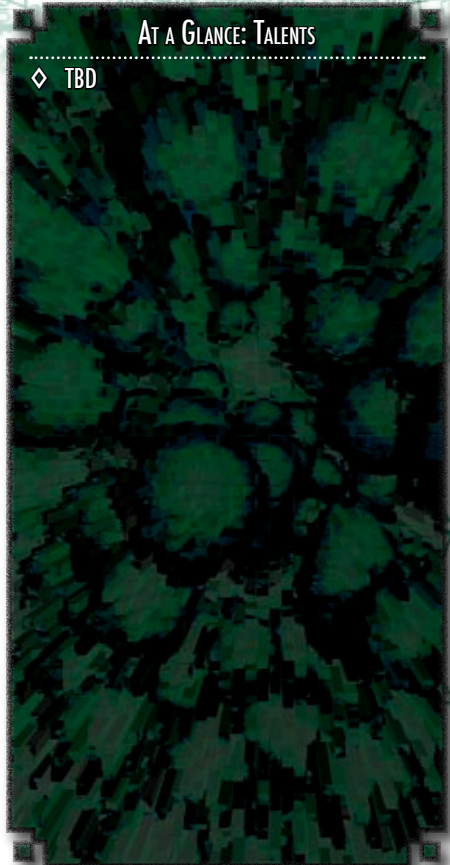
DON'T I KNOW YOU?

EFFECT: MAKE EASY FIRST IMPRESSIONS

REQUIRES: SAVOIR FAIRE SKILL & DRAMA POINT

AT A GLANCE: TALENTS

◆ TBD



Your Character has the amazing ability to create relatedness with strangers. You gain a +2 die Bonus for Social Skill Tests of a friendly sort with the person in question, for purposes of this one interaction.

FIGHT, NOT FLIGHT

EFFECT: LASH OUT WHEN AFRAID

When your Character suffers a Fear Effect, you may spend 1 Drama Point to instead immediately make a free attack against the source of said Fear at no Penalty.

KILLER INSTINCT

EFFECT: IGNORE ARMOR

REQUIRES: COMBAT SKILL & DRAMA POINT

Your Character knows how to hit where it hurts and this one attack ignores armor.

LIFT WITH YOUR LEGS

EFFECT: LIFT & CARRY MORE

REQUIRES: ATHLETICS: BRAWN SKILL

Your Character can lift and/or carry 150% of what his peers might, and gains one free Success for Athletics: Brawn Tests.

MENTAL GYMNASTICS

EFFECT: GET BACK ON TRACK

Whenever your Character is stuck, you can spend one Drama Point, instead of the usual two, to Get a Clue.

NO REST FOR THE WICKED

EFFECT: IGNORE WOUND PENALTIES

Your Character has the ability to ignore all penalties caused by Wound Levels for 1d10 turns of combat. You can choose when to bring this Talent to bear, but can only use it once every 24 hours.

ONE FOOT IN THE GRAVE

EFFECT: SHIFT FEAR EFFECT UP OR DOWN

Your Character knows she's likely to come to a bad end and has embraced it. When she suffers a Fear Effect, she can shift that effect up or down one result on the table.

PEEK-A-BOO

EFFECT: BONUS TO NOTICE LIVING THINGS

REQUIRES: OBSERVATION SKILL

Your Character is unnaturally good at sensing living things that are trying to hide, and gains a +1 die Bonus to such Tests.

PURE INNOCENT

EFFECT: NEVER SUSPECTED OF WRONG-DOING

Your Character is the kind of person that people never suspect of wrong-doing. She can avoid being the target of such investigations, at least initially. Naturally, once evidence mounts up, she's in as much trouble as the next guy - however, she gets that crucial initial reprieve.

SEXUAL MAGNET

EFFECT: BONUS TO SEDUCTION

Whether or not your Character is considered to be conventionally sexy, there is something about her that's magnetic. She gains a +1 die Bonus to Seduction Tests vs. those who would find her sexually attractive.

SNAKE EYES

EFFECT: DELAY FEAR EFFECTS & BONUS TO INTIMIDATION

Your Character has the ability to render his inner self as frightening as the world around her. She has the ability to delay the onset of any Fear Effect for 1d10 turns - though she will suffer the full effect once this duration has passed. As a side effect, she gains a +1 die Bonus to Intimidation Tests.

STAY ON TARGET

EFFECT: LOWER DIFFICULTY FOR TEST

Because of intense focus, your Character can lower the Difficulty of one Test per session by one level.

TRUE GRIT

EFFECT: SUFFER ONE WOUND LEVEL LOWER

Your Character suffers one less than the usual penalty to Tests when wounded.

THE WAY OF THE ROAD

EFFECT: HAVE NEEDED GEAR

Your Character is an expert traveller who is simply more prepared than others. In any one situation per session, you have access to a needed piece of gear, even when it isn't listed among your Characters possessions. It can even be something that is unlikely for most other unseasoned travelers to have packed.

WICKED PRESENCE

EFFECT: BONUS TO SOCIAL TESTS

REQUIRES: SAVOIR FAIRE

Your Character knows how to bring her personality to bear, gaining a +1 die Bonus to any Social Skill

Test. However, she also stands out and people take notice of her. She cannot blend in when using or having recently used this Talent.

WICKED SMART

EFFECT: BONUS TO NON-SCIENCE OR TECH INTELLECT TESTS

REQUIRES: TRAINING IN SKILLS TO BE USED

Your Character is generally life-smart, not book-smart, and gains one die Bonus to non-Scientific or Technical Skills based on Intellect. This includes Bureaucracy, Business, Culture, Insight, Languages, Larceny, Law Enforcement, Occult, Regional Knowledge, Savoir-Faire, Streetwise, and Trivia.

WHIFF OF DEATH

EFFECT: UNCANNY ABILITY TO SENSE DEATH

REQUIRES: OBSERVATION

Your Character has the uncanny and unnerving ability to sense when death is near. This can come in the form of someone who is in mortal peril, nearby corpses, or nearby morgues, graveyards, or other places of death. Your GM will let you know when this Talent comes into play.

TEAM TALENTS

Second are Team Talents, which benefit groups of players who share the Talents. They simulate the tactics that groups adopt as they become more and more proficient at working together.

GET MOVING

Characters who share this Talent can make their teammates keep up when needed. Anyone who shares this Talent can move at the maximum speed of the fastest teammate, for 2d10 minutes – roll separately for all slower Characters. The Characters must share the same type of movement.

GIVE ME THE BALL

Any Character connected by this Talent can swap Initiative scores with each other. All the Initiative results need be accounted for in the end, regardless of which Character has them.

GO TO YOUR HAPPY PLACE

Characters who share this Talent can help each other manage their insanity. They can use it to cancel out one mental disorder for 1d5 hours each day. However, at least one Character can't be higher than 3 Insanity.

STAY WITH ME

Normally, when a Character runs out of all Vitality in all five of the Wound Levels, she dies. Characters connected by this Talent have the ability to go down to -15 points of damage before they expire – as long as one of the other connected Characters is still alive and can communicate with the potentially dying.

TAGERS

IX

There are a few things that all Tagers have in common.

ATTRIBUTES

As you build your Tager, some of your Attributes will increase. In fact, you'll determine a second separate set of Agility, Perception, Strength, and Tenacity Attributes for your Tager form – and you'll need to calculate a separate set of any affected Characteristics. The amount they increase will be determined by your build.

COMMON ABILITIES

FEARFUL VOICE

You can still speak in Tager form, but the inhuman voice that comes out isn't pleasant. Normal people need to make an Average Fear Test when you do this.

FEARLESS

You get a +1 die bonus to Fear Tests when shifted into your Tager form.

LEAPING

You can perform super-human leaps in Tager Form, based on type.

LIFE SUPPORT

The human part of you is protected mystically when you are shifted. You could survive in the depths of the ocean or in the vacuum of space.



MINDLINK

When shifted, you can communicate with other shifted Tagers through thought alone when within 1 mi/2 km of one another. When you're not shifted, you can still do this when you're within 100 yd/m of each other.

When shifted, you also automatically sense any other Tagers (shifted or not) within 100 yd/m. When you're in your regular mortal form, you can sense Tagers (shifted or not) within 10 yd/m.

SPOT DHOHANOID

Shifted or not, you have the ability to detect Dhohanoids in their mortal guise. You have to watch your suspect for about 15 seconds and then make a Challenging Intuition Test. If you succeed, you'll know if she's a Dhohanoid or not. However, you're going to be staring at someone for 15 seconds. She may notice.

WALL-CRAWLING

When you're shifted, you can stick to and crawl on otherwise unclimbable things, like an insect.

COMMON COMBAT ABILITIES

NATURAL WEAPONS

You use your Martial Arts Skill when using your natural Tager melee weapons, and Marksman for your Tager projectile weapons.

REGENERATION

Tagers regenerate Vitality, even in their natural mortal form. When you build your Tager, you're



going to determine how many Vitality you get back each Turn when shifted, and how many you get back each hour when you're in your mortal form.

If you're wounded when you're shifted, your symbiont won't let you shift back until all the damage is regenerated. If you're wounded when you're unshifted, the symbiont can't help you any more with that when you shift. You're going to have to heal that kind of business at the lower rate.

LIMIT ATTACK

Every Tager has a signature power attack called a Limit Attack. To make the thing go off, you need to succeed at a Hard Wellness Test before you roll to attack with it. If it doesn't go off, you wasted your AP for the Turn, but can try again next.

WEAPONS

The hands of a shifted Tager are too awkward and big to use conventional weaponry. Even if someone were to modify a weapon to fit, the symbiont still is a thing from beyond time and space. It rejects such an idea on principle.

FEAR FACTOR

A shifted Tager is terrifying. Every Tager has a Fear Factor, which is the difficulty of the Fear Test that normal people need to make when they see you in your special form.

MINDSET

After surviving symbiosis, your Tager Character begins with one Insanity. This also influences your personality and you have new urges courtesy of your symbiont. It's not so much a question of keeping these urges restrained, but more about keeping them in check. To you, it's just who you are now and you don't really see a problem.

You also have dreams of very strange, alien places, which somehow seem familiar. They aren't every night, but they're often enough that you've had to accept them as a part of life.

These things intensify as you grow more powerful. Every five Power Advances you earn, you'll need to make a Challenging Insanity Test. Failure adds another Insanity.

LOSING CONTROL

The crazier you get, the more control your symbiont will exhibit. You might go hybrid in a stressful situation that isn't that kind of situation. Your Tager might fully take over when you're in danger. It's a fine line to walk.

GOING HYBRID

When you start getting stressed out, you may have to resist going hybrid if it's really not the time to blow your cover. The table below shows the Difficulty of the Wellness Test at which you need to succeed to keep control - you can't use Drama Points for this Test. On the other hand, you can just

let it happen.

INSANITY	DIFFICULTY
Sane & Well-Balanced	No Test Required
Troubled	No Test Required
Twisted	Average
Disturbed	Challenging
Insane	Hard
Gone	Very Hard

ANGER

When anger rolls up in your face, you have to fight your Tager when you don't want it to come out. The table below shows the Difficulty of the Wellness Test at which you need to succeed to keep control - you can't use Drama Points for this Test. On the other hand, you can just let it happen.

If you succeed, you stay in control until the danger intensifies. Then, you have to Test again.

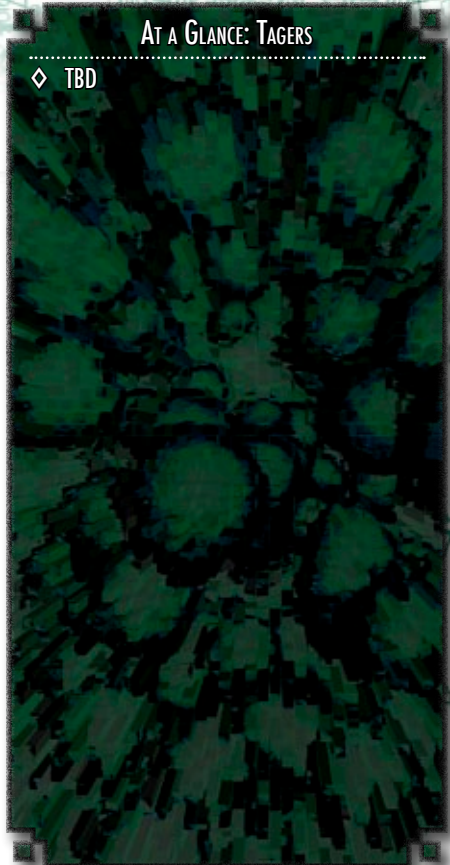
If you fail, the Tager manifests and takes over. It uses your Attributes and Skills, but you have no control. If you're a Whisper or a Shadow, the Tager will look to retreat, disabling all foes in between here and there. You'll only stay and fight if cornered. If you're a Phantom or Nightmare, the Tager will look to destroy any immediate threats, fleeing when a good window opens and enough foes have been killed.

It will then retreat to a place it feels is safe, however far away that is. Once it feels safe, you can take control again. If more danger rears its head between here and there, the Tager stays in control.

INSANITY	DIFFICULTY
Sane & Well-Balanced	No Test Required
Troubled	Average
Twisted	Challenging
Disturbed	Hard
Insane	Very Hard
Gone	Legendary

AT A GLANCE: TAGERS

◇ TBD



MANIFESTATION

There are several levels of manifestation. Most of the time, you're just a human. Yes, you are mystically bound to something from beyond time and space, but even a skilled doctor won't be able to find anything out of the ordinary about you. That's pretty cool.

WILLFUL

You can shift into your Tager form at will and it happens pretty much instantaneously. It sort of grows on you, seeping out of your pores. Nothing can restrain your Tager from manifesting, as it destroys anything in its way to come. You fully manifest and have access to all your Tager abilities. You can shift back just as easily.

YOUR THINGS

As the symbiont manifests, anything on you is dimensionally displaced. Your clothes, the things in your pocket, the things you were holding, all shift into an extradimensional space, kept safe. When you return to your mortal form, those things also instantly return. The symbiont will only displace the things that are on your person - packages, backpacks, and the like remain.

EXTRA-SENSORY PERCEPTION

Choose one of your Tager's supernatural senses. You have that all the time and can switch it on and off at will.

SYMBIONT BLEED

Those supernatural abilities that start to show up in your mortal form are called Symbiont Bleed. You'll begin to manifest things that are an extension of your symbiont in your everyday life. Even when this happens, you still read just like a regular person.

GOING HYBRID

If you find yourself in a stressful situation, but you don't want to go totally monstrous, you can manifest just a bit of your Tager. If you want to do this in a situation that isn't stressful, you need to succeed at a Challenging Wellness Test. Your symbiont appreciates discretion.

NIGHTMARE

Your eyes turn black, like a shark's, and you gain one more of your supernatural Tager senses (choose one permanently). You can jump and wall-walk like your Tager. You also can sprout your Talons or your Tenacle Sheathe (choose one permanently).

PHANTOM

Your eyes turn blood red, and you gain one more of your supernatural Tager senses (choose one permanently). You can jump and wall-walk like your Tager. You can also sprout your Claws or Blades, or your Vertigo (choose one permanently).

SHADOW

Your eyes turn yellow, and you gain one more of your supernatural Tager senses (choose one permanently). You can jump and wall-walk like your Tager. You can also use your Flicker.

WHISPER

Your eyes segment, and you gain one more of your supernatural Tager senses (choose one permanently). You can jump and wall-walk like your Tager. You can also sprout your wings and fly.

INHIBITING

There are things that can prevent you from shifting into any kind of Tager form. Rare kinds of magic are the least common kind. Arcanotechnology is the real threat. The Chrysalis Corporation has developed inhibiting technology. Thankfully, it's not all that common, because it's hard to make. However, if you're attacked with one of these devices, be very careful. You might end up your good-old mortal self in a situation where you need a little more firepower.

A FEW TERMS

To help describe a Tager's roles and special attacks, we've used terms commonly found in online games, like MMOs or MOBAs. Here's a quick explanation, in case you're unfamiliar.

ROLES

- ◇ Assassin – a Character designed to do a lot of burst damage to a single target at a time.
- ◇ Bruiser – a Character primarily designed to dish out damage in hand-to-hand, and can deal with multiple opponents via sustained damage
- ◇ Infiltrator – a Character designed to sneak through enemy defenses, to provide positioning advantages.
- ◇ Support – a Character designed to bring utility to a team, along with crowd control.
- ◇ Tank – a Character designed to protect other allies, absorbing damage in the process.

ATTACKS

- ◇ AOE – Area of Effect, an attack designed to damage all enemies within its radius of effect.
- ◇ Ally Shield – an attack designed to tank damage for an ally.
- ◇ Burst Attack – a flurry of attacks that damage many enemies.
- ◇ CC – Crowd Control, an attack designed to somehow hinder the enemy.
- ◇ Charge Attack – an attack with movement component.
- ◇ DPT – Damage per Turn, an attack designed to harm enemies.
- ◇ Escape – An attack that also functions as a way to reposition out of harm's way.
- ◇ Line Nuke – a ranged attack that damages everything in its path.
- ◇ Melee – an attack designed to deal out hand-to-hand combat damage.
- ◇ PBAOE – Point-Blank Area of Effect, an attack designed to damage all enemies within a radius of effect centered on you.
- ◇ Ranged – an attack designed to deal out damage from a distance.
- ◇ Taunt – an attack designed to draw attention to you.



NIGHTMARE

THE BRUTAL

Aggressive, violent, and a little overconfident, Nightmares scare the hell out of anything with sense. They revel in destruction for its own sake, tearing down what stands in their way. It's in a Nightmare's nature to be questioning and even a little rebellious – once convinced, they're unstoppable.

CHARACTER DESIGN RECOMMENDATIONS

- ◇ Don't go low on Presence. It's what you use to scare people.
 - ◇ You're going to want a high Strength and Tenacity.
 - ◇ Emphasize Strength. It should be your highest Attribute.
 - ◇ Athletics: Strength is your friend. You might be able to throw cars.
 - ◇ Intimidate should be important to you.
 - ◇ The Menace Specialization for Intimidate is available to you.
 - ◇ The Tracking Specialization for Observation might be a good thing.
 - ◇ You'll want a high Martial Arts and Dodge.
 - ◇ You'll want Marksman for your Shoulder Pods.
-

SYMBIOTIC URGES

Let's take a look at the way your symbiont has changed your personality. Feel free to modify the list to better reflect the way you feel your Nightmare has manifested.

- ◇ People talk a lot and sometimes you just don't wanna listen.
 - ◇ Your temper is cold and deadly. You believe revenge is a dish best served cold.
 - ◇ Honor in combat is a myth.
 - ◇ You like to pick fights. With something bigger or scarier than you? Even better.
 - ◇ You like to kill the things you fight. Otherwise, what's the point?
 - ◇ Sometimes you go hunting Dhohanoids for fun.
 - ◇ Sometimes it's just fun to tear everything up. There's peace in destruction.
 - ◇ You're intimidating, even when you're just standing there.
 - ◇ You like to menace your enemies. You like it when they cower.
 - ◇ You also like to scare everyone else. It's kind of funny when they freak out.
-

OUTWARD CHANGES

- ◇ You naturally have a menacing default facial expression. You have to pay attention to turn it off.
- ◇ There's a predatory grace in your movements.
- ◇ You just seem more intimidating than normal for your size – and you don't try to hide it.

NIGHTMARE PEOPLE

- ◇ The street kid, who is now dishing out the hard knocks.
- ◇ The construction laborer with anger issues.
- ◇ The social malcontent, who believes change can only come through violence.

COMBAT TACTICS

- ◇ If you can, soften your enemies up with your Shoulder Pods.
- ◇ Your Strength bonus is likely to be awesome, so your highest damage dealing attacks are in close up.
- ◇ Use a Tentacle Sheathe to entangle enemies. If you're successful, it's a free Talon attack.
- ◇ Your armor and regeneration should be pretty good, so you can tank damage while closing.
- ◇ Backing down is something people have to convince you is a good idea. Same goes for running away.

DADELKA, A NIGHTMARE ON:

- ◇ Whispers – Annoying, but useful.
- ◇ Phantoms – Help the others, little brother. I got this.
- ◇ Shadows – Imagine what I could do with that.
- ◇ Dua-Sanaras – Please.
- ◇ Elib – I wish I could mount those jaws on my wall.
- ◇ Gelgore – Come over here and say that.
- ◇ Thog-Manna – They really piss me off.
- ◇ Vyrkol – Sit still!
- ◇ Zabuth – Finally. A real fight.



BUILDING YOUR NIGHTMARE

ROLE: BRUISER

SHIFTED SIZE: 8 TO 9 FT. TALL

FEAR FACTOR: CHALLENGING

You begin with 20 Power Advances to build your Tager. You can bank any Power Advances you don't or can't spend. You get anything listed as a 0 Power Advances cost for free.

ATTRIBUTE MODIFICATIONS

Buy one set of bonuses for your regular form, and another that set that will stack on top of those when you're shifted. You want higher Tager stats? Don't forget to boost your mortal form.

AGILITY

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	1	1
+1	2	2	+2	1	2

PERCEPTION

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	1	1
+1	2	2	+2	1	2

STRENGTH

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	0	0
+1	1	1	+2	1	1
+2	2	3	+3	1	2
+3	2	5	+4	2	4
			+5	2	6

TENACITY

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	0	0
+1	2	2	+2	1	1
+2	2	4	+3	1	2

SYMBIONT BLEED

The closer a person is to their symbiont, the more it begins to affect who she is on a daily basis. This sometimes manifests as Symbiont Bleed, where the Tager gains supernatural abilities while in mortal form. Each Symbiont Bleed ability costs 2 Power Advances, but you get your first for free.

ALPHA CHALLENGE

Cow someone into submission in a civilized way.

NEEDS MECHANICS. SUBSTITUTE AN INTIMIDATION TEST, SUCCESS MEANING THAT A HOSTILE PERSON WILL CALM DOWN. USE IN REASONABLE SITUATIONS.

BLOODSCENT

You can now smell blood, as well as track it.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

GROWL

When used, grants either a +1 die bonus to Intimidation, or causes the target to make an Average Fear Test.

MEAT HAMMERS

You can manifest mean knuckles to beat someone down with. Your fists become 1 damage weapons.

PECKING ORDER

You always know who the biggest badass in the room is.

NEEDS MECHANICS. SUBSTITUTE AN OBSERVATION TEST, SUCCESS REVEALING THE BADDEST ASSES IN THE ROOM.

STRONGER THAN YOU LOOK

You get some kind of awesome bonus to feats of strength in mortal form.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

SPECIAL ATTACKS

You start with three of the following six special attacks for free. Any others you desire will cost you 1 Power Advance for Base.

A fully developed Nightmare's combat play pattern is: soften enemies up with Shoulder Pods while advancing; leap on a key enemy with Stomp; if he survives, hit him with Tentacle Sheathe; gut with Talons; repeat as necessary. If a particularly powerful enemy presents himself, open up with Mystic Blast.

TALONS

TYPE: MELEE DPT

The Nightmare's Talons become deadly weapons.

TALONS	INCREMENTAL COST	TOTAL COST	DAMAGE
Base	0	0	0
Improved	1	1	1
Complete	1	2	2
Advanced	2	4	3

REND

REQUIRES: TALONS

TYPE: MELEE DPT

The Nightmare may use both its sets of talons to tear into a foe. This attack requires additional AP.

REND	INCREMENTAL COST	TOTAL COST	DAMAGE
Base	0	0	0

REND	INCREMENTAL COST	TOTAL COST	DAMAGE
Improved	1	1	2
Complete	1	2	3
Advanced	2	4	6

TENTACLE SHEATHE

TYPE: MELEE DPT, CC

The Nightmare grows a set of tentacles, which are usually retracted into its forearm. This gives the Tager the ability to attack a second time (for only 1 Action Point) in the same turn it successfully hits with this entangling attack. Usually, this second attack with Talons. The second attack is resolved as a Hasty Attack.

TENTACLE SHEATHE	INCREMENTAL COST	TOTAL COST	DAMAGE	EFFECTS
Base	0	0	-1	Entangling
Improved	1	1	0	Entangling
Complete	1	2	1	Entangling
Advanced	2	4	2	Entangling

STOMP

TYPE: MOBILE MELEE DPT, CC

The Nightmare jumps into the air and slams down on top of an opponent. In addition to the damage, the foe must succeed at a Brawn Skill Test. If failed, the opponent is knocked to the ground and is defenseless until he can spend 3 Action Points to get back up.

STOMP	INCREMENTAL COST	TOTAL COST	RANGE	DAMAGE	BRAWN DIFFICULTY
Base	0	0	Jump	+1	Average
Improved	1	1	Jump	+2	Average
Complete	1	2	Jump	+3	Challenging
Advanced	2	4	Jump	+3	Hard

SHOULDER PODS

TYPE: RANGED DPT

These pods ejaculate crimson balls of energy that are capable of punching through walls. They're especially useful for softening up opponents before directly engaging, or for taking out that sucker who thinks he's getting away.

SHOULDER PODS	INCREMENTAL COST	TOTAL COST	RANGE IN YD/M	DAMAGE	RATE OF FIRE
Base	0	0	10/20/60	+1	1
Improved	1	1	20/40/120	+2	1
Complete	1	2	30/60/180	+3	1
Advanced	2	4	40/80/240	+4	2

DEPTHLESS STRIKE

TYPE: RANGED DPT

Instead of firing from the shoulder, these crimson balls fly out when the Nightmare strikes the ground. The bolt travels along a physical plane, like the walls or the ground, but follows that plane – even out of sight. It ignores cover and can be fired at hidden target using the rules for Indirect Fire. There is, however, no chance of deviation – it either hits or it doesn't.

DEPTHLESS STRIKE	INCREMENTAL COST	TOTAL COST	RANGE	DAMAGE	RATE OF FIRE
Base	0	0	2/8/15	+1	1
Improved	1	1	5/15/30	+2	1
Complete	1	2	10/30/60	+3	1
Advanced	2	4	15/45/90	+4	2

LIMIT WEAPON: MYSTIC BLAST

TYPE: LINE NUKE

With this attack, the Nightmare charges up and unleashes a terrifying blast of energy, in a swathe 2 yd/m wide and as tall as the Tager. Roll one Marksman Test, against which all enemies caught within the blast must defend. The Mystic Blast is capable of taking out structures and even armor.

