

# D20

System

# Universal Role-Playing System

## Volume Three: Optional Systems



**Optional Rules and Special Abilities for Enhancing your Gaming Experience**



## **What is this book all about?**

The book you hold in your hands was created by me to add to the enjoyment of Players and Administrators who are utilizing the Universal Role Playing System. This book was designed to add many new options for Players to increase the capabilities of their characters. This book also was created so that I could put various concepts like Psionics, and Mutations that are used alone or together in various Campaign models in one book so that Administrators and their Players do not have to refer to many different books to find that power listing that they need.

The Powers section of this book only lists the Systems that I have adapted for the Universal Role Playing System, and that appear in the various Campaign Models I've created. They were adapted to work singly or in any combination and each system should not conflict with another system. Players and Administrators should work together to decide what optional rules they will add to their game if they decide to utilize any of the optional rules and systems presented herein. As with everything else that makes up the Universal Roleplaying system, the enjoyment of the Players and Administrators is only possible if all parties work towards that end, and these rules are only here to help make that happen.

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## Table of content

|  |           |  |            |
|--|-----------|--|------------|
| <b>Section one: Expanding the character's options.</b> | <b>5</b>  | Mutants (cont.)-                             |            |
| <b>New Merits and Flaws</b> .....                      | <b>5</b>  | <b>Mutant powers</b> .....                   | <b>48</b>  |
| Merits.....  | 5         | <b>Descriptions</b> .....                    | <b>49</b>  |
| Flaws.....   | 7         | Minor (Positive) mutations.....              | 49         |
| <b>New Skills</b> .....                                | <b>8</b>  | Minor (Negative) mutations.....              | 54         |
| <b>Feats</b> .....                                     | <b>10</b> | Major (Positive) mutations.....              | 57         |
| Descriptions.....                                      | 11        | Major (Negative) mutations.....              | 62         |
| <b>Epic level Characters</b> .....                     | <b>23</b> | <b>Psionics in the URS</b> .....             | <b>64</b>  |
| Epic points.....                                       | 23        | The Psychic character.....                   | 64         |
| <b>Expanded equipment lists</b> .....                  | <b>24</b> | Level information.....                       | 64         |
| Equipment endurance.....                               | 24        | Definitions.....                             | 64         |
| <b>Clothing</b> .....                                  | <b>24</b> | Determining psionic abilities.....           | 65         |
| Clothes (individual parts).....                        | 24        | Learning additional Psionic powers.....      | 65         |
| Clothing accessories.....                              | 25        | <b>Wild talent template</b> .....            | <b>66</b>  |
| Protective attire/armor.....                           | 26        | <b>Psionic Merits/Flaws</b> .....            | <b>67</b>  |
| Armor descriptions.....                                | 27        | Description.....                             | 67         |
| Melee weapons.....                                     | 28        | <b>Psionic skills</b> .....                  | <b>68</b>  |
| Improvised weapons.....                                | 28        | Description.....                             | 68         |
| <b>Ranged weapons</b> .....                            | <b>29</b> | <b>Psionic feats</b> .....                   | <b>72</b>  |
| <b>Projectile/Gyrojet/Sprayer weapons</b> .....        | <b>29</b> | Descriptions.....                            | 72         |
| Pistols/Machine pistols.....                           | 29        | General feats.....                           | 72         |
| Rifles/Sub-machine guns/Assault rifles.....            | 29        | Psionic feats.....                           | 73         |
| Other PGS weapons.....                                 | 30        | Meta-Psionic feats.....                      | 78         |
| Ammunition.....  | 30        | Psionic item creation feats.....             | 79         |
| Weapon attachments.....                                | 31        | <b>Available Psionic Disciplines</b> .....   | <b>82</b>  |
| Grenades/Mines.....                                    | 31        | Psychic point cost.....                      | 82         |
| Vehicle mounted/Heavy PGS weapons.....                 | 32        | Psychic disciplines.....                     | 82         |
| Vehicle mounted/heavy weapons Ammunition... ..         | 32        | <b>Descriptions</b> .....                    | <b>84</b>  |
| Explosives.....  | 32        | Level one.....                               | 84         |
| <b>Standard equipment</b> .....                        | <b>33</b> | Level two.....                               | 94         |
| Adventurers' gear.....                                 | 33        | Level three.....                             | 100        |
| Containers.....  | 33        | Level four.....                              | 107        |
| Entertainment equipment.....                           | 35        | Level five.....                              | 113        |
| Explorers gear.....                                    | 35        | Level six.....                               | 116        |
| General goods.....                                     | 36        | <b>Section three: expanded rules</b> .....   | <b>122</b> |
| Medical goods.....                                     | 37        | Careful aim.....                             | 122        |
| Rogue's gear.....                                      | 37        | Electricity.....                             | 122        |
| Specialized clothing.....                              | 38        | Firing from a moving vehicle.....            | 122        |
| Supernatural hunting gear.....                         | 38        | Grenade bounce.....                          | 122        |
| <b>Section two: Optional rules</b> .....               | <b>39</b> | <b>Opening specialized doors</b> .....       | <b>122</b> |
| <b>Genetics</b> .....                                  | <b>39</b> | Iris valve or sliding door.....              | 122        |
| Simulating genetic research in game terms.....         | 40        | Hatchway.....                                | 122        |
| Designer diseases.....                                 | 40        | Airlock.....                                 | 123        |
| Genetic manipulation of plant life.....                | 40        | Donning a specialized suit.....              | 123        |
| Genetic manipulation of higher life forms.....         | 40        | Real world diseases.....                     | 123        |
| <b>Templates</b> .....                                 | <b>40</b> | Real world poisons.....                      | 123        |
| Aquan.....   | 40        | Robot malfunctions.....                      | 124        |
| Bio-weapon.....  | 41        | Shooting at targets in a crowd.....          | 124        |
| Healer.....  | 42        | Throwing explosives.....                     | 125        |
| Morphean.....  | 43        | Using mirrors.....                           | 125        |
| Nocturnal.....   | 44        | <b>Section four: Expanded vehicles</b> ..... | <b>126</b> |
| <b>Optional rule: Genetic specimen flaw</b> .....      | <b>44</b> | Descriptions.....                            | 126        |
| <b>Other benefits of Genetic research</b> .....        | <b>45</b> | <b>Character Sheet</b> .....                 | <b>134</b> |
| <b>Cloning</b> .....                                   | <b>46</b> | <b>Appendix: Missing Skills</b> .....        | <b>137</b> |
| <b>Mutants</b> .....                                   | <b>47</b> |  |            |
| Mutant template.....                                   | 47        |  |            |
| Statistics that remain unchanged.....                  | 47        |  |            |
| Mutant powers gained.....                              | 47        |  |            |
| Using mutant abilities.....                            | 47        |  |            |
| Gaining additional mutations.....                      | 48        |  |            |



## Section One: Expanding the character's options

This section introduces new options for characters in the Universal Role Playing System. New Merits and Flaws, Feats, and Equipment options can be found below that are geared to increase the scope and capabilities of the Heroes of the modern world.

### New Merits and Flaws

The following are a list of additional Merits, and Flaws for characters using the URS rules. As was stated before these are an optional part of the game and a Player should check with his Administrator before choosing any of the following traits. It should be noted that these traits do not stack. If a trait's powers overlap with another trait only the trait with the highest bonus is used.

| Merits               | Cost | Merits              | Cost |
|----------------------|------|---------------------|------|
| Absolute Authority * | 2    | Improved recovery   | 3    |
| Acrobatic            | 3    | Instinctual driver  | 2    |
| Agile                | 3    | Instinctual pilot   | 3    |
| Animal affinity      | 2    | Investigator        | 3    |
| Artisan              | 3    | Knowing glance      | 2    |
| Athletic             | 3    | Legendary toughness | 5    |
| Aura of trust        | 4    | Life bond           | 5    |
| Born rider           | 3    | Lion heart          | 3    |
| Cast iron stomach    | 2    | Low key             | 2    |
| Contortionist        | 2    | Mental stability    | 3    |
| Daredevil            | 3    | Mobility            | 3    |
| Deceitful            | 3    | Negotiator          | 2    |
| Deft Hands           | 3    | Night owl           | 2    |
| Diligent             | 2    | Nimble fingers      | 3    |
| Endurance            | 3    | Potent Psychic*     | 5    |
| Fame                 | 2    | Scavenger           | 2    |
| Favored instrument   | 2    | Sharp-eyed          | 3    |
| Focused              | 3    | Slippery mind       | 3    |
| Golden tongue        | 2    | Sprint              | 2    |
| Grim determination   | 2    | Stealthy            | 3    |
| Icy calm             | 2    | Technical wiz       | 4    |

\* These Traits affect Psionic characters only

| Flaws              | Cost |
|--------------------|------|
| Binding secret     | 5    |
| Dark ancestry      | 5    |
| Prophetic birth    | 5    |
| Scent of the Beast | 2    |
| Social pariah      | 2    |

### Descriptions

#### Merits

**Absolute Authority:** A character possessing this trait has an air about him which brooks no one to question his commands. When using mind influencing psionics that require a firm voice, or command creatures they suffer a -2 to their Resistance rolls to resist his powers

**Acrobatic:** A character possessing this trait gains a +2 bonus to his Balance and Jump skill rolls.

**Agile:** Characters who have this trait gain a +2 bonus to his Tumbling and Climb skill rolls.

**Animal affinity:** Characters who possess this skill gain a +2 to their Ride, and Animal handling skill checks.

**Artisan:** A character who possesses this trait gains a +2 bonus to his Craft, or Profession Skill rolls.

**Athletic:** Characters who possess this trait gains a +2 to their Jump, and Climb skill rolls.

**Aura of trust:** A character possessing this trait gains a +2 bonus to his Bluff and Diplomacy skills because there is something about them that makes people trust them. When using Mind influencing Psions, a character with this trait causes his victims to suffer a -2 to their Resistance rolls because they are more prone to trust him.

**Born rider:** A character possessing this skill gains a +4 bonus to his ride checks.

**Cast iron stomach:** A character with this trait is able to subsist on food that is not completely wholesome. These characters can subsist on tainted food or even carrion without becoming ill.

**Contortionist:** A character with this skill gains a +4 bonus to their Escape artist skill rolls.

**Daredevil:** Characters with this trait are fearless. They gain a +4 bonus to their Will Saves to avoid the effects of Fear.

**Deceitful :** A character possessing this skill gains a +2 bonus to their skill rolls when using Bluff, or Gaming skills.

**Deft Hands:** A character who possesses this skill gains a +2 bonus on their Disarm, and Open lock skills.

**Diligent:** A character who possesses this skill gains a +2 bonus to their Appraise and Decipher script rolls.

**Endurance:** A character who possesses this trait may perform strenuous activity for 2x as long as anyone else without suffering ill effects for doing so.

**Fame:** A character blessed (or cursed) with fame gains a +4 bonus to his Reputation.

**Favored instrument:** A character who possesses this trait gains a +2 bonus to his perform skills when using his favored instrument.

**Focused:** A character who possesses this trait gains a +2 bonus to his concentration skill rolls.

**Golden tongue:** Characters possessing this trait gain a +4 bonus to their Bluff skills.

**Grim determination:** Character who possesses this trait cannot be swayed from their chosen course when they set their mind on something. A character who has this trait gains a +2 bonus to their Resistance rolls against Mind influencing effects (except illusions).

**Icy calm:** A character that possesses this trait when in combat fights with an almost supernatural calm that unnerves his opponents and gives the character a +2 bonus to their Will saves vs. fear effects.

**Improved recovery:** A character who possesses this trait who is stunned allows an Attack of opportunity against him, but does not lose his remaining actions, nor does he suffer a modifier to his initiative because of it.

**Instinctual Driver:** A character with this trait is at ease behind the wheel, or control stick of any ground vehicle. The Character gains a +4 bonus to any rolls he makes while driving with the exception of combat rolls.

**Instinctual Pilot:** A character with this trait is at ease piloting any type of Aero-craft, System ship or Star craft. The Character gains a +4 bonus to any rolls he makes while piloting a craft with the exception of combat rolls.

**Investigator:** A character who possesses this skill gains a +2 bonus to his Search, and Sense motive rolls.

**Knowing glance:** A character who possesses this trait gains a +4 bonus to his Sense motive skill checks.

**Legendary toughness:** A character who possesses this trait gains a bonus to his Endurance points equal to his Stamina modifier/level.

**Life bond:** A character with this trait has such a strong connection the living world that they die only when their Endurance points reach -12 as opposed to -10.

**Lion heart:** A character who possesses this trait gains a +4 bonus to his Resistance rolls vs. fear effects and if he is affected by

the fear they only suffer the effects for ½ as long as a normal character.

**Low key:** A character with this trait tends to go about unnoticed. These characters gain a +4 bonus to their hide rolls, and can even roll a standard hide roll (unmodified by this trait) to go unnoticed in a crowd.

**Mental stability:** A character who possesses this trait that is affected by mind influencing psionics suffers the affects for ½ as long as a normal character.

**Mobility:** A character who possesses this trait gains a +2 bonus to his Reflex Resistance rolls, and gains a +1 bonus to their Defensive rating when wearing non-metallic armor.

**Negotiator:** A character possessing this trait gains a +4 bonus to his Diplomacy skills.

**Night owl:** A character who possesses this trait is accustomed to darkness. The character suffers ½ the penalties incurred by characters for being in darkness, and they are more use to being awake at night. Night owls suffer a -1 penalty to their ability, combat and skill rolls during the day.

**Nimble fingers:** A character possessing this trait gains a +2 bonus to his Pick pocket and Search rolls.

**Potent Psychic:** A character who possesses this trait begins with double his starting Psyche.

**Scavenger:** A character with this trait can once/adventure while in a settlement find a mundane item that can be useful to him worth up to 2-12cr/level of the character.

**Sharp-eyed:** A character who possesses this trait gains a +4 bonus to his Spot checks.

**Slippery mind:** A character who possesses this trait gains a +4 bonus to his Will saves.

**Sprint:** A character with this trait can make a Fortitude save DC 20 to run at a rate of 5x their movement rate for 1 round/point of Stamina bonus (Minimum 1 round). This is usable once/hour but only one time/day/point of Stamina modifier of the character (Minimum 1 hour)

**Stealthy:** A character possessing this trait gains a +2 bonus to his Move silently and Hide skills.

**Technical wiz: Athletic:** Characters who possess this trait gains a +2 to their Computer, Repair, and Use technology skill rolls.

## Flaws

**Binding secret:** A character who possesses this disadvantage is bound by some secret. Any being who learns this secret gains some power over the character. The character suffers a -2 to his Ability, Combat, and Skill rolls, and Resistance rolls when confronted by a character who knows his secret.

**Dark ancestry:** A character who possesses this disadvantage is cursed with some infamous ancestor. The character is identified as evil regardless of his accomplishments. The character's reputation increases at ½ the normal rate.

**Prophetic birth:** A character who possesses this disadvantage lives his life knowing that his birth was prophesized and that all the events in his life are leading to some predetermined event that the character cannot escape from.

**Scent of the beast:** A character who possesses this trait causes animals to growl, bark, or panic in his presence. These characters suffer a -4 to his Ride, and Handle animal checks.

**Social pariah:** A character with this trait is treated as if his Personality was half of its rating when dealing with common folk in settlements because he does not understand the nuances of dealing with people.

## New Skills

| Skill                      | Attribute   |
|----------------------------|-------------|
| Bribery                    | Personality |
| Environmental Adaptability | Agility     |
| Recruiting                 | Personality |

### Bribery (Per)

The character has experience in bribing petty and not-so-petty officials in order to circumvent regulations, or ignore cumbersome laws.

**Check:** If the bribe is less than the minimum bribe required, the attempt will automatically fail. To determine the minimum amount that the bribe should be check on the table below:

| Official  | Minimum Bribe   |
|---|-----------------|
| Petty clerk   | 100 dollars     |
| Patrol level law enforcement  | 200 dollars     |
| Investigator level law enforcer   | 500 dollars     |
| Low level Federal agent/Low level crime boss                                  | 1,000 dollars   |
| Low level administrator/corporate agent                                       | 2,000 dollars   |
| Mid-level administrator/corporate officer                                     | 5,000 dollars   |
| High level Federal agent/Mid-level crime boss                                 | 10,000 dollars  |
| High level administrator/Corporate Chairperson/ Low level government official | 20,000 dollars  |
| Mid-level government official/High level crime boss                           | 50,000 dollars  |
| High level government official  | 100,000 dollars |

For every level greater than the minimum bribe listed that the character is willing to pay he gains a +1 bonus to his skill roll to a maximum bonus of +5.

**Retry:** If the first offer is not accepted the character may offer a greater bribe which does not increase his modifier, but runs the risk if this second attempt fails of having the official have the character arrested for attempted bribery.

**Special:** A character 's reputation modifies his bribery roll by a modifier equal to the reputation's modifier which if negative must be overcome by offering higher bribes, but when the reputation score becomes positive the level of the target of the bribe is reduced by the modifier to determine the minimum bribe needed to secure his services. Thus a character with a reputation of 14 (+2 modifier) needs only to ask a petty clerk for a favor, or a patrolman to look the other way and they will do so, while he could offer a detective a 100cr bribe to secure his services.

### Environmental Adaptability (Ag) Trained only

Character possessing this skill have been trained to act in many different types of environments. They can reduce the penalties of moving in gravities other than the standard (.8 to 1.2) and or when dealing underwater, or in space, by ½.

**Check:** Under normal circumstances no roll is needed to use this skill. A skill check may be required however if the character is performing some stunt during a dramatic moment, such as jumping across a chasm on a high gravity world during a firefight. In this case the character can add a +2 circumstance bonus to the skill he is using such as jump in the above example.

### Recruiting (Per)

The individual is familiar with the most effective means of approaching individuals and presenting proposals for employment couched in terms that are most likely to produce acceptance. This skill is helpful for recruiting troops, getting passengers on a space liner, or even convincing planetary governments to throw their lot in with your cause.

**Check:** Once/week a check is made to locate recruits for volunteer work, job openings, passengers, or potential soldiers. The difficulty in locating qualified applicants depends greatly on the level of skill that the character is trying to attract and the population of the area where he is drawing applicants from. If the check succeeds see the table below to determine the number



and general level of the recruits:

| Recruit Level          | Colony | Difficulty by Population level |          |       | Number of Recruits |
|------------------------|--------|--------------------------------|----------|-------|--------------------|
|                        |        | Agricultural                   | Moderate | Heavy |                    |
| Untrained              | 15     | 12                             | 10       | 5     | 3-10 (d8 +2)       |
| Apprentice (Level 1)   | 18     | 15                             | 12       | 10    | 2d4                |
| Journeyman (Level 2-5) | 20     | 20                             | 15       | 12    | 1d6                |
| Experts (Level 6-8)    | 30     | 25                             | 20       | 15    | 1d4                |

**Retry:** Retry as often as desired but only one roll can be made per week.

**Special:** When using recruiting to locate passengers, Journey class passengers are treated as untrained, as are Steerage class passengers (those who travel with the cargo) Standard passengers are treated as Apprentices, and First class as Journeyman. If the ship has luxury accommodations use the listing for Expert class to determine the number of passengers they attract.

It should be noted that this roll only brings the recruits to the character. The character must determine the conditions of employment any incentives that he will offer and must have any specialized equipment that may be required for the job, or his recruits will not stay on.

When used to negotiate a pact, or to gain support for a cause from a planetary government or official the character who has a rank of Diplomacy of at least +4 gains a +2 to his roll when using this skill.



## New Feats

What follows are new feats for characters in the Frontier.

### Combat

| <b>Feats</b>                   | <b>Actions</b> | <b>Feats</b>                   | <b>Actions</b> |
|--------------------------------|----------------|--------------------------------|----------------|
| Ambush shot                    | 1 action       | Improved dodge                 | 1 action       |
| Armed deflection               | Special        | Improved mounted ranged combat | none           |
| Cloak defense                  | 1 action       | Improved precise shot          | 1 action       |
| Cloak pin                      | 1 action       | Improved wrestling             | none           |
| Close quarters fighting        | none           | Improvised shield              | none           |
| Counterattack                  | Special        | Instant stand                  | none           |
| Cover fire                     | 1 action       | Knock down strike              | 1 action       |
| Create opportunity             | 1 action       | Mounted dodge                  | 1 action       |
| Death blow                     | none           | Pin shield                     | 1 action       |
| Death trance                   | 1 action       | Power critical                 | none           |
| Defensive stance               | 1 action       | Power lunge                    | 1 action       |
| Defensive strike               | special        | Ranged disarm                  | 1 action       |
| Defensive throw                | special        | Ranged pin                     | 1 action       |
| Dirty fighting                 | 1 action       | Reckless attack                | 1 action       |
| Display weapons                | 1 action       | Rend armor                     | 1 action       |
| Dual attack                    | none           | Ride by attack                 | 1 action       |
| Ducking shot                   | Special        | Roll with the blow             | none           |
| Evasion                        | none           | Shield Bash                    | 1 action       |
| Expert aim                     | none           | Shield charge                  | 1 action       |
| Fast aim                       | none           | Spirited charge                | 1 action       |
| Find flaw                      | 1 action       | Stunning shot                  | 1 action       |
| Firing into crowds             | 1 action       | Stunning strike                | 1 action       |
| Gunman's eye                   | none           | Tandem Strike                  | Special        |
| Immobility                     | none           | Two weapon defense             | 1 action       |
| Improved attack of opportunity | none           | Vengeance strike               | special        |
| Improved called shot           | none           | Weapon finesse                 | none           |
| Improved charge                | none           | Weapon focus                   | none           |

### Martial arts

| <b>Feats</b>     | <b>Actions</b> |
|------------------|----------------|
| Lightning strike | Special        |

### General

| <b>Feats</b>               | <b>Actions</b> | <b>Feats</b>      | <b>Actions</b> |
|----------------------------|----------------|-------------------|----------------|
| Controlled breathing       | none           | Perfect stillness | none           |
| Death Visage               | none           | Remain conscious  | none           |
| Enter the unconscious mind | none           | Shadow            | none           |
| Herculean effort           | 1 action       | Skill focus       | none           |
| Inspire loyalty            | 1 action       | Sleep on the go   | none           |
| Partial Action             | none           |                   |                |

### Special

| <b>Feat</b>       | <b>Cost</b> | <b>Feat</b>              | <b>Cost</b> |
|-------------------|-------------|--------------------------|-------------|
| Armor mastery     | none        | Improved Warrior's Dodge | One action  |
| Backstab          | One action  | Knockout Blow            | One action  |
| Combat instincts  | none        | Shield mastery           | None        |
| Crippling strike  | One action  | Smite                    | One action  |
| Feint             | One action  | Trackless Movement       | None        |
| Improved Backstab | One action  | Warrior's Dodge          | One action  |
| Improved Dodge    | One action  |                          |             |

## **Descriptions**

### **Combat Feats**

#### **Ambush shot**

**Prerequisites:** Expertise (ranged weapon), Hide +4

**Effect:** A character possessing this feat must be hiding, and then spends an action to prepare to use the feat. The character may then fire from hiding and not be discovered. If the character moves however he must again roll his hide skill and must reuse this feat. If this feat is used with an Energy weapon the character may be discovered but the person attempting to spot him suffers an additional +4 penalty to his chance to discover him.