MYSTIC BLAST	INCREMENTAL COST	TOTAL COST	RANGE	DAMAGE	EFFECTS
Base	1	1	10/25/100	+4	2 yd/m Line Attack, Hybrid
Improved	1	2	20/50/150	+5	2 yd/m Line Attack, Hybrid
Complete	2	4	30/75/200	+6	2 yd/m Line Attack, Hybrid
Advanced	2	6	40/100/250	+7	2 yd/m Line Attack, Hybrid

ARMOR

Nightmares usually have good armor, to keep them in the fight longer.

ARMOR	INCREMENTAL COST	TOTAL COST	PROTECTION
Base	0	0	None
Complete	1	1	1/1
Advanced	1	2	2/2

REGENERATION

Nightmares use regeneration to supplement their protection.

MORTAL FORM	INCREMENTAL COST	TOTAL COST	RATE	TAGER FORM	INCREMENTAL COST	TOTAL COST	RATE
Base	0	0	0/hour	Base	0	0	1/turn
Improved	1	1	1/hour	Improved	1	1	2/turn
Complete	1	2	2/hour	Complete	2	3	3/turn
Advanced	2	4	3/hour	Advanced	2	5	1 die/turn

SENSES

Rules forthcoming, but these should be pretty self-explanatory. When in doubt, use the V1 rules.

NIGHTVISION	INCREMENTAL COST	TOTAL COST	RANGE	EFFECTS
Base	0	0	50 yd/m	Very low-light conditions, in B&W
Improved	1	1	300 yd/m	In total darkness, in B&W
Complete	1	2	1000 yd/m	In total darkness, in Color
Advanced	1	3	As far as the eye can see	In total darkness, in Color

SCAN	INCREMENTAL COST	TOTAL COST	RANGE	EFFECTS
Base	1	1	20 yd/m	Vital Statistics
Improved	1	2	50 yd/m	Vital Statistics
Complete	1	3	100 yd/m	Vital Statistics
Advanced	1	4	300 yd/m	Vital Statistics

THERMAL	INCREMENTAL COST	TOTAL COST	RANGE	EFFECTS
Base	1	1	20 yd/m	Heat Signatures
Improved	1	2	50 yd/m	Heat Signatures
Complete	1	3	100 yd/m	Heat Signatures
Advanced	1	4	300 yd/m	Heat Signatures

MOVEMENT

Rules forthcoming, but these should be pretty self-explanatory. Affects the Nightmare's ability to move and speed when doing so.

CLIMBING	INCREMENTAL COST	TOTAL COST	SPEED	EFFECTS
Improved	0	0	Normal	Wall-walking
Complete	1	1	Double	Wall-walking
Advanced	1	2	Triple	Wall-walking

JUMPING	INCREMENTAL COST	TOTAL COST	DISTANCE
Improved	1	1	Double
Complete	1	2	Triple

LAND	INCREMENTAL COST	TOTAL COST	SPEED
Base	0	0	Normal



PHANTOM

THE GUARDIANS

Prepared, controlled, and wary, Phantoms are often considered the most noble of the Tagers. They are driven to protect, even at the cost of grievous harm to themselves. Phantoms also most often think of the good of the whole beyond their own needs. Some of them get a little high and mighty in the process.

CHARACTER DESIGN RECOMMENDATIONS

- ◇ You'll want a high Strength and Tenacity.
- ◇ Emphasize Tenacity. It should be your highest Attribute.
- ◇ If you want to be intimidating, you can't have a low Presence.
- ◇ Athletics: Agility helps keep you mobile.
- ◇ The Jumping Focus for Athletics: Agility is your friend.
- ◇ Observation is a good skill for you to level.
- ◇ You'll want a high Martial Arts and Dodge.
- ◇ You'll need Marksman for your Arcane Blast and Vertigo.

SYMBIOTIC URGES

Let's take a look at the way your symbiont has changed your personality. Feel free to modify the list to better reflect the way you feel your Phantom has manifested.

- ◇ Your friends are your family. You're a loyal person, when your loyalty is earned.
- ◇ The Pack is more powerful than the individual. Work together.
- ◇ You're a thoughtful person. Sometimes you border on being a modern-day warrior-philosopher.
- ◇ You exercise and maybe even mediate. You keep yourself limber and clear.
- ◇ You're situationally aware. Way more than most people.
- ◇ You always have a backup plan, even if it isn't a good one. You tend to think in terms of worst-case scenarios.
- ◇ If someone starts a fight, you'll make sure it ends.
- ◇ You're brave enough to take on any foe required, but you'll be smart about it.
- ◇ You only kill when necessary. It's not something to be enjoyed.

OUTWARD CHANGES

- ◇ You're always paying attention. Some people aren't used to other people really paying attention to them, and some of them kind of freak out a little.
- ◇ You move like a cat.
- ◇ You sleep soundly in some strange places.

PHANTOM PEOPLE

- ◇ The ex-soldier who joined up out of a real sense of principle. The kind of person you really just want to salute.
- ◇ The corporate manager, who likes to strategize and have everything under control.
- ◇ The mother, who would do anything to protect her family. The true mama bear.

COMBAT TACTICS

- ◇ Control the battlefield.
- ◇ Provide cover fire for your team's advance.
- ◇ Provoke enemies you need to distract.
- ◇ Martyr to tank for your friends.
- ◇ When the time is right, jump in and start tearing things up.

DAVID LEUNG, A PHANTOM ON:

- ◇ Whispers - They are the light in our darkness.
- ◇ Nightmares - Sometimes the best tool for the job is a blunt object.
- ◇ Shadows - They are the ninja to our samurai.
- ◇ Dua-Sanaras - It is impossible to watch every hand. Be wary.
- ◇ Elib - Keep away from the jaws. Best engaged from a distance.
- ◇ Gelgore - Venomous. Take cover and advance with care.
- ◇ Thog-Manna - Their mimicry is a profound and underestimated threat.
- ◇ Vyrkol - Destroy the brain and the rest will fall.
- ◇ Zabuth - Do not engage singly. Retreat is an acceptable option.



BUILDING YOUR PHANTOM

ROLE: TANK

SHIFTED SIZE: 7 TO 7 FT. TALL

FEAR FACTOR: AVERAGE

You begin with 20 Power Advances to build your Tager. You can bank any Power Advances you don't or can't spend. You get anything listed as a 0 Power Advance cost for free.

ATTRIBUTE MODIFICATIONS

Buy one set of bonuses for your regular form, and another that set that will stack on top of those when you're shifted. You want higher Tager stats? Don't forget to boost your mortal form.

AGILITY

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	0	0
+1	2	2	+2	1	1
+2	2	4	+3	1	2

PERCEPTION

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	1	1
+1	2	2	+2	1	2

STRENGTH

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	0	0
+1	1	1	+2	1	1
+2	2	3	+3	1	2

TENACITY

UNSHIFTED INCREASE	INCREMENTAL COST	TOTAL COST	SHIFTED INCREASE	INCREMENTAL COST	TOTAL COST
None	0	0	+1	0	0
+1	1	1	+2	1	1
+2	2	3	+3	1	2

SYMBIONT BLEED

The closer a person is to their symbiont, the more it begins to affect who she is on a daily basis. This sometimes manifests as Symbiont Bleed, where the Tager gains supernatural abilities while in mortal form. Each Symbiont Bleed ability costs 2 Power Advances, but you get your first for free.

CAT NAPS

You need less sleep and only have to sleep 4 hours a night. You can actually split this into a couple two hour catnaps and be just fine. That doesn't mean you don't like to sleep in when you can. A full 8 hours is pretty satisfying. Note that your not at more most mentally acute in these situations, so you can't use them to study or train for extra Character Advances.

DESIGNATED DRIVER

You sober up faster than everyone else. Intoxicants, poisons, and toxins affect you for half as long and half as much.

LIGHT SLEEPER

You wake up really easily.

NEEDS MECHANICS. SUBSTITUTE AN OBSERVATION TEST WHEN ASLEEP TO NOTICE THINGS AWRY IN ENVIRONMENT.

SPATIAL AWARENESS

Can keep track of everyone. Within sight, you can keep track of where everyone is, which allows you to keep better tabs on important targets or be ready for something surprising.

TALK THEM DOWN

You get a bonus to talking a potential aggressor down, if they can be talked down. You can defuse potential ridiculous violence.

OR TACTICAL ADVANTAGE

Coordinating for Initiative bonus. How does this translate over? Straight.

TAKE A HIT

You get 1/1 armor when you want it in human form. Requires that you have 1/1 armor in your Tager form.

SPECIAL ATTACKS

You start with three of the following six special attacks for free. Any others you desire will cost you 1 Power Advance for Base.

A fully developed Phantom's combat play pattern is: buy time for your team to get into position using Provoke and Vertigo; Martyr for your Shadow, so she can keep laying down CC. Once the fight is in control, open up with everything you've got. Protect and redirect. Or you can open up with Tentacle Maw and try to remove one enemy right away.

BLADES OR CLAWS

TYPE: MELEE DPT

Blades often extend from the forearms of the Tager. Some Phantom's claws have developed into vicious weapons. Phantoms usually develop either Blades or Claws, but not both.

BLADES	INCREMENTAL COST	TOTAL COST	DAMAGE
Base	0	0	0
Improved	1	1	1
Complete	1	2	2
Advanced	2	4	3

MARTYR

TYPE: ALLY SHIELD

Spend AP. If someone is within a certain range based on your jump, you'll now intervene in the very next attack that comes at her. You roll your Defense instead and take the damage as if the attack were originally directed at you.

MARTYR	ADVANCES	AP COST	RANGE
Base	0	5	Half Jump
Improved	1	4	Jump
Complete	1	3	Jump
Advanced	2	2	Double Jump

PROVOKE

TYPE: TAUNT

Taunting enemies using Provoke makes them focus on and attack you, instead of whatever else they were doing. It's like a mystical lure that makes them want to kill you, if only for a few seconds. You can effect certain number of targets within in a certain range, based on power level. Make a Marksman Test against which they all must defend. Those hit must make a Fitness Test against a Difficulty based on power level. Those who fail must attack you on their next action, if at all able.

TAUNT	ADVANCES	AP COST	RANGE IN YD/M	ENEMIES	WELLNESS TEST
Base	0	2	5	1	Average
Improved	1	2	10	2	Challenging
Complete	1	2	15	4	Hard
Advanced	2	2	20	8	Very Hard

ARCANE BLAST

TYPE: RANGED DPT

This beam of pure force fires out of a node in the Phantom's forehead. Properly developed, it can become a sniping tool.

ARCANE BLAST	ADVANCES	RANGE IN YD/M	DAMAGE	SHOTS
Base	1	10/25/75	1	2
Improved	2	20/50/150	1	2
Complete	2	30/75/200	2	3
Advanced	3	50/225/350	3	3

VERTIGO

TYPE: RANGED DPT, CC

The Phantom can disrupt a target's equilibrium with its howl. A target that is hit must also succeed at a Coordination or Brawn Test (whichever is higher) or be knocked to the ground. If the target fails, he is knocked to the ground and is defenseless until he can spend 3 AP to get back up. It'll also stop her dead in her tracks.

HOWL	ADVANCES	RANGE	DAMAGE	TEST DIFFICULTY
Base	0	10 ft	0	Average
Improved	1	15 ft	1	Average
Complete	1	20 ft	1	Challenging
Advanced	2	25 ft	2	Hard

LIMIT ATTACK: TENTACLE MAW

TYPE: LINE NUKE

A mass of tentacles bursts out of the Phantom's chest, covering a 30 ft. long cone in front of him. Everything caught within the tentacles is attacked, at no Multiple Action Penalty. Define the AP of the Attack. One of the targets, randomly selected, must also succeed at a Brawn Test or the symbiont will drag him back and eat him. This takes one full turn and results in the death of the victim.

LIMIT WEAPON	ADVANCES	RANGE	DAMAGE	CONE	VICTIMS	BRAWN DIFFICULTY
Base	1	10 ft	2	15°	1	Average
Improved	2	20 ft	3	30°	1	Challenging
Complete	2	30 ft	3	45°	2	Hard
Advanced	3	40 ft	4	60°	2	Very Hard

ARMOR

Phantoms usually have good armor, to better tank damage.

ARMOR	ADVANCES	PROTECTION
Base	0	None
Complete	1	1/1
Advanced	1	2/2

REGENERATION

Phantoms use regeneration to supplement their protection.

MORTAL FORM	ADVANCES	RATE	TAGER FORM	ADVANCES	RATE
Base	0	0/hour	Base	0	1/turn
Improved	1	1/hour	Improved	1	2/turn
Complete	1	2/hour	Complete	2	3/turn
Advanced	2	3/hour	Advanced	2	1 die/turn

SENSES

Rules forthcoming, but these should be pretty self-explanatory. When in doubt, use the VI rules.

ENHANCED AUDIO	ADVANCES	RANGE	EFFECTS
Base	1	2x as sensitive	Hear things beyond normal audio range
Improved	1	2x as sensitive	Hear things beyond normal audio range
Complete	1	3x as sensitive	Hear things beyond normal audio range
Advanced	1	4x as sensitive	Hear things beyond normal audio range

NIGHTVISION	ADVANCES	RANGE	EFFECTS
Base	1	50 yd/m	Very low-light conditions, in B&W
Improved	1	300 yd/m	In total darkness, in B&W
Complete	1	1000 yd/m	In total darkness, in Color
Advanced	1	As far as the eye can see	In total darkness, in Color

SCAN	ADVANCES	RANGE	EFFECTS
Base	1	20 yd/m	Vital Statistics
Improved	1	50 yd/m	Vital Statistics
Complete	1	100 yd/m	Vital Statistics
Advanced	1	300 yd/m	Vital Statistics

MOVEMENT

Rules forthcoming, but these should be pretty self-explanatory. Affects the Phantom's ability to move and speed when doing so.

CLIMBING	ADVANCES	SPEED	EFFECTS
Improved	1	Double	Wall-walking
Complete	1	Triple	Wall-walking
Advanced	1	Quadruple	Wall-walking

JUMPING	ADVANCES	DISTANCE
Improved	1	Double
Complete	1	Triple

LAND	ADVANCES	SPEED
Base	0	Normal



SHADOW

THE HIDDEN

Patient and lethal, Shadows creep through the world unseen. They hide from prying eyes, digging up “secure” information and assassinating those who stand in their way. Shadows talk amongst themselves, sharing information as a sort of prestige.

CHARACTER DESIGN CONCERNS

- ◇ You’ll want a high Agility and Perception.
 - ◇ Emphasize Agility. It should be your highest Attribute.
 - ◇ You’ll want a high Presence to work undercover.
 - ◇ The Acting and Mimicry Specializations for Performance are helpful.
 - ◇ Athletics: Agility is your friend.
 - ◇ The Climbing and Jumping Specializations for Athletics: Agility are very useful.
 - ◇ You’ll want a high Dodge and Marksman.
 - ◇ You’ll want Martial Arts, for your Death Lotus, at the very least.
-

SYMBIOTIC URGES

Let’s take a look at the ways your symbiont may have changed your personality. Feel free to modify the list to better reflect the way you feel your Shadow has manifested.

- ◇ Deception is the greater part of valor.
 - ◇ You know the value of well-rehearsed and well-placed lies.
 - ◇ You don’t wrestle with moral quandaries. You are practical and efficient.
 - ◇ You keep a cool head and know the value of patience. You speak out against hasty action.
 - ◇ You’re a detail-oriented person and a planner.
 - ◇ You’re kind of in the know. You like to keep up on things, especially things you aren’t supposed to know.
 - ◇ You love getting in and out of places you shouldn’t be, without anyone the wiser.
 - ◇ You’re a killer. You have no problem with that, and you think it’s weird when other people do.
 - ◇ You end your enemies, even when they beg for mercy or are helpless. No loose ends. That includes innocent bystanders.
 - ◇ You prefer to ambush your enemies, and you also make sure no one can get the drop on you.
-

OUTWARD CHANGES

- ◇ You’re always looking over your shoulder.
 - ◇ You change your appearance pretty often.
 - ◇ You shy away from brightly lit areas.
-

SHADOW PEOPLE

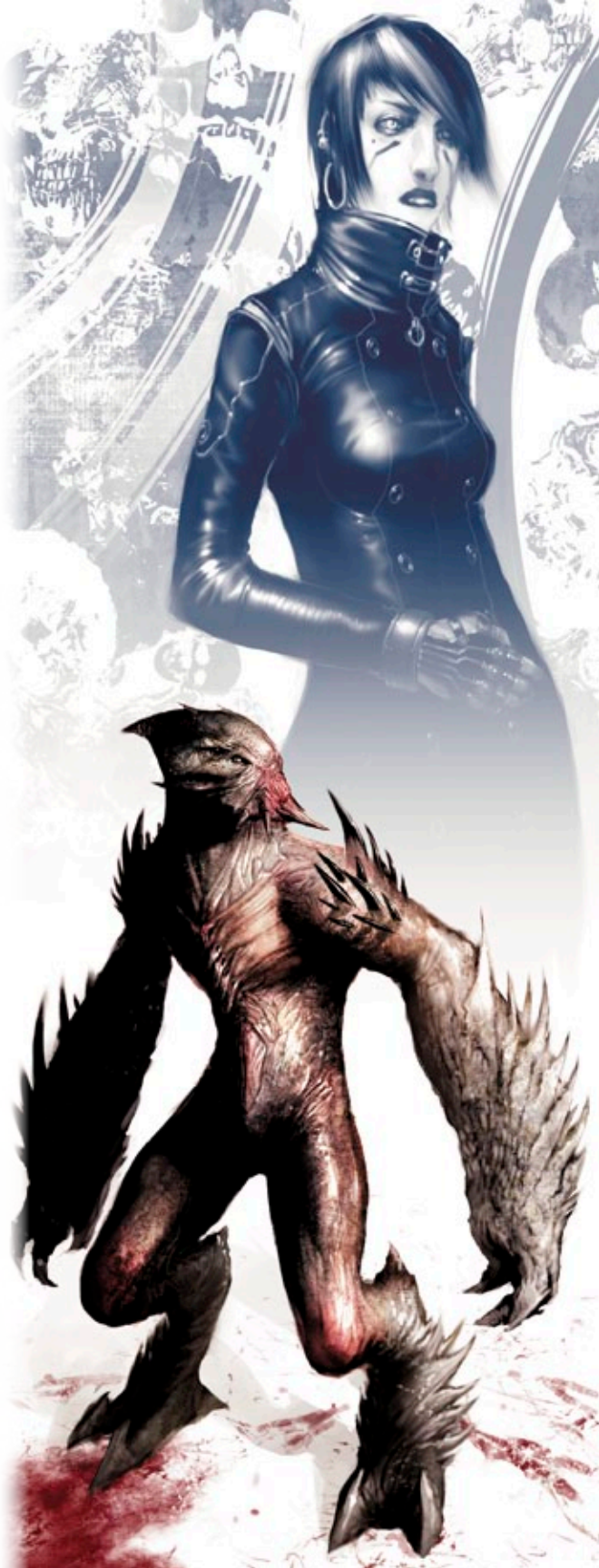
- ◇ The emo kid who tried so hard for no one to notice him.
- ◇ The street thief who loves the thrill of breaking and entering.
- ◇ The black ops specialist, who’s used to working alone behind enemy lines.

COMBAT TACTICS

- ◆ Sneak around as much as possible.
- ◆ Attack from surprise.
- ◆ If you can slow them down with your poison, do it.
- ◆ Your Limit Weapon is an awesome assassination tool. Take out the big guys first.
- ◆ In team fights, use your poison to slow enemies, while the heavies clean up.

LISA GIBBONS, A SHADOW ON:

- ◆ Whispers – The eyes that see guide the hand that kills.
- ◆ Nightmares – Sometimes, you just have to step back and appreciate their work. Far back.
- ◆ Phantoms – Someone needs to be the team-player.
- ◆ Dua-Sanaras – Tentacles are gross. Not getting anywhere near them.
- ◆ Elib – You can't eat what you can't see. Let's keep it that way.
- ◆ Gelgore – Let's trade barbs.
- ◆ Thog-Manna – Now these guys I have a problem with. They're stepping on my turf and I don't like that.
- ◆ Vrykol – I don't like anything that can see me when I don't want it to. That will not do.
- ◆ Zabuth – Holy cow. Now that's a killing machine. But they can smell me.



SPECIAL RULES

FLICKER

The Shadow projects a mystical stealth field. The Tager appears to flicker out of existence, becoming more than just invisible. Shadows are practically compelled to Flicker whenever they can. It's their thing and the symbiont feels best when it can't be seen.

Use Flicker as a Contest. You roll your Stealth, plus a number of bonus dice based on conditions. You are really hard to spot, so you start with +2 bonus dice, using any modifiers from the following table that apply. A person must be within 15 yd/m to even attempt to spot an invisible Shadow, unless it is a creature with enhanced senses. You're still invisible to sensors and such – only living things can spot you.

You can't move faster than half speed while using your Flicker, or the Shadow reappears. You also cannot jump into combat, or the same thing happens. Touching any animal, person, or monster (of dog-size or larger) will force the Flicker to drop. X-ray sensors reveal "invisible" Tagers immediately.

FLICKER MODIFIERS	BONUS OR PENALTY
Standing Still	+1 die
Moving (Less than Quarter Speed)	None
Moving (Quarter or Half Speed)	-1 die
Close Proximity (Within 3 yd/m)	-1 die
Once Spotted	-2 dice

Once visible, you must remain so for two Turns (10 seconds) before you can disappear again.

VENOMOUS

Many of the Shadow's special attacks deliver an organic paralytic poison. To be administered, the attack must do at least one point of Vitality damage. Anyone affected by the poison must succeed at a Wellness Test to resist.

Enemies who fail lose 1 AP each time, the effect lasting for 1d10 minutes. This AP loss is cumulative. Once an enemy suffers a total AP loss of three, roll another 1d10 – the effects are extended that many more minutes. Generally, you need to successfully poison an enemy five times to take him out.

BUILDING YOUR SHADOW

ROLE: INFILTRATION/ASSASSIN

SHIFTED SIZE: 6 TO 7 FT. TALL

FEAR FACTOR: AVERAGE

You begin with 20 Power Advances to build your Tager. You can bank any Power Advances you don't or can't spend. You get anything listed as a 0 Power Advance cost for free.

ATTRIBUTE MODIFICATIONS

Buy one set of bonuses for your regular form, and another that set that will stack on top of those when you're shifted. You want higher Tager stats? Don't forget to boost your mortal form.

AGILITY

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	0
+1	2	+2	1
+2	2	+3	1

PERCEPTION

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	0
+1	1	+2	1
+2	2	+3	1

STRENGTH

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	1
		+2	1

TENACITY

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	1
+1	2	+2	1

SYMBIONT BLEED

The closer a person is to their symbiont, the more it begins to affect who she is on a daily basis. This sometimes manifests as Symbiont Bleed, where the Tager gains supernatural abilities while in mortal form. Each Symbiont Bleed ability costs 2 Power Advances, but you get your first for free.

DISAPPEARING TRICK

You can palm small objects and make them disappear.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

POISONOUS

You can spit your poison, into a cup and something. Great way to dose someone without them know-

ing. Up to 5 doses, which paralyzes them.

SHADOWMOLD

You can kind of control shadows around you. Basically, you can dim and brighten a room.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

SNEAK UP

You are really good at sneaking up on people who aren't really paying that much attention. You startle people a lot.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

THROWING VOICE

You can throw your voice really well, and can distract enemies.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

TRICK OF THE LIGHT

You can change your eye and hair color at will. Great for disguises.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

SPECIAL ABILITY: FLICKERCLOAK

A Shadow can extend her Flicker to one other living being, of a percentage of mass relative to her own size, based on power level. The Tager must stay in physical contact with the person is wishes to conceal. Normal Flicker rules apply; however, the passenger must also make Stealth Tests.

FLICKERCLOAK	ADVANCES	MASS (% OF SELF)
Base	1	50%
Improved	1	100%
Complete	2	150%
Advanced	2	200%

SPECIAL ATTACKS

You start with two of the following five special attacks for free. Any others you desire will cost you 1 Power Advance for Base.

A fully developed Shadow's combat play pattern is: attack from surprise; slow enemies down with Needles, assassinate high profile target with Death Lotus when opportunity presents itself; disappear.

BARBED CLUTCH

TYPE: MELEE DPT, CC

Special Thorns grow out of the Shadow's limbs, facing inward. The Barbed Clutch allows the Tager to then leap on an enemy in jumping distance, harm, and attempt to entangle. This follow up entangling attack is usually Thorns.

BARBED CLUTCH	ADVANCES	DAMAGE
Base	0	-1 + Poison + Entangle
Improved	1	0 + Poison + Entangle
Complete	1	1 + Poison + Entangle
Advanced	2	2 + Poison + Entangle

CLAWS

TYPE: MELEE DPT

The Shadow's claws become deadly weapons.

CLAWS	ADVANCES	DAMAGE
Base	0	0
Improved	1	1
Complete	1	2
Advanced	2	3

THORNS

TYPE: MELEE DPT, CC

These Thorns grow out of the striking surfaces of the Tager's body.

THORNS	ADVANCES	DAMAGE
Base	0	-1 + Poison
Improved	1	0 + Poison
Complete	1	1 + Poison
Advanced	2	2 + Poison

NEEDLES

TYPE: RANGED DPT, CC

Usually firing from pods on the forearms of the Shadow, these Needles not only hurt, they administer the Tager's poison from a distance.

NEEDLES	ADVANCES	RANGE IN YD/M	DAMAGE	SHOTS	WELLNESS DIFFICULTY
Base	0	10/25/80	0 + Poison	1	Average
Improved	1	15/40/125	1 + Poison	2	Average
Complete	1	25/60/170	1 + Poison	2	Challenging
Advanced	2	50/150/300	2 + Poison	3	Hard

QUILLS

TYPE: PBAOE DPT/CC

Instead of firing from a pod, Quills shoot out from every surface with Thorns. Make one Martial Arts result against which all within the burst radius must defend. Watch out for friendly fire.

QUILLS	ADVANCES	BURST	DAMAGE	SHOTS	WELLNESS DIFFICULTY
Base	0	1 y/m	0 + Poison	1	Average
Improved	1	2 y/m	1 + Poison	1	Average
Complete	1	3 yd/m	1 + Poison	2	Challenging
Advanced	2	5 y/m	2 + Poison	2	Hard

LIMIT WEAPON: DEATH LOTUS

TYPE: BURST ATTACK

By triggering this special attack, the Shadow will seem to split into duplicates for one massive strike. Death Lotus can target anything within the Shadow's average jumping distance, boosted by power level. Then, the Tager makes a number of attacks, using the AP given by power level. These attacks occur simultaneously, so the victim can only defend against the first. When the flurry is complete, the Shadow's duplicates reform into one, as she jumps to any spot within the boosted jumping distance. Plot your attack in one jump and your retreat in another.

LIMIT WEAPON	ADVANCES	RANGE	EFFECTS
Base	1	Jump Distance	10 AP in Attacks
Improved	1	Double Jump Distance	10 AP in Attacks
Complete	2	Double Jump Distance	15 AP in Attacks
Advanced	2	Triple Jump Distance	15 AP in Attacks

ARMOR

Shadows aren't known for having much in the way of protection from harm.

ARMOR	ADVANCES	PROTECTION
Base	0	None
Complete	1	1/1

REGENERATION

Shadows rely on their regeneration, since they're lightly armored.

MORTAL FORM	ADVANCES	RATE	TAGER FORM	ADVANCES	RATE
Base	0	0/hour	Base	0	1/turn
Improved	1	1/hour	Improved	1	2/turn
Complete	1	2/hour	Complete	2	3/turn
Advanced	2	3/hour	Advanced	2	1 die/turn

SENSES

Rules forthcoming, but these should be pretty self-explanatory. When in doubt, use the V1 rules.

NIGHTVISION	ADVANCES	RANGE	EFFECTS
Base	1	50 yd/m	Very low-light conditions, in B&W
Improved	1	300 yd/m	In total darkness, in B&W
Complete	1	1000 yd/m	In total darkness, in Color
Advanced	1	As far as the eye can see	In total darkness, in Color

SCAN	ADVANCES	RANGE	EFFECTS
Base	1	20 yd/m	Vital Statistics
Improved	1	50 yd/m	Vital Statistics
Complete	1	100 yd/m	Vital Statistics
Advanced	1	300 yd/m	Vital Statistics

THERMAL	ADVANCES	RANGE	EFFECTS
Base	1	20 yd/m	Heat Signatures
Improved	1	50 yd/m	Heat Signatures
Complete	1	100 yd/m	Heat Signatures
Advanced	1	300 yd/m	Heat Signatures

MOVEMENT

Rules forthcoming, but these should be pretty self-explanatory. Affects the Shadow's ability to move and speed when doing so.

CLIMBING	ADVANCES	SPEED	EFFECTS
Improved	0	Double	Wall-walking
Complete	1	Triple	Wall-walking

JUMPING	ADVANCES	DISTANCE
Improved	1	Double
Complete	1	Triple

WHISPER

THE VIGILANT

Fiesty, frenetic, and a little cracked, Whispers flit about on dragonfly wings, drinking in everything that is the world. They adore beauty for its own sake, appreciating it in ways others simply can't. Nothing hides from the curious Whisper, who delights in revealing secrets.

CHARACTER DESIGN RECOMMENDATIONS

Here are a few things to keep in mind as you create your Whisper Tager. You don't have to build this way, but these suggestions can help you be effective in your role.

- ◇ You're going to want a high Agility and Perception.
- ◇ Emphasize Perception. It should be your highest Attribute.
- ◇ Don't go low on Presence. You may need to lie your way out of sticky situations.
- ◇ Athletics: Agility is your friend. It governs how well you fly.
- ◇ The Flight Specialty for Athletics: Agility is available to you.
- ◇ Observation is your best tool. Level it.
- ◇ The Lip Reading Specialization for Observation is very useful to you.
- ◇ Stealth will keep you alive when you go into enemy territory.

SYMBIOTIC TRAITS

Let's take a look at the way your symbiont may have changed your personality. Feel free to modify the list to better reflect the way you feel your Whisper has manifested.

- ◇ With everything you can sense now, you're drawn to beauty. You're a sensual person.
- ◇ You've got an indomitable spirit, which alternates between inspiring and annoying.
- ◇ You can be a little impulsive. Maybe even a little flighty. Maybe not just a little.
- ◇ You love taking in fresh sensory input. Yum.
- ◇ You're a terrible gossip.
- ◇ You don't give up easily. You're kind of relentless.
- ◇ Risk and danger? Bah.
- ◇ Though you don't hit the hardest, you aren't likely to back down from a fight.
- ◇ You can be kind of jaded. Been there, seen that.
- ◇ It takes a lot to really piss you off. Most crap rolls off you.
- ◇ You're very aware of your surroundings. You're always on the lookout for trouble. Or something interesting. Or something pretty.
- ◇ In a weird way, you're often the voice of common sense. When you're not impulsively flitting to your next thing.

OUTWARD CHANGES

- ◇ You might be a little fidgety.
- ◇ You can win a staring contest with just about anybody.
- ◇ You're lighter in your step these days. You kind of float along.

WHISPER PEOPLE

- ◇ The cute bike messenger girl who tears ass all over the city.
- ◇ The voyeur, who just loves to watch the world go by.
- ◇ The street racer with the need for speed.

COMBAT TACTICS

- ◇ Know your enemies are there before they do.
- ◇ If you can take them, do it.
- ◇ If you can't, drop a Bomb and make a getaway.
- ◇ Your Limit Weapon is a great tool to create an escape.
- ◇ In team fights, harry and distract the enemies, leaving your heavies to clean up shop.

PENDY, A WHISPER ON:

- ◇ Shadows - Ooh, spooky! That is so cool.
- ◇ Nightmares - I'll find it. You kill it.
- ◇ Phantoms - You know, you're not always right!
- ◇ Dua-Sanaras - I'm glad I can fly. I don't want those things touching me.
- ◇ Elib - This is not a frog and a fly situation. Back off.
- ◇ Gelgore - I have to duck. I so don't want to.
- ◇ Thog-Manna - So sneaky. So sneaky! I take this as a personal challenge.
- ◇ Vrykol - It's dogfight time! They don't call me the Black Baron for nothing.
- ◇ Zabuth - Hey, pick on someone your own size! When you can see again.



BUILDING YOUR WHISPER

ROLE: INFORMATION, SUPPORT

SHIFTED SIZE: 6 TO 7 FT. TALL

FEAR FACTOR: AVERAGE

You begin with 20 Power Advances to build your Tager. You can bank any Power Advances you don't or can't spend. You get anything listed as a 0 Power Advance cost for free.

ATTRIBUTE MODIFICATIONS

Buy one set of bonuses for your regular form, and another that set that will stack on top of those when you're shifted. You want higher Tager stats? Don't forget to boost your mortal form.

AGILITY

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	0
+1	2	+2	1
+2	2	+3	1

PERCEPTION

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	0
+1	1	+2	1
+2	2	+3	1
+3	2		

STRENGTH

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	1
		+2	1

TENACITY

UNSHIFTED INCREASE	ADVANCES	SHIFTED INCREASE	ADVANCES
None	0	+1	1
		+2	1

SYMBIONT BLEED

The closer a person is to their symbiont, the more it begins to affect who she is on a daily basis. This sometimes manifests as Symbiont Bleed, where the Tager gains supernatural abilities while in mortal form. Each Symbiont Bleed ability costs 2 Advances, but you get your first for free.

BLATHER

You're really good at confusing people with strange twists in conversation. You can kind of bluff your way through things.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

EAVESDROPPING

Really good at eavesdropping.

NEEDS MECHANICS. SUBSTITUTE +1 DIE FOR NOW.

EVERY-PERSON

You have the ability to fade into the background and not call attention to yourself. You functionally becomes anonymous to most observers, which can be very useful. Your GM will let you know how this plays out.

THIS NEEDS TO HAVE MORE THAN JUST THE SAME EFFECTS AS THE TALENT.

FEIGN INNOCENCE

Your Character is the kind of person that people never suspect of wrong-doing. She can avoid being the target of such investigations, at least initially. Naturally, once evidence mounts up, she's in as much trouble as the next person – however, she gets that crucial initial reprieve.

THIS NEEDS TO HAVE MORE THAN JUST THE SAME EFFECTS AS THE TALENT.

PARKOUR I

You can stick to walls like you would in your shifted form, but at your normal climbing speed.

PARKOUR II

In your mortal form, you can jump twice as far as you normally should.

SPECIAL ATTACKS

You start with three of the following five special attacks for free. Any others you desire will cost you 1 Advances for Base.

A fully developed Whisper's combat play pattern is: Shrike in to get the enemy's attention; drop Gossamer Bombs, Boom Shocks, or both to CC the enemy; use Tangles to harry important targets, as necessary; use Razor Wing to escape dangerous situations.

If two special attacks both inflict an AP loss, the effects stack – add them together.

CLAWS

TYPE: MELEE DPT

The Whisper's claws become deadly weapons.

CLAWS	ADVANCES	DAMAGE
Base	0	-1
Improved	1	0
Complete	1	1
Advanced	2	2

SHRIKE

TYPE: CHARGE ATTACK

REQUIRES: CLAWS

The Whisper can rake an opponent as she flies by. The Whisper must be moving and airborne to use this attack, which costs AP equal to a Charge. However, the Whisper can attack any one target in her path of movement, instead of ending in contact – a hit and run attack. Good for harrying.

SHRIKE	ADVANCES	DAMAGE	EFFECTS
Base	0	0	Moving Attack
Improved	1	+1	Moving Attack
Complete	1	+2	Moving Attack
Advanced	2	+3	Moving Attack

TANGLERS

TYPE: MELEE DPT, CC

These whips most often extend from the forearms of the Tager and can be used to reduce AP. Enemies that are hit with a Tangler must succeed at a Coordination Test (Difficulty based on power level) or lose 2 AP with each successful attack, for only the next Turn. This can reduce an enemy's AP to 0.

TANGLERS	ADVANCES	DAMAGE	COORDINATION TEST
Base	0	-1	Average
Improved	1	0	Average
Complete	1	1	Challenging
Advanced	2	2	Hard

GOSSAMER BOMBS

TYPE: SHORT RANGE AOE/CC

These radiant balls are more effective when dropped from the air, since their range is so poor. Wherever they land, Gossamer Bombs burst in a blinding light and everything within their radius must succeed at a Wellness Test or suffer the effects of Totally Obscured Conditions and lose 2 AP a Turn for the next 1d10 Turns. If an enemy succeeds, it covered its eyes in time. Allies may be warned.

GOSSAMER BOMBS	ADVANCES	RANGE	RADIUS	DAMAGE	SHOTS	WELLNESS DIFFICULTY
Base	0	3 yd/m	3 yd/m	Blinding	1	Average
Improved	1	5 yd/m	5 yd/m	Blinding	1	Average
Complete	1	5 yd/m	5 yd/m	Blinding	1	Challenging
Advanced	2	7 yd/m	7 yd/m	Blinding	1	Hard

BOOM SHOCKS

TYPE: VERY SHORT RANGE AOE CC

These shimmering balls are more effective when dropped from the air, since their range is so poor. Wherever they land, Boom Shocks burst in a deafening explosion and everything within their radius must succeed at a Wellness Test or suffer be deafened, as per Totally Obscured Conditions for sound, which removes the ability to understand verbal communication. Those who fail also lose 2 AP a Turn for the next 1d10 Turns. If an enemy succeeds, it covered its eyes in time. Allies may be warned.

BOOM SHOCKS	ADVANCES	RANGE	RADIUS	DAMAGE	SHOTS	WELLNESS DIFFICULTY
Base	0	3 yd/m	3 yd/m	Deafening	1	Average
Improved	1	5 yd/m	5 yd/m	Deafening	1	Average
Complete	1	5 yd/m	5 yd/m	Deafening	1	Challenging
Advanced	2	7 yd/m	7 yd/m	Deafening	1	Hard

LIMIT WEAPON: RAZOR WING

TYPE: BURST ATTACK, ESCAPE

The Tager's speed and armor increases for the Turn of this flying charge attack. This attack still requires the use of the Martial Arts Skill, but be used to attack as many targets as are in a reasonably straight line, up to the Tager's maximum movement for that Turn. Roll one Martial Arts result, against which all potential targets must defend.

While Razor Wing can be a powerful harrying attack, it is really best saved for an escape. It allows the Whisper to jet away from trouble, and punch a hole if there already wasn't one.

LIMIT WEAPON	ADVANCES	DAMAGE	EFFECTS
Base	1	Damage +2	Speed Doubled
Improved	1	Damage +2	Speed & Armor Doubled
Complete	2	Damage +4	Speed & Armor Doubled
Advanced	2	Damage +4	Speed & Armor Tripled

ARMOR

Whispers aren't known for having much in the way of protection from harm.

ARMOR	ADVANCES	PROTECTION
Base	0	None
Complete	1	1/1

REGENERATION

Whispers rely on their regeneration, since they're lightly armored.

MORTAL FORM	ADVANCES	RATE	TAGER FORM	ADVANCES	RATE
Base	0	0/hour	Base	0	1/turn
Improved	1	1/hour	Improved	1	2/turn
Complete	1	2/hour	Complete	2	3/turn
Advanced	2	3/hour	Advanced	2	1 die/turn

SENSES

Rules forthcoming, but these should be pretty self-explanatory. When in doubt, use the V1 rules.

NIGHTVISION	ADVANCES	RANGE	EFFECTS
Base	1	50 yd/m	Very low-light conditions, in B&W

NIGHTVISION	ADVANCES	RANGE	EFFECTS
Improved	1	300 yd/m	In total darkness, in B&W
Complete	1	1000 yd/m	In total darkness, in Color
Advanced	1	As far as the eye can see	In total darkness, in Color

SCAN	ADVANCES	RANGE	EFFECTS
Base	1	20 yd/m	Vital Statistics
Improved	1	50 yd/m	Vital Statistics
Complete	1	100 yd/m	Vital Statistics
Advanced	1	300 yd/m	Vital Statistics

ENHANCED AUDIO	ADVANCES	RANGE	EFFECTS
Base	1	2x as sensitive	Hear things beyond normal audio range
Improved	1	2x as sensitive	Hear things beyond normal audio range
Complete	1	3x as sensitive	Hear things beyond normal audio range
Advanced	1	4x as sensitive	Hear things beyond normal audio range

THERMAL	ADVANCES	RANGE	EFFECTS
Base	1	20 yd/m	Heat Signatures
Improved	1	50 yd/m	Heat Signatures
Complete	1	100 yd/m	Heat Signatures
Advanced	1	300 yd/m	Heat Signatures

LONG RANGE	ADVANCES	RANGE	EFFECTS
Base	1	1.5x normal range	Boosts ranges of other mystical senses
Improved	1	2x normal range	Boosts ranges of other mystical senses
Complete	1	3x normal range	Boosts ranges of other mystical senses
Advanced	1	4x normal range	Boosts ranges of other mystical senses

SONAR	ADVANCES	RANGE	EFFECTS
Base	1	500 yd/m	Passive, 360°
Improved	1	1000 yd/m	Active/Passive, 360°
Complete	1	1 mile/.5 km	Active/Passive, 360°
Advanced	1	2 miles/1 km	Active/Passive, 360°

X-RAY	ADVANCES	RANGE	EFFECTS
Base	1	10 yd/m	Penetrating
Improved	1	20 yd/m	Penetrating

X-RAY	ADVANCES	RANGE	EFFECTS
Complete	1	50 yd/m	Penetrating
Advanced	1	100 yd/m	Penetrating

MOVEMENT

Rules forthcoming, but these should be pretty self-explanatory. Affects the Whisper's ability to move and speed when doing so.

CLIMBING	ADVANCES	SPEED	EFFECTS
Improved	0	Double	Wall-walking
Complete	1	Triple	Wall-walking
Advanced	1	Quadruple	Wall-walking

JUMPING	ADVANCES	DISTANCE
Improved	1	Double
Complete	1	Triple
Advanced	1	Quadruple

LAND	ADVANCES	SPEED
Improved	1	1.5x
Complete	1	Double
Advanced	1	Triple

FLYING	ADVANCES	SPEED
Base	0	Triple
Improved	1	Quadruple
Complete	1	Quintuple
Advanced	1	Sextuple

ADVANCEMENT



As you play, you'll earn Advances for your Character. These rewards represent your Character's growth and evolution and can be used to improve a variety of your Character's aspects. Advances are usually handed out at the end of every play session, and you may spend them in between sessions or save them up for later. On average, for a four to six-hour play session, you'll receive 1 Character Advance and 1 Power Advance – you and your symbiont grow together. You'll get more Advances for longer sessions, and you'll also get bonuses for finishing up plot arcs, including personal subplots.

There are two kinds of Advances: Character and Power. Character Advances can be spent to improve your Character's Skills, Talents, Attributes, and Orgone. Power Advances are spent on your Tager, using the same template you used to built it. Presented here are the ways you can spend your Character Advances.

TO ADVANCE A SKILL BY +1

If you want to improve one of your Character's Skills, it must be one that she has been practicing – either through regular use, study, or training. A Skill's rating may only be increased by one every other session at the most.

TO ADVANCE FROM	COST
1 to 2	1 Character Advance
2 to 3	2 Character Advances
3 to 4	2 Character Advances
4 to 5	2 Character Advances

IMPROVING REACTION SKILLS

Even though the starting level for Reaction Skills is linked to an Attribute, you can improve them like any other Skill (using the costs above). They are eligible for improvement any session in which you are called upon to use one.

TO BECOME SPECIALIZED

If you want your Character to become specialized, it must within a Skill that she has been practicing – either through regular use, study, or training. A Specialization may only be acquired or improved if the Skill to which it is attached is not improved that session. Like Skills, Specializations may only be advanced once every other session.

- ◆ To gain a +1 Specialization costs 1 Character Advance.

TO LEARN A NEW SKILL

If you want your Character to learn a new skill, she must first seek instruction (which can be another Character, a teacher, a book series, an on-line class, etc.). Instruction is classified as any training created by any Character with Skill rating of 3 or higher in the skill being taught. In general, it takes

about a month of study or a week of on-the-court training to pick up a Skill at a rating of 1.

- ◇ Once your Character has completed his training, spend 1 Character Advance to learn the new Skill at a rating of 1.

TO ACQUIRE A NEW TALENT

People discover they have hidden talents all the time, and your Character is no different. Talents are unpredictable, so you can acquire one at any time it seems appropriate – it should have some story justification that makes sense. The only other limitation is that you can only acquire a new Talent once every other session.

- ◇ To acquire a new Basic Talent costs 1 Character Advance.

TO INCREASE ORGONE

Orgone requires nothing other than Experience to improve. You can improve it at any time, for any reason, up to a maximum of double your Character's starting amount.

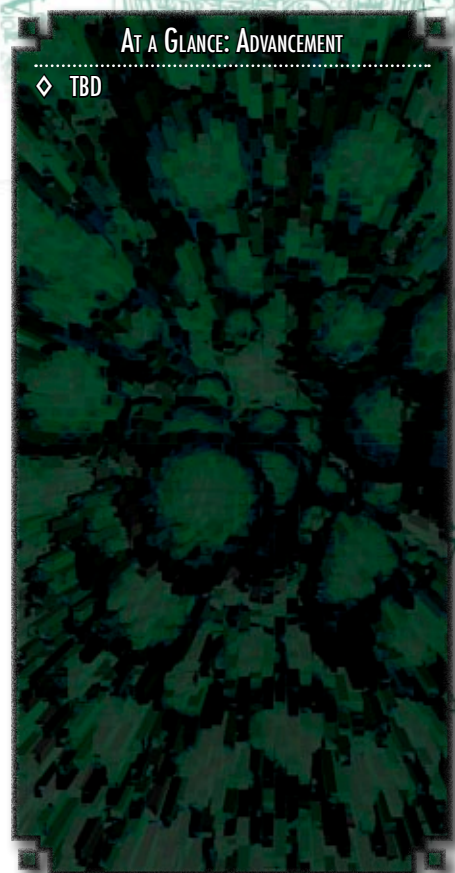
- ◇ Two additional points of Orgone cost 1 Character Advance.

TO IMPROVE AN ATTRIBUTE

Improving Attributes is difficult, so it's not normally the most common type of Character Advancement. If you wish to do so, talk with your GM about the things your Character needs to do to improve that Attribute, and then have her do them during play. Once a reasonable amount of time has passed, as determined by your GM, spend the Experience and increase the Attribute by one. Attributes can be increased to a maximum of 10 normally.

You'll notice that improving Attributes at low levels is more expensive. That's because one to three on the Attribute scale describe varying levels of handicap and it's often difficult to overcome natural disadvantages.

- ◇ To increase an Attribute from 3 to 4, or 1 higher from 4 to 7, costs 2 Character Advances each.
- ◇ To increase an Attribute from 1 to 2, or from 2 to 3, costs 3 Character Advances each.
- ◇ To increase an Attribute by 1 to 8 or higher costs 3 Character Advances each.



REMOVING DRAWBACKS & ACQUIRING NEW ASSETS

Qualities are, in many cases, story devices. Some of them cannot be acquired after you've started playing your Character and some Drawbacks might be impossible to overcome. Your GM will let you know which Assets or Drawbacks can be acquired or removed during play, but your common sense should predict her answer. If your GM rules that an Asset can be acquired or a Drawback removed, she will provide you with a set of conditional or behavioral requirements. Once complete, spend the appropriate number of Character Advances and it's done. You cannot acquire an Asset whose effects cancel out one of your Drawbacks until that Drawback is gone.

Furthermore, sometimes Assets or Drawbacks will come about through play and you will acquire them without needing to spend Character Advances. Your GM will assign them as they happen and are appropriate.

- ◇ Removing an existing Drawback or acquiring a new Asset worth one point costs 1 Character Advance.
- ◇ Removing an existing Drawback or acquiring a new Asset worth two points costs 2 Character Advances.
- ◇ Removing an existing Drawback or acquiring a new Asset worth three points costs 3 Character Advances.
- ◇ Removing an existing Drawback or acquiring a new Asset worth four points costs 4 Character Advances.

RIANCE

PACTES

RULES

XII

The rules of CthulhuTech, also known as Framework, have evolved over the last ten years, culminating in V2. The system uses a pool of d10's, usually from one to five dice, based on your Character's Skill rating, modified by both Difficulty and the use of Drama Points.

TIME

Just so we're all on the same page, here's how we break down different measures of time that may impact the game.

TIME MEASURE	BREAKDOWN
Turn	Used for conflict situations, each turn equals about five seconds of time in the game.
Event	Used for urgent situations, event time is tracked in one minute intervals in the game.
Scene	Much like a movie scene, encompasses a number of events that all focus around one particular action, location, or theme.
Session	A single play event.
Story	Sometimes referred as the adventure, encompasses a complete plotline.
Downtime	The time the character is not directly involved in the events of the story.

DICE

Framework uses ten-sided dice, usually abbreviated as d10. Results of 0 equal 10, not actually 0. Sometimes a d5 will be called for – take half of a d10 result, rounding up. Players should ideally have from six to ten dice to play, as some rolls (like damage) may require that many.

TEST DICE MECHANICS

When you want your Character to do something special, you'll make a Test. This involves rolling a pool of d10's equal to your Character's relevant Skill's rating. Do not add them all up – instead, look for special number results.

THE HIGHEST VALUE

Identify the die with the highest number, and add this value to the Skill's Governing Attribute to determine your success or failure.

IDENTICAL VALUES

If two or more dice show the same number, the values of these dice may be added together and used, instead of the Highest Value – even if the total exceeds 10. Add this value to the Skill's Governing Attribute to determine your success or failure.

CONSECUTIVE VALUES

If three or more dice result in consecutive numbers, you may add the values of these dice together, instead of the Highest Value - even if the total exceeds 10. Add this value to the Skill's Governing Attribute to determine your success or failure.

Whichever way you read your dice, you're looking for the highest total possible from your roll.

TEST TRIGGERS

If you beat your Success Threshold by more than 3, you've Triggered. Triggers may activate special abilities or Talents.

RAW NUMBERS ROLLS

Things like determining damage or armor protection against an attack are different from Tests. Tests use the special dice mechanics of Framework. Raw Numbers Rolls means you roll all the dice and just add them up.

TESTS

When it's important to know whether or not you succeed or fail, your GM will ask you to make a Test. The Standard Threshold for Success is 13. If you roll the dice, add the result to the appropriate Attribute, and the total is 13 or higher, you've succeeded.

DIFFICULTIES

Some Tests are more difficult than others. Your dice pool shrinks when tasks are tricky. Your GM will let you know the Test's Difficulty when she asks you to roll dice.

DIFFICULTY	TEST PENALTY
Easy	No Test Required (Unless Skill is 1)
Average	No Change
Challenging	-1 die
Hard	-2 dice
Very Hard	-3 dice
Legendary	-4 dice

AT A GLANCE: TBD

◇ TBD



MAKING TESTS

Mechanically, Tests happen in five steps.

1. Determine the type of Test
2. Determine the required Attribute & Skill
3. Determine Difficulty
4. Roll and read your Dice
5. Announce the Success or Failure of the Test

1. DETERMINE TYPE OF TEST

Technically, there are three types of Tests – Flat Tests, Variable Tests, and Contests.

FLAT TESTS

This is the most common type of Test, where your Character is trying to do something without conscious resistance. Your Success Threshold is 13, and you either succeed or fail.

VARIABLE TESTS

Variable Tests are used when there are several possible successful outcomes, based on how successful you are. Every 3 points you roll beyond the normal Success Threshold of 13 equals a Success Level – 13 is Success, 16 is Level 2 Success, 19 is Level 3, and so on.



TEST RESULT	SUCCESS LEVEL
13-15	Success, possibly Mixed
16-18	Complete Success
19-21	Success, with a Cherry on Top
22+	Critical Success

CONTESTS

Contests occur when some other force, antagonist or other factor, directly tries to prevent the Character's success. Both sides roll the appropriate Skill + Attribute and the higher result wins. Re-roll in the event of a tie. Contests are common in combat.

2. DETERMINE ATTRIBUTE & SKILL

All Tests are going to involve an Attribute and a Skill. Figure out which ones apply the best. If only an Attribute seems to make sense, then you'll use a Reaction Skill, found on p. XX.