#### **Armed Deflection**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat is able to expend an Attack of opportunity at any point in the round where they are subject to a ranged attack that they are aware of. The character is allowed to roll a Reflex save against a difficulty equal to the attacker's attack roll and if he succeeds he successfully deflects the attack with a melee weapon, taking no damage from it. Energy weapons however can only be deflected by energy melee weapons.

#### **Cloak defense**

**Prerequisites:** none

**Effect:** At the beginning of the round before initiative is rolled the character must spend an action and declare this feat's use. The character must also have one hand free to successfully use this feat. For that round the character gains a +1 bonus to his Defensive rating as if he were using a shield but in effect he is using his cloak to deflect or obscure enough of his body to throw off his opponent's aim.

#### **Cloak pin**

**Prerequisites:** none

**Effect:** A character who possesses this feat expends an action and makes a roll to hit against an opponent whose Defensive rating is determined as if he were unarmored (DR 10+ his Defensive bonus) and if he succeeds the character can pin a target's limb. If the character's arm is pinned the character cannot use that limb until he expends an action and rolls a Agility check against a difficulty equal to the attacker's success roll to free himself. If the character has a leg pinned every time the character moves he must roll a Reflex save (DC 15) or fall prone. If the character falls prone, or tries to free himself they suffer an attack of opportunity against them.

#### **Close quarter fighting**

**Prerequisites:** none

**Effect:** A character who possesses this feat can fight unhindered in areas up to 3' in width. In addition these characters can slip into range to make an unarmed attack against a target without incurring an attack of opportunity.

#### **Counterattack**

**Prerequisites:** Expertise

**Effect:** Whenever the character is attacked in combat, a character possessing this feat is able to make a Reflex save against a difficulty equal to the attacker's attack roll (successful or not) and if he succeeds he may make an immediate Attack of opportunity against the attacker.

#### **Cover fire**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat has the ability by expending a feat to use his ranged weapon to halt the advance of an

opponent or keep his ally from being attacked by firing his weapon not intending to hit the opponent but to keep them at bay. To use this feat the character expends an action and rolls a called shot against a difficulty equal to 10+ the opponent's Reflex save modifier. If successful the opponent loses an action and cannot advance forward allowing the protected character to distance himself without incurring an attack of opportunity.

#### **Create opportunity**

**Prerequisites:** Expertise

**Effect:** A character who possesses this ability expends an extra action when he makes a successful melee attack in combat forcing the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage/he took or he is momentarily stunned allowing the attacker an Attack of opportunity against him.

#### **Death blow**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat requires an opponent who has been brought to zero or less Endurance points to make a Fortitude save against a difficulty of 10+ the damage he took from the blow that brought them to zero or less Endurance points to avoid dying instantly as a result of the attack.

#### **Death trance**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and expends an action to work himself into a state where they feel no pain and are so focused on the combat that their minds are difficult to mind control. While in the death trance (which lasts until the combat ends) the character reduces any damage he takes by -1 point/die with a minimum of 1 point. In addition the character gains a +2 bonus to his Will saves as well.

#### **Defensive strike**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled. During the round if the character is attacked, and the opponent misses the character can immediately make an Attack of opportunity against his opponent.

#### **Defensive stance**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must expend an action. The character may then lower his attack bonus to increase his Defensive rating for the round on a point for point basis.

#### **Defensive throw**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled. During the round if the character is attacked, and the opponent misses the character can immediately make an Attack of opportunity against his opponent to throw him. If the character succeeds he sends his opponent to the ground 5' +5'/point of Strength modifier that the attacker possesses. The thrown character suffers Attacks of opportunities when he lands on the ground and must spend an action to get on his feet, and suffers attacks of opportunity as he gets up.

#### **Dirty fighting**

**Prerequisites:** none

**Effect:** A character with this feat has mastered every underhanded trick in the book. This allows him to expend an extra action when he makes a successful unarmed combat attack, forcing the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage/he took or he is momentarily stunned allowing the attacker an Attack of opportunity against him.

### **Display weapons**

**Prerequisites:** Agility 12+

**Effect:** By expending an action before initiative is rolled the character forces his opponents to make a Will save against a difficulty of 10 + the attacker's level + his Agility modifier or they lose ½ their initiative modifier due to momentary hesitation.

### **Dual attack**

**Prerequisites:** None

**Effect:** A character with this Feat is able to make an extra attack either with his primary weapon or with an off-hand weapon by reducing his combat modifier, and applying those points to the second strike. This differs from the standard rule because the player may state how many points he is putting into the second attack as opposed to automatically reducing his bonus by ½.

### **Ducking shot**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character with this feat may expend an Attack of opportunity in addition to the action he uses to make an attack to increase his Defensive rating by 2 points when making the attack (this partially cancels the bonus against him if he suffers an Attack of opportunity against him as a result of his attack)

### **Evasion**

**Prerequisites:** Agility 15+

**Effect:** A character who possesses this feat is skilled at making himself a difficult target against Ranged weapons. The character gains a bonus to his Defensive rating against Ranged weapons equal to 2x his Agility modifier, and the character gains a +2 bonus to his Reflex saves against ranged effects.

### **Expert aim**

**Prerequisites:** Expertise

**Effect:** A character with this feat reduces his penalties for making called shots by -2 and may even reduce this penalty to zero if he already has some ability that reduces his called shot penalties, as this feat does not stack.

### **Fast aim**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat gains a +4 bonus to his initiative modifier when using a Ranged weapon.

### **Find flaw**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and expends an action as he concentrates on the target be it an opponent in combat or a structure. Thereafter when the character is attacking his chosen opponent, the opponent loses his defensive adjustment as the character is able to take advantage of weaknesses in his opponent's defense. When used against a structure the character does not reduce his weapon's damage by ½ as is the case when striking an object.

### **Fire into Crowd**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat is able to fire his weapon into melee without the chance to hit his allies if he misses a shot. To use this ability the character expends an action and rolls a called shot against his target. If he misses the shot does not have a chance to hit his allies.

### **Gunman's eye**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who possesses this feat is able to make called shots with a Ranged weapon regardless of the distance and reduces the penalty to make the called shot by ½.

### **Immobility**

**Prerequisites:** Str 16+

**Effect:** A character who possesses this feat seems to be affixed to the ground. The character cannot be thrown, or pushed back as the result of an attack regardless of the relative strength of the attacker.

### **Improved attack of opportunity**

**Prerequisites:** Combat reflexes

**Effect:** A character who possesses this feat gains an additional +2 bonus to his attack rolls when making an Attack of opportunity.

### **Improved called shot**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat reduces the penalty for his called shots by -2.

### **Improved charge**

**Prerequisites:** none

**Effects:** A character who possesses this feat when making a charge attack forces his opponent on a successful attack to make a Reflex save against a difficulty of 10 + the damage he took or be driven back 5'/point of Strength modifier of the attacker and fall prone. A prone target is subject to Attacks of opportunity and must expend an action to get back on his feet.

### **Improved dodge**

**Prerequisites:** Dodge

**Effect:** A character possessing this feat gains an additional +2 to his bonuses when declaring a dodge.

### **Improved mounted ranged combat**

**Prerequisites:** Mounted ranged combat, Ride 4+

**Effect:** A character who possesses this feat has the ability to fire his ranged weapon while on horseback even when riding at full gallop. The character gains a +2 to hit with his Ranged weapon while on horseback.

### **Improved precise shot**

**Prerequisites:** Precise shot

**Effect:** A character who has mastered this feat can make a called shot against a target's body without a penalty, and only suffers a -2 penalty to his attack roll when targeting an opponent's face so long as the target is within short range.

### **Improved shield defense**

**Prerequisites:** none

**Effect:** A character who possesses this feat must state its use before initiative is rolled and expends an action. The character during that round may use his shield to defend against all opponents in the round, and in addition he gains an additional +1 bonus to his Defensive rating for the round.

### **Improved wrestling**

**Prerequisites:** none

**Effect:** A character who possesses this feat is so skilled at grappling that he does not roll an opposed attack roll when using a wrestling maneuver. The character rolls a standard attack roll against an Defensive Rating of 10+ the opponent's Agility modifier, and if he succeeds he accomplishes his maneuver. In the effect of a maneuver that is held by the character the opponent is held for that round, but before initiative is rolled in the following round the characters roll an opposed wrestling roll as detailed under the wrestling rules.

### **Improvised shield**

**Prerequisites:** none

**Effect:** A character who has this feat is able to take any object that is roughly about 2' in area which the character can use as an effective shield. The character gains a +1 to his Defensive rating against one attack/point of Defensive modifier (minimum 1 attack).

### **Instant stand**

**Prerequisites:** Agility 16+

**Effect:** A character who possesses this feat who is knocked off his feet does not lose an action to get on his feet nor does he suffer an Attack of opportunity for standing back up.

### **Knock down strike**

**Prerequisites:** none

**Effect:** A character who possesses this ability expends an extra action when he makes a successful melee attack in combat forcing the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage/he took or he is knocked prone as a result of the attack. This allows Attacks of opportunity on the fallen character and requires that he expend an action to get back on his feet.

### **Mounted dodge**

**Prerequisites:** Ride 4+

**Effect:** A character who has this feat is able to swing his body to ride alongside his mount even with the mount moving at full gallop to use his mount as a shield. The character must state its use at the beginning of the round before initiative is rolled and loses an action, but during the round the character gains a +3 bonus to his Defensive rating. Any attack that missing the character but is within 4 points of the success score needed has a chance to hit the mount (Compare the success score to the steeds Defensive rating to determine if the steed has been struck)

### **Pin shield**

**Prerequisites:** none

**Effect:** A character who possesses this feat expends an action and declares the use of this feat. The character may then make a called shot against an Defensive Rating of 10+ the opponent's Defensive bonus, and if he succeeds the opponent's shield bonus is negated for the round. The opponent must expend an action to free his shield, but in so doing the character suffers an Attack of opportunity for doing so.

### **Power critical**

**Prerequisites:** Expertise

**Effect:** A character who chooses this feat gains the following special ability. On a natural 20 (unmodified roll of 20) the character double's the damage die for the weapon and then adds his damage modifiers (Strength, Specialization etc.). In addition the victim is knocked prone as a result of the attack. The fallen foe must expend an action to get back on his feet which grants his opponents an Attack of opportunity against him and who is not allowed his Defensive bonus for the attack. This Attack of opportunity does not count against the number of Attacks of opportunity that the attacker can make in the round.

### **Power lunge**

**Prerequisites:** Jump

**Effect:** A character who possesses the jump skill may leap forward to engage an opponent as if he were making a standing broad jump, without adding his jump skill, but instead applies his jump skill bonus to the damage dealt if his attack succeeds.

### **Ranged disarm**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character can attempt to disarm an opponent using a Ranged weapon by expending an action and rolling a called shot (-4 to hit) against a Defensive rating of 10 + the opponent's Defensive bonus. If this attack succeeds the opponent must roll a Reflex save with a difficulty of 15 and if the Reflex save is failed whatever the opponent held in his hand is sent 10' in a random direction.

### **Ranged pin**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character can attempt to pin an opponent's limb to a structure such as a wall, tabletop, chair, or pillar using a non-energy ranged weapon. The attacker makes a called shot (-4 to hit) and spends an action against a Defensive rating of 10 + the opponent's Defensive bonus. If this attack succeeds the opponent is pinned and cannot move or use that limb until he expends an action and rolls a Agility check against a difficulty equal to the attacker's success roll to free himself. A character trying to free himself can be attacked by opponents using Attacks of opportunities against him.

### **Reckless attack**

**Prerequisites:** none

**Effect:** A character who uses this feat uses his recklessness to put his opponent off balance so that he loses his Agility based Defensive bonus allowing the character to deliver a devastating attack that the enemy isn't prepared for. The victim of this maneuver must make a Sense motive roll against 10 + the attacker's level+ his Personality modifier and if this roll fails the attacker makes his attack roll against the opponent who loses his Agility based Defensive bonus. If the attack succeeds the attack causes an extra die of damage before any bonuses are applied due to Strength or Skill.

### **Rend armor**

**Prerequisites:** none

**Effect:** A character who possesses this feat is able to by expending an action make an attack that destroys an opponent's armor. The attack roll is made against 10+ Defensive bonus conferred by the armor. If the attack succeeds the victim's Defensive rating worsens by 1 place as the armor suffers a -1 to its Defensive bonus (until repaired). If the armor's defensive value reaches 0 the armor is useless and cannot be repaired.

**Special:** A character with the Repair (armor) skill can make a skill roll (DC 16) to repair one point of armor damage, but this takes ½ an hour/2 points of armor bonus that the armor grants as protection.

### **Ride by attack**

**Prerequisites:** Mounted combat

**Effect:** A character who is skilled with this feat has the ability to make a charging attack against an opponent. The character rolls his attack roll against his target who is not allowed an Attack of opportunity against the rider. If the rider's attack succeeds the attacker gains an additional damage die before adding any modifiers for strength and skill, and in addition the victim must roll a Reflex save (Difficulty equal to 10 + the damage taken) or be knocked prone. The fallen foe must expend an action to get back on his feet which grants his opponents an Attack of opportunity against him.

### **Roll with the blow**

**Prerequisites:** none



**Effect:** A character who has this trait reduces damage taken by -2 points to a minimum of 1 point of damage because they are skilled at moving their bodies to lessen the damage from the attacks.

### **Shield Bash**

**Prerequisites:** None

**Effect:** By means of this feat the character may use his shield as an offensive weapon. The character makes a standard attack roll and if he succeeds the opponent takes 1-4 points of damage + his strength modifier in damage. In addition to this the victim must roll a Reflex save with a difficulty equal to the damage taken or he is driven back 5'.

### **Shield charge**

**Prerequisites:** none

**Effect:** A character who possesses this feat may make a charging attack with his shield as opposed to with a weapon. The charging character retains his shield bonus for the attack. The opponent is allowed to make an attack roll before the shield charge is made, but when the shield charge attack roll is made it is against the Defensive rating of the opponent without his defensive bonus, and if the attack succeeds the attack causes 2d4+ the attacker's Strength bonus. In addition the defender must make a Reflex save against a difficulty equal to 10 + the damage taken, and if this fails the victim is knocked prone. A prone target suffers Attacks of opportunity for getting up and must expend an action to do so.

### **Spirited charge**

**Prerequisites:** Mounted combat

**Effect:** A character who possesses this ability can make a devastating charge with his mount. The attacker charges with his steed and this attack does not allow for Attacks of opportunity against the character. The attacker rolls a standard attack roll against his opponent and if successful he causes 2 dice of damage before applying Strength and Skill modifiers and in addition causes an additional d6 for the steed trampling on the defender. The victim must make a Reflex save with a difficulty of 10+ the damage taken or be knocked prone. A prone character suffers Attacks of opportunity when attempting to get up and expend an action as well.

### **Stunning shot**

**Prerequisites:** Expertise (Ranged weapon)

**Effect:** A character who uses this feat is able to fire a shot that does not damage his opponent, but stuns them for a moment allowing for Attacks of opportunity against him. The character must make a called shot (-6 to hit) against a difficulty of 10 + the defender's Defensive bonus, and if this succeeds the victim is momentarily stunned allowing for Attacks of opportunity to be made against him.

### **Stunning strike**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat expends an additional attack to use this ability and if he succeeds on the attack forces the victim to make a Will save against a difficulty equal to the damage he took, and if this roll fails they are stunned. A stunned character loses an action and is subject to Attacks of opportunity against him. If the victim had no other actions in that round, he loses his Initiative modifier for the next round.

### **Tandem Strike**

**Prerequisites:** none

**Effect:** A character with this feat must declare its use before initiative is rolled and declare which character he is linking his attacks with. The result of this is that the character makes his attacks simultaneously with his chosen ally and any Attacks of opportunity that result from either attacker that normally only affect the attacker can be taken advantage of by the character using this feat as if he were taking an ordinary Attack of opportunity against the victim. As an example is two characters are working in tandem and attacker A gains a critical strike on the victim, Attacker B can take an Attack of opportunity against the victim as well, but in his case attacker B uses up one of his Attacks of opportunity for the round.

## **Two weapon defense**

**Prerequisites:** Dual weapon use

**Effect:** A character with this feat is able to use his secondary weapon in place of a shield. The character must state that he is using this feat before initiative is rolled and expends an action. The character for that round gains a +2 bonus to his Defensive rating for the entire round.

## **Vengeance strike**

**Prerequisites:** Defy Death

**Effect:** This feat enables a character who is brought down to -10 Endurance points to make one final attack with a melee weapon before succumbing to death. The character is allowed one final attack using only his Strength modifier (d20 + Strength bonus) against the Defensive rating of his opponent, and if successful he causes 1 extra die of damage before adding his Strength damage adjustment. This final attack does not count against the number of attacks the character can make in a round. After the character makes this final attack the character dies.

## **Weapon finesse**

**Prerequisites:** Agility 14+

**Effect:** A character who has weapon finesse may add ½ his Agility modifier to his combat modifiers with a chosen melee weapon.

## **Weapon focus**

**Prerequisites:** Intuition 14+

**Effect:** A character who has this feat adds ½ his Logic modifier to his combat modifiers with a chosen melee weapon.

## **Martial arts**

### **Lightning strike**

**Prerequisites:** Agility 16+

**Effect:** A character with this feat who makes a successful unarmed combat attack, forces the victim to make a Reflex save in addition to taking damage from the attack, against a difficulty equal to 10+ the damage he took or the victim is momentarily stunned allowing the attacker an attack of opportunity against him.

## **General**

### **Controlled breathing**

**Prerequisites:** Stamina 12+

**Effect:** A character who possesses this feat is able to hold his breath for an additional 2 minutes so long as the character remain still and not exert himself or perform strenuous activity. The character can move at ½ speed and maintain this ability.

### **Death visage**

**Prerequisites:** Bluff 6+

**Effect:** A character who possesses this trait is able to make himself appear dead. The character rolls a Bluff skill roll with a difficulty of 17 and if successful he will appear dead to anyone upon casual inspection. A character possessing the Heal skill may attempt to discover the bluff by rolling a Skill check against a difficulty equal to the character's Bluff success score +4.

### **Enter the unconscious mind**

**Prerequisites:** Intuition 16+

**Effect:** A character who possesses this feat has mastered his mind to such a degree that if he is affected by a mind influencing Psion, he may make a new Resistance roll in the following round to shake off the effect.

### **Herculean effort**

**Prerequisites:** Stamina 12+, Intuition 12+

**Effect:** A character who possesses this feat must state its use before initiative is rolled and must spend an action to work himself up. The character with this feat adds his Stamina modifier to his Strength which lasts one round/ point of Intuition bonus he possesses. This feat can be used once/day/3 levels of the character rounded down.

### **Inspire loyalty**

**Prerequisites:** Level 6+, Personality 16+

**Effect:** A character who possesses this feat has the ability to rouse his troops enabling them to face even the most formidable foes without hesitation. The character must declare the use of this feat before initiative and be in full view of the beings to be affected by this feat. The character spends an action giving a rousing speech to his troops. Thereafter his troops gain a +2 bonus to initiative, their attack rolls, and damage rolls, and make their Will Resistance Rolls vs. fear using the Resistance Roll of the character using this feat. This lasts until the current battle ends, and can only be used once/day.

### **Partial Action**

**Prerequisites:** none

**Effect:** A character with this feat is able to make a non-combat action in a round in addition to his normal actions in a round. This extra action can be anything from switching weapons, checking his sensor, or grabbing a thrown pouch of credits, but cannot be an attack of any sort.

### **Perfect stillness**

**Prerequisites:** Stamina 12+

**Effect:** A character who possesses this feat has the ability to remain motionless for extended periods of time. The character gains a +4 bonus to his hide skills when using this ability in conjunction with his skill. A character can remain still for 1 hour/point of Stamina modifier without any ill effects.

### **Remain conscious**

**Prerequisites:** Stamina 14+

**Effect:** A character with this feat does not lose consciousness when reduced to zero Endurance points. The character cannot attack, and he loses his defensive bonus due to sluggishness. The character cannot move faster than at 1/2 speed, but he can take any non-combat action, including using psionics that affect him, but not others. If the character is struck again he succumbs to unconsciousness.

### **Shadow**

**Prerequisites:** Personality 14+

**Effect:** A character with this feat is able to go unnoticed even in plain sight. Anyone looking for the character must roll a spot check against a difficulty equal to the character's Personality to notice him because the character is skilled at making himself unobtrusive.

### **Skill focus**

**Prerequisites:** Base Skill +10

**Effect:** A character who possesses this feat gains a +10 bonus to his skill checks when using a Skill he attaches to this feat when this feat is taken. The character gains this bonus even if he is using his chosen skill under adverse conditions (such as in the middle of combat, or while underwater, etc.).