3. DETERMINE DIFFICULTY

If the Test is anything other than Average, your GM will tell you the Difficulty and you'll remove a number of dice from of your pool. If you're left with no dice, then you can only attempt the Test using Drama Points (p. XX). If the Test is Easy and you only have a Skill rating of 1, then you'll roll that one die.

If this is a Contest, there may be modifiers due to conditions. See p. XX for more.

4. ROLL AND READ THE DICE

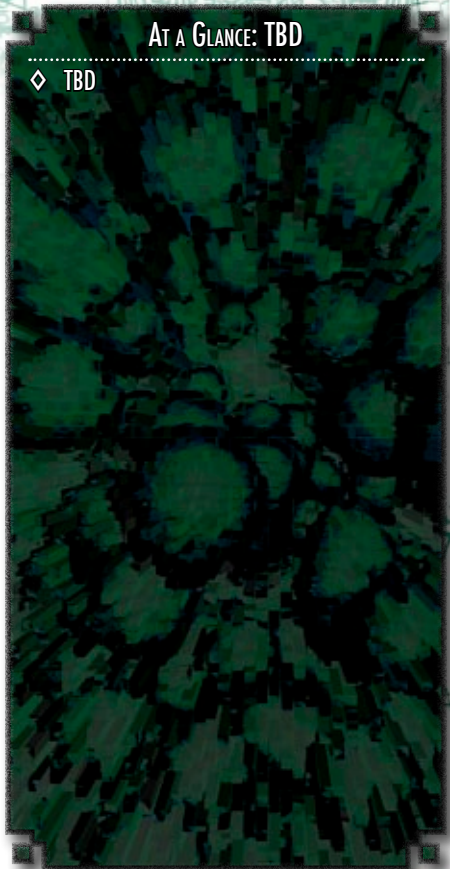
Roll a number of dice equal to your Skill rating, and add the overall result (as described on p. XX) to your Attribute. If you equal or beat the Success Threshold of 13, you succeed. Every 3 above that is a Success Level, if this is a Variable Test.

5. ANNOUNCE THE SUCCESS OR FAILURE OF THE TEST

Tell everyone at the table whether you pulled it off or not. Your GM will help narrate any significant successes or failures.

AT A GLANCE: TBD

◇ TBD



TEST MODIFIERS

While most Tests are pretty straightforward, there are situations that can modify the way Tests play out.

SPECIALIZATIONS

Specializations are described on p. 92. Basically, they give you a +1 die bonus to specific areas within a Skill. You can only ever use one of your Specializations for a Test – choose the one that makes the most sense.

CRITICAL SUCCESS

If you ever beat a Test by 9 or more, for a result of 22+, you've Critically Succeeded. The exact effects of a Critical Success are left up to your GM. In some cases, a Critical Success may not net any sort of tangible benefit. At other times, a Critical Success can get you additional information, allow you to complete a task faster than usual, or provide some other sort of cool benefit.

You can't Critically Succeed at Easy Tests – they're too routine for something amazing to happen. If you're engaged in a non-combat Contest, you Critically Succeed when you beat your opponent's total by 9 or more.

CRITICAL FAILURE

Sometimes, you'll blow it in a way that is spectacular. If you ever roll your dice and all of them come up 1's, you've Critically Failed. The exact effects of a Critical Failure are left to your GM. There are times when a Critical Failure may have no significant or relevant effects, or the effects of Critically Failing may also not be immediately apparent.

You may use Drama Points to add dice to your pool, in an attempt to eliminate a Critical Failure (see p. XX). Also, Easy Tests can't be Critically Failed – they're too simple.

CROSS-MATCHING ATTRIBUTES & SKILLS

Sometimes it will make sense for you to use a different Attribute for a Test than the one normally associated with the Skill in question. As long as your GM approves, you can cross match Attributes and Skills as appropriate.

COMPLEMENTARY SKILLS

Sometimes you'll need to try doing something that your Character isn't specifically skilled at doing, but she's got a skill that's close. Your GM will allow you to use that complimentary Skill as if you had a rating of one lower in it (with a minimum of one). Your GM will ultimately determine if the Skill you want to use instead will work – sometimes they will and sometimes they won't.

UNSKILLED TESTS

Sometimes you'll need to try doing something that your Character is not skilled at doing. If your GM says that you can try it – not all types of things can be attempted by someone who isn't trained –

then you'll make a different type of Test. You'll really only be able to succeed at fairly easy or routine things, but sometimes you've got to try.

To go for the Unskilled Test, roll a d5 and add it to your Attribute. Unless you have an Attribute of 8+, you're going to fail. Drama Points are the only way out of this (see p. XX).

Some skills are noted as being Professional Skills. These require too much specialized knowledge for the layman to even really attempt. You can't use them unskilled, unless you spend Drama Points (see p. XX).

REACTION SKILLS

When it doesn't seem like a learned and practiced Skill applies, or in situations where a Character need to react to something in her environment, you'll use one of the Reaction Skills. Each Attribute is paired with a single Reaction Skill.

ATTRIBUTE	REACTION SKILL
Agility	Coordination
Strength	Brawn
Tenacity	Wellness
Intellect	Insight
Perception	Intuition
Presence	Charisma

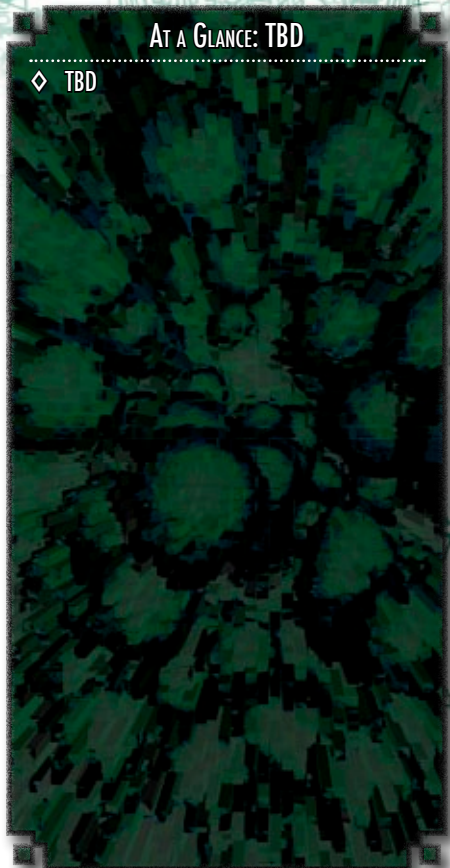
As a player, your GM will let you know when to use Reaction Skills, since you don't voluntarily use them. See p. XX for more details.

SECOND CHANCES

Sometimes, you have the space to try again when you've failed a Test. Each time you try again, the Difficulty goes up a level. Once the increasing Difficulty has wiped out your dice pool, you can make no more attempts.

EXTENDED TESTS

When you need to take some time to get something done, you'll need to make an Extended Test. When doing so, make three of the appropriate Test. If you succeed at two out of three, you're successful at the Extended Test. Critical Successes count as two successful Tests, while even one Critical Failure causes the whole Extended Test to fail.



TEAMWORK

If friends can help you, have the Skills required, and are at least as equally skilled as you, you get one bonus die for your Extended Test. If two qualified people can help you, you get two bonus dice instead. This is usually the most people that can help with an individual task and be effective.

TAKING EXTRA TIME

Taking a little extra time for important Tests can help, if you have the luxury. If so, take twice the usual time required and add one bonus die for your Test. If you take three times the required time, add two bonus dice. This is maximum benefit you can gain from taking your time.

PUSHING THE LIMIT

You can push yourself to the limit, causing yourself harm in order to get more dice for the Test. Every bonus die you want for the Test causes two dice of damage – you roll for damage after you roll for the Test. You can succeed and die in the attempt.

You'll have to work out how this makes sense in the narrative. Physical strain is easy, suffering illness or blowing out your blood pressure with stress might be another couple options.

You can't take both Extra Time and Push the Limit for one Test – it's one or the other. You're either recklessly plowing towards your goal, or methodically working it out.

ENVIRONMENTAL & CIRCUMSTANTIAL MODIFIERS

Sometimes things get in the way of Contests, like distractions or adverse conditions in your environment. Your GM will determine if such things incur a Minor, Major, or Severe penalty to the sides negatively affected. Sometimes only one side of the Contest will be affected, sometimes both will be.

HINDRANCE	TEST PENALTY
Minor	-1 die
Major	-2 dice
Severe	-4 dice

DRAMA POINTS

Drama Points are used to manipulate a Character's dice – any Character's dice. For each Drama Point you spend, you can increase your Character's number of dice for a Test by one, increase an ally's dice by one, or rob an enemy of one of his Test dice.

INCREASING A DICE POOL

If you are using Drama Points to increase your or another Character's dice, you can choose to spend the points after the roll – you can keep spending Drama Points until you are either satisfied or reach the limit of three per Test. You don't need to declare how many you are spending at any time, instead spending them one by one. Furthermore, in the case of helping an ally, your Characters don't need

to be in any kind of proximity.

ATTEMPTING THINGS UNSKILLED

You can use Drama Points when you need to make Tests for skills your Character doesn't have. Normally, you'd only roll 1d5. If you spend a Drama Point, that 1d5 becomes 1d10. Each Drama Point you spend thereafter gives you another 1d10 for the Test. You can even attempt to use Professional skills this way - something you can't normally do.

DECREASING ENEMY DICE POOL

You can reduce an opponent's dice pool using Drama Points, the same way you can increase your own dice pools. Any time you wish to do this, you will need to inform your GM before she rolls. You can't affect the dice once they hit the table.

Sometimes Key Antagonists will have Drama Points to spend and can use them to reduce your dice pool. Your GM must let you know this is happening before you roll. You can spend Drama Points to increase your dice pool back up, if you have them available.

LIMITATIONS

You may only spend up to three Drama Points to increase or reduce any one Test, including those gifted by friends. However, you may choose to be all-in for one important Test each game session, and can use as many Drama Points as are available - up to a maximum pool of ten dice.

Drama Points may not be used for Raw Numbers Rolls, such as Initiative, Armor, or Damage, as well as for Fear or Insanity Tests.

DRAMA POINT POOLS

In most games, each player gets a pool of five drama points at the beginning of each session. Drama points cannot be saved from session to session, unless a session ends at a particularly tense and crucial moment. Players can then keep their Drama Points for the next session, and the GM will award fresh Drama Points when a good break in the action occurs.

AT A GLANCE: DRAMA POINTS

Drama Points are used to modify Tests. They are used in one of the following three ways:

- ◆ You can use a Drama Point to add one die to the number of dice you roll for a Test. You can add up to three, one at a time, and you do not need to declare you are doing so beforehand.
- ◆ You can use a Drama Point to add one die to the number of dice an ally is rolling for a Test, even if your Characters are nowhere near each other. You can add up to a total of three (as a group), one at a time, and you do not need to declare you are doing so beforehand.
- ◆ Before your GM rolls, you can ask him how many dice he is rolling for a Test. You can then take his dice away by spending Drama Points, on a one for one basis, up to three.

Drama Points may never be used for:

- ◆ Initiative
- ◆ Armor Rolls
- ◆ Damage Rolls
- ◆ Fear Tests
- ◆ Insanity Tests

CARD GAMEPLAY

Dice are awesome, but sometimes you want a little more control over the random elements of the game. Here are some option rules, so that you can use playing cards instead of dice to play CthulhuTech.

CREATING THE PLAY DECK

To create your communal play deck, take two decks of regular playing cards and remove the face cards and jokers. You'll end up with four suits, each with two runs of ace to ten, for a total of 80 cards. This play deck works for up to four players, plus the GM. If you have more players, add in another deck of playing cards for every two extra players.

PLAYING THE GAME

When you're ready to play, shuffle the play deck and place it where everyone can reach it. Each player draws a hand of five cards. Every time you play cards, draw back up to five cards in your hand. Whenever you run out of cards, reshuffle the discard pile and keep going.



When you make a Test, play a number of cards equal to the number of dice you would have rolled. Read them as you would dice. For every Drama Point you spend, draw one card from the top of the draw deck and add it to the mix.

If your GM thinks it's cool, you may be able to keep your hands from session to session.

CRITICAL FAILURES

Critical Failures are hard to come by using cards. An average play deck will have only eight aces. The odds of a player getting a hand of five aces aren't good.

FLUSHES

If you play three or more cards of the same suit, you have a flush – in addition to any other results that come from your total. You draw another card from the play deck and add it to the Test when you play a flush – two cards if you play a straight flush (both a straight and a flush).

GM DRAWS

If you're the GM, you always draw from the top of the play deck and don't get to build your own hand. This variation is intended to give the players more control, while leaving the rest to fate.

BURNING CARDS

You're not allowed to attempt frivolous Tests just to burn off bad cards in your hand. Your GM will call you out, if she thinks that's what you're up to.

COUNTING CARDS

Counting cards is considered cheating, just like in casinos.

AT A GLANCE: TBD

◆ TBD



CONFLICT

XIII

The Shadow War is violent. Here are the rules that govern fighting, social interaction, and environmental effects.

THE COMBAT TURN

A Turn represents five seconds of high intensity action. There are six steps to every Turn of combat.

1. DETERMINE INITIATIVE

To determine when you get to act in the turn, roll $1d10 + \text{Reflex}$. This total is your Initiative for the Turn. Everyone acts in order from the highest Initiative to the lowest. In the case of a tie, the higher base Reflex goes first – or simultaneously if equal.

2. DECLARE ACTIONS

Each Character has five Action Points to spend in a Turn. See p. XX for the list and costs of Actions. Creatures may have more than five Action Points.

3. MAKE COMBAT CONTESTS

To attack a target, generate a total using the appropriate Skill. In most cases, you'll use the Dodge Skill to defend. If the attack could realistically be parried, then the defender can use her Martial Arts Skill.

If you're shooting at someone who is far enough away, you'll lose dice from your pool:

RANGE	DIFFICULTY	TEST PENALTY
Short	Average	None
Mid	Challenging	-1 die
Long	Hard	-2 dice
Extreme	Very Hard	-3 dice

If your target isn't living and aware, use the Static Targets rules on p. XX.

4. ROLL DAMAGE

Your damage is determined by your Combat Contest, your weapon, and your Strength (for close quarters).

SUCCESS

For every three points you beat your opponent's defense result by, roll 1 die for damage. Round up, so the minimum number of dice you'll get from Success is one.

WEAPONS

Weapons do an additional fixed amount of damage. For example, a CS-40 Defender (a medium

pistol) does 1 die of damage, while a steel katana does 2 dice.

STRENGTH

If your attack is close quarters, you get to add your Strength Bonus – equal to your Strength divided by three, rounded down – in dice.

OVERALL DAMAGE

Add up all the dice from these three factors and roll them. This is a Raw Numbers Roll – add the dice together.

5. CHECK WOUNDS

Every Character has five Wound Levels, and each is equal to her Vitality. A Character with an average Vitality of 10 then can take 10 points of damage in each Wound Level – or a total of 50 points overall – before death. Start at the top and work your way down. For more information see Wound Levels on p. XX.

ARMOR

Armor reduces the amount of damage a Character suffers from an attack, depending upon the type of armor and the type of attack. Armor is rated by Trauma, used against physical attacks, and Projectile, used against any kind of ranged attack. Roll the appropriate number of dice, total them up, and reduce the damage coming your way by that much.

6. REGENERATE

Tagers and many other creatures regenerate, healing back an amount of damage every Turn. See p. XX for details.

REPEAT

Start back over with Step One and repeat the Combat Turn until the conflict ends.

AT A GLANCE: TBD

◆ TBD



ACTIONS

During a given Turn, each Character can perform a certain number of actions, usually worth a total of 5 Action Points - in addition to defending against any number of attacks for free. You can perform any single 0-cost Action only once per Turn, and only two 0-cost Actions per Turn.

ACTION	ACTION POINTS	SKILL TEST	TRIGGER	1 PER TURN
Duck	0	N	N	Y
Shout at someone	0	N	N	Y
Survey the situation	0	Y	N	Y
Use Occult to ID creature	0	Y	N	Y
Drop something	1	N	N	N
Push Back	1	Y	Y	N
Silence	1	Y	Y	N
Speak a short sentence	1	N	N	N
Take a couple steps	1	N	N	Y
Aim a ranged attack	2	N	N	N
Draw or holster a weapon	2	N	N	N
Hasty Attack	2	Y	N	N
Jump	2	N	N	N
Move at Walking Speed	2	N	N	Y
Open an unlocked door	2	N	N	N
Press the Attack	2	N	N	Y
Reload Weapon (Most)	2	N	N	N
Seize Initiative	2	N	N	Y
Skill Tests (Simple)	2	Y	N	N
Take Cover	2	N	N	Y
Taunt	2	Y	N	N
Attack	3	Y	N	N
Break Away from Close Quarters	3	Y	N	Y
Defensive Positions	3	N	N	Y
Disarm Opponent	3	Y	N	N
Fire Three-Round Burst	3	Y	N	N
Get Up	3	N	N	Y
Reload Heavy Weapon	3	Y	N	Y
Recover Disarmed Weapon	3	N	N	Y
Threaten	3	Y	N	N
Fire Full Auto	4	Y	N	Y
Full Defense	4	N	N	Y

ACTION	ACTION POINTS	SKILL TEST	TRIGGER	1 PER TURN
Lay Down Suppressive Fire	4	Y	N	Y
Move at Running Speed	4	Y	N	Y
Skill Tests (Complex)	4	Y	N	N
Takedown	4	Y	N	N
Two Fisting	4	Y	N	N
Charge	All	Y	N	Y
Opportunity Attack	All	Y	N	Y
Tager Limit Attack	All	Y	N	Y



TYPES OF ACTIONS

AIM A RANGED ATTACK

When you take the time to aim, you gain a +1 die bonus to your next Combat Contest with that weapon. If you can hold your aim and do it a second time next turn, you get a +2 dice bonus. You lose aim if you have to defend yourself or take any other action before you can fire.

ATTACK

You make a regular attack using one of your weapons.

BREAK AWAY FROM CLOSE QUARTERS

Once you're engaged in close quarters combat, you can't just run away from it. Spend 3 Action Points and roll 1d10 - 1 to 5 = nope, 6 to 10 = free. These chances decrease by one for every opponent past the first with which you are engaged.

If you win, you can move your Run Speed away. Otherwise, you've wasted your AP and must stay in the combat.

CHARGE

If you can reach an enemy with your Running Speed this turn, you may charge her. This gives you a free attack at a -1 die Penalty, but if successful will do one extra die worth of damage. This applies to attacks that are unarmed or using hand weapons only - guns do not gain benefit from charging.

DEFENSIVE POSITIONS

You suffer a -1 die Penalty for Attack Tests and gain a +1 die Bonus for Defense Tests until the start of your next Turn. You don't need cover to gain this benefit.

DISARM OPPONENT

If an opponent has a weapon, can attempt to get the weapon away from her. This requires a Contest in which each combatant uses their Athletics: Coordination or Athletics: Brawn (whichever is higher). If you succeed, her weapon is knocked to the ground. If you Trigger, you can take it away from her.

DRAW OR HOLSTER A WEAPON

You may draw a new weapon, if you have hands available, or you may holster a weapon you're currently holding.

DROP SOMETHING

If you're holding something, you can drop it where you stand and make that hand ready for more useful things.

DUCK

You can make yourself lower profile or duck into cover, giving you potential cover benefits.

FIRE FULL AUTO

Some weapons are designed to fire at a high rate of fire. If you're firing on single shot with an

automatic weapon, resolve the attack as normal. When firing on automatic, your attack suffers a -1 die Penalty, but you add the weapon's Auto value as a number of bonus damage dice. The Auto value will also tell you the number of rounds firing on auto consumes - in general, it will be about half of a full clip.

FIRE THREE-ROUND BURST

Any weapon capable of automatic fire is also capable of three-round bursts - it's a 0-cost Action to switch between fire modes. If the attack is successful, do an extra die of damage. This uses three-rounds of ammo.

FULL DEFENSE

If you focus on defending yourself, you cannot attack, but gain a +2 dice bonus to your Defense Tests until the start of your next turn. You do not need cover to gain this benefit.

GET UP

If you find yourself on the ground, spend 3 Action Points to get back up. You can't move until you do.

HASTY ATTACK

When you don't have two weapons, you can try a quick, uncoordinated attack. Your attack is at a -1 die Penalty.

JUMP

You can jump up to your maximum distance for 2 AP.

LAY DOWN SUPPRESSIVE FIRE

There may be situations in which you'll want to fill an area full of bullets to slow your opponents down, instead of trying to harm them. Automatic weapons are the most effective in these situations, but any gun will do.

Your attack will encompass a 45° arc in any direction. To accomplish this, you must succeed at an Average Marksman Test. All combatants that are moving through the field of fire must succeed at an Average Dodge Test, or take damage equal to one round from the gun - with no bonus damage. Regardless, if you succeed, all combatants must slow their advance.

The amount combatants in that area are slowed is shown by the following table, depending upon whether or not you're using an automatic weapon, and whether the area is open area with lots of room to move or if it's confined with little room to maneuver.

SUPPRESSIVE FIRE	AMOUNT SLOWED
Auto - Open	50%
Auto - Confined	75%
Semi - Open	25%
Semi - Confined	50%

MOVE AT RUNNING SPEED

You may move up to your Running Speed.

MOVE AT WALKING SPEED

You may move up to your Walking Speed.

OPEN AN UNLOCKED DOOR

You may open a door and look through it.

OPPORTUNITY ATTACK

Opportunity attacks happen when an opponent who is acting on a higher Initiative makes herself the perfect target. Maybe your Character has her gun out and the guy steps right out into plain sight. Maybe she's trying to run up into close quarters combat with your Character and there's no reason you can't get off a quick panicked shot before she gets there. Make a Hasty Attack and use all of your Action Points for the turn in order to act on this higher Initiative.

PRESS THE ATTACK

You choose to ignore all of your defenses until the start of your next turn (your Defense equals your Agility for the Turn), but you gain a +2 dice Bonus to all Attack Tests.

PUSH BACK

If you Trigger on your Combat Test, you may move your target 3 yd/m away from you, if possible. This costs 1 more Action Point.

RECOVER DISARMED WEAPON

If you've been disarmed, it costs 3 Action Points to recover your weapon - as long as it remains nearby (generally within about 3 yd/m).

RELOAD HEAVY WEAPON

If your heavy weapon is out of ammo, you may reload using this Action.

RELOAD WEAPON

If you're out of ammo, you need to reload your weapon. Heavy weapons cannot be reloaded using this Action.

SEIZE INITIATIVE

You spend the Turn assessing your opponent's action, and you suffer a -1 die Penalty to all Attack Tests this Turn. However, you gain +3 to your Initiative next Turn.

SHOUT AT SOMEONE

You shout a few important words to someone within ear-shot (or communications range).

SKILL TESTS (COMPLEX)

If you need to use a Skill that requires your full attention, you can make that Test for 4 Action Points.

SKILL TESTS (SIMPLE)

If you need to use a Skill that won't require your full attention, you can make that Test for 2 Action Points.

SILENCE

You can attack an enemy in such a way that it prevents him from communicating to his team-mates or calling out for help until your next turn. Your attack must Trigger in order to silence an enemy and requires one more Action Point.

SPEAK A SHORT SENTENCE

You may speak a brief, but complete sentence to someone withing ear-shot.

SURVEY THE SITUATION

You take a moment to get a better grasp on what's going on. This requires success at a Challenging Observation Test. Your GM will then fill you in on more details and answer any quick questions you might have.

TAKE A COUPLE STEPS

You can move a few steps in any direction you wish, as long as it isn't more than one yd/m.

TAKE COVER

If cover is available, you can begin using it to your advantage for 2 Action Points. Each type of cover provides you with a bonus number of dice to your Defense Test against those from which it would protect you.

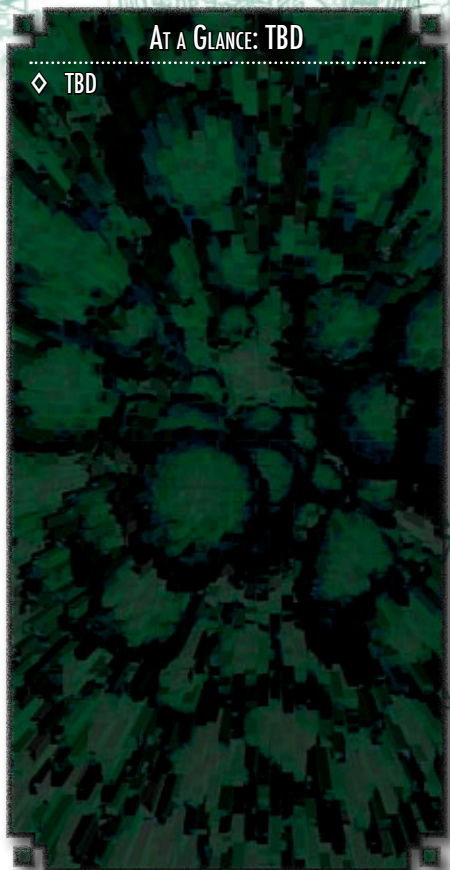
COVER	BONUS
Diving and fighting prone	+1
Partial cover (from 25-60%)	+2
Complete cover (from 61-99%)	+3

Partial cover might include hiding behind a short wall, a post or small tree of some kind, or furniture. Complete cover might include ducking down behind a car or shooting from behind a wall.

Also remember to take into account elevation or flight. What provides cover against a target on the ground may not do anything against an elevated opponent.

TAKEDOWN

You can attempt to knock an opponent with which you are engaged into a temporarily helpless posi-



tion. This requires a Contest in which each combatant uses their Athletics: Coordination or Athletics: Brawn (whichever is higher). If successful, the opponent is knocked to the ground and cannot move until he can spend 3 Action Points to get back up.

TAUNT

Once you have chosen an enemy to Taunt, make a Contest using your Deception or Persuade against his Fitness. If you succeed, he's forced to attack you next turn, if able. If you Trigger, he'll come out of cover for the Turn.

THREATEN

Instead of attacking, you can attempt to intimidate a non-monstrous opponent to give him pause. Make a quick Intimidation vs. Fitness Contest. If the opponent loses, he can either move away from you, if able, or he can spend no Action Points next Turn, though he can continue to defend himself.