### **Sleep on the go**

**Prerequisites:** Stamina 16+

**Effect:** A character who possesses this feat has the uncanny ability to rest while moving. The character can gain 1 hour of rest every 3 hours that he or she is moving or per two hours that he is riding. The level of rest that he gains is enough to allow him to recover temporary ability damage, or heal.

## **Special Feats**

### **Armor mastery**

**Prerequisites:** None

**Effects:** A character who possesses this feat is so accustomed to wearing a particular type of armor which must be stated when this feat is taken, that he gains certain advantages over a character who doesn't possess this ability. A character with this feat may move an extra 5'/round when wearing armor of the type he specifies up to his maximum allowable unarmored movement rate. The character increases his maximum Agility bonus when wearing that type of Agility by +2, and cuts his skill penalties in half (rounded up) when wearing that armor.

### **Backstabbing**

**Prerequisites:** None

**Effect:** A character that possesses this feat can make a devastating attack against a foe he has caught flatfooted or otherwise unawares. If the character manages to catch an opponent unawares he can make an attack roll against the opponent who is not allowed to add his Agility based Defensive bonus to his Defensive rating (DR) at +4 to hit. If this roll succeeds the character doubles his weapon's damage before adding his damage bonus due to exceptional strength, or skill.

### **Combat Instinct**

**Prerequisites:** Intuition 12+

**Effect:** A character who possesses this feat is so attune to his surroundings that he becomes harder to surprise, and regardless of him being surprised or not he doesn't lose his Agility based Defensive bonus. If there is the possibility of surprise the Hero gains a +4 to his Spot check to avoid surprise.

### **Crippling Strike**

**Prerequisites:** Expertise, or Weapon specialization

**Effect:** A Character who possesses this feat is able to make a debilitating attack on an opponent. In order to do this the character makes a standard attack against his opponent and if he succeeds in making the attack instead of causing Endurance points worth of damage he causes 1 temporary point of Ability damage that he chooses from any of the following Attributes: Strength, Agility, Stamina, or Intuition. It should be noted that a character suffering ability damage regains lost points as normal.

### **Feint**

**Prerequisites:** Bluff 4+

**Effects:** A character who possesses this feat has the ability to use a combination of his skill at arms, and his guile to lure an opponent into a position where he can land a telling blow on his foe. To do this the character expends an action and the characters opponent must make an Intuition check (DC 10 + his Intuition modifier) against a difficulty of 10 + the attacker's Bluff Skill level. If the roll fails the attacker gains an Attack of opportunity against his opponent that doesn't count against the attacker's number of Attacks of opportunity for the round.

### **Improved Backstab**

**Prerequisites:** Backstabbing

**Effects:** A Character who possesses this feat has acquired an Advanced form of backstabbing that enables him to make a devastating attack against an opponent that he has managed to catch flatfooted or unawares. If the character manages to catch an opponent unawares he can make an attack roll against the opponent who is not allowed to add his Agility based Defensive bonus to his Defensive rating (DR) at +4 to hit. If this roll succeeds the character causes 4x his weapon's damage before adding his damage bonus due to exceptional strength, or skill.

### **Improved Dodge**

**Prerequisites:** Dodge

**Effects:** A Character who possesses this Feat must declare its use in the beginning of a round before Initiative is rolled and must expend an action for its use. Once used for that round the character gains all the benefits of the Dodge feat, and in addition If the character must make a Resistance roll against a directed damage dealing effect (such as a directed magical attack) He is allowed a Resistance roll even if one is not called for (in the case of an effect that offers no Resistance roll the save is against a difficulty of 10 + the spell's level) and if this succeeds the character takes no damage from the attack, otherwise he suffers ½ damage from the effect.

### **Improved Evasion**

**Prerequisites:** Evasion

**Effects:** A character who possesses this feat who is struck in combat can expend an action which allows him to make a Reflex save against a difficulty equal to the success scored by his opponent and if he succeeds the character takes no damage from the attack. This ability does not work against directed damage causing spell attacks.

### **Knockout Blow**

**Prerequisites:** None

**Effects:** A character who possesses this ability is able to strike a blow that has the potential to knock out an opponent. The character must declare that he is using this feat before rolling to hit, and if he succeeds he causes damage to his opponent but also forces his opponent to make a Fortitude save against a difficulty of 10 + the damage taken by the attack. If the opponent fails this roll he is rendered unconscious for the remainder of the round plus 1 additional round per point of Strength modifier possessed by the attacker (minimum 1 round). This attack can be performed with any blunt weapon or unarmed attack.

### **Shield Mastery**

**Prerequisites:** None

**Effects:** A character who possesses this feat is specially trained to defend himself with a shield that he applies his shield bonus to his Defensive bonus against every attack that he suffers in a round. If however the attack negates the character's Agility based Defensive rating or ignores Armor to determine the character's Defensive rating then it also negates this feat's effects.

### **Smite**

**Prerequisites:** Strength 14+

**Effects:** A Character who possesses this feat is able to land a crippling blow against an opponent. The character must state that he is using this feat before making his attack, and then rolls a standard to hit roll. If the attack succeeds instead of causing damage to his opponent as normal the weapon causes ½ its standard damage (minimum 1 point of damage) to one of the opponent's attributes as chosen by the attacker. The attack can affect the following Attributes: Strength, Agility, Stamina, or Intuition. It should be noted that a character suffering ability damage regains lost points as normal.

### **Trackless movement**

**Prerequisites:** Wilderness lore 4+

**Effects:** A character who possesses this feat is able to cross natural terrain without leaving obvious tracks. Characters trying to

track a character who possesses this feat suffer a +10 to their chance to follow the characters tracks in addition to any other modifiers that may alter their Tracking Skill roll.

### Warrior's Dodge

**Prerequisites:** Dodge

**Effects:** A Character who possesses this feat who is struck in combat can expend an action which allows him to make a Reflex save against a difficulty equal to the success scored by his opponent and if he succeeds the character reduces the damage taken from the attack to  $\frac{1}{2}$ . This ability does not work against directed damage causing spell attacks.



## Epic Level Characters

So what happens after a character reaches 20<sup>th</sup> level?

Though the Core rules do not progress characters further then 20<sup>th</sup> level eventually Players will reach that plateau and want to know if the characters will continue to gain levels, and power or have their characters reached the upper limit of advancement. Administrators are free to set level 20 as the maximum level allowed for characters because at that point the heroes should be able to handle just about anything that the Administrator throws at them, and in fact at that level, low Endurance level creatures are no longer a challenge for the characters who probably can dispatch more than one of them in a round without breaking a sweat. At that level the Administrator is forced to either be more devious, or use very powerful opponents against the Heroes, and realistically the chances of a threat that would challenge such characters should be exceedingly rare.

That being said, there are plenty of creatures in the various creature guides that possess the kind of power to challenge many 20<sup>th</sup> level characters, but how many of these will a player wish to defeat without his character ever gaining more power for himself. Eventually the lure of treasure won't be enough and the player will eventually tire of pitting his hero against new threats without ever going beyond 20<sup>th</sup> level. The rules below deal with advancing characters beyond 20<sup>th</sup> level and adds a new ability for those characters making them truly Legendary Heroes.

**Experience needed to raise in level:** Characters require 400,000 experience points to advance in level beyond level 20, (so 400,000 experience to go from level 20 to level 21, 400,000 experience more to reach level 22 and so on.

### Level Information

| Level | Bonus<br>Endurance | Combat<br>Modifier | Resistance Rolls |      |       | Skills | Feat | Att.<br>Bonus | Epic<br>Points | Max<br>used/time |
|-------|--------------------|--------------------|------------------|------|-------|--------|------|---------------|----------------|------------------|
|       |                    |                    | Fort.            | Ref. | Will. |        |      |               |                |                  |
| 21    | +5                 | +1                 | +1               | +0   | +1    | +1     | +1   |               | 5              | 1                |
| 22    | +5                 | +1                 | +0               | +1   | +0    | +1     |      |               |                |                  |
| 23    | +5                 | +1                 | +0               | +0   | +1    | +1     | +1   |               |                |                  |
| 24    | +5                 | +1                 | +0               | +1   | +0    | +1     |      | +1            | +1             |                  |
| 25    | +5                 | +1                 | +1               | +0   | +0    | +1     |      |               |                | 2                |
| 26    | +5                 | +1                 | +0               | +0   | +0    | +1     | +1   |               |                |                  |
| 27    | +5                 | +1                 | +1               | +0   | +1    | +1     |      |               |                |                  |
| 28    | +5                 | +1                 | +0               | +1   | +0    | +1     |      | +1            | +1             |                  |
| 29    | +5                 | +1                 | +0               | +0   | +1    | +1     | +1   |               |                |                  |
| 30    | +5                 | +1                 | +0               | +1   | +0    | +1     |      |               |                | 3                |
| 31    | +5                 | +1                 | +1               | +0   | +0    | +1     |      |               |                |                  |
| 32    | +5                 | +1                 | +0               | +0   | +0    | +1     | +1   | +1            | +1             |                  |
| 33    | +5                 | +1                 | +1               | +0   | +0    | +1     |      |               |                |                  |
| 34    | +5                 | +1                 | +0               | +1   | +0    | +1     |      |               |                |                  |
| 35    | +5                 | +1                 | +0               | +0   | +1    | +1     | +1   |               |                | 4                |
| 36    | +5                 | +1                 | +0               | +1   | +0    | +1     |      | +1            | +1             |                  |
| 37    | +5                 | +1                 | +1               | +0   | +0    | +1     |      |               |                |                  |
| 38    | +5                 | +1                 | +0               | +0   | +0    | +1     | +1   |               |                |                  |
| 39    | +5                 | +1                 | +1               | +0   | +1    | +1     |      |               |                |                  |
| 40    | +5                 | +1                 | +0               | +1   | +0    | +1     |      | +1            | +1             | 5                |

### Epic Points

Epic points can be spent by a player to boost a Hero's rolls in order to give his character a chance to accomplish some task. Each Epic point expended adds +5 to whatever roll the Hero is making and the player must state before rolling the dice that he is using however many Epic points as he desires up to the maximum number he is allowed to use on one roll. Thus a Player can increase his character's attack bonus, damage bonus, resistance rolls, and skill checks by spending Epic points. An Epic point can be spent by a player to instantly heal a character of 5 Endurance points worth of damage, and can instantly restore a hero of 1 attribute point, that he has temporarily lost.,

A Hero's Epic points are never regained during an adventure, and only after the Adventure ends will any points that the player spent be restored.

## Expanded Equipment Listings

### Equipment Endurance points

As a simple way to determine the Endurance points of any piece of equipment or any object whose Endurance points are not known the Administrator can use the table below. Simply cross reference the size of the object in question with how fragile or sturdy it is and the resulting number is the endurance points for the object in question.

| Object's size | Fragile | Standard | Durable | Dense (lt) | Dense (med) | Dense (hvy) | Dense (ex) |
|---------------|---------|----------|---------|------------|-------------|-------------|------------|
| Fine          | 1       | 1        | 1       | 2          | 4           | 8           | 16         |
| Diminutive    | 1       | 1        | 1       | 2          | 4           | 8           | 16         |
| Tiny          | 1       | 1        | 1       | 2          | 4           | 8           | 16         |
| Small         | 1       | 1        | 2       | 4          | 8           | 16          | 32         |
| Medium        | 1       | 2        | 4       | 8          | 16          | 32          | 64         |
| Large         | 2       | 3        | 6       | 12         | 24          | 48          | 96         |
| Huge          | 3       | 4        | 8       | 16         | 32          | 64          | 128        |
| Gargantuan    | 4       | 5        | 10      | 20         | 40          | 80          | 160        |
| Colossal      | 5       | 6        | 12      | 24         | 48          | 96          | 192        |

Fragile objects include glass and ceramics

Standard objects include most plastics, or wood

Durable objects include most high impact plastics, and light metals

Dense (light) objects include most composite metals, or light construction materials

Dense (medium) objects include most light armored structures, and or hard stone

Dense (heavy) objects include most medium armored structures, diamonds and objects able to handle the stresses of interstellar travel.

Dense (extreme) objects are made of super dense materials like federanium.

## Clothing

Though the URS and most of its rules sets allow for the purchase of complete wardrobes as opposed to buying clothing items singly the occasion may arise during the course of an adventure that a Hero may have to buy specific clothing for a mission (such as needing to put together a disguise). For this reason this table has been created showing the average prices for various clothing items, and accessories.

| Item  | Cost    | Item                                | Cost      |
|---|---------|-------------------------------------|-----------|
| Business kimono                                   | 100-500 | High fashions-                      |           |
| Business wear (Shirt/blouse/dress/shirt/trousers) | 100-600 | Dress, cocktail                     | 150-2,000 |
| Cassock (religious wear)                          | 20-80   | Dress, Evening                      | 500-5,000 |
| Casual clothes-                                   |         | Evening Jacket/trousers             | 200-1,200 |
| Brand name Sweat shirt                            | 30      | High fashions micro-mini            | 50-150    |
| Athletic pants                                    | 30      | Tuxedo                              | 500-3,000 |
| Blouse/Button down shirt                          | 10-40   | Hunter's camouflage-                |           |
| Cheap jeans                                       | 10-20   | Vest                                | 30        |
| Designer Jeans                                    | 50-120  | Pants                               | 60        |
| Design du-jour dress                              | 20-50   | Jacket                              | 50        |
| Halter top  | 10      | Jumpsuit-                           |           |
| Kilt/Skirt  | 30      | Flight crew                         | 350       |
| Leather pants                                     | 100-200 | Security jumper                     | 500       |
| Leather shirt                                     | 40-100  | Worksuit                            | 400       |
| Leggings  | 10-50   | Kimono                              | 500-3,000 |
| Mini skirt  | 10-40   | Military fatigues-                  |           |
| Robe  | 20-120  | BDU                                 | 60        |
| Sari  | 20-80   | City camouflage                     | 150       |
| Shorts  | 10-20   | Desert camouflage                   | 200       |
| Slacks/Dress pants                                | 30-80   | Wilderness Camouflage               | 200       |
| Suit jacket/sports coat                           | 30-50   | Military Uniform-                   |           |
| Sweater   | 10-30   | Formal dress                        | 400       |
| Sweater vest                                      | 10-20   | Service dress                       | 200       |
| T-shirt   | 1-10    | National costume                    | 100-600   |
| Ceremonial robes                                  | 200-500 | Period costumes/theatrical costumes | 100-1,000 |



| <b>Item</b>                        | <b>Cost</b> |
|------------------------------------|-------------|
| Uniforms-                          |             |
| Airline flight attendant's uniform | 120         |
| Airline pilot's uniform            | 200         |
| Butler's uniform                   | 200-500     |
| Chauffer's uniform                 | 200-300     |
| Fast food worker's uniform         | 50          |
| Mail carrier's uniform             | 100         |
| Martial arts uniform               | 50-120      |
| Medical scrubs                     | 100         |
| Mechanic's jumper                  | 120         |
| Nurse uniform                      | 100         |
| Pizza delivery uniform             | 50          |
| Police officer                     | 200         |
| Postal worker's uniform            | 100         |
| Race car driver's jumper           | 200         |
| Repairman's jumper                 | 100         |
| Security officer                   | 75          |
| Showgirl's uniform                 | 500-2,000   |
| State Trooper                      | 200         |
| Swat uniform                       | 200         |
| UPS uniform                        | 100         |
| Waiter/waitress uniform            | 100-200     |

#### **Clothing accessories**

| <b>Item</b>                                      | <b>Cost</b> | <b>Item</b>                       | <b>Cost</b> |
|--|-------------|-----------------------------------|-------------|
| Apron-   |             | Coat-                             |             |
| Cloth/light canvas                               | 5-10        | Mandarin style                    | 250         |
| Chemical treated (fire retardant/acid resistant) | 100         | Couffure (head dress, tiara, etc) | 20-2,000    |
| Belt-  |             | Gloves-                           |             |
| Cheap  | 1-5         | Archery                           | 50          |
| Leather  | 10-30       | Driving/Cut off                   | 10          |
| Money belt                                       | 40-60       | Falconry                          | 60          |
| Snakeskin/Alligator hide                         | 100-200     | Gauntlets                         | 75-100      |
| Tool belt  | 30-60       | Leather                           | 30          |
| Boots-   |             | Rodeo rider's gloves              | 100         |
| Cowboy   | 50-200      | Winter                            | 15          |
| Combat boots                                     | 100-200     | Hats-                             |             |
| Doc Martens                                      | 100-200     | Stocking/Skull cap                | 5           |
| Hiking   | 50-150      | Baseball/Trucker                  | 10          |
| Rain boots                                       | 10-30       | Beret                             | 10          |
| Riding boots                                     | 100-300     | Cowboy hat                        | 30          |
| Ski boots  | 150-500     | Dress hat                         | 50-100      |
| Snow boots                                       | 50-200      | Hip boots (waders)                | 70          |
| Bracers/collar-                                  |             | Outer wear-                       |             |
| Archery  | 30          | Coat                              | 120         |
| Falconry   | 50          | Denim Jacket                      | 50-75       |
| Leather  | 10-20       | Fatigue jacket                    | 30          |
| S&M  | 20-50       | Fur coat                          | 200-5,000   |
| Studded leather                                  | 20-40       | Overcoat                          | 120         |
| Cape (1/2 length)-                               |             | Parka                             | 120         |
| Cloth  | 30-50       | Photojournalist's vest            | 30          |
| Silk/velvet                                      | 100-300     | Rain coat                         | 30-50       |
| Cape (full length)                               |             | Sports jersey                     | 50-120      |
| Cloth  | 40-100      | Trench coat/Western duster        | 350         |
| Silk/velvet                                      | 300-600     | Wind breaker                      | 30          |
| Chaps  | 100-150     | Scarves-                          |             |
| Cloak-   |             | Cloth/linen                       | 2-20        |
| Cloth  | 40-100      | Fur stall/wrap                    | 100-400     |
| Wool/Winter                                      | 100-300     | Silk/Satin                        | 50-120      |
| Silk/velvet                                      | 300-600     | Wool/Winter                       | 5-30        |

| Item                       | Cost    | Item                                 | Cost   |
|----------------------------|---------|--------------------------------------|--------|
| Shoes-                     |         | Suspenders                           | 5-20   |
| Athletic                   | 30-300  | Tie-                                 |        |
| Business                   | 50-200  | Cheap                                | 5-15   |
| Casual                     | 20-40   | Silk                                 | 20-50  |
| Deck                       | 10-20   | Southern Bolo Tie                    | 10-20  |
| Formal/Pumps               | 100-400 | Undergarments (3 pairs)-             |        |
| Sandals                    | 10-40   | Men's underwear (cotton/linen)       | 10-20  |
| Slippers                   | 10-60   | Men's underwear (silk/satin)         | 40-60  |
| Work                       | 50-200  | Women's undergarments (cotton/linen) | 10-30  |
| Socks/stockings (6 pairs)- |         | Women's undergarments (silk/satin)   | 40-100 |
| Athletic                   | 10-20   |                                      |        |
| Dress                      | 10-20   |                                      |        |

## Protective apparel/armor

The world is a dangerous place, and protective gear is a lucrative business. Protective wear and armor have been developed to counter the advances in weapon technology, and to provide people with protection against other hazards. Below are listed the various forms of protective gear available for characters.

### Defensive Rating:

A Character has a Defense rating is 10 + his protective apparel, or armor modifier + his Agility modifier unless the character loses his Agility based Defensive adjustment due to surprise, being stunned or being affected by several other effects. A Character can increase his Defensive rating by expending points from his Combat modifier as detailed in the combat section, or by wearing better protective gear.

### Protective apparel/Armor

There are a few notes regarding the types of defensive equipment listed below that should be noted. There are two costs listed for many types of protective apparel or armor, the first being the average price for standard quality protective apparel/armor, while the higher price is for masterwork protective apparel armor. When purchasing masterwork protective apparel/armor roll on the table below for the exact benefit conferred by the item.

### High Quality (masterwork) Protective apparel/Armor

| Die Roll | Result   |
|----------|--|
| 01-02    | Movement rate one class better (or +2' to move), weight 25% less than listed |
| 03-04    | Movement rate one class better, (or +2' to move) Armor value +1              |
| 05-06    | Armor value +1, weight 35% less than listed                                  |
| 07-08    | Armor value +1   |
| 09       | Weight 25% less than listed  |
| 10       | Movement rate one class better (or +2' to move)                              |

## Protective Apparel/Armor

| Type                     | DR | Max. Agility | Skill Penalty | Weight | Cost  | Cost  |
|--------------------------|----|--------------|---------------|--------|-------|-------|
| Ballistic cloth jacket   | +2 | +6           | -0            | 11lb   | 350   | 700   |
| Concealable Kevlar vest  | +2 | +8           | +0            | 31bs   | 350   | 700   |
| Ballistic cloth bodysuit | +3 | +4           | -1            | 4lbs   | 600   | 1,200 |
| Kevlar vest              | +3 | +6           | +0            | 5lbs   | 300   | 600   |
| Leather jacket, studded  | +3 | +6           | -0            | 4lbs   | 350   | 700   |
| Flak jacket              | +4 | +4           | -2            | 12lbs  | 400   | 800   |
| Body armor               | +5 | +4           | +0            | 22lbs  | 1,400 | 2,800 |
| Heavy Kevlar vest        | +5 | +3           | -4            | 25lbs  | 400   | 800   |
| Heavy Flak jacket        | +6 | +3           | -4            | 18lbs  | 800   | 1,600 |
| Combat infantry dress    | +7 | +2           | -4            | 40lbs  | 1,400 | 2,800 |
| Full body EOD armor      | +8 | +0           | -7            | 35lbs  | 1,800 | 3,600 |

## Armor descriptions

**Combat Infantry Dress:** CID consists of a chemically coated fiber mesh jacket, with steel and plastic plate inserts. It is typical of the armor worn on a modern battlefield and is not generally available to normal civilians. It provides all of the usual benefits of a heavy Kevlar vest (see below) but has a better Defensive rating. It also provides protection against fragmentation weapons, in the same manner as a flak jacket (see below), and it grants a +2 Resistance roll bonus against chemical-based attacks. Different versions of the CID helmet may provide other benefits, such as air filtration, radio communication, thermal imaging, laser targeting/range-finding, and so forth. These are not included in the cost noted above and can easily increase it by half again.