TWO FISTING

If you are skilled with a weapon (have at least a rating of 1 in the appropriate skill), you may be able to use two of that weapon at the same time. Naturally, the weapons in question must be the kind of weapons a person can use two of at the same time. Daggers make sense, as do handguns, but shotguns or machine guns do not.

If you can wield two weapons at the same time, you can attack with both of them in the same turn for a 4 Action Points. Both attacks are made at a -1 die Penalty.

USE OCCULT TO ID CREATURE

You take a moment to figure out what you're fighting. This requires success at an Occult Test, with the Difficulty set by the GM.

SPECIAL SITUATIONS

There are certain situations that arise during combat which deserve special mechanics attention.

CRITICAL FAILURES

If you roll a Crit Fail for your Defense Test, your Defense is treated as if it were 0 for the turn. If you roll a Crit Fail for your attack, your attack not only fails, you also somehow mess up your weapon in such a way that you can't attack with it for the rest of this combat.

ENTANGLING

A creature or weapon with this trait has the ability to attack a second time (for only 1 Action Point) in the same turn it successfully hits with an entangling attack. Usually, this second attack is a bite or something similar. The second attack requires that a creature have another applicable mode of attack, and the attack is resolved as if a Hasty Attack.

EXECUTION

There will be times when there's no reason why a Character shouldn't be able to kill something with

one blow. If something is lying at Death's Door, if the Character has a gun to her target's sleeping head, or if she sneaks up behind an entirely unaware and unarmored target, the GM should rule that the Character kills her target instantly. Use your common sense - many creatures can't be killed this way.

FAST TARGETS

Things moving at fast speeds are harder targets to acquire. If a target is moving from 51 to 100 mph then attacks against it suffer a -1 die Test Penalty, from 101 to 200 mph the Test Penalty increases to -2 dice, and faster than that, it increases to -3 dice.

FIRING INTO COMBAT

If you choose to shoot at an enemy that is embroiled in close quarters combat with another - ally or otherwise - they each need to make a Defense Test against your attack. Each combatant must make a Defense Test. Those who are not the intended target of the attack get a +1 die bonus. The combatant with the lowest result is hit.

GANGING UP

Sometimes you'll either be surrounded by foes, or you and your allies will close in on a particular enemy. If two combatants surround an enemy, they each get a bonus of one die to their attacks; if three or four combatants surround an enemy, they each get a bonus of two dice to their attacks.

GUNS IN CLOSE QUARTERS

Once an enemy closes to close quarters, you would normally switch to your Martial Arts Skill. However, you can still use your handguns, but at a -1 die Penalty to your attacks.

OBSCURED TARGETS

Attacking a target normally requires a clear line of sight between you and it. However, there will be times when you'll want to do something in obscuring conditions, whether they be in smoke, fog, darkness, or something similar. If the conditions make sight difficult (partially obscuring), such as light fog or dusk, you suffer a -1 die Penalty to those Actions that require sight. On the other hand, if the conditions are truly obscuring, like in heavy smoke or darkness, the Test Penalty increases to -2 dice, but again only for Actions requiring sight.

STATIC TARGETS

AT A GLANCE: TBD

◆ TBD

Sometimes you'll want to shoot at something that isn't alive. Taking a shot at a static target is a shot against a regular Difficulty instead of a Contest.

RANGE	DIFFICULTY
Short	Easy
Medium	Average
Long	Challenging
Extreme	Hard

This Difficulty may be modified by the size of the target. In general, especially small targets will be one level of Difficulty higher, while especially large targets are one level of Difficulty lower. In any case, your GM will let you know.

SURPRISE

Sometimes, a defender will be completely unaware that they are about to be attacked. If this is the case, the defender does not get to make a Defense Test against that attack. As long as the attacker's Test yields success, it will hit and do damage - using only the target's Agility as the Defense total.



TAKING DAMAGE

WOUND LEVELS

Characters in CthulhuTech have five Wound Levels that represent their overall life-force and well-being, and each Wound Level is equal in points to their Vitality. Additionally, Characters may suffer penalties based on their Wound Level.

FLESH WOUNDS

Your Character suffers from bruises and minor lacerations. No Penalty.

LIGHT WOUNDS

Your Character suffers from deep cuts, sprained muscles, and painful bruises. She suffers a -1 die Test Penalty to all Actions.

MODERATE WOUNDS

Your Character's not only bleeding, she's likely broken or fractured bones. She suffers a -2 dice Test Penalty to all Actions, her Speed, Armor, and Regeneration are cut in half, and she now only has 3 Action Points per turn.

SERIOUS WOUNDS

Your Character is a mess, bleeding heavily, grinding broken bones, and crawling along pathetically. She suffers a -4 dice Penalty to all her Actions, and has only one Action Point per turn. Her rate of Regeneration is cut in half, and her armor is now useless.

DEATH'S DOOR

Your Character has passed out, and is in danger of bleeding to death. Her rate of regeneration is cut to a quarter. Her armor remains useless. A Character who does not Regenerate will die within the hour without medial attention.

DEAD

Your Character has been killed. Observe a moment of silence.

PHYSICAL OBJECTS

Regular objects have Structure, which is the inanimate equivalent of Vitality. Brittle materials have low Structures, while tough materials have high Structures, and particularly sturdy materials also have Armor.

AT A GLANCE: TBD

◇ TBD



Object	Total Structure
Lightpost	20
Compact Car	40/1 Armor
Office Building Inner Wall	20
Office Building Outer Wall	40/2 Armor
A Steel Grate	20/1 Armor
Powered Armor	300/2 Armor

Some types of weapons, particularly explosives, reduce Armor with their attacks.

- ◇ Piercing means that it reduces Vitality Armor.
- ◇ Rending means that it reduces Structure Armor.
- ◇ Obliterating means that it reduces any Armor.

ΣXPLOSIVES

All explosives are either Piercing, Rending, or Obliterating. Explosives don't gain the benefit of additional success dice for damage – they do a flat amount of damage. That's the price for an explosion.

CAUGHT IN THE BLAST

When something explodes and you're in the blast radius, you don't get to dodge it. It happens and you're going to get hit by it. You take the appropriate amount of damage, or you can spend 2 Drama Points to take only half of it. In either case, you're thrown to the ground and you'll have to spend AP to get back up if you're in combat.

BLAST RADIUS

Some explosives have a primary and secondary blast radius. Those caught within the primary blast radius suffer full damage from the explosion and those within the secondary suffer half.

GRENADES

You use your Thrown Weapons Skill to throw a grenade, using the rules for Static Targets. To determine your range, divide your maximum throwing distance into three equal segments. The first segment is your Short Range, the second is your Mid, and the third is your Long – grenades don't have Extreme Range. If you fail, the grenade will deviate – use the same rules as Indirect Fire below. If you succeed, the grenade lands where it was supposed to and affects everything within its blast radius.

INDIRECT FIRE

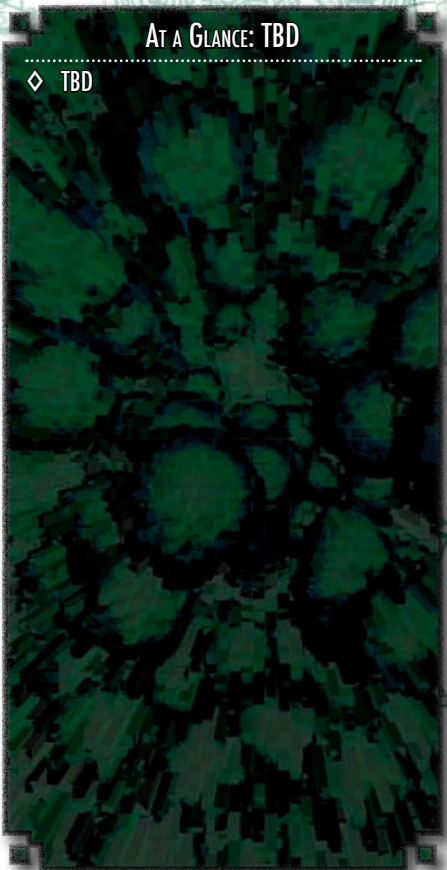
Some weapons, such as grenades or grenade launchers (or sometimes rocks), are things that can be lobbed, skipped, bounced, or otherwise delivered in a non-linear fashion. These rules cover using one of these weapons against a target you cannot see.

Use the rules for Static Targets to determine your Difficulty. If you have someone who can see your target and can relay coordinates, you only suffer a -1 die Penalty. If you don't, you suffer a -2 die Penalty.

If successful, your shot has landed correctly. If not, it will land somewhere else nearby. Roll for distance and deviation. The explosive will detonate there instead, and may affect a very different group of targets or nothing at all.

RANGE	DEVIATION DISTANCE
Short Range	1d5 ft
Mid Range	2d10 ft
Long Range	3d10 ft

1d10 RESULT	DEVIATION DIRECTION
1	1:00
2	2:30
3	4:00
4	5:00
5	6:00 (Directly In Front)
6	7:30
7	9:00
8	10:00
9	11:00
10	12:00 (Directly Behind)



AT A GLANCE: TBD

◇ TBD

DEMOLITIONS

Some explosives are designed to be Rending, usually those used in demolition, and some are designed to be Piercing for anti-personnel purposes, but most are Obliterating. When successfully set charges explode, they do damage to everything in it's blast radius - whether that be 360° or shaped in one direction.

ENVIRONMENTAL HAZARDS

It won't always be horrible creatures or small arms fire that hurt your Character. Environmental hazards including burning, drowning, or falling are just as real a danger. When your Character finds himself in such danger, your GM will determine how much damage you suffer based on conditions. Armor may protect against some things - just use your common sense. Here are a few of the most common kinds.

CRUSHING

Crushing depends upon how much of the Character's body is being crushed and by what. If only a part of his body is being crushed or the weight isn't obscene, the situation might call for two or four dice of damage per turn. Having a flying car land on you is worth twelve dice per turn.

DROWNING/SUFFOCATION

Not being able to breathe is always life-threatening, causing eight or twelve dice per turn. This is applied only once a Character has run out of air in his lungs – usually 30 seconds to one minute.

FALLING

The damage that comes from falling depends on how far the Character falls and onto what. Normally your Character will take four dice of damage for every five yards/meters he falls, adjusted up or down based on the landing surface.

FIRE/HEAT/SMOKE

Individually these conditions might not be immediately lethal, only causing two or four dice per turn. However if all three of these conditions are present, such as if your Character is trapped inside a burning building, it becomes an extremely life-threatening situation.

PHYSICAL FEATS

Sometimes it will be important to know some of your Character's physical boundaries. Here are a few additional rules to help you determine them.

CLIMBING

A Character can climb at a maximum speed equal to a third of his maximum land speed. The Difficulty of this climb may be affected by the surface and environmental conditions, like wind or rain.

ENDURANCE

DAMAGE	ENVIRONMENTAL CONDITIONS
2 dice/turn	Hazardous conditions; exposure to the environment seriously affects your Character's health.
4 dice/turn	Very dangerous conditions; exposure to the environment for more than a few moments will seriously affect your Character's health.
8 dice/turn	Life threatening conditions; exposure to the environment for even a couple seconds will cause your Character severe damage and may cost him his life.
12 dice/turn	Extremely life-threatening conditions; if your Character does not find a way out of the environment very quickly a swift death is in the post.

Every Character has a limit to how far he can go. Characters can walk for a number of days equal to half their Tenacity, before they have to take time to rest. They can also run at half their maximum speed for a number of hours equal to their Tenacity or at full speed for a number of hours equal to half their Tenacity. Swimming and climbing are more difficult and Characters can swim or climb at half their maximum speed for a number of hours equal to half their Tenacity or at full speed for a number of hours equal to a quarter their Tenacity (round down). They can maintain strenuous physical activity or combat for a number of minutes equal to their Tenacity and can stay awake for a number of days equal to a quarter their Tenacity (round down).

When Characters reach these limits, they must rest. Your GM will tell you for how long, but any Action you try to take while exhausted is at a -2 die Test Penalty.

JUMPING

Characters can jump one yard/meter across and one foot/30 cm high for every point of Strength.

LIFTING

Characters can lift 60 pounds/45 kg and carry half that for every point of Strength. This increased amount doubles for each point above 10. Mass, size, grip, and other conditions affect how easily something can be lifted or carried.

MOVING OVER TERRAIN

The quality of terrain limits the maximum speed at which a Character may move. Difficult terrain, such as sand, limits speed to half of maximum and Severe terrain, such as dense jungle or mud, limits it to a quarter.

SWIMMING

A Character's maximum swimming speed is one-third his land speed, assuming that the Character knows how to swim. Conditions, such as waves and currents, also affect how difficult it is for a Character to swim.

THROWING

Characters can throw reasonably light objects ten yards/meter for every point of Strength.

AT A GLANCE: TBD

◇ TBD



HEALING

Once your Character has been hurt, there are three ways in which he can heal – Naturally, with First Aid, or with complete Medical Attention. Medical advances have made it so that people can heal at much greater rates than today, but healing naturally still takes a painfully long amount of time.

- ◇ If you have no other choice than to heal naturally, you'll get back one point of Vitality every two days of game time.
- ◇ If you can be tended to by someone who knows Medicine: Physical and has access to a fully-stocked modern first aid kit, you'll immediately heal 2d10 damage. You'll then heal at a rate of one point of Vitality every day of game time.
- ◇ If you can receive full medical attention by a qualified professional with access to modern medical facilities, you'll immediately heal 4d10 damage. You'll then heal at a rate of two points of Vitality every day of game time.

REGENERATION

As a Tager, your Character regenerates, healing very quickly. Other creatures often do as well. At the



very end of every Turn, after all Actions are complete, regenerating creatures recover a certain amount of Vitality. This amount is listed with the creature.

You also have a certain amount of Vitality you will regenerate in your mortal form, each hour.

OPTIONAL: COMAS

When a Character has been hurt so badly that he's knocking on Death's Door, he may fall into a coma. Make a Challenging Wellness Test. If successful, the Character is still in peril, but not in a coma.

If failed, make another Challenging Wellness Test. If successful, the Character is in a coma and needs to receive medical attention within the hour. If failed, the Character is in a coma and needs medical attention within a number of minutes equal to his Tenacity, or he'll die.

Once properly stabilized, a comatose Character will heal normally. Each week of game time, make an Average Wellness Test. If successful, he comes out of the coma. If failed, wait one week and increase the Difficulty one category. Once it reaches Legendary, it stays there.

Tagers who reach Death's Door will continue to regenerate, albeit much more slowly at first. They come out of comas once they reach Serious Wounds.

SOCIAL COMBAT

Beating the hell out of people doesn't always get you what you want. Sometimes you're going to want influence people through your words. When people are already friendly with you, they'll go with just about anything reasonable. It's everyone else that you'll use Social Combat to bring around to your way of thinking.

Most people in the world are simply ambivalent towards you. That means they don't like you, they don't dislike you, and they won't think about you after you're gone. If you want to influence someone who is ambivalent, make the appropriate Skill Test against a Challenging Difficulty. If you succeed, they'll go along with you as long as you're reasonable.

However, you'll meet plenty of people who are opposed to you. They don't want what you're selling, so you're going to have to engage in Social Combat to get through to them.

AT A GLANCE: TBD

◇ TBD

Social Combat works similarly to Physical Combat, with a few important differences.

REASONABLE

Social Combat can only make a person do what is reasonable given their current situation. When talking down the cops, the most reasonable thing you can make them do is leave. When torturing a person to their limits, reasonable becomes a wide open playing field.

Ultimately, it's up to your GM to determine what is reasonable for any Character.

THE SOCIAL COMBAT TURN

Social Combat Turns take as much time as makes sense for the conversation that's being had, but they all follow the same steps.

1. DETERMINE INITIATIVE

Everyone involved in the Social Combat needs to roll 1d10 and add it to their Reaction. The Character with the highest result goes first, and then down in descending order. Roll off for ties.

2. DETERMINE INTENT

On each Character's Turn, determine which of the four Social Skills best applies to what you're trying to accomplish.

- ◇ If you use Convince, you're trying to win the person over to your way of thinking.
- ◇ If you use Lie, you're trying to make the other person believe your lies.
- ◇ If you use Intimidate, you're trying to make the other person or creature afraid of you.
- ◇ If you use Savoir-Faire, you're trying to fit in, be diplomatic, or gain the upper hand in negotiations.

3. ROLL FOR SOCIAL ATTACK

In order of Initiative, each Character now rolls to attack, using Presence + the appropriate Social Skill.

4. ROLL FOR DEFENSE

Each Character who is attacked can roll to defend. The Reaction Skill you use to do this depends on the Social Skill being used to attack.

ATTACK SKILL	DEFENSE SKILL
Convince	Insight
Intimidate	Wellness
Lie	Intuition
Savoir-Faire	Insight

5. DETERMINE PSYCHOLOGICAL DAMAGE

Each Character has a Resilience score, which is equal to the average of her Intellect, Perception, and Presence, + 5. Each Character has this number of Resilience points through three Psychological Damage levels. Once they exceed this number, they become Compliant.

As a Character takes more Psychological Damage, she begins to suffer Test Penalties to Social Combat Actions. Note that these penalties do not affect any other actions.

PSYCHOLOGICAL DAMAGE LEVELS	SOCIAL COMBAT PENALTY
Tested	-1 die to Social Combat Actions
Worn	-2 dice to Social Combat Actions
Crumbling	-4 dice to Social Combat Actions
Compliant	Given Over

Each Character also has Wit rating, which is equal to one-third their Presence. When you beat your opponent with a Social Attack, you do a number of dice of psychological damage equal to your Wit, plus one die for every Success Level – like you would in physical combat.

6. CHECK COMPLIANCY

If one of the Characters has been reduced to Compliant, she does whatever you want them to do, as long as it is reasonable for her circumstance.

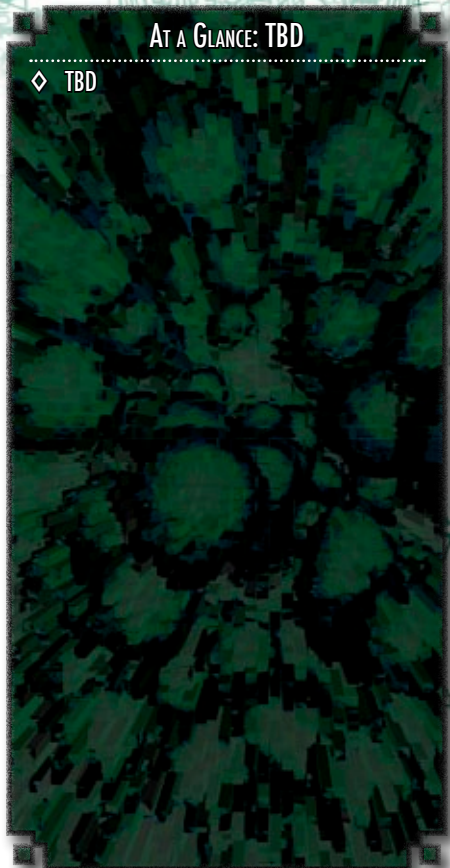
- ◇ If you use Convince, you win the person over to your way of thinking.
- ◇ If you use Lie, you make the other person believe your lies.
- ◇ If you use Intimidate, you make the other person or creature afraid of you. She'll either do things out of fear of you, or try to get the hell away from you.
- ◇ If you use Savoir-Faire, you fit in, are diplomatic, and can gain the upper hand in negotiations.

SPECIAL SITUATIONS

There are several situations that can modify the normal flow of Social Combat.

SWAYING GROUPS

Sometimes you'll need to sway a group or crowd of people. Naturally, the people you want to sway need to be able to hear you clearly. When you make your Social Attack, the group will defend as one, using the average Reaction Skill within the group. Any psychological damage applies to everyone in the group.



MULTIPLE ATTACKERS

What happens when multiple people are both trying to get someone to do what they want? The victim defends against any Social Attacks coming at her, but takes damage from any sources that succeed. However, it's a race to see who is the person to take the victim to Compliant. Whoever succeeds in that final attack determines the result.

TALK TO THE HAND

There are times when you'll engage with another person and they'll simply ignore you. They won't be using any Social Skills to counter-attack and only participate in Reaction Skill Tests to resist. There's a catch. If you don't get such a person down to Worn after three Turns, she'll promptly do something that calls unwanted attention to you, such as calling security, having friends get involved, or outright screaming.

TORTURE

When you apply physical pain along with the use of the Intimidate Skill, you can be far more effective. Victims suffer an equal amount of psychological damage as they do physical damage.

RECOVERY

Once you've won a Social Combat situation, the person in question pretty much keeps going with whatever you wanted from them, unless something happens that would change her opinion about you. Psychological damage heals at a rate of one per minute.

EPIC FAILS

There will be times when you roll an Epic Fail during Social Combat. If you roll an Epic Fail for your Reaction Skill Test, your defense against that attack is equal to zero. If you roll an Epic Fail for your Social Skill Test, you make a fool of yourself and your opponent immediately regains 1d10 psychological damage.

CHASES

Sometimes you're going to need to get away from someone or something, or you're the trying to catch someone or something that's trying to get away. That's where the rules for Chases come into play.

FOOT CHASES

Though you may not be going by foot, use this system for any chase that doesn't involve vehicles. Foot chases use the following steps.

1. COMPARE SPEEDS

As long as a chaser is within two Speed categories, up or down, of the chasee, a chase can happen. If a chaser is more than two Speed categories above the chasee, she'll run down his quarry within a Turn. If the chasee is more than two Speed categories above the chaser, she'll out-pace her pursuer within one Turn.

2. MAKE THE CHASE EXTENDED TEST

If a chase can happen, each participant in the chase will now start making an Athletics: Speed Extended Skill Test. Anyone in the chase can default to any other Athletics Skill at one die Test Penalty, if they don't have Athletics: Speed.

In this Extended Test, it's a race to three successful Tests. If the chsee gets to three Successful Test first, she escapes. If the chaser gets to three Successful Tests first, she'll overtake her quarry.

Since there's no need for Initiative, have each Character roll simultaneously for each phase of the chase.

SPECIAL SITUATIONS

There are other factors that might effect a chase.

ATTACKING DURING A CHASE

If you gain an extra Success Level on any of your Extended Test successes, you may make one 3 AP Attack at a -1 die Test Penalty.

MODIFIERS

Your GM may choose to provide bonuses or penalties based on the circumstances. If a Character has extra mobility in the terrain at hand, she gets +1 die for the Tests. Conversely, if a Character would be slowed down by things along the chase path, she suffers a -1 die penalty for the Tests.

TREACHEROUS TERRAIN

Some chases may be along dangerous routes or through ugly terrain, in which case people might get hurt. Whomever fails any Test during the Extended Test takes a certain amount of damage based on the circumstances. For example, you might suffer one die if only bumps and bruises are likely, two dice for things like thorny thickets, or more for more dangerous terrain.

LONGER CHASES

There may be chases that need to go on for longer than normal. In those cases, raise the number of successful Tests required for the Extended Test to four, five, or even six.

VEHICLE CHASES

Vehicle chases work similarly to foot chases, with a few important differences.

AT A GLANCE: TBD

◇ TBD



SKILLS USED

Instead of Athletics, Characters use the appropriate Pilot Skill. Again, if someone doesn't have the appropriate Pilot Skill, they can use any other Pilot Skill at a one die Test Penalty.

ATTACKING DURING A CHASE

While this works similarly to a foot chase, everyone in the vehicle can fire a weapon or weapon system, who is able to do so. Damage is dealt to the vehicle, not the passengers, as long as it is operational.

TREACHEROUS TERRAIN

Any damaged suffered is dealt to the vehicle, not the passengers, as long as it is operational.

CRASHING

If, at any point during the Extended Chase Test, a pilot rolls a Critical Failure, she loses control of the vehicle. The GM will determine what that means, given the circumstances and the vehicles involved. On the ground, that probably means a crash, dealing damage to the vehicle and passengers. In the air, it probably means a serious Pilot Test to keep the thing in the air. In any event, the Critically Failing party loses the chase.

FEAR & INSANITY

The universe of CthulhuTech is a horrifying place. Your Characters may run afoul of things both terrifying and mind-bending, which is where fear and insanity come into play. The difference between fear and insanity is this: fear is a reaction based on an immediate threat, bodily or worse, and insanity is a permanent distortion of a person's perception caused by exposure to horrible or warping conditions.

FEAR

Sometimes, Characters in CthulhuTech see things that are too frightening for their own peace of mind. A Fear Test is a Wellness Test against a Difficulty determined by your GM, or by a creature's Fear Factor. Fear Tests may not be modified by Drama Points.

Here are a few general Difficulty guidelines for fear that is more situational:

FEAR LEVEL	DIFFICULTY
Disturbing	Easy
Scary	Average
Terrifying	Challenging
Nightmarish	Hard
Mind Shattering	Very Hard

If your Character succeeds at her Fear Test, then she processes the fear without adverse effect. She

will not need to make another Fear Test for this particular stimulus at this time, whether it be situational or creature-induced.

However, if she fails, she suffers a Fear Effect – to determine how she reacts, roll 2d10, add them together, and consult the Fear Effects table. Roll for two Fear Effects if the failure was Critical.

2d10 RESULT	FEAR EFFECT
2	Manifest Your Fear Physically You freeze for one Turn, as the raw power of your terror manifests in some sort of permanent way. Maybe your hair turns white, you develop a twitch, you get the shakes, or you develop a speech impediment. This condition can be cured with therapy.
3	Have an Accident You freeze for one Turn, as your bladder and bowels void themselves.
4	Blank Spot in Your Mind Dazed, you suffer a -1 die Penalty to all Actions for the rest of this scene. You won't remember what happened here. You'll suffer from the Nightmares Drawback for 1d5 weeks.
5-6	Faint Dead Away You just can't take it anymore, and pass out for 1d10 minutes.
7-8	Cower Pathetically Cringing, you suffer a -2 die Penalty to all Actions for the rest of the scene. You must succeed at a Hard Wellness Test to do anything against the thing that's scaring you. You stumble all over yourself trying to get away.
9-10	Scream Like a Small Child You freeze for one Turn, as you cry out in fear.
11-12	Stunned Beyond the Capacity for Rational Thought You freeze for one Turn...
13-14	Twitch... Twitch... Twitch... For the next 1d5 minutes, you withdraw into a twitchy, drooling ball of flesh. You won't remember much.
15-16	Flee in Terror You have to get away. You will do whatever you must in order to run as fast and as far as you can. Once you are far enough away to feel safe, you Cower Pathetically for another 1d5 minutes. You sob or scream the entire time.
17-18	Afflicted with Morbid Fascination You're now drawn to this thing. You become obsessed with it, or things like it, for 1d5 days.
19	The Mind Becomes Unhinged First, you Twitch... Twitch... Twitch... Then, the experience is so scarring that you develop a mental disorder.
20	The Thing Under Your Bed You Flee in Terror. You are now forever afraid of this thing, and develop a phobia.

FREEZING UP

When a Character freezes up due to fear, she can take no Action for the duration and is treated as having a Defense of 0 against all attacks against her during that time.

GETTING USED TO IT

It's possible to face a situation or a creature so many times that it loses its fearful barbs. If such a thing is something the Characters must face with any regularity, GMs should only call for Fear Tests the first half a dozen or so times. After that, the only way the situation or creature should inspire fear again is if it's presented in some way that is out of the ordinary.

INSANITY

The world of CthulhuTech is as such that the fragile world that people have crafted for themselves can come tumbling down around their ears – psychologically speaking. Whenever a Character is exposed to something that puts pressure on his psyche or forces her to face something that is outside her understanding of things, she risks insanity.

Situations that can instill madness are rated in two ways. Insanity Tests are Wellness Tests, and have two parts – the Difficulty for that Test and the number of Insanity Points a Character will gain should she fail. Insanity Tests may not be modified by Drama Points.

All Characters begin with 0 Insanity, and work their way up from there.

SANE & WELL-BALANCED

0-1 INSANITY

You are a well-adjusted person, who handles stress well. Enjoy it while it lasts.

TROUBLED

2-3 INSANITY

Things aren't quite working the way they should. The first cracks in the dam begin to show. You develop a Mental Disorder.

INSANITY CAUSES

CAUSE	DIFFICULTY	EFFECT
Serious Injury	Easy	1 Point
Despair	Average	1 Point
Maiming Injury	Average	1 Point
Witness Death of Friend	Average	1 Point
Enduring Fear	Challenging	1 Point
Reading an Uncensored Minor Arcane Tome	Challenging	1 Point
Reading an Uncensored Major Arcane Tome	Challenging	2 Points
Victimizing an Innocent	Challenging	2 Points
Cause Death of Friend	Hard	2 Points
Consuming Hatred	Hard	1 Point
Having Reality Turned Upside Down	Hard	1 Point
Meeting Avatar of an Old One	Hard	2 Points
Prolonged Abuse	Hard	1 Point
Witness Death of Loved One	Hard	1 Point
Cause Death of Loved One	Incr. Hard	2 Points
Prolonged Terror	Incr. Hard	1 Point
Witness Massacre or Bloodbath	Incr. Hard	1 Point
Cause Massacre or Bloodbath	Legendary	2 Points
Witness True Form of Old One	Legendary	4 Points

TWISTED

4-5 INSANITY

Most people think you're off and don't really want to hang around you anymore. That suits you just fine. You develop a second Mental Disorder. You now suffer a -1 die Penalty to Insanity Tests.

DISTURBED

6-7 INSANITY

People can smell your crazy a block away. People just don't seem to understand you, which is seriously frustrating. You develop a third Mental Disorder. You now suffer a -2 die Penalty to Insanity Tests.

INSANE

8-9 INSANITY

Authorities actively pursue to have you committed to a mental institution. You cannot function in society. You develop a fourth Mental Disorder. You now suffer a -4 die Penalty to Insanity Tests.

GONE

10 INSANITY

You are forever lost amidst a sea of madness, unable to distinguish what is real and what is a conjuring of your diseased mind. You develop a fifth Mental Disorder. You can no longer decrease your Insanity.

TAGER MONTHLY INSANITY TESTS

As a Tager, you are going to be required to succeed at a Hard Wellness Test once a month, or gain one Insanity.

MENTAL DISORDERS

Once you reach 2 Insanity, you have to choose Mental Disorders to manifest this madness in your Character. There will be eccentricities that will begin to show in the way your Character behaves. The more insane he becomes, the more radical and pronounced these behaviors will be. All of your Character's Disorders should intensify and become more pronounced with each new point of Insanity.

Rather than give you an exhaustive list of the ways a human psyche can break, here are a few of those disorders that will be the most interesting for this kind of game.

- ◇ Delusions - your Character sees a fictitious world, one that may be very divergent from reality.
- ◇ Dependent Disorder - your Character no longer takes responsibility for his life, and now relies

AT A GLANCE: TBD

◇ TBD



on others to make decisions and take care of him.

- ◇ Eating Disorder - your Character develops an unhealthy relationship with food.
- ◇ Hypochondriasis - your Character is afraid of being sick and constantly thinks that something is wrong with him health-wise.
- ◇ Major Depression - your Character experiences episodes of deep sadness and despair.
- ◇ Manic-Depression - your Character alternates between depression and mania, sadness and despair alternate with exaggerated elation, recklessness, and distractibility.
- ◇ Multiple Personality Disorder - your Character develops a whole other unique personality to deal with the horrors she has faced. Work out the details with your GM as to when this other personality surfaces and whether or not you have control over it.



- ◇ Narcissistic Disorder - your Character suffers from an over-inflated view of his own self-importance and needs to be the center of attention.

- ◇ Panic Disorder - your Character now suffers from panic attacks.

- ◇ Paranoid Schizophrenia - your Character suffers from delusions of persecution or grandeur, or both.

- ◇ Phobia - your Character is now irrationally fearful of something common.

- ◇ Rage Disorder - your Character has virtually no patience and loses his temper when anything bothers him. He is likely to break things and

- physically harm people when it is inappropriate to do so.
- ◇ Schizoid Disorder – your Character withdraws from social interaction and no longer engages in emotional relationship with others.
 - ◇ Sleeping Disorder – your Character has a problem sleeping through the night or getting to sleep at all. Nightmares may be a factor.
 - ◇ Sociopathy – your Character no longer views other people as such, but rather as objects or tools. He no longer has any regard for life and has difficulty faking normal human emotions.

REGAINING SANITY

The world of CthulhuTech, with everything that people have been forced to acknowledge and face, is well-equipped to deal with mental instability. The Ashcroft Clinic has been instrumental in the design of new treatment programs and psychiatric drugs. The Eldritch Society not only provides but requires regular psychiatric examination and psychological counseling.

It's far easier to slip into the depths of madness than it is to come back from it. The human psyche may be a marvelously resilient thing, but once damaged tends to stay that way.

There are two types of care that can help a Character return to sanity. The first is therapy, which can involve counseling and drugs, and the second is in-patient therapy, also known as being committed or being thrown in the bin. The first is far more preferable, but is limited.

Therapy involves working things through in counseling and may or may not be accompanied by medication. This kind of treatment works for those with 1 to 5 Insanity. Characters must go once or twice a week in order to gain any benefit, over a period of time. Generally, the first month is a wash, as patient and therapist develop a relationship and work through any barriers to the process that might exist. Characters will lose one Insanity every two months after that. However, some mental disorders may take longer than that, such as multiple personalities. Your GM will let you know if there are any snags.

In-patient therapy means the Character has been committed to a lock-and-key institution and cannot get out without his physician's approval. He's under constant supervision and is most likely heavily medicated. This type of therapy is the only kind that will help those who have reached 6 or more Insanity. It takes six months to descend from 9 to 8 Insanity, a further six months to descend from 8 to 7 Insanity, and then three months each down to six and five. Then, a Character can be released to regular therapy and into the world.

That may seem like a long time, but it's a small price to pay. These guidelines are for Characters only, so that you can bring your Character back from the very edge. Others in the setting may not be so lucky. Your GM will rule as to how long it takes for other NPCs to recover – those who have reached 10 Insanity won't ever recover.

BEYOND THE PALE

Characters who reach 10 Insanity are about as far gone as you can get. They no longer are capable

of appearing normal and they're at the point where they might lock themselves in a room and write on the wall in their own excrement. In short, such Characters are no longer playable as is.

Does this mean that your Character, who has had one too many bad days, is now going to be taken away from you forever? Not at all. It does mean she'll be out of play for a while, however. You have two options that will work – both involve having your Character committed to an institution for a period of time (usually 18 months), so that she can recover with the proper help and guidance.

The first option is that your Character spends time in an institution and you choose to sit that time out. You can choose not to attend play sessions, or you can come and provide moral support and participate in whatever way you are capable. Perhaps you can help the GM out by portraying NPCs. Regardless, your Character is on hiatus while the rest of the group plays on. However, you shouldn't be punished for that. It's recommended that GMs give Characters in such predicaments half of what the rest of the group earns in terms of Experience.

The second option is similar to the first, except that you either generate a temporary Character to play (perhaps with a terrible fate in mind) or that you take on the role of one of the regular secondary NPCs in your game. That way, you are fully participating – and, as such, it is recommended that your referee award you full Experience for your primary Character, even if he is in the bin.

Eventually, the magic day will come when your Character is free again and back to normal – or at least normal enough to go out in public.

GOING BEYOND

There comes a point for some mortals in which they transcend to a new understanding of things, and sanity as we know it becomes irrelevant. For most, it's the point at which they give up their mortality and become something else. Such people transform from raving lunatics to the coldly, functionally insane.

RAVING

11-12 INSANITY

While you still cannot function in society, one of your Mental Disorders disappears. You continue to suffer a -4 die Penalty to Insanity Tests.

SEETHING

13-14 INSANITY

You can re-enter society, though people will know there's something wrong with you. Another of your Mental Disorders disappears. You continue to suffer a -4 die Penalty to Insanity Tests.

WRONG

15-16 INSANITY

Most people think you're off and steer clear of you. Another of your Mental Disorders disappears. You continue to suffer a -4 die Penalty to Insanity Tests.

SINISTER

17-18 INSANITY

You don't really register as all that crazy anymore. You have settled quite firmly into a functional version of sociopathy or schizophrenia, no longer afflicted by other Mental Disorders. You continue

to suffer a -4 die Penalty to Insanity Tests.

LOST

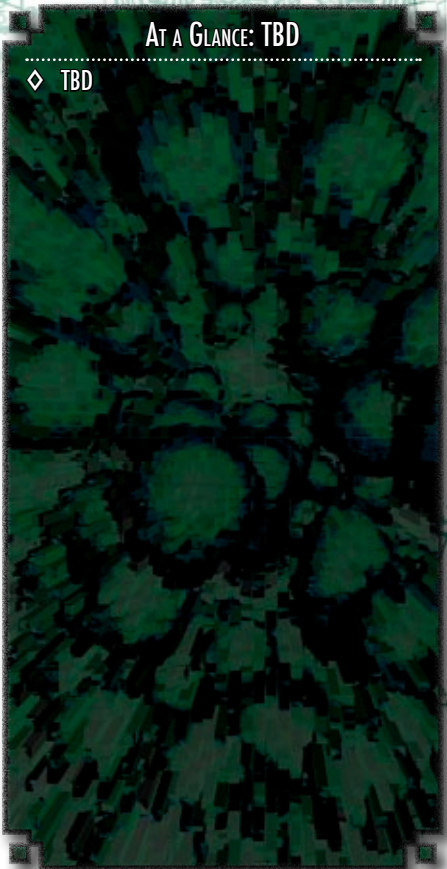
19-20 INSANITY

You appear perfectly normal, though you are delusional to all measures. You continue to suffer a -4 die Penalty to Insanity Tests.

MONSTROUS

20 INSANITY

You are totally clear, and you function in society perfectly. You are also completely and irrevocably insane, believing whatever reality you've cooked up for yourself. Nothing in the world can ever change your mind.



CHARACTER WEALTH

The Shadow War is a game about fighting the dark forces trying to exterminate humanity, not money. Adventures don't generally revolve around payments and the core goal of most Characters isn't the acquisition of wealth. However, it's normal that a player will want to improve the Wealth of a Character in order to more easily gain access to cool and better toys. The following system is designed for this goal, but without the need to track every terranote a Character may gain and lose over the course of her career.

WEALTH CODES

Instead of worrying about a Character's bank account, each Character has a Wealth Code. This code is a general representation of the disposable wealth a Character has available to him at any given time. The higher the Character's Wealth Code, the more easily he can obtain an item, be it a new gun, an enchanted object, or a nicer apartment.

Wealth Codes are rated by two numbers. The first is the Character's Personal Wealth - what she personally earns and saves. The second is the Character's Sponsored Wealth - the amount of resources the Eldritch Society is willing to entrust to her. Items obtained using Personal Wealth are the property of the Character from that point forward. Those obtained through Sponsored Wealth belong to the Society and are only available for the duration of the current assignment or mission and must be returned upon completion.

It's possible, depending on the game, for a Character to have two or more sponsoring organizations. If this is the case, the Character will have a Wealth Code for each unique organization for which he works.

Wealth Codes range from 1 to 4, in ascending order.

PERSONAL WEALTH

Characters normally begin play with a Personal Wealth of 2, which represents the stipend they receive from the Eldritch Society. This can be modified through the acquisition of either the Loaded Asset or Broke Drawback, as found on p. XX and p. XX, increasing Personal Wealth up to 4 or decreasing it all the way to 0. Please note that it is unlikely that a Tager Character would ever wind up with a Personal Wealth of 0, given the Society care for their own.

SOCIO-ECONOMIC STRATA	WEALTH
Destitute	0
Underprivileged	1
Middle Class	2
Affluent	3
Wealthy	4

SPONSORED WEALTH

Unless your GM decides otherwise, Characters begin the game with a Sponsored Wealth of 1 from the Eldritch Society. In some games, depending upon tone, the Characters may begin with a Sponsored Wealth of 2 - we recommended not starting higher than this.

GAINING & LOSING WEALTH

GAINING PERSONAL WEALTH

Personal wealth can be increased through the use of Advances. The table below shows the cost to advance from a Character's current Personal Wealth level to the next highest.

WEALTH TO:	ADVANCE COST
Underprivileged	2
Middle Class	3
Affluent	4
Wealthy	n/a

A Character can also gain a Personal Wealth level as a result of some large payday in-game. In this case, the GM will determine how many Advances are gained towards the Character's next Personal Wealth level. For example, the Characters could come across a very valuable artifact and, once sold, the GM will give each Character two Advances towards their next Personal Wealth level. These Advances are dedicated to this purpose only and can't be used for any other form of advancement. These sort of rewards should be uncommon, unless you want a rich group.

LOSING PERSONAL WEALTH

In general, a Character will only lose Personal Wealth as a result of purchases he makes during the course of his career. As discussed on the next page, purchasing some items will reduce the Personal Wealth of the Character, especially when purchasing items that are "expensive" relative to the Character's current Personal Wealth. Some story events can also result in the loss of a Personal Wealth level. The GM can either reduce the current Personal Wealth of a Character a full level, or incrementally by applying negative Personal Wealth Advances.

AT A GLANCE: TBD

◇ TBD

For example, the Character could lose a spaceship. Since so much of the Character's Personal Wealth is tied up in the ship, the GM tells him he loses four Advances worth of Personal Wealth. If he was initially Wealthy (4), that would reduce him to Affluent (3). If he were Affluent (3), it would reduce him to Underprivileged – with one Advance built up towards moving back into Middle Class.

It's important to note that losing Personal Wealth as a result of a big purchase doesn't necessarily mean the Character is living poorly again. It's a representation of the Character's decreased purchasing power, until he builds his liquid capital up again.

GAINING AND LOSING SPONSORED WEALTH

Characters may also earn Advances for Sponsored Wealth. This is done in a similar manner to gaining Personal Wealth, and the GM will determine when a Sponsored Wealth Advancement is warranted. We recommend that this occur at the end of key missions or assignments.

Just as the organization can give, it can also take away. Events in the game may necessitate that the Character loses Sponsored Wealth, due to failed missions, a sabbatical, or even financial hard times for the organization. Again, this is left to the discretion of the GM.

MAKING PURCHASES

Any gear available to a Character will have a Cost Code associated with it. This code shows how difficult it is for the Character to get an item, as well as any impact it may have on the Character's Wealth and any potential restrictions that may further complicate the Character's attempt to obtain the item. Cost Codes are presented with the following elements.

COST CODE	ELEMENT
Cost Level	This is rated from 1 to 4, with higher numbers indicating more expensive items.
Impact	This indicates the impact the purchase will have on the Character's Wealth.
Restrictions	Not all items are available on the common market, which can make obtaining them more difficult if the Character does not have the proper contacts to lubricate the wheels.

MAKING THE PURCHASE

When a Character wishes to make a purchase, compare his Wealth (Personal or Sponsored) to the Cost Code of the item. If the Cost Code is lower than the Character's Wealth, she may obtain the item freely. If the two ratings are equal, she must make a Purchase Test. This takes the form of an Insight, Persuade, or Savoir Faire Test, or a Business Test, which represents the Character's ability to shop around for the best price.

If the Character succeeds at a Challenging Difficulty, the item is purchased without issue and she may purchase more goods immediately. If the Test succeeds at an Average Difficulty, she obtains the item without a problem, but it uses her currently available funds. She cannot make any additional purchases until after she is awarded an Advance – though she doesn't need to spend the Advance to purchase again. If she succeeds only at an Easy Difficulty, it has the same effect as Average above, but costs more than expected – it increases the overall Impact by 1 (see next page). If completely

failed, the item cannot be purchased. Either the Character cannot find it for the right price, or simply can't find it. He may attempt to purchase something else normally.

If the item's Cost Code is one level higher than the Character's Wealth, a -4 Test Penalty is applied. If the Cost code is more than one level higher, then the item cannot be purchased.

IMPACT OF THE PURCHASE

Once the purchase is made, its impact on the Character's finances must be determined. This is based on the Impact Rating of the item. Some items are simply more expensive and have an immediate impact on the Character's purchasing power. Each point of Impact is applied immediately to the Character as a negative Wealth Advance in the same manner as discussed above when losing Wealth. However, these points automatically regenerate at the rate of one each time an Advance is granted. If this lowers a Character's effective Wealth any further, purchases are made at the reduced level until it recovers.

RESTRICTED ITEMS

There are three levels of restrictions for an item: unlicensed, licensed and restricted. Each of these impact the ability to purchase them as indicated below.

Unlicensed: These are available to the average joe. Any Character may purchase them.



Licensed: This item generally requires some sort of license to obtain. The effect of this is to delay the delivery of the item in question. Once purchased, the item will actually be made available to the Character after the next Advance is awarded. This represents the time the vendor needs to to process the paperwork. If the Character wishes to avoid the delay he may try to purchase one "under the table." This is done by treating the Cost Code for the item as being one point higher.

Restricted: These items are heavily monitored by the local governing authority and very difficult to obtain. The Character must show a legitimate and legal cause for needing the item. This requires not only some in-game roleplaying, but also a delay for receipt of the item. It will not be delivered until after the Character has been awarded two Advances. These items can be purchased "under the table," but their Cost Code is increased by one and their Impact Code is increased by two points.

PURCHASING FROM THE SPONSORING ORGANIZATION

A Character purchases items from the sponsoring organization in the same manner as listed above. This represents the Character filling out the appropriate paperwork and smooth-talking the appropriate people, rather than actual cash changing hands. However, the items are available only for the duration of the current assignment, after which they must be returned.

Licensed items are easily available from a sponsoring organization and have no delay in delivery. Restricted items are also more easily available. There is no delay in delivery, but most organizations frown upon repeated requests for this sort of gear. As a result, the Impact of these items is increased



by two points.

WEAPON LEGALITY

Despite alien invasions, cultist activity, and unnatural creatures from the bowels of ancient horror, the New Sol Coalition has placed certain restrictions on the carrying and use of weapons within designated population areas. These laws are more flexible than those of the early 21st century. Weapons are categorized according to five codes:

CODE	LEGALITY
G	General use without permit.
PA	Requires a permit to carry within arcologies.
P	Requires a permit to carry within NSC jurisdiction.
RA	Restricted within arcologies – unless under military or police authorization.
R	Restricted anywhere within NSC jurisdiction – unless under military authorization.

Because public security is something that the powers that be take very seriously, anyone caught with a restricted weapon and without proper authorization will face immediate arrest and imprisonment.

PISTOLS

Pistols are the most common firearms throughout the NSC. They're easy to transport, relatively inexpensive to manufacture, and can be highly effective at point blank ranges where a larger weapon is too cumbersome. Pistols can be found in all walks of life, from the police on down to little old ladies who feel safer at night with a small pistol in their handbags. Not everyone carries handguns, but many do – especially outside the arcology.

CS-32 "MIDNIGHT SPECIAL"

The CS-32 is sometimes known as the 'Granny Gun' because it has become a popular choice for personal protection. The name came from a news vid of a grandmother protecting her grandchildren from delinquents outside the Chicago Arcology. This pistol's low cost, simple operation, caseless rounds, and reliability, even when not properly cared for, all contribute to its popularity. Colt Springfield has even started marketing disposable clips that come pre-loaded, making the weapon even easier to use. Unfortunately its small size also limits its damage potential and the weapon is almost useless against anyone wearing anything but the lightest armor.

CS-40 "DEFENDER"

While there are other popular firearms, the CS-40 is the preferred sidearm of the New Earth Government's law enforcement agencies and military branches. The Defender is well-known for its stopping power, even against moderately armored enemies, but that's only part of the reason the weapon is so well-liked. Utilizing a unique self-lubricating system, the CS-40 is virtually maintenance free. Even after heavy use, the most the weapon requires is a quick swab of the barrel and an inspection for abnormal wear and tear. A final feature of this weapon is the self-ejecting clip – when a clip empties,

it automatically ejects itself from the gun (Reload for one less AP). If a user doesn't like this feature, the pistol can be set to allow the user to eject the clip manually.

CS-42 "PEACEMAKER"

Another Colt Springfield weapon, the Peacemaker has never managed to gain the popularity of its sibling, the Enforcer, due to its heavier weight and slower rate of fire. The Peacemaker is a monster pistol, the heaviest on the legal market, with a very intimidating look that tends to get people to back down unless they're really serious about mixing things up. The heavy 15 mm ammo used by this weapon can punch through even heavy body armor. Even when it doesn't manage to pierce armor, the impact will often stagger the target long enough for follow up fire to finally take him down (target suffers a -1 AP penalty until the start of his next Turn).

CS-44 "ENFORCER"

The Enforcer is the primary heavy pistol sold by Colt Springfield and will likely completely replace the older, and far less popular, CS-42. In many ways, this weapon is similar to the CS-40 Defender and with good reason - much of the technology that went into the CS-40 was refined upon and integrated into the Enforcer. Despite the heavy appearance of the pistol, the weapon is actually relatively light and easier to wield than the older Peacemaker. It utilizes the same 15 mm ammunition, but has been fitted to fire caseless rounds, which means there is no need for an ejection port. The gasses created in the firing of the weapon are vented upward, safely away from the user, and also act to counter some of the natural climb weapons this size tend to exhibit when fired rapidly.

ASSAULT RIFLES

The mainstay of infantry forces across the world, the assault rifle is one of the most flexible forms of personal firearms available. With the ability to selectively fire single shots, bursts, or fully automatic, these weapons are useful in just about any firefight. However, when the battle gets close and personal, the assault rifle can prove unwieldy.

AR-25

The AR-25 assault rifle is an evolution of the Armalite AR-15, a weapon that was more commonly known as the M-16 after Colt Springfield purchased the rights to the weapon. The AR-25 sees wide use by the military. Underworld elements also use this weapon to help enforce their will on the streets, though possession of one is a crime that carries significant penalties. As with nearly all assault rifles, this weapon can be fired in single, burst, or full auto modes as the situation dictates. The primary drawback to this weapon, and one that competitors are quick to point out, is the relatively small-sized clip requiring users to carry more clips of caseless ammunition than most assault rifles of this caliber.

HKS-192

Designed and manufactured by Heckler Koch and Sig, the HKS-192 is a solid, reliable weapon that sees regular use by the military in the heaviest regions of conflict. Its heavy hitting 9 mm rounds ensure that even the most stubborn creature will be dispatched with all due haste. The HKS-192 has

WEAPON	LEGALITY	CALIBER	RANGE IN YD/M	DAMAGE	SHOTS	AUTO	ROUNDS	STRENGTH	CONCEAL	COST
PISTOLS										
CS-32 Midnight Special	PA	5mm	15/30/50	0	3	-	15	3	Easy	250Tn
CS-40 Defender	PA	10mm	15/30/50	1	2	-	15	5	Average	495Tn
CS-42 Peacemaker	P	15mm	20/40/60	2	1	-	15	6	Challenging	750Tn
CS-44 Enforcer	P	15mm	20/40/60	2	2	-	15	7	Challenging	850Tn
SHOTGUNS										
M-6 Pistol Grip	PA	Slug	15/30/50	3	1	-	5	8	Challenging	650 Tn
		Shot	10/20/30	2				7		
M-65 Double-Barrel	PA	Slug	15/30/50	3	1 or 2	-	2	6	Hard	600Tn
		Shot	10/20/30	2				5		
M-87 Auto Load	PA	Slug	15/30/50	3	3	-	10	6	Hard	625Tn
		Shot	10/20/30	2				5		
SUBMACHINE GUNS										
MP15-9	RA	9mm	15/30/50	1	3	3	45	6	Challenging	1395Tn
SM-14	R	10mm	15/30/50	2	3	3	30	7	Hard	1950Tn
Assault Rifles										
AR-25	RA	5mm	30/75/200	0	3	4	60	5	Hard	1495Tn
HKS-192	R	9mm	30/75/200	1	3	4	30	7	Very Hard	2050Tn

WEAPON	TYPE	LEGALITY	DAMAGE	STRENGTH	CONCEAL	COST
Combat Knife (Stainless)	Blade	G	0	4	Average	80Tn
Combat Knife (Composite)	Blade	PA	1	4	Average	195Tn
Fists & Feet	Impact	n/a	-1	3	n/a	n/a
Snap Baton	Impact	G	0	4	Easy	35Tn
Staff/Pole/Club	Impact	G	+1	5	Very Hard	Varies
Steel Knuckles	Impact	RA	0	3	Easy	10 Tn
Stun Baton	Impact	G	0 + Stun	4	Challenging	35Tn
Stun Gun	Stun	G	0 + Stun	3	Average	35Tn
Sword Cane	Blade	P	1	5	Easy	350Tn
Wakizashi: Steel	Blade	G	1	5	Challenging	195Tn
Wakizashi: Composite	Blade	PA	2	5	Challenging	350Tn

been designed for extended use on the front lines and has a number of features to ensure its reliability. The barrel can be replaced in less than 30 seconds, should the need arise. The bulk of the interior components are sealed to prevent dirt and contaminants from gumming things up. A dust cover automatically snaps into place whenever a clip is removed, further ensuring nothing gets up inside the weapon that should not. Unfortunately, the weapon has a notoriously small clip that leads to frequent casless ammo changes, though many armorers make their own custom clips.