**Flak Jacket:** Flak jackets are actually designed to stop fragments, rather than bullets; however, they provide some general protection, as indicated by the Defensive rating. Against fragmentation weapons (including fragmentation grenades, as well as shotguns, but not normal guns) a flak jacket reduces the damage taken by 1 point per die. Note that flak jackets are generally hot and uncomfortable.

**Flak Jacket, Heavy:** This is simply a heavier version of the standard flak jacket, described above, that has a better Defensive rating but is even more uncomfortable to wear.

**Full Body EOD Armor:** This Kevlar-based armor is generally used by the U.S. Army's Explosive Ordnance Disposal teams and, thus may not be readily available to normal civilians. While it provides good all-round protection, it is rather cumbersome and not really designed to be worn on a regular basis. It provides all of the usual benefits of a heavy Kevlar vest (see below) but has a better Defensive rating. Furthermore, it has a layer of fire-retardant material that provides a +2 Resistance roll bonus and 4 point damage reduction against fire-based attacks (i.e. damage caused by fire is reduced by 4, down to a minimum of zero).

**Kevlar Vest, Concealable:** This is the type of vest typically worn by politicians and other people who wish to remain protected without looking like they are going to great lengths to do so. It can easily be worn under a typical suit jacket or similar clothing. Kevlar is specifically designed to stop high-impact piercing attacks, by spreading and absorbing the force of the blow. While it provides some general protection, in the form of the indicated Defensive rating, its real advantage applies only to firearms and similar high-impact piercing weapons. Against these, it provides damage reduction of 2 (i.e. it reduces the damage caused by 2 points, down to a minimum of zero).

**Kevlar Vest, Heavy:** This is a heavier version of the standard Kevlar vest, which has been reinforced with steel or ceramic inserts, protecting vital areas. It is generally only available to military personnel and cannot be readily concealed. It provides the same benefits as a concealable Kevlar vest (above) but has a better Defensive rating and increased 4-point damage reduction.

**Kevlar Vest, Standard:** This is typical of the modern U.S. military's general issue protective vest. It is similar to the concealable Kevlar vest described above except that it is bulkier. It cannot be easily hidden and is designed to be worn over other clothing. It provides a slightly better Defensive rating and has increased 3-point damage reduction against firearms, but it functions as previously described in every other respect.

## Armor Weight Classes and Movement Rates

Movement rates are determined on the table below:

**Light Armor:** Ballistic cloth jacket, Concealable Kevlar vest, Ballistic cloth bodysuit, Kevlar vest, Leather jacket (studded),

**Medium Armor:** Flak jacket, Body armor, Heavy Kevlar vest, Heavy Flak jacket

**Heavy Armor:** Combat infantry dress

**Extremely heavy:** Full Body EOD Armor

### Movement Base

| Armor weight class | Movement rate |           |
|--------------------|---------------|-----------|
|                    | 30'/round     | 20'/round |
| Light weight       | 30'/round     | 20'/round |
| Medium weight      | 20'/round     | 20'/round |
| Heavy weight       | 20'/round     | 15'/round |
| Extremely heavy    | 15'/round     | 15'/round |

## Melee Weapons

The weapons listed below are available in one form or another in most Campaign models. Each weapon has two costs, the first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

### Masterwork weapons

#### Die roll Result

|       |   |
|-------|---|
| 01-02 | +1 to initiative/+1 to hit/+1 to damage |
| 03-05 | +1 initiative/+1 to hit                 |
| 06-07 | +1 initiative/+1 damage                 |
| 07-08 | +1 to hit/+1 damage                     |
| 09    | +1 hit                                  |
| 10    | +1 initiative                           |

### Standard

| Weapon            | Size | Type | Damage         | Range | Weight | Cost | Cost |
|-------------------|------|------|----------------|-------|--------|------|------|
| Axe-              |      |      |                |       |        |      |      |
| Fire axe          | M    | S/P  | 1d6+1          |       | 3lbs   | 40   | 80   |
| Ice axe           | M    | P    | 1d4+1          |       | 3lbs   | 40   | 80   |
| Baton-            |      |      |                |       |        |      |      |
| Nightstick        | S    | B    | 1d4+1          |       | 2lbs   | 20   | 40   |
| Telescoping baton | S    | B    | 1d4            |       | 1lbs   | 20   | 40   |
| Dagger-           |      |      |                |       |        |      |      |
| Bowie Knife       | T    | S/P  | 1d4            |       | 1lb    | 25   | 50   |
| Combat knife      | T    | S/P  | 1d4            |       | 1lb    | 20   | 40   |
| Katar (punch)     | T    | P    | 1d4            |       | 1lb    | 20   | 40   |
| Trench knife      | T    | P/B  | 1d4 (+2 punch) |       | 1lb    | 25   | 50   |
| Escrima sticks    | S    | B    | 1d4            |       | 1.5lbs | 20   | 40   |
| Knife-            |      |      |                |       |        |      |      |
| Pocket knife      | D    | p    | 1-2pts         |       | n/a    | 5    | n/a  |
| Nunchaku**        | S    | B    | 1d4 (or ent)   |       | 1.5    | 15   | 30   |
| Trench spike      | S    | P    | 1d6            |       | 1lbs   | 25   | n/a  |

\*\* This weapon can be used to entangle an opponent, pin one of his limbs or disarm him. If used to disarm it grants a +2 bonus to a character's attempt. On a called shot it can be used to pin a target's limb in the same way as a character using the wrestling maneuver of the same name.

### Improvised Weapons

| Weapon                   | Size | Type | Damage | Range | Weight | Cost | Cost |
|--------------------------|------|------|--------|-------|--------|------|------|
| Belt sander              | S    | S    | 1d6    |       | 6lbs   | 50   | n/a  |
| Blow torch               | M    | burn | 3d4    |       | 10lbs  | 150  | n/a  |
| Board with a nail        | M    | P    | 1d3    |       | 2lbs   | n/a  | n/a  |
| Buzzsaw                  | L    | S    | 5d6    |       | 10lbs  | 200  | n/a  |
| Claw hammer              | S    | B/P  | 1d4    |       | 2lbs   | 10   | n/a  |
| Crowbar                  | M    | B    | 1d6    |       | 7lbs   | 25   | n/a  |
| Fishing gaff             | S    | P    | 1d4    |       | 1lb    | 10   | n/a  |
| Flare                    | T    | burn | 1d4    |       | .1lb   | 5    | n/a  |
| Nail gun                 | S    | P    | 1d4    | 10'   | 4lbs   | 50   | n/a  |
| Post hole digger         | T    | P    | 1pt    |       | .4lbs  | 10   | n/a  |
| Power drill              | M    | P    | 2d4    |       | 15lbs  | 250  | n/a  |
| Razor blade              | D    | S    | 1pt    |       | n/a    | n/a  | n/a  |
| Screw driver             | T    | P    | 1-2pts |       | .1lb   | 2    | n/a  |
| Shovel                   | M    | B/S  | 1d4+1  |       | 3lbs   | 20   | n/a  |
| Sledge hammer            | M    | B    | 2d4    |       | 10lbs  | 50   | n/a  |
| Straightened wire hanger | S    | P    | 1pt    |       | .1lb   | n/a  | n/a  |

## Ranged Weapons

Perhaps the most common feature of any game set in Modern times are projectile weapons. Below are listed the most common types of projectile weapons in the modern world. Each weapon has two costs, the first cost is for average quality weapons while the second cost are for masterwork weapons. To determine the exact benefits of a masterwork weapon, roll on the table below:

### Masterwork weapons

#### Die roll Result

|       |   |
|-------|---|
| 01-02 | +1 to initiative/+1 to hit/+1 to damage |
| 03-05 | +1 initiative/+1 to hit                 |
| 06-07 | +1 initiative/+1 damage                 |
| 07-08 | +1 to hit/+1 damage                     |
| 09    | +1 hit                                  |
| 10    | +1 initiative                           |

A few notes about these types of weapons follows:

**Auto-fire-** Weapons that have auto-fire capabilities can be set for semi-automatic or full automatic fire. On semi-automatic the burst mode causes double damage in a 5' spread, while on full auto the burst causes 3x damage in a 10' spread. In either mode victims caught in the area affected by a burst are allowed to roll Reflex saves (DC 15) to reduce damage by ½. A Semi-automatic burst uses up 3 rounds, and a full burst uses up 10 bullets.

**Range** The listed range under the weapon is the weapon's range increment. Attacks within 10' are considered point blank range shots and the character gains a +2 to hit. For each attack increment beyond the first the character's chance to hit suffers a -2 cumulative penalty to a maximum penalty of -8 (or 4x the range increment) which is the maximum range of any weapon.

## Projectile/Gyrojet/Sprayer (PSG)

### Pistols/machine pistols

| Weapon              | Size | Damage | Ammo   | Auto fire | Range | Weight | Cost | Cost  |
|---------------------|------|--------|--------|-----------|-------|--------|------|-------|
| Generic Automatics- |      |        |        |           |       |        |      |       |
| Hold out            | T    | 1d8    | 6+1    | Semi      | 20'   | 1lbs   | 200  | 400   |
| 9mm                 | S    | 1d10   | 16+1   | Semi      | 30'   | 2lbs   | 400  | 800   |
| .40S&W              | M    | 1d12   | 12+1   | Semi      | 40'   | 2.2lbs | 400  | 800   |
| .45ACP              | M    | 1d12+2 | 8+1    | Semi      | 40'   | 3lbs   | 400  | 800   |
| Generic revolvers-  |      |        |        |           |       |        |      |       |
| .22LR               | S    | 1d8    | 6cyl   | n/a       | 20'   | 1lbs   | 200  | 400   |
| .38 special         | S    | 1d8+2  | 6cyl   | n/a       | 30'   | 2.2lbs | 400  | 800   |
| .357magnum          | M    | 1d12+2 | 6cyl   | n/a       | 40'   | 3lbs   | 400  | 800   |
| .44 magnum          | M    | 1d12+2 | 6cyl   | n/a       | 40'   | 3lbs   | 800  | 1,600 |
| Colt-               |      |        |        |           |       |        |      |       |
| Single action army  | S    | 1d8+2  | 6cyl   | n/a       | 20'   | 2.2lbs | 400  | 800   |
| Freedom arms-       |      |        |        |           |       |        |      |       |
| Model 83            | M    | 1d12   | 5cyl   | n/a       | 50'   | 3lbs   | 800  | 1,600 |
| NAA Black widow     | T    | 1d4    | 5cyl   | n/a       | 10'   | .5lbs  | 200  | 400   |
| S&W-                |      |        |        |           |       |        |      |       |
| M 36 Ladysmith      | S    | 1d8+2  | 5cyl   | n/a       | 20'   | 2.2lbs | 400  | 800   |
| Model 500           | M    | 1d12   | 5cyl   | n/a       | 50'   | 3.5lbs | 800  | 1,600 |
| Tec-9               | M    | 2d6    | 32 box | Auto      | 40'   | 4lbs   | 800  | 1,600 |

### Rifles/Submachine guns/Assault rifles

| Weapon                  | Size | Damage | Ammo   | Auto fire | Range | Weight | Cost  | Cost  |
|-------------------------|------|--------|--------|-----------|-------|--------|-------|-------|
| Generic Assault rifles- |      |        |        |           |       |        |       |       |
| 5.56mm AR               | L    | 1d10   | 30 box | Auto      | 60'   | 9lbs   | 1,500 | 3,000 |
| 5.56mm bullpup          | L    | 1d10   | 30 box | Auto      | 40'   | 7lbs   | 2,000 | 4,000 |
| 7.62mm AR               | L    | 1d12   | 20 box | Auto      | 60'   | 9lbs   | 1,500 | 3,000 |
| Generic Machine pistol- |      |        |        |           |       |        |       |       |
| 9mm                     | M    | 1d12   | 20 box | Auto      | 40'   | 5lbs   | 800   | 1,600 |

| Weapon                   | Size | Damage  | Ammo  | Auto fire | Range | Weight | Cost   | Cost   |
|--------------------------|------|---------|-------|-----------|-------|--------|--------|--------|
| Generic rifles-          |      |         |       |           |       |        |        |        |
| Anti-material rifle      | H    | 2d8+2   | 5+1   | n/a       | 120'  | 24lbs  | 20,000 | 40,000 |
| Big game                 | L    | 2d6+4   | 3+1   | n/a       | 120'  | 16lbs  | 1,600  | 3,200  |
| Hunting rifle            | L    | 2d4+2   | 4+1   | n/a       | 80'   | 9lbs   | 900    | 1,800  |
| Plinking rifle           | L    | 1d6+2   | 5+1   | n/a       | 60'   | 7.4lbs | 300    | 600    |
| Sniper rifle             | L    | 2d8     | 5+1   | n/a       | 120'  | 11lbs  | 1,200  | 2,400  |
| Target rifle             | L    | 2d4     | 5+1   | n/a       | 80'   | 9lbs   | 600    | 1,200  |
| Generic Shot guns-       |      |         |       |           |       |        |        |        |
| Break action             | M    | as ammo | 2     | n/a       | 20'   | 4lbs   | 300    | 600    |
| Lever action             | M    | as ammo | 5 box | n/a       | 30'   | 7lbs   | 600    | 1,200  |
| Pump action              | M    | as ammo | 8 box | n/a       | 30'   | 7lbs   | 600    | 1,200  |
| Semi-Automatic           | M    | as ammo | 5 box | semi      | 30'   | 7.4lbs | 900    | 1,800  |
| Generic sub machine gun- |      |         |       |           |       |        |        |        |
| 9mm                      | M    | 1d12    | 20box | Auto      | 50'   | 7lbs   | 1,000  | 2,000  |
| .45ACP                   | M    | 1d12+2  | 20box | Auto      | 50'   | 7lbs   | 1,400  | 2,800  |

### Other PGS weapons

| Weapon               | Size | Damage   | Ammo    | Auto fire | Range | Weight | Cost  | Cost   |
|----------------------|------|----------|---------|-----------|-------|--------|-------|--------|
| Bow-                 |      |          |         |           |       |        |       |        |
| Compound             | L    | as arrow | n/a     | n/a       | 110'  | 3lbs   | 200   | 400    |
| Composite long       | L    | as arrow | n/a     | n/a       | 110'  | 3lbs   | 120   | 240    |
| Composite short      | M    | as arrow | n/a     | n/a       | 70'   | 2lbs   | 75    | 150    |
| Long                 | L    | as arrow | n/a     | n/a       | 100'  | 3lbs   | 100   | 200    |
| Short                | M    | as arrow | n/a     | n/a       | 60'   | 2lbs   | 60    | 120    |
| Crossbow-            |      |          |         |           |       |        |       |        |
| Hand                 | T    | as bolt  | n/a     | n/a       | 30'   | 3lbs   | 50    | 100    |
| Heavy                | M    | as bolt  | n/a     | n/a       | 120'  | 9lbs   | 120   | 240    |
| Light                | M    | as bolt  | n/a     | n/a       | 80'   | 6lbs   | 75    | 150    |
| Repeating            | M    | as bolt  | 5 bolts | n/a       | 120'  | 10lbs  | 150   | 300    |
| Gatling gun          | M    | 2d6+1    | linked  | auto      | 30'   | 5lbs   | 800   | 1,600  |
| Generic Machine gun- |      |          |         |           |       |        |       |        |
| Generic SAW          | L    | 2d8+2    | 200 box | auto      | 175'  | 13lbs  | 1,800 | 3,600  |
| Generic GPMG         | H    | 2d8+2    | Linked  | auto      | 200'  | 22lbs  | 3,600 | 7,200  |
| Generic HMG          | H    | 2d8+4    | Linked  | auto      | 300'  | 44lbs  | 7,200 | 14,400 |
| Machine gun-         |      |          |         |           |       |        |       |        |
| Grenade              | L    | grenade  | 50      | single    | 300'  | 22lbs  | 4,000 | 8,000  |
| RPG-7                | L    | as ammo  | 1 shell | single    | 100'  | 18lbs  | 200   | 400    |
| Stun gun             | T    | stun*    | 1 shot  | n/a       | 10'   | 1.5lbs | 40    | n/a    |

\* A Successful hit requires a Fortitude Save (DC17) or the victim is stunned, losing his remaining actions and Defensive adjustment for the remainder of the round and before initiative is rolled the following round the character must make a Fortitude save (DC 15) or the stunning continues. This continues for 3 rounds unless he makes his roll.

### Ammunition

| Type           | Number | Rounds/shots | Damage   | Cost |
|----------------|--------|--------------|----------|------|
| Arrows-        |        |              |          |      |
| Barbed         | 12     |              | 2d4      | 50   |
| Barbed, silver | 12     |              | 2d4**    | 300  |
| Flaming        | 12     |              | 2d4 **** | 75   |
| Flight         | 12     |              | 1d6      | 30   |
| Flight, Silver | 12     |              | 1d6**    | 250  |
| Sheaf          | 12     |              | 2d4+2    | 100  |
| Bolts-         |        |              |          |      |
| Hand           | 12     |              | 1d4      | 30   |
| Hand, silver   | 12     |              | 1d4**    | 200  |
| Heavy          | 12     |              | 1d10     | 60   |
| Heavy, silver  | 12     |              | 1d10**   | 300  |

| Type                | Number | Rounds/shots | Damage             | Cost |
|---------------------|--------|--------------|--------------------|------|
| Bolts (cont.)-      |        |              |                    |      |
| Light               | 12     |              | 1d8                | 30   |
| Light, silver       | 12     |              | 1d8**              | 250  |
| Bullets-            |        |              |                    |      |
| Armor piercing*     | 1 box  | 36           | varies             | 500  |
| Rubber***           | 1 box  | 36           | special            | 100  |
| Silver**            | 1 box  | 36           | varies             | 500  |
| RPG-7               | 1      | 4            | 6d6*****           | 900  |
| Shot Gun Shells-    |        |              |                    |      |
| Buck Shot, Silver** | 1 box  | 10           | 2d6                | 500  |
| White phosphorus    | 1 box  | 10           | causes fire damage | 500  |

\*Armor piercing ammunition reduces a target's DR by -2.

\*\*Silver weapons cause damage to Werewolves that ignores their regenerative abilities.

\*\*\*Rubber bullets require a struck target to make a Fortitude save (DC 12) or be stunned. A stunned character loses his remaining actions for the round, and loses his Agility based Defensive bonus for the round. In the following round the character loses his Initiative modifier but is otherwise unaffected. A character struck also loses 1 temporary stamina point which is regained after a day of rest. If Stamina drops to 0 the character falls unconscious for 1-6 rounds and then regains consciousness at a Stamina of 1.

\*\*\*\* This weapon continues to burn for 1-3 rounds. At the beginning of each round it burns for the character takes an additional 1d3 points of damage before initiative is rolled for.

\*\*\*\*\* RPG rounds explode in a 10' radius requiring a Reflex save (DC 16) for ½ damage, and it ignores up to 10 points of hardness.

## Weapon Attachments

| Item                  | Notes  | Weight | Cost |
|-----------------------|--|--------|------|
| Grenade launchers-    |  |        |      |
| Rifle adaptor         |  |        |      |
| Stand-alone launcher  | fires one grenade with range increment of 70' double range penalties | 1.5lbs | 400  |
| Under barrel launcher | fires one grenade with range increment of 70' double range penalties | 2lbs   | 450  |

## Grenades/Mines

Grenades and mines have a primary and secondary blast area. Characters caught in either blast area must roll a Reflex save against a DC of 15 for a grenade, or 18 for a mine. If they are in the secondary blast radius however they make their any saves at +2. If the characters in the primary blast radius make their saves they suffer ½ damage, while those caught in the secondary blast radius who make their Resistance roll are unaffected by the attack.

**Using mines or grenades as traps:** While grenades can be thrown, mines must be placed by a demolitions expert. Grenades can be used by a demolitions expert in the same way as he would use a mine as well. A demolitions expert may set a mine by rolling a successful demolitions check (DC 15) and if he succeeds a character checking an area that has been booby trapped must roll a search, or spot check with a difficulty equal to 10 + the setting character's demolition skill level, which is also the difficulty a character with disable devices or demolitions has to defuse a mine or grenade trap.

| Weapon           | Size | Blast radius |           | Damage   |           | Throwing Range | Weight | Cost |
|------------------|------|--------------|-----------|----------|-----------|----------------|--------|------|
|                  |      | Primary      | Secondary | Primary  | Secondary |                |        |      |
| Acid vial-       |      |              |           |          |           |                |        |      |
| Weak             | T    | 5'           | n/a       | 1d4***   | n/a       | 2x Str         | n/a    | 20   |
| Moderate         | T    | 5'           | n/a       | 1d6***   | n/a       | 2x Str         | n/a    | 50   |
| Strong           | T    | 5'           | n/a       | 1d8***   | n/a       | 2x Str         | n/a    | 100  |
| White phosphorus | T    | 20'          | n/a       | *        | n/a       | 2x Str         | n/a    | 100  |
| Tear gas         | T    | 20'          | n/a       | **       | n/a       | 2x Str         | n/a    | 250  |
| Mines-           |      |              |           |          |           |                |        |      |
| Claymore mine    | S    | 30' cone     | 10'       | 6d6***** | n/a       | n/a            | 2lbs   | 500  |

\* Characters in range must make a Reflex save (DC 17) to avoid being blinded. Blinded characters treat opponents as if they were invisible (+10 to Defensive Rating). Effect lasts 2-5 rounds.

\*\* Characters in range must roll Fortitude save (DC 17) or suffer -2 to all Attack rolls, and lose ½ Initiative modifier and their Agility based Defensive adjustment due to nausea for 2-5 rounds.

\*\*\*Characters struck by acid must make a Reflex save (DC 12) or they suffer acid damage. For the following 2 rounds if they failed their Reflex

save, before initiative is rolled they will take additional damage from the acid.

\*\*\*\* Claymore mines explode requiring a Reflex save (DC 16 for ½ damage) if in front for 6d6 damage from explosive force and shrapnel with a range of 30', or a Reflex save (DC 14) if on side of mine to avoid 2d6 worth of explosive damage.

### Vehicle mounted/Heavy P.C.S Weapons

| Weapon                    | Size | Damage | Ammo   | Auto fire | Range | Weight | Cost   | Cost |
|---------------------------|------|--------|--------|-----------|-------|--------|--------|------|
| 30mm cannon               | H    | 4d12   | single |           | 150'  | 40lbs  | 10,000 | n/a  |
| M1A2- Abrams tank cannon  | H    | 10d12  | single |           | 150'  | 80lbs  | 20,000 | n/a  |
| M2A2- Bradley 25mm cannon | H    | 4d12   | single |           | 150'  | 50lbs  | 12,000 | n/a  |

### Heavy or Vehicle ammunition

| Type                       | Number | Rounds/shots | Damage | Cost   |
|----------------------------|--------|--------------|--------|--------|
| 30mm Cannon shells         | 1      | 10           | 4d12   | 5,000  |
| M1A2 Tank shells           | 1      | 10           | 10d12  | 10,000 |
| M2A2-Bradley Cannon Shells | 1      | 10           | 4d12   | 5,000  |

### Explosives

| Item           | Weight  | Reflex DC | Primary Blast Radius | Primary Blast Damage | Quick Damage | Secondary Blast Radius | Secondary Blast Damage | Quick Damage | Cost |
|----------------|---------|-----------|----------------------|----------------------|--------------|------------------------|------------------------|--------------|------|
| Det cord (50') | 1 ounce | 14        | 5'                   | 2d6                  | 8pts         | n/a                    | n/a                    | n/a          | 70   |
| Pipe bomb      | 2lbs    | 15        | 10'                  | 3d8                  | 18pts        | 5'                     | 3d6                    | 12pts        | 150  |

As with all explosive devices a character who makes his Reflex save takes ½ damage from the blast if caught in the primary blast radius. If the character is in the secondary blast area they suffer full damage unless they make a Reflex Resistance roll in which case they suffer no damage. It should be noted adding extra ounces of explosive stack and the difficulty increases by +1/additional ounce. so that a pound of dynamite (16 ounces) would have a primary blast radius of 160' with a difficulty of 33, causing 48d12 (480pts) points of damage, and have a secondary blast radius of 320' causing 48d10 (384pts) to anyone caught in the blast.





## Standard Equipment

What follows is a list of many pieces of equipment that can be used by a character in an adventure. This is by no means a complete list of what is available in the Game, and the Administrator may devise additional equipment for his Campaign model.

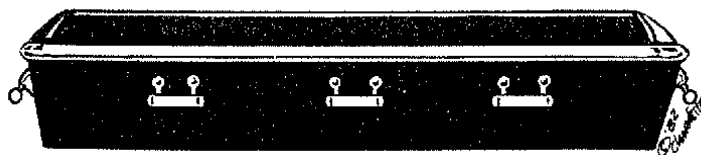
## Adventurer's Gear

| Item                         | Notes   | Weight | Cost   |
|------------------------------|---|--------|--------|
| Holster-                     |   |        |        |
| Concealed                    | -2 to Search, Spot checks                               | neg    | 30     |
| Personal Alarm               | high pitched noise audible in 300'                      | n/a    | 40     |
| Pole-                        |   |        |        |
| Wooden                       | 10' long  | 2lbs   | 5      |
| Iron shod/banded             | 6' long   | 5lbs   | 30     |
| Remotes-                     |   |        |        |
| Bomb disposal unit           | tracked remote viewer with probe range 500'             | 70lbs  | 15,000 |
| Police surveillance          | tracked remote viewer, with range of 500'               | 60lbs  | 12,000 |
| Tactical surveillance        | tracked remote viewer with IR capabilities range 500'   | 70lbs  | 18,000 |
| Unmanned aerial surveillance | aerial remote viewer with IR capabilities range 2 miles | 60lbs  | 20,000 |
| Rope ladder                  | per 10'   | 5lbs   | 20     |
| Torch (4)                    | each burns 2 hours                                      | 4lbs   | 5      |
| Seismometer                  | as tremorsense within 240'                              | .2     | 500    |

## Containers

| Item                             | Notes                         | Weight | Cost   |
|----------------------------------|-------------------------------|--------|--------|
| Barrel (large)-                  | holds 50 gallons or 45 pounds |        |        |
| Wood                             |                               | 20lbs  | 40     |
| Heavy Plastic                    |                               | 20lbs  | 40     |
| Reinforced wood                  |                               | 25lbs  | 50     |
| Barrel (small)-                  | holds 20 gallons or 15 pounds |        |        |
| Wood                             |                               | 10lbs  | 20     |
| Heavy Plastic                    |                               | 12lbs  | 25     |
| Reinforced wood                  |                               | 12lbs  | 30     |
| Basket-                          |                               |        |        |
| Large                            | holds 20lbs                   | 1.5lbs | 15     |
| Small                            | holds 10lbs                   | .5lbs  | 10     |
| Body bag                         | Holds 1 body                  | 8lbs   | 300    |
| Bottle/jar -                     | holds 2 pints or 1 pound      |        |        |
| Ceramic                          |                               | neg    | 1-10   |
| Glass                            |                               | neg    | 1-10   |
| Bucket/Pail                      | holds 5 gallons or 3lbs       |        |        |
| Plastic mop                      |                               | .5lbs  | 5      |
| Heavy duty Plastic mop w/wringer | Holds 10 gallons or 10 pounds | 10lbs  | 30     |
| Metal                            |                               | 2lbs   | 25     |
| Wooden                           |                               | 1lbs   | 10     |
| Canisters-                       | per dozen each hold 1 pound   |        |        |
| Ceramic                          |                               | neg    | 1cc    |
| Wood                             |                               | .5lbs  | 2cc    |
| Porcelain                        |                               | neg.   | 1sc    |
| Cask/keg-                        |                               |        |        |
| Small                            | holds 5 gallons or 3lbs       | 2.5lbs | 20     |
| Medium                           | holds 10 gallon or 8lbs       | 5lbs   | 35     |
| Large                            | holds 25 gallons or 22lbs     | 10lbs  | 50     |
| Cigarette case                   | holds 20 cigarettes           | neg.   | 5-20   |
| Coffin-                          |                               |        |        |
| Cheap                            | Common pine box               | 40lbs  | 500    |
| Standard                         |                               | 80lbs  | 3,000  |
| Ornate                           |                               | 180lbs | 10,000 |

| Item                 | Notes  | Weight | Cost    |
|----------------------|--|--------|---------|
| Cooler-              |  |        |         |
| Small                | holds 6 cans or bottles or 5lbs                | 1.5lbs | 15      |
| Medium               | holds 32 cans or bottles or 15lbs              | 5lbs   | 30      |
| Large                | holds 64 cans or bottles or 30lbs              | 10lbs  | 65      |
| Day pack             | light weight backpack for students holds 10lbs | 2lbs   | 30      |
| Chest, large-        | holds 2000cn and 50lbs or 4000cn               |        |         |
| Wood                 |  | 30lbs  | 50      |
| Reinforced wood      |  | 40lbs  | 75      |
| Metal/stone          |  | 80lbs  | 200-400 |
| Chest small-         | holds 1000cn and 50lbs or 3000cn               |        |         |
| Wood                 |  | 20lbs  | 30      |
| Reinforced wood      |  | 30lbs  | 60      |
| Metal/stone          |  | 60lbs  | 100-300 |
| Compartment ring-    | holds one dose poison or powder                |        |         |
| Brass or bone        |  | neg    | 30      |
| Ivory/copper         |  | neg    | 100     |
| Silver               |  | neg    | 150     |
| Gold                 |  | neg    | 300     |
| Drums-               |  |        |         |
| Small                | holds 100 gallons, or 95lbs                    | 30lbs  | 50      |
| Large                | holds 200 gallons or 190lbs                    | 60lbs  | 75      |
| Flask/bottle-        | holds 1 pint (1 potion)                        |        |         |
| Ceramic              |  | neg    | 2       |
| Glass                |  | neg    | 2-5     |
| Metal                |  | neg    | 3-12    |
| Foot locker          | Holds 30lbs of gear                            | 15lbs  | 75      |
| Keg (empty)          |  |        |         |
| Plastic              | Holds 40 gallons                               | 10lbs  | 30      |
| Metal                | holds 40 gallons                               | 15lbs  | 50      |
| Lunchbox-            |  |        |         |
| Plastic              |  | .5lbs  | 5-10    |
| Metal                |  | .5lbs  | 5-20    |
| Map case-            | holds 6 maps or 24 pages                       |        |         |
| Leather              |  | .5lbs  | 20      |
| Leather (waterproof) |  | .5lbs  | 30      |
| Moneybox-            | holds 300cn and 5 gems                         |        |         |
| Wood                 |  | .5lbs  | 10      |
| Reinforced wood      |  | 1lbs   | 15      |
| Metal                |  | 2.5lbs | 20-40   |
| Portable book case   | holds 20 standard books                        | 20lbs  | 100     |
| Snuff box-           | holds 1 week's supply                          |        |         |
| Bone/wood            |  | neg.   | 10      |
| Ivory/pewter         |  | neg.   | 30-50   |
| Metal                |  | neg.   | 2-12    |
| Copper               |  | neg.   | 5-20    |
| Silver               |  | neg.   | 50-100  |
| Thermos-             | Holds 1 quart of liquid                        | neg.   | 50-120  |
| Trunk                | Holds 100lbs                                   | 30lbs  | 200     |
| Urn-                 | holds 1 pound or 100 coins                     |        |         |
| Ceramic              |  | .5lbs  | 10-30   |
| Pewter               |  | .5lbs  | 20-60   |
| Iron/steel           |  | 1.5lbs | 10-40   |
| Water/wine skin      | holds 2 quarts                                 | 2lbs   | 15      |



## Entertainment Equipment

| Item                              | Weight | Cost      | Item                                   | Weight | Cost      |
|-----------------------------------|--------|-----------|--|--------|-----------|
| Ant farm                          | neg.   | 10-50     | Pet tank + small pet + supplies-       |        |           |
| Carnival game                     |        |           | Simple (common pet)                    | 10lbs  | 25        |
| Simple (skeet ball, ring toss)    | 100lbs | 1,000     | Simple (exotic pet)                    | 10lbs  | 50        |
| Elaborate (shooting galley)       | 200lbs | 2,500     | Elaborate (common pet)                 | 30lbs  | 50        |
| Clown costume                     | neg.   | 100       | Elaborate (exotic pet)                 | 30lbs  | 100-250   |
| Clown make-up kit                 | neg.   | 10        | Pinball machine-                       |        |           |
| Fish tank + fish+ supplies-       |        |           | Classic 50's style                     | 40lbs  | 300       |
| Starter kit                       | 5lbs   | 20        | 70's style                             | 40lbs  | 500-750   |
| 20 gallon tank                    | 10lbs  | 40        | 80's style                             | 40lbs  | 600-1,000 |
| 30 gallon tank                    | 15lbs  | 60        | Plastic cowboys/army men-              |        |           |
| 50 gallon tank                    | 30lbs  | 100       | Pack                                   | neg.   | 1-3       |
| 80 gallon tank                    | 50lbs  | 250       | Bucket                                 | .5lbs  | 25        |
| Habitraill + hamsters + supplies- |        |           | Spring board (adds 3' to Jump)         | 5lbs   | 20        |
| Simple                            | 10lbs  | 25        | Stilts (per 10')                       | 5lbs   | 30        |
| Elaborate                         | 20lbs  | 75        | Targets                                |        |           |
| Halloween costume-                |        |           | 2' diameter (bulls eye called shot -4) | 5lbs   | 20        |
| Adult costume                     | neg.   | 20-120    | 1' diameter (bulls eye called shot -6) | 2lbs   | 20        |
| Children's costume                | neg.   | 10-20     | Pivoting board                         |        |           |
| Halloween mask-                   |        |           | (bulls eye called shot -6)             | 10lbs  | 30        |
| Simple                            | neg.   | 1-2       | Terrarium                              | 2lbs   | 25        |
| Rubber/Latex                      | neg.   | 20-30     | Theatrical props-                      |        |           |
| Elaborate                         | neg.   | 50-100    | Simple                                 | 11lbs  | 100       |
| Juggling props                    | 11lbs  | 20        | Elaborate                              | 21lbs  | 500       |
| Magic kit-                        |        |           | Tightrope (per 20')                    | 21lbs  | 15        |
| Simple                            | 21lbs  | 20-30     | Video game cabinet version-            |        |           |
| Expert                            | 10lbs  | 250       | Classic 70's                           | 30lbs  | 250       |
| Professional                      | 30lbs  | 500+      | Modern 80's-90's games                 | 40lbs  | 500-600   |
| Make up kit-                      |        |           | State of the art 2,000+                | 50lbs  | 600-1,500 |
| Disguise (amateur)                | 21lbs  | 50        | Walking wheel                          | 21lbs  | 20        |
| Theatrical                        | 21lbs  | 75        |  |        |           |
| Special effects (amateur)         | 51lbs  | 250       |  |        |           |
| Special effects (professional)    | 10lbs  | 500-1,000 |  |        |           |

## Explorer's Gear

| Item                        | Notes                                   | Weight | Cost  |
|-----------------------------|---|--------|-------|
| Bedroll + blanket           |   | 51lbs  | 20    |
| Body sleigh                 |   | 8lbs   | 30    |
| Fishing net                 | per 10'                                 | 2.5lbs | 15    |
| Fowler's net                | per 5'                                  | 1.5lbs | 10    |
| Hammock                     |   | 51lbs  | 30    |
| Hunting knife kit           | skinning, and cleaning tools            | 21lbs  | 40    |
| Hunting traps-              |   |        |       |
| Lethal                      | cause 1-6 points                        | 51lbs  | 100   |
| Non-lethal-rabbit           |   | 11b    | 30    |
| Non-lethal-boar             |   | 10lbs  | 100   |
| Non-lethal-bear             |   | 10lbs  | 350   |
| Ice axe                     | treat as hand axe                       | 4lbs   | 20    |
| Insect netting              |   | 11b    | 5     |
| Purifier straw (pack of 12) | +2 to Fortitude saves vs. tainted water | n/a    | 25    |
| Saw folding                 |   | 21lbs  | 15    |
| Signal whistle              |   | neg.   | 5     |
| Swim suit                   |   | neg.   | 10-50 |

## General Equipment

| Item                           | Notes  | Weight | Cost     |
|--------------------------------|--|--------|----------|
| Artist easel                   |  | 3lbs   | 30       |
| Art supplies (paints +brushes) |  | neg.   | 40       |
| Barbers kit                    | haircutting and shaving                                    | 1lbs   | 30       |
| Bath oil (per flask)           |  |        |          |
| Scented                        | one week's supply  | neg.   | 10       |
| Unscented                      | one month's supply   | neg.   | 5        |
| Books-                         |  |        |          |
| Popular press                  | standard soft back book                                    | 1lb    | up to 30 |
| Text book                      | Allows unskilled knowledge check on one subject            | 1lbs   | 70       |
| Encyclopedia set               | Allows unskilled knowledge checks after 2-5 hours of study | 50lbs  | 200      |
| Library                        | +1 to unskilled knowledge checks after 2-5 hours of study  | n/a    | 2,000    |
| Blank books-                   |  |        |          |
| Standard                       | 8 ½ by 11 (200 pages)                                      | 2.5lbs | 4        |
| Traveling                      | 8 ½ by 11 (200 pages)                                      | 1.5lbs | 10       |
| W/waterproof case              |  |        | +5       |
| W/lock:                        | Open locks DC: 18  |        | +10      |
| W/lock                         | Open locks DC: 25  |        | +30      |
| W/lock                         | Open locks DC: 20  |        | +20      |
| W/lock                         | Open locks DC: 16  |        | +5       |
| W/lock (Puzzle)                | Open locks DC: 35+   |        | +40+     |
| Book safe                      | holds 5 books, 2lbs and 100cn                              | 20lbs  | 50       |
| W/lock:                        | Open locks DC: 18  |        | +10      |
| W/lock                         | Open locks DC: 25  |        | +30      |
| W/lock                         | Open locks DC: 20  |        | +20      |
| W/lock                         | Open locks DC: 16  |        | +5       |
| W/lock (Puzzle)                | Open locks DC: 35+   |        | +40+     |
| Bootblack and brushes          |  | neg,   | 8        |
| Calligraphy kit                | Pens, ink bottles  | neg.   | 25       |
| Chalk-                         |  |        |          |
| Blackboard                     | box of 20  | neg.   | 1        |
| Sidewalk                       | bucket of 12   | .5lbs  | 5        |
| Candles (per dozen)-           |  |        |          |
| Tallow                         | each burns 8 hours   | 2lbs   | 10       |
| Wax                            | each burns for 8 hours                                     | 2lbs   | 10       |
| Wax (scented)                  | each burns for 6 hours                                     | 2lbs   | 15       |
| Candle molds                   | makes one dozen normal or 6 ornate candles                 | 1.5lbs | 25       |
| Dissection kit                 | scalpels, forceps, pins, backing board                     | 3lbs   | 20       |
| Files                          |  | .5lbs  | 15       |
| Glass cutter                   |  | .5lbs  | 40       |
| Glasses-                       |  |        |          |
| Non-functioning designer       | These glasses are just for looks                           | n/a    | 20       |
| Prescription standard          | +1 to spot checks for chars with Intuition scores below 9  | n/a    | 50       |
| Prescription designer          | +1 to spot checks for chars with Intuition scores below 9  | n/a    | 100      |
| Hacksaw                        |  | .5lbs  | 15       |
| Handcuffs-                     |  |        |          |
| Zip tie                        | Strength check (DC 22) to break                            | neg    | 40       |
| Hand mirror                    |  | neg.   | 5        |
| Holy item-                     |  |        |          |
| Wood/bone                      |  | .5lbs  | 5        |
| Metal                          |  | .5lbs  | 20       |
| Copper                         |  | .5lbs  | 50       |
| Silver                         |  | .5lbs  | 100      |
| Gold                           |  | .5lbs  | 250      |
| Platinum                       |  | .5lbs  | 500      |
| Incense-                       | per pound  |        |          |
| Common                         |  | 1lb    | 10       |
| Exotic                         |  | 1lb    | 25       |
| Rare                           |  | 1lb    | 35       |
| Ladder (10')                   |  | 10lbs  | 30       |

| <b>Item</b>                | <b>Notes</b>  | <b>Weight</b> | <b>Cost</b> |
|----------------------------|---|---------------|-------------|
| Lantern-                   | lights 60' radius/dim light 30' and burns 1 pint of oil/ 4 hours  | 5lbs          | 30          |
| Beacon                     | lights 60' radius/dim light 30' and burns 1 pint of oil/ 4 hours  | 5lbs          | 50          |
| Bullseye                   | directional beam like flashlight and burns 1 pint of oil/ 4 hours | 5lbs          | 50          |
| Fog cutter                 | range undiminished by fog and burns 1 pint of oil/ 4 hours        | 5lbs          | 75          |
| Hooded                     | lights 60' radius/dim light 30' and burns 1 pint of oil/ 4 hours  | 5lbs          | 60          |
| Leather sharpening strap   |   | neg.          | 10          |
| Magnets                    |   | .5lbs         | 5           |
| Magnifying lens            |   | n/a           | 2           |
| Measuring kit              | folding rod, angle, water measure                                 | 1lb           | 20          |
| Oil (per 1 pint flask)-    |   |               |             |
| Lighting                   | burns for 1-2 points  | neg.          | 5cc         |
| Lighting scented           | burns for 1-2 points  | neg.          | 10cc        |
| Perfume (per vial)         | 1 month's supply  | neg.          | 10-80       |
| Painting supplies          | 2 gallons of paint, Paint brushes, rollers, Paint pan             | 8lbs          | 20          |
| Portable generator         | 1 gallon gas or kerosene equals 5 hours electricity               | 44lbs         | 2,000       |
| Portable lighting system   | 4 flood lights illuminate 25,000sq feet requires port. Generator  | 80lbs         | 400         |
| Propane gas canister       | Fuel camping stove 1 week, explodes as thermal grenade            | 5lbs          | 30          |
| Pulleys (per 50lbs weight) | requires rope to work   | 5lbs          | 10/50lbs    |
| Pushcart                   | holds 100lbs +1,000 coins   | 15lbs         | 50          |
| Rope-                      |   |               |             |
| Cord                       | per 10'   | 1lb           | 3           |
| Hemp                       | per 10'   | 1.5lbs        | 5           |
| Silk                       | per 10'   | .5lbs         | 20          |
| Sewing kit                 | scissors, thread, needles   | neg.          | 2           |
| Spike strip                | Negates vehicle top speed, -4 to drive checks                     | 22lbs         | 275         |
| Sponge                     | per dozen   | neg.          | 5           |
| Stake-                     |   |               |             |
| Wooden (per 6)             | causes 1-4 points of damage                                       | 4lbs          | 5           |
| Metal                      | causes 1-4 points of damage                                       | 1.5lbs        | 15          |
| String                     | per 100'  | neg.          | 1           |
| Towel-                     |   |               |             |
| Cloth/linen                |   | neg.          | 4           |
| Cotton                     |   | neg.          | 10          |
| Whetstone                  |   | neg.          | 2           |
| Wick (per yard)            | burns 1 foot/minute   | neg.          | 1           |
| Wig-                       |   |               |             |
| Animal hair                |   | neg.          | 5cc         |
| Human hair                 |   | neg.          | 1sc         |