SHOTGUNS

Shotguns, sometimes referred to as street sweepers or scatterguns, are highly effective at close range. They can fire either a slug, which will punch through just about any armor, or an area-affecting spray of shot. Shotguns are not a weapon of finesse – they’re one of the most brutal personal firearms available.

M-6 PISTOL GRIP SHOTGUN

Where most shotguns require two hands to wield, the M-6’s grip has been designed to allow the firer to use it one-handed – though it’s got a hell of a kick. Like most shotguns, the M-6 can fire either slugs or shot depending on the situation. Unfortunately, there’s only a single clip and no way to select between shot types, so a user must plan ahead. As with most shotguns, the M-6 has a low rate of fire and a limited clip size.

M-65 DOUBLE-BARREL SHOTGUN

When you want to intimidate someone, point an M-65 at them. With two barrels on the business end, the weapon is likely to cause anyone facing it down to rethink their plans. The M-65 is a very simple weapon, devoid even of a magazine. The weapon breachloads only one round in each barrel. After firing, you simply pop the barrels open, dump the expended shells, and put two new ones in. The two barrels can be triggered at the same time or separately, and the two barrels do not have to be loaded with the same type of shell.

Before rolling any dice, the attacker must declare how many barrels are being fired. If both barrels are being fired, the damage bonus for a successful hit is increased by one in the case of shot or two if slugs are being fired. Both barrels must be loaded with the same type of shell to be fired together.

M-87 AUTO LOADING SHOTGUN

The M-87 is the standard by which most other shotguns are measured. With a large clip (for a shotgun) and a reliable ejection mechanism for spent shells, the M-87 has a good rate-of-fire. A single barrel model, the M-87 is capable of firing either shot or slug shells, though there is no ability to select one over the other if both types have been loaded into the magazine.

SUBMACHINE GUNS

Submachine guns fill the void between the assault rifle and the pistol. Smaller, lighter, and more agile than assault rifles, submachine guns are better suited for close-in operations. SMGs have the cyclic

rate of most assault rifles, but tend to have shorter ranges comparable to a pistol. Police forces favor these weapons over traditional assault rifles, since much of their work occurs in the close confines of an urban environment. They are also a favorite of underworld elements, since they are easier to keep concealed than an assault rifle, but still spray out the bullets like a fountain.

MP15-9

The MP15-9 has taken on a sort of legendary status in the eyes of the public. Many view it as almost romantic. This inflated perception of a merely adequate weapon is due to the way it has been portrayed in the media. It's the weapon of choice for crime vid directors across all the arcologies. The truth is that while the MP15-9 gets the job done, there's really nothing spectacular about the weapon. Unlike many modern weapons, it is prone to jamming - it utilizes older jacketed ammunition instead of more modern caseless ammo. It also suffers from an odd clip size. The clip holds 45 rounds, which is more than enough for a single full burst, but not nearly enough for two. Many expected a larger 60 round clip to be introduced, but HK&S have yet seen fit to do so. Despite these shortcomings, its low price keeps it a regular seller for the company.

SM-14

When Colt Springfield introduced the SM-14, it was met with a great deal of enthusiasm by the military and para-military world. Excellent stopping power, agility, and a simple, yet elegant design made the weapon a dream for many people. Once out in the field, the enthusiasm for the weapon continued. Despite using jacketed ammunition, the weapon virtually never jams. The integrated flashlight and laser sight are built into the shell of the weapon, eliminating the need for additional peripherals for most circumstances. The primary drawback to the weapon lies in the small clip, which generally runs dry after a single sustained burst of fire.

ΜΕΛΕΣ ΨΕΛΡΟΝΣ

Even with all the modern weapons in the age of the Strange Aeon, conflict sometimes comes down to brutal face-to-face combat. While the biggest factor in the outcome of hand-to-hand combat is the skill of the two combatants, a quality weapon can sometimes make the difference between life and death.

COMBAT KNIFE

Combat knives are large and dangerous-looking weapons. They come in a wide variety of designs, and range in length from as short as four inches to as long as eight. Some combat knives have smooth edges, while others are serrated. The blades of these weapons come in two varieties - stainless steel and a ceramic composite. The former is less expensive, but the latter holds its edge better and is more adept at penetrating armor.

FISTS AND FEET

The oldest and most reliable weapons a sentient biped has at her disposal are her feet and fists - the standard since the first fight broke out ages ago. They have the advantage of always being available, but unfortunately are about the most ineffective melee weapon one could ask for - though with proper training, they can become every bit as deadly as the sharpest knife.

SNAP BATON

A snap baton is basically a telescoping rod roughly 18"/45 cm in length, which collapses into the handle. Snap batons are carried by most law enforcement officers to help subdue overly aggressive criminals, when they'd prefer not to kill the criminal outright. Some companies actually market these in various colors and sell them to the public for use as a fashion accessory that doubles as a defensive weapon.

STAFF/POLE/CLUB

Perhaps the oldest weapon in existence, with the possible exception of the rock, hitting an opponent upside the head with a thick piece of wood has always been a means to an end. While staves are more than simple lengths of tree branches today, the same basic principal still applies. Most staves are made of a wood of some sort, though plastic and other materials are not unusual. Generally 1-2 yd/m in length (with clubs generally being around 1 yd/m in length), just about anything of the same general shape and length can be used as a weapon.

STEEL KNUCKLES

Steel knuckles are a good equalizer when all one has available is her fists. Overcoming the inherent weakness of flesh, they give a combatant's punch a little more impact. Inexpensive, these weapons are little more than a steel band wrapped around a user's fist that lends a bite to at attackers knuckles. In most places, steel knuckles are actually illegal and carry hefty fines when one is caught with them.

STUN BATON

Almost identical to a snap baton, the stun batons also deliver an impact-triggered burst of electricity that can stun the target. A small battery built into the handle of the weapon provides enough charge for dozens of swings. Like snap batons, these weapons see wide use in law enforcement circles.

In addition to doing normal damage, the Stun Baton can stun targets. If an attack penetrates armor and does at least one point of Vitality damage, a target must succeed at a Hard Wellness Test to avoid the stun effects. If this Test is failed, the victim loses 2 AP per Turn for 1d10 minutes. Only one Test needs to be made per Turn struck by the stun baton, and the effect of the stun is not cumulative. A target may again be affected on the Turn following his recovery from the last shock.

STUN GUN

Stun guns are similar to tasers in that they deliver a powerful electrical shock into the target, rendering her incapacitated for a short period of time. Unlike tasers, stun guns are strictly close quarters weapons. They are not much more than a small palm sized case that contains a small power cell with a pair of steel prongs on one end that are used to deliver the shock. Stun guns are popular defensive weapons in the civilian sector.

Treat as if the Stun Gun had a Damage of 0 when determining if its attack penetrates armor, though it does no real damage. If an attack penetrates armor and does at least one point of Vitality damage, a target must succeed at a Hard Wellness Test to avoid the stun effects. If this Test is failed, the

victim loses 2 AP per Turn for 1d10 minutes. Only one Test needs to be made per Turn struck by the stun baton, and the effect of the stun is not cumulative. A target may again be affected on the Turn following his recovery from the last shock.

SWORD CANE

Sword canes have always had a reputation as being weapons for gentlemen. At first glance, a sword cane looks like an ordinary walking stick. Oftentimes, they are handcrafted of high-end wood, marble, or precious metals. They generally have intricate carvings in the pommels, or other features that transform what is essentially nothing more than a stick into something that gives the appearance of stature and elegance. Hidden inside one of these canes, however, is a short deadly blade. Modern sword canes blades are made of a high-tech ceramic composite that holds its edge forever. People often use these canes when they wish to keep a weapon close at hand, but prefer to conceal this fact from those around them – after all, brandishing a weapon in high society is hardly good form.

Drawing the blade from a sword cane takes no more time than drawing a blade from a proper scabbard. In addition, unless someone is specifically looking, these weapons will be mistaken for ordinary walking sticks – the owner can often get them into places where weapons are not normally allowed. For an extra 25% of the cost, a secret release can be built into a sword cane, so that anyone who does not know the secret will be unable to draw the blade hidden inside.

WAKIZASHI

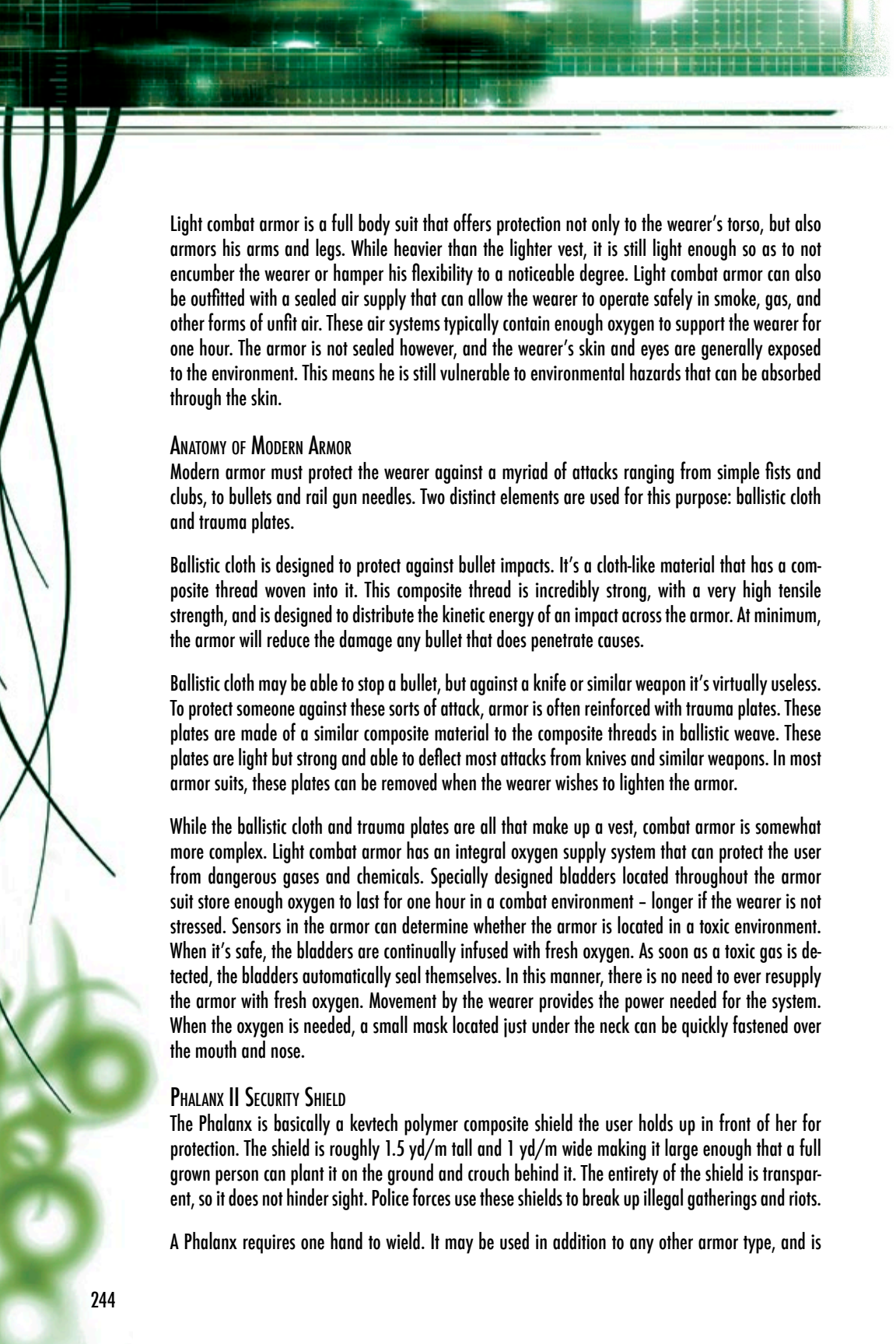
The smaller brother of the katana, the wakizashi is a short blade with a slight curve to it. These weapons have a long and noble history. Some experts use wakizashi in conjunction with katana, using it to parry their attacker's blows while leaving the larger sword free to strike when openings appear in their enemy's defense. Katanas are mostly the stuff of Kendo classes within the arcology, but wakizashi are one of the blades of choice on the streets. Smaller, easier to conceal, and still intimidating, they get the job done.

MODERN ARMOR

The armor of the modern age bears no resemblance to the armor of old, when men walked around in formed, folded metal and links of chain. Today's armor provides much more protection, but is lighter and more flexible, giving wearers an unprecedented level of freedom and agility.

COMMON TYPES OF ARMOR

Modern armor comes in several flavors. The most common and readily available are armored vests, designed to protect a wearer's vital organs. This type of armor has the advantage of being light, as well as easy to put on and take off. It, however, does not afford any protection for the wearer's extremities, meaning that her arms, legs and head are vulnerable. Armored vests are most commonly used by law enforcement agencies. In most cases, this armor is more than adequate for the low-level criminals and scum with which they often deal. When facing more serious threats, heavier armor is the order of the day.



Light combat armor is a full body suit that offers protection not only to the wearer's torso, but also armors his arms and legs. While heavier than the lighter vest, it is still light enough so as to not encumber the wearer or hamper his flexibility to a noticeable degree. Light combat armor can also be outfitted with a sealed air supply that can allow the wearer to operate safely in smoke, gas, and other forms of unfit air. These air systems typically contain enough oxygen to support the wearer for one hour. The armor is not sealed however, and the wearer's skin and eyes are generally exposed to the environment. This means he is still vulnerable to environmental hazards that can be absorbed through the skin.

ANATOMY OF MODERN ARMOR

Modern armor must protect the wearer against a myriad of attacks ranging from simple fists and clubs, to bullets and rail gun needles. Two distinct elements are used for this purpose: ballistic cloth and trauma plates.

Ballistic cloth is designed to protect against bullet impacts. It's a cloth-like material that has a composite thread woven into it. This composite thread is incredibly strong, with a very high tensile strength, and is designed to distribute the kinetic energy of an impact across the armor. At minimum, the armor will reduce the damage any bullet that does penetrate causes.

Ballistic cloth may be able to stop a bullet, but against a knife or similar weapon it's virtually useless. To protect someone against these sorts of attack, armor is often reinforced with trauma plates. These plates are made of a similar composite material to the composite threads in ballistic weave. These plates are light but strong and able to deflect most attacks from knives and similar weapons. In most armor suits, these plates can be removed when the wearer wishes to lighten the armor.

While the ballistic cloth and trauma plates are all that make up a vest, combat armor is somewhat more complex. Light combat armor has an integral oxygen supply system that can protect the user from dangerous gases and chemicals. Specially designed bladders located throughout the armor suit store enough oxygen to last for one hour in a combat environment - longer if the wearer is not stressed. Sensors in the armor can determine whether the armor is located in a toxic environment. When it's safe, the bladders are continually infused with fresh oxygen. As soon as a toxic gas is detected, the bladders automatically seal themselves. In this manner, there is no need to ever resupply the armor with fresh oxygen. Movement by the wearer provides the power needed for the system. When the oxygen is needed, a small mask located just under the neck can be quickly fastened over the mouth and nose.

PHALANX II SECURITY SHIELD

The Phalanx is basically a kevtech polymer composite shield the user holds up in front of her for protection. The shield is roughly 1.5 yd/m tall and 1 yd/m wide making it large enough that a full grown person can plant it on the ground and crouch behind it. The entirety of the shield is transparent, so it does not hinder sight. Police forces use these shields to break up illegal gatherings and riots.

A Phalanx requires one hand to wield. It may be used in addition to any other armor type, and is

cumulative with any protection that armor provides against attacks coming from one direction (generally the front). Defenders may use their Armed Fighting Skill to defend against projectile attacks when using this shield. The shield may also be used to bash an enemy. This uses the Armed Fighting Skill to resolve and the shield has a 0 damage rating.

SENTRYTECH SERIES ARMOR

The SentryTech series of armor is the most common and most popular armored vest in general use. It's standard issue for all law enforcement agencies. The vest is light enough to be worn under normal clothing, though it's recommended that one wear a t-shirt under the vest or risk some serious chaffing around the shoulders and chest.

Two variants of this armor are in common use. The Mark IV series is the lighter of the two and is designed to defend primarily against firearms. This is the most commonly issued version of the armor and is worn as part of the standard uniform for all military personnel. The Mark V series is somewhat heavier, but includes the addition of trauma plates that can effectively defend the wearer against claws, knives, clubs, and other types of physical damage. Riot troops and any personnel who are planning breaching actions are issued the Mark V version of the armor, as these are the people who are most likely to get up close.

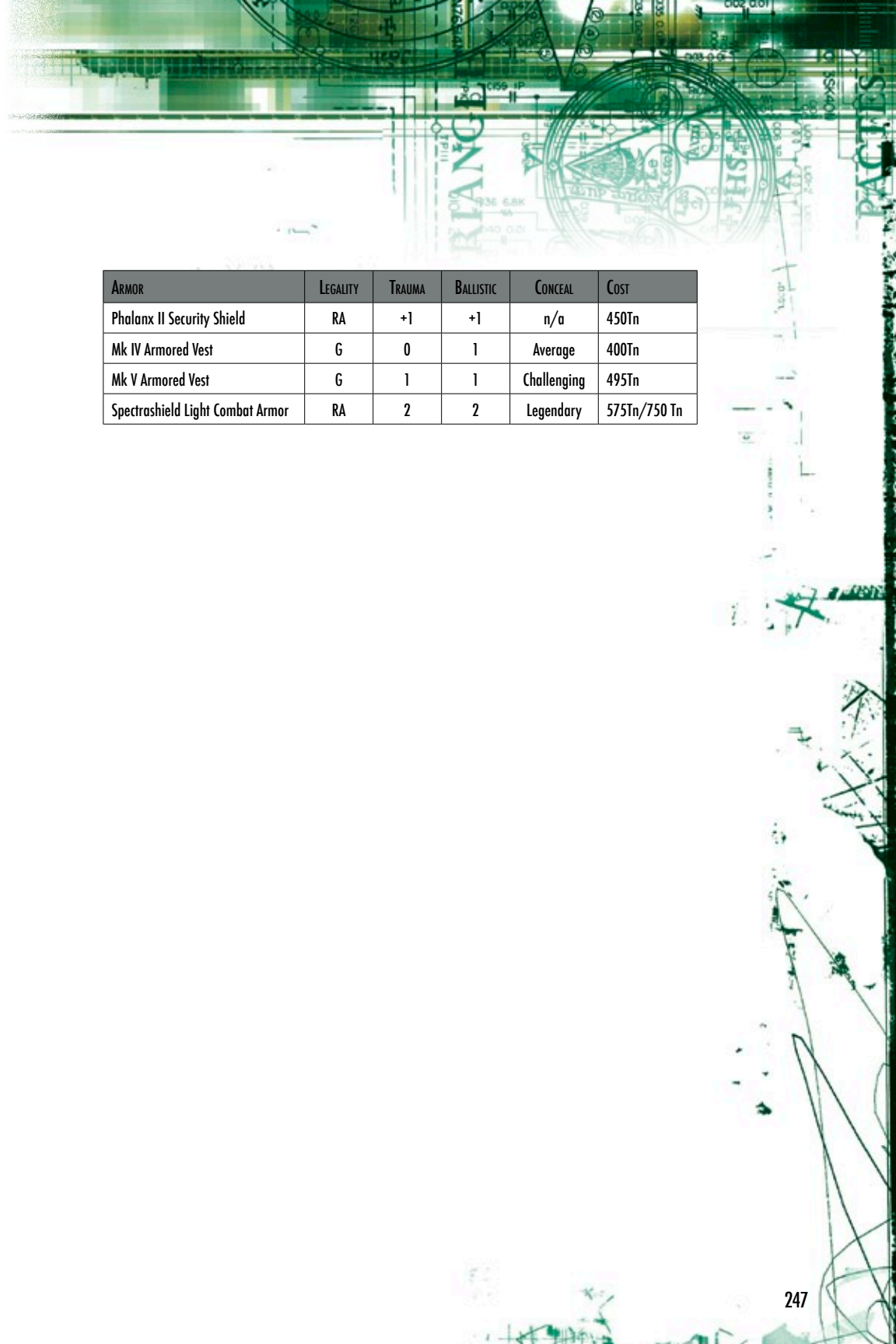
SPECTRASHIELD SERIES LIGHT COMBAT ARMOR

The Spectrashield series is the standard issue full-body combat armor used by New Sol Coalition Armed Forces, as well as by elite law enforcement units. Light enough to be worn for extended periods, the military has adapted the light version of the armor as the standard uniform worn for common duty outside administrative offices.

Spectrashield armor has an integrated oxygen supply system, which protects the wearer from gas and smoke agents. However, the armor is not sealed and does not protect the wearer from agents that can be absorbed through the skin. The oxygen will last up to one hour and is self-replenishing (which takes 30 minutes). Comms systems are built into the helmet, which can be tuned to one of several channels with a simple voice command, or can be set to listen to the chatter on multiple channels. However, it will transmit only on a single channel at a time.

Basic models of this armor are available through certain non-military channels. These versions do not have the integrated oxygen system or the comms system. The prices below reflect each version.





ARMOR	LEGALITY	TRAUMA	BALLISTIC	CONCEAL	COST
Phalanx II Security Shield	RA	+1	+1	n/a	450Tn
Mk IV Armored Vest	G	0	1	Average	400Tn
Mk V Armored Vest	G	1	1	Challenging	495Tn
Spectrashield Light Combat Armor	RA	2	2	Legendary	575Tn/750 Tn

Running a game of CthulhuTech has its own specifics and nuances. You need to know how to best manage some of the particular rules of the game, including Difficulties, Reaction Skills, special Advantages and Disadvantages, Drama Points, and Advances. This chapter will help guide you through all of these rules.

This chapter also presents you with some guidelines to help you design your own adventures, including a discussion of the occult hero genre, three-act structure, rewarding your Characters, and more.

In general, this should arm you to be an effective CthulhuTech Gamemaster. The Strange Aeon is in your hands – good luck and have fun!

GRACE PERIOD

It's rare that we get our Characters worked out the way we want them the first time we try. It's up to you whether or not you use this, but we recommend giving players the first three sessions to move points around on their Characters. This gives players the opportunity to try things out and fine-tune their role within the group. After that third session, the Characters are then set and can only be modified through the use of Advances.

CHARACTER BOOSTS

To better match your narrative, you might want to start your Characters out more powerful than is usual. The Character Scaling rules on p. XX can help with this. If you want your players' Characters to have a little road under their feet, you might start them at Level 2 or 3, with 10 more Character & Power Advances or 15 of each, respectively.

However, if you just want your Tager to start out closer in power to CthulhuTech V1, then start your Characters with 30 Power Advances instead of 20.

ASSIGNING DIFFICULTIES

In general, the best way to determine the Difficulty for a given task is to assume that Average Difficulty is how the average person trained in such a skill would perceive the task. The key here is that the average person is someone who is trained in the skill in question – a competent professional.

As an example, let's assume a Character wishes to relieve a bar patron of the tablet in his briefcase. From my own perspective, doing so would be pretty hard if the patron is alert and paying attention, or had others watching his back, and so I would assign it a Hard Difficulty. On the other hand, if the patron were more than a little tipsy, the task becomes easier since his senses are not exactly working properly. In this case, I would likely reduce the test to a Challenging Difficulty. I would not make it Average, even if the patron was drunk off his socks, since there are others around who might catch the would-be thief in the act.

Once you get a few games under your belt, assigning Difficulties to a Test should become second nature.

VARIABLE TESTS

Sometimes, you want a Test to have different results based on the Character's success. The higher the player rolls, the better her Character will do.

For example, you might set up a Variable Test to learn about the Congregation of the Earth Mother like this. Players learn the information for their success level, as well as anything from easier levels.

OCCULT TEST RESULT	INFORMATION LEARNED
13-15	There's a small cult called the Congregation of the Earth Mother, who often hide in new age or fertility circles. They use ritualized drugs and sex to help them recruit.
16-18	The cult worships Shub-Niggurath, but often known her as the Black Mother. Magic allows some Congregation cultists to take on animal characteristics, both physical and psychological.
19-21	The Congregation was nearly annihilated when the Eldritch Society prevented the return of Shub-Niggurath. The Children of Chaos have turned their back on the small cult, who has been forced into hiding to lick its wounds.
22-24	Most of the Horned Ones survived, the supernatural animalistic children of the Black Mother. They have intense powers of seduction, in addition to their other bestial abilities. It is rumored that cultists have magic that can summon more of them.
25+	A good chunk of what remains of the cult has fled into the wilds of Canada and the jungles of Africa. They're down, but not out.

PASSIVE TESTS

There are times when it's better for a player to not know how well she does on her Test. The Observation Skill is a great example. If the player knows the Test failed, the group knows to keep looking. However, if that Test Result is kept secret, the player has to gamble. The same goes for the Stealth Skill or Assets like Wary. Whenever you feel it serves gameplay, have your players roll behind your screen – so that you can see the results and they can't. They can spend Drama Points if they wish, but they can't see the results.

AUTOMATIC SUCCESS

There are a lot of things that will slow the game down if you make Characters Test for everything. If you want to speed up the game, give Characters the opportunity to automatically succeed on Tests that aren't particularly important. If the Character has the needed Skill at a rating of 3 or above, let the player use the Attribute +7. If that equals or exceeds 13, the Character automatically succeeds. If not, she'll have to Test.

For example, a Character has an Observation 3 and a Perception 6. She wants to examine a room, but there's not really anything to learn. She has the right rating for her Skill, so she can just use her Perception of $6+7=13$, and automatically succeed without having to take time to roll dice.

If the Character only has a rating of 1 or 2 in the Skill for the Test, then have her roll anyway. That's the price for still figuring things out.

ASSETS

WARY

The Wary Asset allows you to give a player early warnings of potential or impending danger. Make a Passive Intuition Test for that Character. Success means that you give the player in question a warning.

Determining the Difficulty depends upon the nature of the threat. An oppressive looming threat should be Average, while a insidious, creeping threat should be Hard. Those threats coming from incredibly powerful, subtle, and intelligent creatures or that are part of a long-term, long-reaching plan should be Legendary. Most should be Average or Hard, however – none should be Easy, because



there are rarely dangerous situations that are.

These warnings, however, are not meant to interfere with your game. Let Characters know that they in physical danger. Don't provide them with details or specifics. You may occasionally provide them with false positives or situations where this Asset doesn't work the way it normally does. However, please be kind to your players, since they paid for their Characters to have this Asset.

LIMITING ASSETS

There are several Assets that are tempting for every player, most especially Backbone, Daring, Lucky, Swift, and Wary. You may want to limit the number of Characters in your group who can take these Assets – one or two per group. Use your best judgment and do what works for you.

DRAMA POINTS

Players each get a pool of five Drama Points to use every time you sit down to play together. However, the number of Drama Points should be modified if you're playing shorter or longer sessions. Give your players three if you're only playing for a few hours, or ten if you're playing for more like eight hours.

During play, you can give out Drama Points whenever a player does something cool or awesome. This rewards players for playing to the hilt. Not only is this great player incentivization, it allows you to scale the difficulty and horror of your game by controlling the flow of Drama Points.

SOCIAL COMBAT

While the rules for Social Combat are presented on p. XX, included here are a few other things you'll want to keep in mind as you adjudicate such matters.

The first thing you'll do in any Social Combat is to work out the different parties attitudes towards each other, as this determines what Skills may be used. Many will be immediately obvious, but default to Ambivalent when no other Attitude is obvious.

However, the goals of Social Combat are the most important thing you can determine. The players will know where they want to take things with their Characters, but what do the NPCs want? Once con-

AT A GLANCE: TBD

◇ TBD

fronted, does the snippy admin wish to make friends or does he wish to really upset the Characters?

Once you know where everyone wants things to go, you can realistically play out the flow of Exchanges and have more satisfying Social Combats.

AWARDING ADVANCES

Advances are what allow players to improve their Characters over time, so they can take on greater and greater challenges. In CithulhuTech, Advances are a reward for players playing the game. There's a lot that goes into creating and breathing life into a cool Character, as well as negotiating all of the life stuff that goes into committing to a regular game. It's pretty cool that you all pulled together to play this.

In general, you award players a fixed number of Advances each time they play. This not only rewards the player for playing, it gives you a way to plan and pace Character growth – bonus for both of you.

We recommend that you award 1 Character Advance and 1 Power Advance each time you complete a session, assuming you play for about 4 hours. If you only play for a couple hours, award 1 Character Advance and 1 Power Advance every other session. If you're playing more like 8 hours, award 2 Character Advances and 2 Power Advances per session.

If you've got a disruptive player, please don't punish her Character for her behavior by docking Advances. Talk about it in a sportsman-like fashion and all will be well.

BONUSES

There are situations in which you can give your players extra Advances.

If a player nails her Character performance, does cool stuff, and generally entertains everyone, give her +1 Advance (Character or Power, her choice) for that session. However, make sure this love is spread around your group, so one player doesn't get all the extra Advances.

You can also award bonuses for completing sections of the story – award these Advances (both Character and Power) after the session in which you tie up a plot. It's cool to finish storylines, no matter how long they are.

STORY COMPLETION	BONUS ADVANCES
Completing a personal subplot	1 Advance
Completing a minor plot	1 Advance each
Completing a major plot	2 Advances each
Completing an epic storyline	4 Advances each

OTHER REWARDS

Providing Advances is not the only way you can reward Characters. You can give them access to new



gear, limited access to enchanted items or artifacts, an increase in Wealth, or any of the neat, but less game-impacting, things that a player might want for roleplaying reasons.

STUDYING & TRAINING

Whenever the Characters have a decent amount of downtime, they can study or train to become better at what they do. For each week a Character studies or trains, award the player 1 Character Advance to be applied towards the improvement of the Skill in question. The Character must have about 20 hours during this week of downtime to dedicate to studying or training to get this bonus.

OP CHARACTERS

Given time, Characters in CthulhuTech can become extremely powerful. You'll need to escalate the challenges they face, as they'll start to just blow through the ones that used to give them trouble. However, don't be afraid to let them become powerful. After all, threats in CthulhuTech scale up to the god-like level, so you have lots of room to introduce ever and ever more powerful bad guys.

CHARACTER SCALING

For purposes of comparison, it can be important to know a Character's effective Level. This is based on the number of Advances (both Character and Power) the player has earned. Starting Characters are Level 1, and it will take them an average of six sessions to reach Level 2.

CHARACTER LEVEL	ADVANCE EQUIVALENT	AVERAGE 4 HR SESSIONS
1	10	5
2	20	10
3	30	15
4	40	20
5	50	25

6	60	30
7	70	35
8	80	40
9	90	45
10	100	50

NPCs

You'll undoubtedly want to create NPCs of differing ability. To help you out, we suggest five levels of NPCs – insignificant, novice, peer, powerful, and mastermind.

- ◆ For NPCs that are weak and insignificant, spend 4 points for Attributes (starting at 4 or 5 by race), 5 points for Skills, 0 point for Advantages, with up to 2 points for Disadvantages.
- ◆ For NPCs that are novices, spend 8 points for Attributes (starting at 4 or 5 by race), 10 points for Skills, 0 points for Advantages, with up to 4 points for Disadvantages.
- ◆ For NPCs that are peers with starting Characters, spend 12 points for Attributes (starting at 4 or 5 by race), 20 points for Skills, 3 points for Advantages, with up to 8 points for Disadvantages.
- ◆ For NPCs that are powerful, spend 16 points for Attributes (starting at 4 or 5 by race), 40 points for Skills, 5 points for Advantages, with up to 8 points for Disadvantages.
- ◆ For NPCs that are functionally “masterminds,” spend 20 points for Attributes, 60 points for Skills, 7 points for Advantages, with up to 8 points for Disadvantages.

DRAMA POINTS

Some NPCs, like your key bad guys, may have Drama Points. We suggest giving these powerful NPCs five Drama Points and masterminds ten Drama Points. However, please be sparing with the number of NPCs in your adventures that have Drama Points. They're supposed to be special for the players, with important exceptions.

DEVELOPMENT

If you have an important NPC who ends up regularly working with the Characters, or an antagonist who perseveres and continues to plague them, you might want to give that Character Advances. If the NPC is really keeping up, give her half of what you're giving the players.

KILLING CHARACTERS

CihulhuTech is horror at its heart and that means that, regardless of good adventure design or Drama Points, Characters are sometimes going to meet their end. Having a Character killed is always a traumatic experience for a player and you should never allow Characters to die casually. Here are a few guidelines to help you make Character deaths meaningful.

1. DON'T LEAVE IT TO CHANCE

Killing a Character because you got great dice rolls and the player in question didn't could be considered callous. If it works with your play space, roll your dice behind a screen of some kind so that the players can't see what you're rolling. That way, you can fudge when you need to. Feel free to punish the Character in other ways, but please don't kill him because of bad luck.

2. GIVE IT PURPOSE

One way to help a player deal with the death of his Character is if that death has exciting dramatic purpose. Dying holding off monsters is heroic and so is sacrificing oneself to make sure the bomb goes off. Characters can most readily die in combat this way, as long as said death serves the scene and the story.

3. IF YOU'RE GONNA BE STUPID, YOU GOTTA BE TOUGH

Sometimes, despite ample warning - even from you - and against common sense, Characters are going to do something careless. That something might be taking on a pair of Zabuth alone or something equally as insane. Players come up with creative things all the time, but unfortunately they sometimes come up with creative ways to do suicidal things.

When a Character insists on doing something that will get her killed and she has no Drama Points to save herself, it's best to let her die. After all, you've given her a fighting chance to avoid it. At least the Character can be a lesson from which everyone can learn.

CARRYING ON

No one should be penalized for their Character dying in the course of a game. If you have to kill a Character, use these guidelines for helping the player craft a new Character that's at approximately the same power level. After all, Character advancement should be a reward for the player, not just for one Character's achievement.

If you've been tracking Advances, which hopefully you have, you can simply have the player create a new Character from scratch and then spend that amount of Advances. If not, guesstimate to get her in the ballpark.

Then you can work with the player to come up with a good story to introduce this new Character to the group, especially how to integrate her. What's especially cool is if you can work with the player to

AT A GLANCE: TBD

◆ TBD

come up with some sort of family legacy for the new Character. Maybe the new Character is a sibling or a cousin who has an eye on avenging the former Character's death. It works in many forms of serialized media, so why not in your game?

CLASSIC STORY STRUCTURE

Most of us are familiar with the classic three act structure, handed down from the Greeks. It can be a useful tool when creating your own adventures for CthulhuTech, helping you pace your story and provide the necessary elements to make it feel fulfilling. While classic story structure may apply to a single adventure, it can also apply to an overall multi-adventure story arc. Try using it on both levels to see what works for you.

Let's take a look at the elements of classic story structure, followed by the overall guiding three acts.

ELEMENTS

- ◇ Plot – A series of events caused by protagonists going up against opposing forces; the core of the story.
- ◇ Subplot – A secondary story, occurring underneath the main plot, which usually involves the plight of individual Characters; often more personal stories.
- ◇ Twist – An unexpected development in the story.
- ◇ Climax – The most important or exciting point in the story.
- ◇ Denouement – The final part of the story, in which loose ends are wrapped up.

ACT ONE

This should be about the first quarter of your overall story. Before this act is complete, you should have introduced the setting, the main player-portrayed Characters and Supporting Characters, and the plot of the story, as well as any relevant subplots. You should also have introduced the antagonist's main goal, or at least evidence of it. At the end of this act there is a twist, which alters what the Characters are used to and forces them into action.

ACT TWO

This should be about the middle half of your overall story. Characters explore the setting and complications of the story during the first half of the act, uncovering piece after piece of the puzzle and overcoming one hurdle after another. About half of the way through Act Two, both the plot and any subplots should have their own twists. The second half of the act, in general, gets more dangerous and dark. The end, in particular, should have its own dark twist that makes things not look good for the Characters.

ACT THREE

This should be about the last quarter of your overall story. Things should get more and more challenging for the Characters, to the point where they should wonder whether or not they can succeed or survive their experience. This all should lead up to the climax, which is the thing to which the whole

story has been building and which will ultimately conclude the tale. After the climax, stories typically move into the denouement, which answers most of the questions raised by the story and ties up loose ends. The denouement should be to the point, so you can move on to further adventures.

THEMES

Though heavily influenced by the works of Lovecraft, CthulhuTech has its own blend of narrative themes. Understanding them may help you portray the feel of CthulhuTech stories in a vibrant way.

BRAVERY

Tagers didn't have to become what they are. Other people don't have to join the Eldritch Society. Characters are people who have the courage to do the unthinkable to fight against an almost overwhelming foe. They are the heroes who have been called, and they have answered the call with enthusiasm.

DREAD

There are terrible things that lurk in the shadows. Monsters are real. People cling to their illusions of safety as best they can, but there's always an undercurrent that something is about to go wrong. It's not paranoia, it's creeping dread, like a fear of the dark.

FEAR & INSANITY

What people believe to be reality is merely a cleverly fabricated story to make them feel better. The reality of the universe is usually too much for people to face. There's a lot to be afraid of, and society provides counseling and therapy to help people stay balanced.

The Fear and Insanity rules do a good job of simulating this. However, don't be afraid to put important Supporting Characters into harm's way using these rules. Insanity should eventually claim those around the Characters on their journey, just to remind them how lucky they are. Of course, given unfortunate circumstances, a Character may follow them...

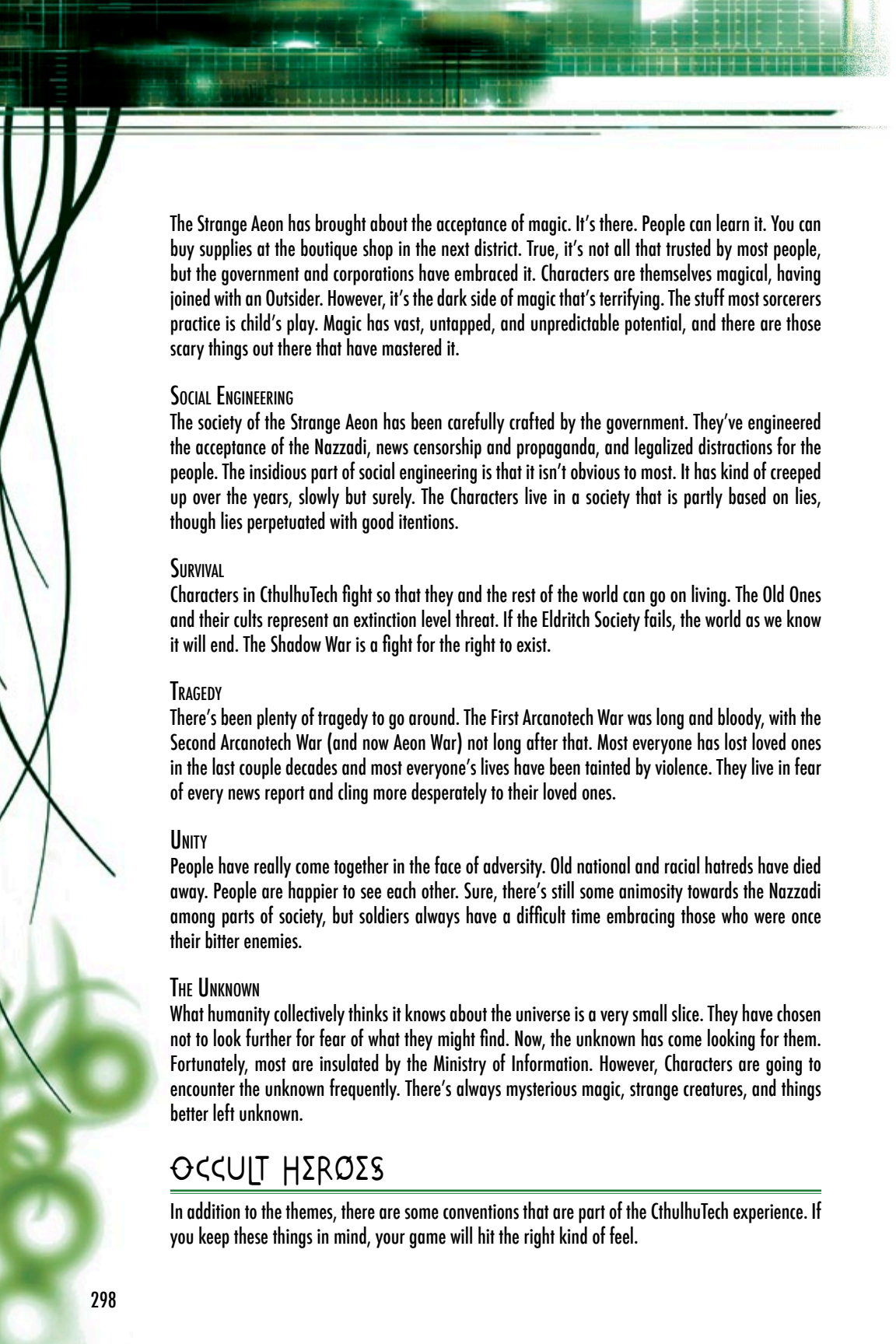
HOPE

The thing that makes the Strange Aeon special is that we are fighting back. The Old Ones are returning, they are trying to wipe us out, but we're not going quietly. There's a light at the end of the tunnel, even if it's dim and distant, and Characters are some of the people who are willing to do anything to reach it.

LOVECRAFTIAN HORROR

In the works of Lovecraft, horrors are mostly alien and unfathomable by the human mind. There's a deeper history to the world, an older one, which makes humanity seem like insects. The threats of are often of near godlike proportions, with epic consequences. His world is a dark one, where there's no monotheistic god who will stand against the Old Ones and their ilk.

MAGIC



The Strange Aeon has brought about the acceptance of magic. It's there. People can learn it. You can buy supplies at the boutique shop in the next district. True, it's not all that trusted by most people, but the government and corporations have embraced it. Characters are themselves magical, having joined with an Outsider. However, it's the dark side of magic that's terrifying. The stuff most sorcerers practice is child's play. Magic has vast, untapped, and unpredictable potential, and there are those scary things out there that have mastered it.

SOCIAL ENGINEERING

The society of the Strange Aeon has been carefully crafted by the government. They've engineered the acceptance of the Nazzadi, news censorship and propaganda, and legalized distractions for the people. The insidious part of social engineering is that it isn't obvious to most. It has kind of crept up over the years, slowly but surely. The Characters live in a society that is partly based on lies, though lies perpetuated with good intentions.

SURVIVAL

Characters in CthulhuTech fight so that they and the rest of the world can go on living. The Old Ones and their cults represent an extinction level threat. If the Eldritch Society fails, the world as we know it will end. The Shadow War is a fight for the right to exist.

TRAGEDY

There's been plenty of tragedy to go around. The First Arcanotech War was long and bloody, with the Second Arcanotech War (and now Aeon War) not long after that. Most everyone has lost loved ones in the last couple decades and most everyone's lives have been tainted by violence. They live in fear of every news report and cling more desperately to their loved ones.

UNITY

People have really come together in the face of adversity. Old national and racial hatreds have died away. People are happier to see each other. Sure, there's still some animosity towards the Nazzadi among parts of society, but soldiers always have a difficult time embracing those who were once their bitter enemies.

THE UNKNOWN

What humanity collectively thinks it knows about the universe is a very small slice. They have chosen not to look further for fear of what they might find. Now, the unknown has come looking for them. Fortunately, most are insulated by the Ministry of Information. However, Characters are going to encounter the unknown frequently. There's always mysterious magic, strange creatures, and things better left unknown.

OCULT HEROES

In addition to the themes, there are some conventions that are part of the CthulhuTech experience. If you keep these things in mind, your game will hit the right kind of feel.

DARK SHADOWS & BACK ALLEYS

The Shadow War doesn't usually happen in the most glamorous of places. The kind of clandestine activities that are a part of almost any Tager action happen in the shadows of regular society. The Shadow War happens in back alleys or dark shadows, off the beaten path and in a world filled with its own kind of dangers. It also sometimes rages through the arcane underground, the magic black market, where things can get especially dark and strange.

MORE THAN HUMAN

The Characters have fantastic power in the gifts of their symbiont. They're no longer entirely mortal, bonded on a mystical level with some kind of Outsider. They are monsters with the souls of people. Characters are well-armed to enter a world of dark conflict and mix it up, while not losing what it means to be just like everyone else.

OUTLAW HEROES

The Eldritch Society can't trust the authorities. The Children of Chaos have their ears everywhere. Things would be much easier if the government knew the truth about the Chrysalis Corporation, but the Society can't take the risk. They're forced to go out and do what they do under the radar, and in a completely illegal fashion. Taggers have to watch out as much for the cops as they do the bad guys. Ultimately, the Characters are freedom fighters, but society paints them as terrorists.

THE STRUGGLE AGAINST EXTINCTION

Cults and dark gods are real, and their influence can be felt nearly everywhere. Cults seduce the discontent into their dark dreams, ultimately to serve the Old Ones and bring their terrible masters across into this world. If the Old Ones were to reign again, what we know as life will cease to exist - as will we. The stakes are about as high as you get.

SYMBIOSIS

The Characters are no longer entirely themselves. They have undergone torturous training to endure a potentially fatal ritual in order to join with a powerful thing from beyond time and space. They are part Outsider now, and the



symbiont has its own way of thinking. Characters must remain in careful balance, lest they lose themselves to the monster within.

A TERRIBLE, HIDDEN WAR

The Children of Chaos are the harbingers of the Old Ones. Their goals and actions bring what's left of the good old-fashioned natural life on this planet closer to extinction. Even worse is that the cult hides in plain sight, trusted by the government, with massive resources at its disposal. They're so well-connected and positioned that the Eldritch Society cannot risk coming forward. The Society is forced to fight its own secret war for the survival of people everywhere from the shadows, branded as terrorists by the very people it seeks to protect.

UNKNOWABLE GODS

The Endless Ones, the Forgotten, and the Old Ones are unimaginably powerful. They are, from our perspective, simply unknowable. They exist in ways we cannot comprehend and they wield the cosmic forces of the universe. They are, for lack of a better term, gods.

There are three beings that are in some way known to be active in CthulhuTech – Nyarlathotep, Cthulhu, and Hastur. Nyarlathotep has at least two powerful avatars in the Director and the Blind Lady. Cthulhu guides his cult through dreams. Hastur has manifested as the Ruined King and commands his cult from the Plateau of Leng. The primary way the Characters should experience the power of these beings is through their influence. Characters will regularly encounter minions of these beings, as well as their influence over other things. The Characters may have nightmares caused by these beings or experience shifting weather patterns or the other strange phenomena. The point is to show them how much power these gods wield while they're still not fully manifested, so that the players are worried about the amount of power they'll wield when they return.

As far as the other gods presented here go, they may or may not be a part of your story. That's up to you.

THE ENDLESS ONES

There are three ancient gods that seem to be primal forces of the universe, and they are known as the Endless Ones. Azathoth lies at the center of all things, radiating the energy of the universe. No one knows if the being created the universe, but it is the Source – the font that maintains it. Yog-Sothoth is the shaper of the universe, the thing that gives it form. The being exists in all places, in all times. It is the barrier between worlds and is, for all intents and purposes, the thing that creates order.

It is the third that is the most notorious – Nyarlathotep. It is the only one of this triumvirate of gods who plays in their universe. Most often referred to as a he, Nyarlathotep has walked the Earth in many forms through the eons, as he has on all the planets of sentient species. Then he tempts and tinkers, bringing chaos in his wake. It is most certain that he had something to do with starting the Aeon War. Today, he sits at the helm of the Chrysalis Corporation as his avatar, the Director. The Circle, a cult adjacent to the Children of Chaos, are guided by the Blind Lady, who may another of the

dark god's avatars. Who knows how many of his forms walk the Earth?

The Eldritch Society has always known that in order to win the Shadow War, they would have to face the Director. It is still uncertain what they'll do when they get there. After all, he's fundamentally the primal force of entropy in the universe. How do you fight a god?

THE FORGOTTEN

The existence of the Forgotten was only discovered by accident. There is no record of them before the T99 Division's unearthing of the Ta'ge Fragments. Now that knowledge rests solely in the hands of the Eldritch Society, who have used its power to wage their secret war.

What makes the Forgotten noteworthy, other than the Rite of Sacred Union, is that the Fragments tell of an ancient war between themselves and the Old Ones. It is said that the Forgotten are the ones who locked the Old Ones away. However, the powers that be within the Society aren't stupid. They're well-aware that playing with anything on a god-like level invites disaster, and try to limit their exploration into the Forgotten's power. However, there was something in the Fragments that made the Founders betray the Children of Chaos, so the Society has taken it as a sign that some good can come from the Forgotten's legacy.

While most understand that the power of the Forgotten already have them playing with enough fire, there are those within the Eldritch Society who have come to revere or even worship what they understand about the Forgotten. This is widely discouraged.


Here are the main points the Society has learned from the Ta'ge Fragments so far:

- ◇ The ancient arctic city in which the Fragments were found was constructed by a being known as Drazet, the Unformed. It is said that this being was the one that left behind the Rite of Sacred Union for humans to discover.
- ◇ Morfean, the Ethereal, is said to be the master of time and dreams, suspected to be Hypnos to the Greeks. It has never visited our galaxy, but has intruded through the web of dreams.
- ◇ Myrovh, the Puppeteer, is said to manipulate entire species, pitting them in conflict. Some believe this is to inspire growth, while others believe this god to be cruel.
- ◇ Savaty'ya, the Unbound, is said to be a creature that has ascended into the upper spheres of cosmic consciousness. It's mere presence transmutes the primal energies of the universe. Some believe it has been known through its avatar Nodens, while others are worried about an alien intelligence that quests for infinite power.

THE OLD ONES

The Old Ones are the dark gods of the universe, unknowable and alien creatures too terrifying to behold. Legends say that they were exiled by the Forgotten long ago, imprisoned in the places between worlds. For eons, they have slumbered, awaiting the time when the stars would come right and they could once again reign in terror in our world. That time has come.

One has already returned. He is called many names, most often the Unspeakable or the Unnamable.



Here on Earth, Hastur is known as the Ruined King, as his true name invites disaster. He rules his terrible cult, the Disciples of the Unnamable, from the dark Plateau of Leng, which has reappeared in Central Asia. Few who have seen him have lived and those few who have are forever mad. The Ruined King's army, known as the Rapine Storm, rolls out across the continent, destroying everything in its path – or worse. The Death Shadows are his corrupters, hidden within society, rotting away at it from within.

The Dark Goat of the Woods, the Goat with a Thousand Young, the Black Mother – Shub-Niggurath, like Hastur, is known by many names. And all of them are pissed. A few years ago, her worshippers, with the help of the Children of Chaos, labored to lay open the barriers between worlds and usher in the manifestation of the Black Mother. It failed. Though the Children of Chaos have left her cults to languish, there are those that believe there is yet another chance for Shub-Niggurath to break through.

It is perhaps Cthulhu that is the most infamous of the Old Ones. He has been here before, ruler of a vast and bloody empire which endured for millions of years, long before humans were an evolutionary thought. Entombed with his people in the sunken and Lost City of R'lyeh, the most feared of the Old Ones sleeps the sleep of death. But he dreams, and his dreams guide the Esoteric Order of Dagon, Cthulhu's church on Earth. The cult seeks to find the Lost City and awaken their dark master. If they do, despite any other efforts in the Aeon War, the world will crumble under his power.

Once there was a mystical place known as the Dreamlands. It's gone now. Anyone who tries to dream their way there ends up dead or insane. The being known as Gurathnaka, or more commonly the Shadow of Night and the Eater of Dreams, has consumed them. No one knows why it did that or if it represents any other threat. It is feared it can touch anyone's dreams.

SIDEBAR: TAGERS & GUNS

In the first edition of CthulhuTech, we talked about how the Eldritch Society had a limited number of firearms modified for Tager use. If you think that's cool for your game, then please feel free to add it back in.