## **Medical Goods**

| <b>Item</b>                    | <b>Notes</b>   | <b>Weight</b> | <b>Cost</b> |
|--------------------------------|--|---------------|-------------|
| Anti-toxins (10 applications)- |  |               |             |
| Good                           | Immediate Fortitude save +2 to avoid secondary effects                       | n/a           | 250         |
| Excellent                      | Immediate Fortitude save +4 to avoid secondary effects                       | n/a           | 500         |
| Crash cart                     | Defibrillator, oxygen mask, adrenaline, +4 heal check to stabilize character | 22lbs         | 15,000      |

## **Rogue's Gear**

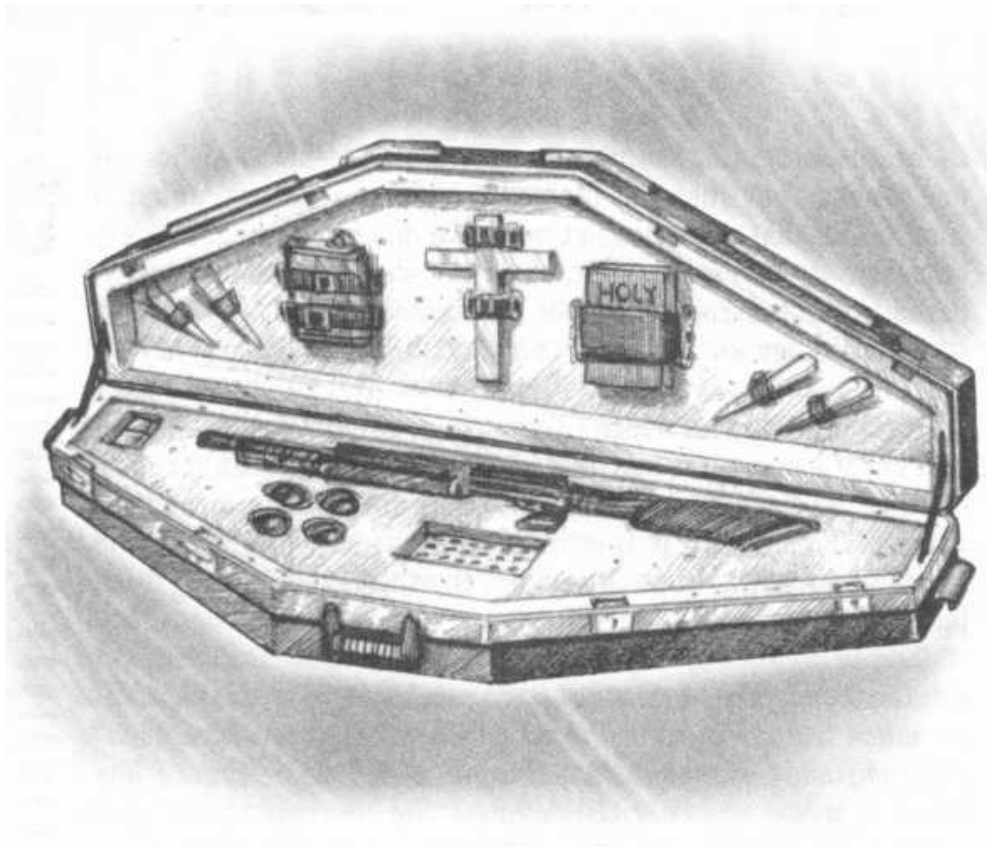
| <b>Item</b>          | <b>Notes</b>                | <b>Weight</b> | <b>Cost</b> |
|----------------------|-----------------------------|---------------|-------------|
| Video shades-        |                             |               |             |
| Black & white images | Transmits images up to 600' | n/a           | 4000        |
| Color images         | Transmits images up to 600' | n/a           | 5,500       |

## Specialized Clothing

| Item                    | notes  | Cost  |
|-------------------------|--|-------|
| Atmospheric flight suit | Provides protection from high altitudes      | 2,000 |
| Arctic gear             | Provides protection from Arctic cold         | 2,500 |
| Deep sea pressure suit  | Provides protection from underwater pressure | 3,000 |
| Biohazard suit          | +20 to Fortitude saves vs. biohazards        | 5,000 |
| Radiation suit          | +20 to Fortitude saves vs. radiation         | 7,500 |
| Thermal gear            | Provides protection from blistering heat     | 3,000 |

## Supernatural Hunting Gear

| Item                     | notes   | Weight | Cost   |
|--------------------------|---|--------|--------|
| Demon hunting kit        | Hunters guidebook, holy book, sanctified holy vestments, 1 vial holy water, tape recorder and mike, video camera, mirror, 1 poison capsule, shot gun, 1 box ammunition  | 20lbs  | 10,000 |
| Ghost hunting kit        | Hunters guidebook, candles, chalk, thread, matches, 35mm camera 3 rolls infrared film, sandwiches, brandy flask, tape recorder + mike video camera, tripods, earpieces, headphones, IR life detector, 3 suitcases | 20lbs  | 12,000 |
| Supernatural hunting kit | Hunters guidebook, 35mm camera, telescopic lens, tripods, video camera, tape recorder and mike, cast and mold kit, shot gun, box of ammunition, IR life detector  | 22lbs  | 10,000 |
| Vampire hunting kit      | Hunters guidebook, crosses, mirror, vial of holy water, Garlic, Shot gun, 1 box white phosphorus shells, 3 stakes, 1 dagger,  | 22lbs  | 7,500  |
| Werewolf hunting kit     | Hunters guidebook, silver tipped hypodermic needle, silver bladed scalpel, .45 automatic, box of silver bullets   | 10lbs  | 2,000  |



## Section Two: Optional Rules

The following section offers several new options that can profoundly change the feel of the traditional Modern day Campaign model by their inclusion. Genetic manipulation opens the door for Players to genetically augment their species or other species. The danger of including this type of technology is that very few players will want to play base line races, and will choose to play genetically enhanced characters who possess cool new powers.

Mutation presents a similar problem to genetic manipulation. Of course the Administrator must come up with a plausible reason for a race to have a mutant sub-population, and must determine how the race in question deals with these mutations. Do they celebrate the mutants, as the next step in evolution, or do they revile them. Do they segregate them, or persecute them, or do they utilize them to perform special tasks that take advantage of their newfound abilities?

Psionics is the least problematic of the three, though it also becomes a matter of who would play a normal Human when they could play a Psychic human. Also like Mutations the Administrator must choose how Psionics affect the societies where such powers are common. Are Psychic characters the highest level of society, because of their unique abilities, or are they trained and used as special operatives working for a specialized branch of the military or local law enforcement?

Allowing any of these options into the game can create a completely unique Campaign models, but the Administrator more so than the players must be ready to deal with the new challenges that adding any of these options into his campaign opens up. They can be a great way to expand a game, but could also kill a campaign if handles irresponsibly. Players and Administrators should discuss their use and implications before allowing them into the game, and might play one or two adventures including these abilities as test cases that do not affect the real campaign, before deciding if they should be allowed in the overall campaign.

### Genetics

The ability to genetically manipulate a species is something quite common in science fiction. But why were these experiments being made? To understand this it is important to gain a little insight into the hows and whys of genetic research.

One of the basic reasons behind science is a races need to completely understand why things work the way they do. This need to understand the world we live in extends to a desire to understand how and why life forms work the way they do and what makes up these beings. Genetic science tries to determine the most basic functions of the human (or non-human) body in order to be able to find the chemical basis for everything from intelligence to emotions, physical characteristics to the process of aging. Of course some scientists are not satisfied with just understanding these things they desire to control these processes to ensure that an individual creature or plant is born with specific positive traits (or is safe from specific negative ones), and to eventually be able to eliminate defects or unwanted characteristics in mature specimens.

At the extremes these scientists dream of being able to control the process of creation. These scientists want to be able to mold all manner of life (plants, animals and particularly other human or alien beings) into whatever image they desire. To accomplish this scientists have to understand that all of a living being's abilities, potential, and limitations are based to an extent on its genetic makeup. Once they can determine how DNA, RNA, and chromosomal replication work together to create specific traits, they believe they can learn to control both the process and the result.

In a campaign that allows for genetic manipulation, many of the advances in the world have originated by scientists tinkering with cells at the most basic level. Clones, mutant viruses, genetically bred super-humans, cybernetics, and dozens more things in the campaign have their roots in genetic manipulation. In an extreme example the very races in the campaign may in fact all be the product of genetic engineering by some long lost master race.

Genetic manipulation begins to be possible starting about the time that scientists begin utilizing such devices as electron microscopes, computer-aided imagery, and other tools which can examine and manipulate the building blocks of life itself (DNA and RNA). At this point it is possible for scientists to begin experimenting with DNA, and gene splicing. This of course will lead to the development of more advanced techniques. But in the beginning most of these experiments will involve the isolation of strands of DNA or the manipulation of simple single-celled organisms.

For potential adventure material or as a way to pave the way for the eventual inclusion of genetic manipulation into the campaign these early experiments could involve the testing of procedures geared towards the manipulation of genetic material on the chromosomal scale which and end up creating a viable sample or creature. This perhaps triggers an unpredictable reaction in the test subject such as the scientists altering or replacing a single-celled creature's DNA with that from another creature that results in the subject suddenly gaining sentience, or becoming extraordinarily toxic.

## **Simulating experiments in genetics in game terms**

Genetic scientists must have at least 4 levels in the following Skills: Analyze: Samples, Knowledge: Biology, Knowledge: Genetics, Knowledge: Biochemistry, and profession geneticist. A geneticist is able to test any single hypothesis about a procedure, or discover the effects of performing a specific genetic modification, after 3d10 days and a successful Profession: Geneticist check. The DC for this check should be no lower than 20 and can be as high as the Administrator decides. It should be noted that this is fairly abstract and in the real world scientists can spend a lifetime trying to prove a theory, but for the purpose of the game we'll go with this formula.

### **Designer Diseases**

One of the most basic implementations of genetic experimentation is the modification of existing microscopic organisms such as bacteria and viruses. Some geneticists strive towards altering existing diseases to make them resistant to particular medicines and making them resilient enough to survive in conditions that would normally kill them. Eventually these scientists learn to splice together the DNA of two or more different diseases to create super viruses. Once they master this they can then tailor these diseases, thus modifying a disease's incubation period and primary or secondary effects. These diseases can even be made to be resistant to all known treatments and hopefully create a wholly effective remedy. Some geneticists desire this in order to grant them the ability to infect the entire world and then only provide the cure to those they deem worthy.

Other scientists use this knowledge to benefit their species by creating many new synthetic medicines such as antibiotics and other drugs that are designed to combat diseases that were previously uncontrollable. Nature however tends to be as inventive and resourceful as science and it seems that every time scientists develop a new cure for a known disease it is not unusual for them to discover one or more diseases that have natural immunity to it.

### **Genetic manipulation of plant species**

The first step in genetic engineering more complex organisms begins with the manipulation of plant DNA. The goal is of course the creation of plants with particular traits. These traits often include possessing attributes that have never existed in their particular species. At this point geneticists are able to design plants that are specifically suited for certain ecological niches. Of course certain scientists will use this knowledge for personal gain and for example might create plants that purposely leach all the nutrients from the soil and excrete a substance that leaves the land toxic and uninhabitable.

### **Genetic manipulation of higher life forms**

The ultimate goal of genetic engineering is to safely affect the development of humans and other animals. The complexity of animal DNA is such that learning to understand its design and most basic functions is a colossal task, but once understood the first thing that scientist use this information for is in developing gene therapy. These treatments are generally used on mature creatures to replace defective genes, or genes that are linked to particular diseases, with a more benign gene. This is often done through the use of modified retroviruses (viruses that can create DNA copies of their own RNA), however several other methods exist, all of which are capable of targeting specific cells such as lung or liver cells within a living organism.

Using advanced techniques, Geneticists eventually learn a great deal about an organism even while it is gestating. By taking a sample of a developing creature's DNA, they can tell what physical and mental qualities it is liable to possess, what diseases or conditions it is predisposed toward, and even what its emotional temperament is likely to be.

Gene screening is seen as a wholly beneficial process by the general public at first, because it allows doctors to identify and prevent birth defects and congenital diseases in a race. However, as scientists learn the significance of each gene within a fetus's DNA, the possibility arises of altering the DNA to create the "perfect specimen" At first this might just mean changing superficial characteristics such as hair, eye, and skin color in a species, but eventually it can include increasing the species physical or mental potential. In the most extreme circumstances doctors and parents may eventually be able to decide on the viability of a child based solely on the fetus's genetic predisposition.

Below are several sample templates for the creation of genetically altered characters as well as rules for the creation of genetic mutations. It should be noted that use of any of these rules by Players should only come after a discussion with the Administrator, as they can have profound effects on the Campaign model that he is running.

## **Templates**

### **Aquan**

"Aquan" is an acquired template that can be added to any humanoid (referred hereafter as the character). It uses all the character's statistics and special abilities except as noted here.



The Aquan template allows for the character to survive on both land and underwater. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll he permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

**Skills:** All Aquans gain a +2 bonus to their Listen checks and a +4 to their swim checks while underwater.

### **Special Abilities**

The Aquan character retains all the special abilities of his original race, and gains the following special abilities. If the ability below one that he already possesses the character gains the benefit of the better ability:

**Amphibious:** An Aquan can breathe equally well in air and water.

**Blindsight:** Aquans have the ability to use a nonvisual sense (or a combination of such senses) to operate effectively without vision while underwater. Such sense may include sensitivity to vibrations, acute scent, keen hearing, or echolocation. This ability makes invisibility and darkness irrelevant to the creature. This ability operates out to a range of 60'. Blindsight never allows a creature to distinguish color or visual contrast. A creature cannot read with blindsight. An Aquan while underwater is not subject to gaze attacks. Blinding attacks do not penalize Aquans if they are underwater but Deafening attacks thwart blindsight if it relies on hearing. Blindsight does not work in a vacuum.

**Low light vision:** All Aquans possess Low light vision with a range of 120 yards in moonlight, or 90 yards in nights where there is no moonlight.

**Aquatic:** Aquans are immune to damage from pressure allowing them to swim anywhere without being damaged by the depths. When in water Aquans can swim at a speed equal to 2x their Strength in feet/turn at a leisurely pace or at a top speed equal to 3x Strength. Top speed can be maintained for 1 minute/Stamina point possessed by the creature.

**Dense Skin:** Aquans skin grants them a damage resistance of 5/Acid. Their skin makes them immune to the effects of normal cold up to -25 ° Fahrenheit.

### **Bio-Weapon**

“Bio-weapon” is an acquired template that can be added to any humanoid (referred hereafter as the character). It uses all the character’s statistics and special abilities except as noted here.

The Bio-weapon template allows for the character to utilize some form of natural attack that is not possessed by normal members of his species. Claws, and fangs are the most common forms that these weapons appear as but some aberrations might gain pincers, stinger tails, quills or may even produce toxic secretions or sprays. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

**Additional attacks:** A character possessing a natural attack can either use his natural weapons in combat as normal, or can make a standard weapon attack, and a natural weapon attack, by dividing his attack bonus for that attack in half, with any remainders

applying to the weapon attack, as opposed to the natural attack. Characters possessing bio-weapons do not suffer attacks of opportunity for closing in on a target to use his bio-weapon attack.

### Special abilities

**Bio-weapon statistics:** Though the exact type of bioweapon that a character with this template gains is left up to the character to determine certain traits are common to all bioweapons. A bio weapon that can be sprayed has a maximum range equal to the Stamina score of the character with that form of bio-weapon. If the weapon generates a cloud-like attack, the cloud fills a radius centered around the cloud producing character equal to 5'/point of Stamina modifier he possesses (minimum of 5'). Bioweapons can either cause physical damage such as a loss of Endurance points, or can affect Attributes. Attribute affecting bio-weapons can either be poisons, or diseases.

Bio-weapons that cause EP loss are based on the size of the character, as shown on the table below:

| Character Size | Damage | Character Size | Damage |
|----------------|--------|----------------|--------|
| Diminutive     | 1-2pt  | Large          | 1d8    |
| Tiny           | 1-3    | Huge           | 1d10   |
| Small          | 1d4    | Gargantuan     | 1d12   |
| Medium         | 1d6    | Colossal       | 2d6    |

Poisons strength is based on the Stamina of the character as shown on the table below:

| Stamina Score | Delay Onset | Attribute Loss | Secondary effect Delay | Attribute Loss |
|---------------|-------------|----------------|------------------------|----------------|
| up to 10      | 8 rounds    | 1 point        | n/a                    | n/a            |
| 11-12         | 6 rounds    | 1 point        | 8 rounds               | 1 point        |
| 13-14         | 4 rounds    | 2 points       | 6 rounds               | 1 point        |
| 15-16         | 2 rounds    | 2 points       | 4 rounds               | 2 points       |
| 17-18         | 1 round     | 3 points       | 2 rounds               | 2 points       |
| 19+           | immediate   | 4 points       | 1 round                | 3 points       |

Diseases strength is based on the Stamina of the character as shown on the table below:

| Stamina Score | Delay Onset | Attribute Loss | Secondary effect Delay | Attribute Loss |
|---------------|-------------|----------------|------------------------|----------------|
| up to 10      | 1 week      | 1 point        | n/a                    | n/a            |
| 11-12         | 6 days      | 1 point        | 1 week                 | 1 point        |
| 13-14         | 4 days      | 2 points       | 6 days                 | 1 point        |
| 15-16         | 2 days      | 2 points       | 4 days                 | 2 points       |
| 17-18         | 1 day       | 3 points       | 2 days                 | 2 points       |
| 19+           | 12 hours    | 4 points       | 1 day                  | 3 points       |

It should be noted that characters who possess poisons, or disease can only use those abilities once/day per point of Stamina modifier (minimum 1/day)

### Healer

“Healer” is an acquired template that can be added to any humanoid (referred hereafter as the character). It uses all the character’s statistics and special abilities except as noted here.

The Healer template allows for the character to heal from damage at an accelerated rate. This character also gains a resistance to the effects of disease, poison, and other debilitating effects. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

### **Special Abilities**

The Healer character retains all the special abilities of his original race, and gains the following special abilities. If the ability below one that he already possesses the character gains the benefit of the better ability:

**Fast Healing:** At the beginning of each of the Healer's turns, he heals a number of Endurance points equal to his Stamina modifier (minimum of 1 point/turn) Unlike regeneration, fast healing beings do not allow the character to regrow or reattach lost body parts. If a Healer has taken both subdual and normal damage he heals the subdual damage first. Fast healing does not restore Endurance points lost from starvation, thirst, or suffocation.

**Disease resistance:** A Healer gains a +10 circumstance bonus to his Fortitude saves to avoid becoming ill. If the Healer is affected by a disease, the disease will never be fatal. In the event that a disease would cause death, instead the Character rolls a Fortitude save (DC 20) and if this fails he permanently loses 1 Stamina point.

**Attribute losses:** A Healer character who suffers an effect that causes him to lose one or more attribute points that are not permanent losses will restore them at a rate of one point/12 hours as opposed to 1 point/day (the rate which a normal character regains lost attribute points).

## **Morphean**

"Morphean" is an acquired template that can be added to any humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The Morphean template allows the character to go for long periods without sleep and still function normally. It also allows the character to enter into a sleeplike trance that lasts for many days without suffering the effects of dehydration or starvation. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

### **Special abilities**

A Morphean retains all the special qualities of the character and gains the additional special qualities listed below.

**Hibernate:** A Morphean can enter into a sleeplike state that lasts for an extended period. While in this state, the Morphean does not suffer the effects of dehydration or starvation. Hibernation can last up to a number of days equal to twice the character's Stamina. The Morphean decides how long the hibernation will last before entering into the sleeplike state. If outside forces disturb or try to awaken the character, the Morphean must succeed at a Will Resistance roll (DC 15) to end the hibernation prematurely.

**Sleepless:** The Morphean does not suffer the detrimental effects of sleep deprivation. Once per day, the Morphean can spend 10 minutes meditating and receive all the benefits of a full 8 hours of sleep. However, Morpheans cannot go indefinitely without sleep. Once every 30 days, the character must get 2 full days of uninterrupted sleep or hibernation. Failure to do so makes the Morphean fatigued.

**Resistance rolls:** A Morphean gains a +2 bonus on all Will Resistance rolls.

## Nocturnal

"Nocturnal" is an acquired template that can be added to any humanoid (referred to hereafter as the character). It uses all the character's statistics and special abilities except as noted here.

The nocturnal template allows the character to function in darkness the way normal humans do in the light. Characters acquiring this template within the game as opposed to starting a character with this template require that the process be performed by a character with the skills Knowledge: Genetics, Knowledge: biology, Knowledge: Biochemistry of at least +10 and have access to a full genetics laboratory.

If these conditions are met, the character to be genetically altered must make 5 Fortitude saves the first with a DC of 20, and for each subsequent success the DC drops by one point. If the character fails the first roll the character permanently loses a point of Stamina and the attempt fails with no other ill effects. If he fails two rolls the character suffers a permanent loss of one point from all his physical attributes but otherwise remains unchanged and the attempt fails. If the character fails three or more Fortitude rolls a mishap occurs and he gains a number of mutations equal to his Stamina Modifier (Minimum of one Mutation)

If the character succeeds in his attempt he gains the benefits of this template.

### Special abilities

A Nocturnal retains all the special qualities of the character and gains the additional special qualities listed below.

**Darkvision:** Nocturnals have Darkvision with a range of 60 feet.

**Light Sensitivity:** Nocturnals are blinded by sunlight, flashlights, fluorescent lights, halogen lamps, and other sources of bright illumination. They can counter the blindness and see normally by wearing dark-tinted sunglasses or tinted visors.

**Skills:** Same as the character, with a +2 bonus on Listen and Move Silently checks.

**Feats:** Nocturnals gain the Blind Fighting feat as a bonus.

### Optional Rule: Genetic specimen flaw

One of the greatest fears many people have regarding genetic manipulation is the possibility that a creature, disease, or lab induced mutation will escape containment and threaten all life on the planet. While this is generally a small chance under most conditions, it makes for great adventure material.

Specimens for use in laboratory experiments are generally bred to be short-lived, require specific temperatures and conditions to thrive, and often are sterilized. If a sample escapes or is intentionally released it is nearly impossible for it to survive outside the laboratory, and even more unlikely that it would be able to reproduce. For example, a virus that has a life cycle of 12 hours and can only live in a pH3 solution of 30% saline between 60°F and 70°F is extremely unlikely to survive long enough in the wild to affect anyone or anything.

When scientists are working with a hardier organism, they often genetically manipulate it so the creature has one of the following flaws.

**Dependent:** The organism requires a particular item or condition to survive. For example, it may need to consume a particular chemical. The frequency with which the organism requires its dependent condition varies widely. The Administrator may use the table below or decide the frequency on a creature-by-creature basis.

| <b>Creature's size</b> | <b>Frequency</b> | <b>Creature's size</b> | <b>Frequency</b> |
|------------------------|------------------|------------------------|------------------|
| Fine                   | 1/round          | Medium                 | 1 per 6 hours    |
| Diminutive             | 1/Minute         | Large                  | 1 per 8 hours    |
| Tiny                   | 1/hour           | Huge                   | 1 per 12 hours   |
| Small                  | 1 per 4 hours    | Gargantuan+            | 1 per 24 hours   |

If the organism's dependent need is not met, it suffers a loss of 1d4 points of Stamina each time the specified period passes.

**Particular:** The organism has an extreme preference (or an extreme dislike) for a certain condition. Examples include darkness or bright light, wetness, heat or cold. When faced with the condition it is particular about, the organism must make a successful Will resistance roll (DC 20) to resist the urge to remain where it is (or flee, as appropriate).

**Susceptible:** The organism is damaged by a specific condition or material. Examples include environments above or below a certain acidity or temperature, or the presence of a particular gas or liquid. When the organism comes in contact with the substance or condition to which it is susceptible, it takes damage. The amount of damage is equal to the creature's Endurance level plus its Stamina modifier, if the modifier is a positive number (having a low Stamina score does not allow the organism to lessen the damage rolled).

This damage is in addition to any other damage caused by the contact. If, for example, the organism was susceptible to steel and it was struck in melee by a steel weapon, the creature would take the normal melee damage plus the damage for being susceptible.



### **Other benefits of Genetic research**

Genetic research can do more than just alter the physiology of a subject. The field of genetics also opens the door to the possibility of Cloning and at the highest levels of creating new life forms. This section will touch on that aspect of genetic research.

Early Gene therapy that targets specific cells for localized modification affects only the patient directly receiving the treatment. He will never be able to pass the modifications on to his offspring. However, once the technology reaches the point that it can imbue the subject with new special qualities, the subject has been changed at a basic genetic level and the traits may be passed along to children. At this point the subject no longer belongs to the original species but becomes the progenitor of an entirely new sub-species.

This process has the potential to create an entirely new race and if the genetic manipulation is extensive enough that the subject's DNA is no longer compatible with naturally occurring DNA, meaning that the new species can no longer mate with normal members its former species. The most common use for such extensive genetic manipulation is to create humans or other creatures that are capable of surviving in environments that would normally be deadly to the species it was engineered from.

## Cloning

Cloning is another example of a common use of genetic engineering. The act of cloning generally involves acquiring a viable sample of one creature's DNA and using it to make an exact physical duplicate of the creature. A clone is identical to the original creature in every genetic way (blood type, birth defects, fingerprints, and retinal pattern), however the clone does not have any scars, tattoos, or other identifying marks gained during the course of the original creature's life.

Cloning is a very difficult process. Although the number of successful experiments in the Frontier was increasing before the law was passed halting such research, creating and bringing a clone to full term was and still is a high-risk endeavor and scientists generally have to make several attempts before an experiment reaches a satisfactory conclusion. Any single attempt to create a clone has roughly a 90% chance of failure. What's more, clones tend to be prone to a host of developmental problems including accelerated decrepitude, unexplained organ failure, immune system failure, and a generally weak constitution.

The scientists in most campaigns where cloning is allowed have to have found the solution for the developmental problems that up until then had plagued previous attempts to successfully clone a being, and their research and lab equipment are usually found in some secret location. For cloning type campaigns scientists have to possess the means to successfully clone any living organism with an acceptably low failure rate.

Cloning in these types of campaigns is usually at the stage where a clone would still have to go through the same gestation period and developmental processes as a child conceived through ordinary procreation. This means that without a detailed genetic examination, it would be difficult (if not impossible) to tell the difference between a naturally conceived baby and a clone. It does not have to be revealed how the scientists plan to accelerate the growth of the clones to match the characters they were intended to replace.

It is assumed that a clone who is given the same nutritional and physical environment that the original person had should develop physically in exactly the same way as the original person. The two may however be completely different in terms of personality and temperament, much the same way as any parent and offspring. The clone may be a physical recreation of a person, but it is not an emotional or intellectual duplicate.

**Variant idea:** in a campaign where cloning is commonplace and acceptable Corporations may develop that create cadres of clones. Most often they choose to clone those people who are especially good at a particular job or activity. Often filling entire company buildings with people ideally suited for their jobs and who work well together.

This scenario however, requires the addition of one more advance in technology: Identity transfer.

In this scenario it is assumed that if a person is the sum of all his experiences, a clone is no more the person whose genetic structure he shares than he is a photograph or sculpture of that person. To transform a clone into that person, a way needs to be found to make the clone's mind identical to the person's mind.

In this Campaign variant People who can afford clones often make a recording of his brain pattern and transfers the pattern to the clone while it is still in a formative stage. (Exactly how this is accomplished is left up to the Administrator to decide). The clone awakens with all the memories and experiences of the person up to the point of the recording (anything that happens to the person after the recording is not part of the pattern).

In this setting clones are often kept as organic life insurance policies and those who can afford it periodically record their brain patterns so their clone has the most up to date memory possible. It is also not unknown for some very wealthy and morally questionable people to use cloning technology to imprint the mind of a clone with the brain pattern of another person, and some ultra-wealthy people on their deathbeds have had their brain patterns recorded and, after passing away, had them implanted on a clone of himself as a young man thus maintaining his wealth and power for generations.



## Mutation

Mutants and Mutation have long been a concept linked to Science fiction games particularly in the science fiction of the Cold War. Though Mutants are not common in most modern settings, who is not to say that an Administrator may not decide to create a campaign model where mutants do exist in the campaign world as playable characters. For that reason the rules for Mutation within the modern world have been presented below.

## Mutant Template

Mutants are characters or creatures that possess one or more Mutations. Mutants for the most part do not live in groups large enough to consider them as having a society onto themselves. Many Mutants live on the fringes of Human settlements, and gain acceptance by using their abilities (if beneficial) to help the humans. Of course for every “Settled” Mutant there must be dozens living in small bands in the wilds, preying on anyone foolish enough to risk leaving the relative safety of the few Human settlements that have sprung up around the Spaceports of these “Reservations”.

This template can be added to any living, human, humanoid, or creature who possesses a Stamina of at least 12. The creature, or being’s Type gains the subheading of Mutant. Other changes to the Character or Creatures Statistics follow:

### Statistics that remain unchanged

A Mutant’s Attributes, Resistance rolls, Combat rolls, Attacks, Damage, Defensive Rating, Skills, or Feats do not change due to the character or creature becoming a Mutant unless the mutation that they’ve gained states otherwise.

### Mutant abilities gained

**Mutant powers:** A Mutant may choose 1 positive Minor mutation/point of Stamina modifier that he possesses. The Mutant however gains one negative Minor mutation per three positive Minor mutations that he possesses. The Character can opt to take one positive Major mutation in place of two positive Minor mutations.

The Mutant can gain 2 additional positive Minor mutations or an additional positive Major mutation by taking a negative Major mutation. In other words:

- 1 Minor (Positive) mutation is gained per point of Stamina modifier
- 1 Minor (Negative) mutation is gained for each 3 (Positive) minor mutations
- 1 Major (Positive) mutation replaces 2 minor (Positive) mutations
- 1 Major (Negative) mutation taken grants either two additional (Positive) minor mutations or 1 major (Positive) mutation

**Using Mutant abilities:** The character can utilize his powers as many times in a day as he has points of Stamina modifier (Minimum once/day per positive Mutation), unless the power gained is listed as permanent in which case the power is always considered in effect.

A Mutant may only manifest one power in a given round unless stated otherwise in the description of the Mutation. If the

Mutation is one that allows the character to continue manifesting it for as long as he concentrates, the character must end his concentration on a given Mutation, and cannot manifest a new power until the following round.

While concentrating on a power the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his speed. A character manifesting a power does not incur Attacks of opportunity for doing so.

If he is struck in combat or fails a Resistance roll while concentrating on a power, the Mutant must make a Will save with a difficulty equal to 10 + the damage taken or he loses his concentration. If the effect causes no damage, the Mutant's Will resistance roll has a Difficulty of 16 to determine if he can continue to manifest the power. The only exception to this is for attacks that affect the Mutant's mind which automatically cause him to lose his concentration.

**Gaining new Powers:** The only way that a Mutant can gain new powers after he is created is if his Stamina increases to a point that the Mutant's Stamina modifier increases, in which case the Mutant may choose 1 additional positive Minor Mutation.

## Mutant Powers

On the pages that follow will be found information detailing the types of Mutations found in the Star Frontier's rules Campaign setting. These Mutations are divided into Positive (good) and Negative (Bad) Mutations, and the powers themselves are either Minor, or Major.

### Minor Mutations

| <b>Positive Mutations</b> | <b>Type</b> | <b>Positive Mutations</b> | <b>Type</b> |
|---------------------------|-------------|---------------------------|-------------|
| Ability enhancement       | Permanent   | Metabolic boost           |             |
| Acidic Saliva             |             | Nimble fingers            | Permanent   |
| Adrenaline Jolt           |             | Parasite                  |             |
| Claws                     | Permanent   | Pheromone attraction      |             |
| Darkvision                | Permanent   | Poison touch              |             |
| Energy diffusion          |             | Poison bite               |             |
| Extra digits              | Permanent   | Prickly pear              | Permanent   |
| Fangs                     | Permanent   | Scaly armor               | Permanent   |
| Fearsome voice            |             | Scent                     | Permanent   |
| Flexible bones            |             | Second wind               |             |
| Force barrier             |             | Smoke screen              |             |
| Gazing eye                | Special     | Strong grip               | Permanent   |
| Gills                     | Permanent   | Tail                      | Permanent   |
| Great horns               | Permanent   | Thin fur coat             | Permanent   |
| Hyper sensitivity         | Permanent   | Toughened skin            | Permanent   |
| Improved hearing          | Permanent   | Wall crawling             | Permanent   |
| Improved vision           | Permanent   | Webbed hands              | Permanent   |
| Inkwell                   |             |                           |             |

### Minor Negative Mutations

| <b>Negative Mutations</b> | <b>Type</b> | <b>Negative Mutations</b> | <b>Type</b> |
|---------------------------|-------------|---------------------------|-------------|
| Ability degradation       | Permanent   | Malformed mouth           | Permanent   |
| Blood hunger              | Permanent   | Pheromone repulsion       | Permanent   |
| Bum leg                   | Permanent   | Reduced speed             | Permanent   |
| Cracking joints           | Permanent   | Scaly skin                | Permanent   |
| Festering sores           | Permanent   | Soft skin                 | Permanent   |
| Fins                      | Permanent   | The Hirsute horror        | Permanent   |
| Forked tongue             | Permanent   | The Stench                | Permanent   |
| Frailty                   | Permanent   | Unnatural eyes            | Permanent   |
| Glass jaw                 | Permanent   | Unnatural hair            | Permanent   |
| Greedy metabolism         | Permanent   | Unnatural skin            | Permanent   |
| Heat/cold susceptibility  | Permanent   | Unnatural voice           | Permanent   |
| Horns                     | Permanent   | Weak immune system        | Permanent   |
| Lethargy                  | Permanent   | Weakened hearing          | Permanent   |
| Light sensitivity         | Permanent   | Weakened vision           | Permanent   |



## Major Mutations

### Positive Mutations

|                         | Type      |
|-------------------------|-----------|
| Arachnofibre production |           |
| Echolocation            | Permanent |
| Elasticity              |           |
| Energy absorption       |           |
| Enlarged form           | Permanent |
| Exoskeleton             | Permanent |
| Extra arms              | Permanent |
| Fire lungs              |           |
| Frog legs               | Permanent |
| Harmonious pheromones   | Permanent |
| Mental overdrive        |           |
| Prehensile tail         | Permanent |

### Positive Mutations

|                        | Type      |
|------------------------|-----------|
| Psychic aptitude       | Permanent |
| Quantum action         |           |
| Skeletal reinforcement | Permanent |
| Solar discharge        |           |
| Sonic scream           |           |
| Stinger                | Permanent |
| Suggestive voice       |           |
| Telekinesis            |           |
| Telepathy              |           |
| Tentacle               | Permanent |
| Ultra immune system    | Permanent |
| Wings                  | Permanent |

### Negative Mutations

#### Negative Mutations

|                       | Type      |
|-----------------------|-----------|
| Discordant pheromones | Permanent |
| Gills                 | Permanent |
| Half-life             | Permanent |
| Loose joints          | Permanent |
| Lost arm              | Permanent |
| Medical dependency    | Permanent |
| Mental degeneration   | Permanent |

#### Negative Mutations

|                     | Type      |
|---------------------|-----------|
| Mind slave          | Permanent |
| Nervous spasms      | Permanent |
| Poisonous blood     | Permanent |
| Radiation leak      | Permanent |
| Tumorization        | Permanent |
| Ultraviolet allergy | Permanent |

## Descriptions

### Minor Positive mutations

#### Ability Enhancement

Ability Enhancement is a catch-all term for a mutation that positively affects one of the character's Attributes. When the character receives this mutation roll 1d6 to determine which one of his attributes is affected, or choose one of the following:

| Die roll | Result   | Die roll | Result      |
|----------|----------|----------|-------------|
| 1        | Strength | 4        | Intuition   |
| 2        | Agility  | 5        | Personality |
| 3        | Logic    | 6        | Appearance  |

The character gains one point to the chosen attribute but more than this the character can never suffer a decrease to his chosen attribute equal to 10 +1 point for each time he chooses this effect, so that a character choosing this effect and choosing Strength would gain a +1 to his Strength score and could never possess a Strength score below 11.

#### Acidic Saliva

A character possessing this mutation can cause his spittle to become acidic. The character can bite or spit this acid. If trying to spit at a moving target, the Mutant makes a roll to hit against the target ignoring his opponent's Defensive bonus due to protective clothing or armor, and if it hits the victim suffers 1d4 points of acid damage. In the following round before initiative is rolled the victim of the attack suffers an additional 1d4 points of damage, as the acid continues to eat away at him.

#### Adrenaline Jolt

A character with this mutation can increase his reaction speed for one round/point of Agility modifier that he possesses (minimum 1 round). The character must state at the beginning of the round before initiative is rolled that he is using this power, and he gains a +2 bonus to his Initiative, and to any Reflex saves he makes while this power is in effect. The character also gains one additional Attack of opportunity/round that this power is in effect.

## Claws

A character who possesses this mutation is blessed with finger nails that become razor sharp and exceptionally strong. The character can make a claw attack if he does not possess claws that causes damage depending on the size of the character/creature. If the character naturally possesses claws the damage die for his claws increases one category (as if the Mutant was one size category larger than he actually is). The damage done by the character or creature's claws is as follows:

| <b>Creature/character Size</b> | <b>Damage Done</b> | <b>Creature/character Size</b> | <b>Damage Done</b> |
|--------------------------------|--------------------|--------------------------------|--------------------|
| up to tiny                     | 1-2                | Huge                           | 1-8                |
| Small                          | 1-3                | Gargantuan                     | 1-10               |
| Medium                         | 1-4                | Colossal                       | 1-12               |
| Large                          | 1-6                |                                |                    |

A character who possesses this ability can make a claw attack during any of his attacks by dividing his attack bonus in half (any remainders are applied to the primary attack). Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent.

## Darkvision

A character who possesses this mutation has the ability to see in darkness with a range of 60'. The character's Darkvision however does not allow him to see color. All things seen using this power are seen in various shades of gray. This power can be used by the mutant at will. If the character already possesses this ability naturally, the range of his Darkvision doubles.

## Energy diffusion

A mutant with this ability must state that he is using this ability at the beginning of a round before Initiative is rolled, and the power can be maintained by the character concentrating on it. When in use the character generates a field of energy that is only visible to a character trying to see it on a Spot check (DC 20), and if it is seen it appears as a very faint shimmer that appears in front of the Mutant at a range of about 6" from his body.

When this power is in use the character reduces damage from one form of energy chosen by the character when this power is first taken by -1pt of damage (and can even reduce damage taken to 0) As this field of energy appears in front of the character, attacks using an energy of the type that he diffuses are only reduced if the attack was aiming for the Mutant's front side. Each time this mutation is chosen the damage reduction from the type of energy increases by one point, or he may add another type of energy his power is effective against.

## Extra digits

A Mutant possessing this power gains one or two additional fingers on his hands. The character with this ability gains a +1 bonus to any Skill rolls he has that require manual dexterity (Computers, Craft\*, Disable devices, Open locks, Pick pockets, Search etc.)

## Fangs

A character who possesses this mutation is blessed with razor sharp and exceptionally strong fangs. The character can make a bite attack if he does not possess fangs that causes damage depending on the size of the character/creature. If the character naturally possesses fangs the damage die for his bite increases one category (as if the Mutant was one size category larger than he actually is). The damage done by the character/creature's bite is as follows:

| <b>Creature/character Size</b> | <b>Damage Done</b> | <b>Creature/character Size</b> | <b>Damage Done</b> |
|--------------------------------|--------------------|--------------------------------|--------------------|
| up to tiny                     | 1pt                | Huge                           | 1-6                |
| Small                          | 1-2                | Gargantuan                     | 1-8                |
| Medium                         | 1-3                | Colossal                       | 1-10               |
| Large                          | 1-4                |                                |                    |

A character who possesses this ability can make a bite attack by making a grapple check but dividing his attack bonus in half (any remainders are applied to the primary attack). If the grapple succeeds the character can then attempt to bite his opponent. Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent.

## **Fearsome voice**

A character possessing this ability can produce sub-harmonic frequencies when he speaks that cause fear in anyone listening within a 30' cone centered on his mouth. It should be noted that language is not a factor when using this ability, nor is it important what the character says. Any target in range of this attack must make a Will Resistance roll against a DC equal to 10+ the Mutant's Personality modifier (minimum +1 bonus) or they are shaken for 1 round +1 round/point of Personality modifier possessed by the Mutant (if positive).

## **Flexible bones**

A character who possesses this mutation gains a +2 bonus to his Escape artist checks, and reduces damage from blunt attacks by -1 point (even reducing damage to 0)

## **Force barrier**

A Mutant with this ability must state that he is using this ability at the beginning of a round before Initiative is rolled, and the power can be maintained by the character concentrating on it. When in use the character generates a field of energy that is only visible to a character trying to see it on a Spot check (DC 20), and if it is seen it appears as a very faint shimmer that appears in front of the Mutant at a range of about 6" from his body.

When this power is in use the character reduces damage from physical attacks by -1pt of damage (and can even reduce damage taken to 0) As this field of energy appears in front of the character attacks are only reduced if the attack was aiming for the mutant's front side. A Player who chooses this mutation multiple times decreases damage from physical attacks by an additional 1 point each time this power is taken.

## **Gazing eye**

A Mutant with this strange mutation possesses a third eye that appears directly above and between his eyes. This third eye grants the character a +2 bonus to his spot checks but also possesses one unique ability. Once/day per point of Intuition modifier that he possesses (minimum 1/day) any character gazing on the character who meets the gaze of this third eye (50% chance if looking at the character unless the target is deliberately averting his gaze) must roll a Will Resistance roll (DC 10+ the Mutant's Personality modifier with a minimum of +1) or he finds himself unable to look away from the Mutant, thus losing any remaining actions he had in the round, and losing his Agility based Defensive bonus. The character is subject to Attacks of opportunity while transfixed, but a successful Attack of opportunity ends this effect immediately.

The Mutant can concentrate to keep this going beyond the first round, but at the beginning of each round before Initiative is rolled any transfixed opponent gains a new Resistance roll, to see if they have managed to escape the mutant's gaze.

## **Gills**

A Mutant who possesses this mutation possesses gills, enabling him to extract oxygen from water allowing him to breathe underwater for extended periods of time. The character however has no adaptations for pressure or cold with this power so he is limited to swimming at depths equal to 200' + 10'/ point of Stamina that he possesses and the character cannot swim in frigid waters without taking damage from the cold.

## **Great horns**

A character who possesses this mutation is blessed with horns that are exceptionally strong. The character's horns can either be ram-like, or bull-like as he chooses allowing him to either make a goring attack or a head butt attack. The damage from such an attack depends on the character's size and is detailed on the table below. If the character or creature naturally possesses horns then the damage die for the Mutant's horns increases one category (as if the Mutant was one size category larger than he actually is.) The damage done by the character/creature's horns is as follows:

| <b>Creature/character</b> | <b>Damage done</b> |             | <b>Creature/character</b> | <b>Damage done</b> |             |
|---------------------------|--------------------|-------------|---------------------------|--------------------|-------------|
| <b>Size</b>               | <b>Head butt</b>   | <b>Gore</b> | <b>Size</b>               | <b>Head butt</b>   | <b>Gore</b> |
| up to tiny                | 1pt                | 1-2         | Huge                      | 1-6                | 1-8         |
| Small                     | 1-2                | 1-3         | Gargantuan                | 1-8                | 1-10        |
| Medium                    | 1-3                | 1-4         | Colossal                  | 1-10               | 1-12        |
| Large                     | 1-4                | 1-6         |                           |                    |             |

A character who possesses this ability can make an attack with his horns during any of his attacks by dividing the attack bonus in half (any remainders are applied to the primary attack). Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent.

### **Hyper sensitivity**

A character who possesses this mutation has an exceptional combination of peripheral vision, acute senses and a unique proximity sense, that grant him a +2 bonus to his rolls to avoid surprise, and negate any attempts to blindside him. This character can sense the presence of invisible creatures within a 10' radius of him, and though he cannot pinpoint their location with this power, the character reduces their Defensive bonus for being invisible to +5, and cuts their bonus to attack him due to invisibility by ½ as well.

### **Improved hearing**

A Mutant possessing this ability gains a +4 bonus to his Listen checks. The character however suffers a +1 to any damage he takes from sonic attacks.

### **Improved vision**

A Mutant possessing this ability gains a +4 bonus to his Spot checks. The character however suffers a -1 to any Reflex saves he must make to avoid being blinded.

### **Inkwell**

A character who possesses this power is able to generate a cloud of inky blackness that fills a 5' radius area/point of Stamina modifier that he possesses. Characters within the cloud gain a +10 bonus to their Defensive ratings for being concealed, but suffer a -4 to their chance to hit because they are blinded by the cloud. The Mutant using this ability is treated just like any other character in the cloud. The cloud lasts 1 round/point of Stamina modifier that the Mutant has (minimum 1 round).

### **Metabolic boost**

A Mutant with this ability must state that he is using this ability before initiative is rolled, and gains the following benefits while this power lasts. He gains a +2 bonus to his Fortitude saves while this power lasts, and if he is poisoned the character rolls his Fortitude save and if successful takes no damage from the poison, but if he fails the Mutant takes ½ the effects of the poison. In the case of a poison that causes death, a Mutant with this power can call on this power to avoid dying, but instead of dying he permanently loses 1 Stamina point.

### **Nimble fingers**

A Mutant possessing this power gains a +2 bonus to any skill rolls requiring manual dexterity (Computers, Craft\*, Disable devices, Open locks, Search etc.) that he possesses.

### **Parasite**

A Mutant with this ability is able to touch a target and steal some of the target's Stamina to heal himself. To use this power in combat the Mutant makes an attack roll (DC 10+ the target's Defensive modifier due to Agility only) and if successful the victim must make a Fortitude save (DC 10+ the Mutant's Psyche score) and if he fails this roll the Parasitic Mutant drains 1 point of the victim's Stamina (temporary Attribute loss) and uses it to heal himself of 1d6 Endurance points. Note that the Parasitic mutant can never gain Endurance points above his maximum number by using this ability, nor can he drain Stamina if he doesn't need to heal.

### **Pheromone attraction**

A Mutant with this ability is able to cause beings of the opposite sex to become attracted to him and causing their reactions to him to be shifted two places towards being positive. The mutant with this ability gains a +2 bonus to his Barter/haggling, Bluff, Diplomacy, Gather information, and Seduction rolls when used on targets that are under the effects of this power.

## Poison touch

A Mutant with this power must state that he is using this power before initiative is rolled, and once in effect the Mutant's skin exudes a mild toxin that causes target's touching him (bare flesh to bare flesh) to make a Fortitude Save (DC 10 + the Mutant's Stamina modifier) or suffer a rash on the exposed area after one round, that causes them to lose 1 temporary point of Agility. The Mutant can touch a target to use this ability, by making a touch attack (DC 10 + the target's Agility based Defensive bonus only) and if the attack succeeds the victim must make the Fortitude save as above. Note that when trying to touch a target in a combat situation, the Mutant is subject to an Attack of opportunity before he delivers this attack.

## Poison bite

A character who possesses this mutation may bite an opponent in order to inject him with a poison, that the Mutant generates. A character who possesses this ability can make a bite attack by making a grapple check but dividing his attack bonus in half (any remainders are applied to the primary attack). If the grapple succeeds the character can then attempt to bite his opponent. Note that when using this option the character does not suffer an Attack of opportunity for closing in on his opponent. A character's bite causes damage depending on the size of the character as shown on the table below:

| <b>Creature/character<br/>Size</b> | <b>Damage<br/>Done</b> | <b>Creature/character<br/>Size</b> | <b>Damage<br/>Done</b> |
|------------------------------------|------------------------|------------------------------------|------------------------|
| up to tiny                         | 0-1pt                  | Huge                               | 1-4                    |
| Small                              | 1pt                    | Gargantuan                         | 1-6                    |
| Medium                             | 1-2                    | Colossal                           | 1-8                    |
| Large                              | 1-3                    |                                    |                        |

Once bitten the victim must make a Fortitude save (DC 10 + the Mutant's Stamina modifier) and if this fails the victim is poisoned. In 6 rounds -1 round/point of Stamina modifier possessed by the Mutant, he will lose one point to one Attribute as chosen by the Mutant when this power is first taken. then after 12 rounds -1 round/point of Stamina modifier possessed by the Mutant passes the victim is allowed a second Fortitude save (DC 10 + the Mutant's Stamina modifier) to avoid losing an additional Attribute point from an Attribute chosen by the Mutant when this power was first created.

## Prickly pear

A Mutant who possesses this ability has undergone changes to his skin that have caused it to grow barbs. Any character attempting to grapple with the character takes 1 point of damage/ point of Stamina modifier possessed by the mutant due to the sharp barbs on the Mutant's skin. A Mutant with this ability gains a +1 to his punch and kicking damage because of this mutation.

## Scaly armor

A character who possesses this mutation's body is covered with hard scales that grant him a natural bonus to his Defensive rating equal to his Stamina modifier. This natural bonus is not negated by attacks that ignore armor, or other defensive modifiers (such as touch attacks)

## Scent

A Mutant with this ability has such a highly developed olfactory sense that the Mutant can accurately recognize and identify even very weak odors that it has encountered in the past, including people. A Mutant with this ability who learns the Tracking feat gains a +2 bonus to his Tracking success rate, unless something has masked or removed the scent.

## Second wind

A Mutant with this ability can act normally after getting a minimum amount of sleep equal to 8 hours-2 hours/point of Stamina modifier that he/she possesses with a minimum of needing one hour of sleep (normal character's require a number of hours of sleep equal to 8 hours -1 hour/point of Stamina modifier that they possess).

## Smoke screen

A character who possesses this power is able to generate a cloud of obscuring smoke that fills a 5' radius area/point of Stamina modifier that he possesses. Characters within the cloud gain a +5 bonus to their Defensive ratings for being concealed, but suffer a -2 to their chance to hit because they are blinded by the cloud, The Mutant using this ability is treated just like any other

character in the cloud. The cloud lasts 1 round/point of Stamina modifier that the Mutant has (minimum 1 round).

### **Strong grip**

A Mutant possessing this ability is treated as if his Strength was 2 points higher than listed when he wrestles or grapples.

### **Tail**

A character possessing this mutation has grown a tail, which provides him a +1 to his Agility score and a +4 bonus to his Balance checks

### **Thin fur coat**

Due to their Mutation, these characters reduce damage from cold by -1 point/die (including reducing damage to 0/die) and are unaffected by temperatures up to -40° Fahrenheit

### **Toughened skin**

A Mutant possessing this power reduces damage by -1pt/die (minimum 1pt of damage) from slashing or piercing weapon attacks. If the player chooses this power multiple times each additional time reduces the damage taken by slashing or piercing weapons by an additional-1/additional time this power is chosen.

### **Wall crawling**

A Mutant exhibiting this mutation has the ability to climb walls much in the manner of a spider. He can climb upside down and even across the ceiling. The character gains a +10 bonus to his climb checks, and as a side effect anyone trying to pull him off a wall does so as if the Mutant had a Strength 10 points higher than he actually has.

### **Webbed hands**

A Mutant exhibiting this mutation has a thin membrane between his digits that grants the character a +5' bonus to his swim speed, and grants the character a +2 bonus to his Swim checks.

## **Minor Negative Mutations**

### **Ability degradation**

Ability degradation is a catch-all term for a mutation that negatively affects one of the character's abilities. When the character receives this mutation roll 1d6 to determine which one of his Attributes is affected, or choose one of the following:

| <b>Die roll</b> | <b>Result</b> | <b>Die roll</b> | <b>Result</b> |
|-----------------|---------------|-----------------|---------------|
| 1               | Strength      | 4               | Intuition     |
| 2               | Agility       | 5               | Personality   |
| 3               | Logic         | 6               | Appearance    |

The character loses one point to the chosen Attribute but more than this the character can never increase the character's attribute greater than 18 -1 point for each time he chooses this negative effect, so that a character choosing this negative effect and choosing Strength would suffer a -1 to his Strength score and could never possess a Strength score over 17.

### **Blood hunger**

A Mutant who suffers from this affliction must drink blood in order to survive. The Mutant must drink one pint of blood (the equivalent of 1 Stamina point) per day or he loses one temporary Stamina point. For each day that he doesn't get this nourishment his Stamina continues to drop. After the Character loses 5 temporary points of Stamina, if he continues without drinking blood each subsequent loss is a permanent point of Stamina that is lost. When his Stamina drops to 0 the character dies. The character regains lost Stamina points when he begins to drink blood regularly again at a rate of one temporary point regained/day of eating regularly.

### **Bum leg**

A character who possesses this disadvantage cannot add his Agility based modifier to his movement rate, and cannot travel faster than at a jog (2x his/her movement rate) because of his deformity.

### **Cracking joints**

A Mutant who possesses this disadvantage makes noticeable noise when he moves. This mutation causes the character to suffer a -2 bonus to his Move silently skill and grants opponents a +1 to their Listen checks to hear him unless he is standing perfectly still.

### **Festering sores**

A character who suffers from this disability possesses puss-filled sores covering his body. The character with this disadvantage suffers a -2 to his Appearance score and in either case can never possess an Appearance score greater than 10.

### **Fins**

A Mutant who possesses this disadvantage has grown fins on parts of his body. These fins however do not provide him with any benefits and reduce his Appearance by -2.

### **Forked tongue**

A character who suffers from this mutation has a disturbing disadvantage. The character's tongue is forked which reduces the character's Appearance by -1, and is such a disquieting feature that reactions to the character suffer a -1 to their roll.

### **Frailty**

A character who possesses this disability suffers a -1 to his Stamina score, and can never possess a Stamina score greater than 10. If this disadvantage is taken more than once the character suffers an additional -1 to his Stamina/ additional time this disadvantage is taken.

### **Glass jaw**

A character who suffers this disability is easily knocked unconscious when struck in the head. A Called shot targeting his head forces him to make a Fortitude save with a difficulty equal to 10 + the damage taken, regardless of the intent of the blow, and if the character fails this he is immediately knocked unconscious for the remainder of the round, and in the following round he loses his Initiative modifier.

### **Greedy metabolism**

A Character who possesses this disadvantage must eat twice as much food in order to survive. If the Mutant does not eat as much or more food than he requires the Mutant loses one temporary Stamina point. For each day that the Mutant doesn't get his required amount of food the Mutant's Stamina continues to drop. After the Character loses 5 temporary points of Stamina, if he continues without eating as much food as the Mutant requires each subsequent loss is a permanent point of Stamina that is lost. When the Stamina score drops to 0 the character dies. The character regains lost Stamina points when he begins to eat normally again at a rate of one temporary point regained/day of eating regularly.

### **Heat/cold susceptibility**

A Mutant who possesses this disability must choose to either be susceptible to heat or cold. Thereafter the character takes double damage from the temperature extreme he is susceptible to unless the attack allows a Resistance roll for half damage, in which case the Mutant takes half damage on a successful save and double damage on a failed save.

### **Horns**

A character who suffers from this mutation has a disturbing disadvantage. The character possesses horns that are not advantageous to him in anyway. This mutation reduces the character's Appearance by -1, and is such a disquieting feature that

reactions to the character suffer a -1 to the roll.

### **Lethargy**

A Mutant who suffers from this disability finds it incredibly difficult to force himself to move, much less to do anything strenuous. The Mutant cannot force himself to move faster than a jog, and he suffers a -2 to his Reflex saves because he is unable to react as fast as a normal person could.

### **Light sensitivity**

A character possessing this mutation is sensitive to daylight. The Mutant is so uncomfortable in daylight that he suffers a -2 to his Ability, Skill, and Attack rolls unless they wear protective eyewear because of their sensitivity to ultraviolet light, which becomes painfully distracting.

### **Malformed mouth**

A character who suffers from this mutation possesses a malformed mouth that affects not only his appearance, but the way he speaks. The character suffers a -1 to his Appearance and can never have an Appearance score over ten. In addition because speaking is such a chore for the Mutant and understanding what he is saying becomes annoying after a while that character suffers a -1 to his Barter/haggling, Bluff, Diplomacy, Gather Information, Seduction, and Reaction rolls.

### **Pheromone repulsion**

A Mutant who possesses this disadvantage for some reason exudes pheromones that cause beings to react to him negatively, regardless of his Personality or Appearance. The Character suffers a -2 to His Diplomacy, Barter/haggling, Gather information, Bluff, and Seduction rolls, and reactions to him by NPC's are always treated at 2 places closer to being hostile because of this disadvantage.

### **Reduced speed**

A character who possesses this disadvantage is treated as if his movement base was one place lower than usual for a character of his size, as shown on the table below:

| <b>Standard<br/>Base Speed</b> | <b>Modified<br/>Base Speed</b> | <b>Standard<br/>Base Speed</b> | <b>Modified<br/>Base Speed</b> |
|--------------------------------|--------------------------------|--------------------------------|--------------------------------|
| 15'                            | 0'                             | 30'                            | 20'                            |
| 20'                            | 15'                            | 40'+                           | 30'                            |

A Mutant whose base speed is 0' cannot move on his own unless he possesses a modifier to Agility in which case he can crawl at his Agility modifier in feet per round.

### **Scaly skin**

A Character who suffers from this mutation's body is covered with scaly hide that unnerves most people. The Mutant suffers a reduction to his appearance by -1, and is such a disquieting feature that reactions to the character suffer a -2 to the roll.

### **Soft skin**

A Mutant who possesses this deformity has smooth soft skin that is almost artificial in appearance. This skin however is exceptionally thin. The character suffers a +1 to any damage he takes and his skin bruises so easily that the character suffers a -1 penalty to his Appearance.

### **The Hirsute horror**

A Character who suffers from this mutation's body is covered with thick matted fur, but this fur does not provide him with any advantage. The character suffers a reduction to his appearance by -2, and can never have an Appearance score greater than 10.



## **The Stench**

A character who suffers from this mutation's body exudes a powerful stench that is noticeable at a distance of 10' per point of Stamina modifier that he possesses (minimum 10'). A character with this disadvantage suffers a -1 to reactions to him because of the Mutant's revolting stench. Furthermore he suffers a -2 to his Hide checks because of the noticeable odor he exudes. Characters or Creatures trying to track the Mutant with this disadvantage do so with a +4 bonus if they track by scent.

## **Unnatural eyes**

A Character who possesses this mutation possesses eyes that for some reason are unusual enough as to be unnerving. The Character suffers a -2 to his appearance, and can never possess an Appearance score greater than 10.

## **Unnatural hair**

A Character who possesses this mutation is covered with tufts of hair that grow in random locations on his body. The Character suffers a -2 to his appearance, and can never possess an Appearance score greater than 10.

## **Unnatural skin**

A character who possesses this mutation is covered with skin that is unusual of a creature of his species. Unusual skin types can be skin that is an unusual color, or be covered in unusual patterns, or can even possess hard patches, warty texture, possess strange fleshy growths or anything else that can be thought of. The Character suffers a -2 to his appearance, and can never possess an appearance score greater than 10.

## **Unnatural voice**

A character who possesses this disadvantage has undergone a mutation that affects his vocal capabilities in a negative way. The strangeness of the character's voice unnerves those who hear him talk, causing him to suffer a -2 penalty to his Barter/haggling, Bluff, Diplomacy, Gather information, and Seduction skill checks, and causes reaction rolls by NPC's to suffer a -2 penalty because his voice's unnatural quality.

## **Weak immune system**

A Character who suffers from this affliction has a hard time resisting disease, and suffers longer from any disease that he contracts. The character increases the difficulty for avoiding contracting a disease by +4. The incubation period of any disease he has contracted is reduced by half, and the duration of the disease is doubled.

## **Weakened hearing**

A character who possesses this mutation suffers from a diminished sense of hearing. The character increases his difficulty to avoid surprise by +2, and suffers a -4 penalty to his Listen checks.

## **Weakened vision**

A character who possesses this mutation suffers from a diminished sense of vision. The character increases his difficulty to avoid surprise by +2, and suffers a -4 penalty to his Spot checks.

## **Major Mutations**

### **Positive Mutations**

#### **Arachnofibre production**

A Character who possesses this mutation is able to generate strands of web-like material. A single strand is strong enough to support the Character and one creature of the same size. The web has the following stats dependent on the size of the Mutant:

| <b>Creature's Size</b> | <b>Escape DC</b> | <b>Break DC</b> | <b>Endurance Points</b> |
|------------------------|------------------|-----------------|-------------------------|
| up to tiny             | 16               | 22              | 2                       |
| Small                  | 18               | 24              | 4                       |
| Medium-size            | 20               | 26              | 6                       |
| Large                  | 22               | 28              | 8                       |
| Huge                   | 24               | 30              | 10                      |
| Gargantuan             | 26               | 32              | 12                      |
| Colossal               | 28               | 34              | 14                      |

As a Web-spinning Mutant can cast a web with a range increment of 10'/+5' per point of Agility modifier he possesses (Maximum range of 50') and is effective against targets up to one size smaller than the Mutant. The web anchors the target in place, allowing no movement. An entangled creature can escape with a successful Escape Artist check or burst it with a Strength check. Both which cost an action.

A Mutant can anchor a web between two or more points ensnare a target. Approaching creatures must succeed at a Spot check (DC 20) to notice a web; otherwise they stumble into it and become trapped. Attempts to escape or burst the webbing gain a +5 bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot section has the Endurance points listed on the table, and sheet webs have damage reduction 5/fire. A Mutant with this ability can move across his own sheet web at his climb speed and can determine the exact location of any creature touching the web.

### **Echolocation**

A Mutant possessing this power can operate effectively without vision. This power makes invisibility and darkness irrelevant to the Mutant (though it still can't see out of phase creatures). This ability operates out to a range of 60'. Echolocation never allows a creature to distinguish color or visual contrast. A creature cannot read with this power. Mutants with this power are not subject a creature to gaze attacks and Blinding attacks do not penalize the mutant. Deafening attacks however thwart Echolocation as it relies on hearing. Echolocation lastly works underwater but not in a vacuum.

### **Elasticity**

A Mutant with this power's skin and bones are malleable and stretchable and is supported by a complex muscle structure. This allows the Mutant to change the shape of his body within limits. He can "grow" arms and legs to use for walking and handling tools and weapons, and re-absorb limbs when they are not needed.

A Mutant with this ability can have a number of limbs equal to his Agility divided by 2, rounded up. The player must decide whether a limb is an arm or a leg when it is grown. For example, a Mutant with an Agility of 10 can control up to five limbs. It could have three legs and two arms, two legs and one arm, no legs and five arms, or any other combination adding up to five or less.

Growing or absorbing a limb takes five minutes. Only one limb can be grown at a time. A limb can be up to 5' long, and no less than 4" thick. "Fingers" for handling items can be up to 8 inches long and no less than 1/2 an inch thick.

Even though a Mutant with this ability can have many arms, it cannot fire more than two weapons at once. When a player creates limbs, he must specify one as the dominant limb, the same way a Human must choose to be either right or left handed. Also, despite a Mutant's stretching and shrinking, the pattern of veins and ridges on its skin does not change, so they have a permanent "fingerprint" for identification.

### **Energy absorption**

A Mutant who possesses this advantage has the ability to absorb damage from a type of Energy that he chooses when this power is first chosen. The Mutant can absorb 5 points of energy damage/point of Stamina modifier that he possesses/ round. Any damage taken beyond this amount affects the Mutant normally.

### **Enlarged form**

A Mutant who possesses this mutation increases his size one size category. The Mutant who increases in size gains certain advantages for his new size, but at large or greater sizes suffers penalties to his Defensive rating because his huge size makes him easier to hit. The effects of a creatures new size are detailed below:

| Original Size | New Size   | Height  | Weight            | Attribute Modifiers     | Defensive rating Modifiers |
|---------------|------------|---------|-------------------|-------------------------|----------------------------|
| up to tiny    | Small      | 2'-4'   | .8lbs to60lbs     | +0                      | +1                         |
| Small         | Medium     | 4'-8'   | 60-500lbs         | +1 Str, +1 Ag, +1 Sta   | +0                         |
| Medium        | Large      | 8'-16'  | 500-4,000lbs      | +2 Str, +0 Ag, +2 Sta   | -1                         |
| Large         | Huge       | 16'-32' | 4,000-32,000lbs   | +4 Str, -1 Ag, +4 Sta   | -2                         |
| Huge          | Gargantuan | 32'-64' | 32,000-250,000lbs | +8 Str, -2 Ag, +8 Sta   | -4                         |
| Gargantuan    | Colossal   | 64'+    | 250,000lbs+       | +16 Str, -4 Ag, +16 Sta | -8                         |
| Colossal      | Colossal   | 64'+    | 250,000lbs+       | +16 Str, -8 Ag, +16 Sta | -16                        |

### Damage Changes

| New Size   | Punch | Kick | Natural attack Original die | New Die |
|------------|-------|------|-----------------------------|---------|
| Small      | 1pt   | 1-2  | up to 1-3                   | d4      |
| Medium     | 1-2   | 1-3  | d4                          | d6      |
| Large      | 1-4   | 1-6  | d6                          | d8      |
| Huge       | 1-6   | 1-8  | d8                          | d10     |
| Gargantuan | 1-8   | 1-10 | d10                         | d12     |
| Colossal   | 1-10  | 1-12 | d12                         | 2d8     |

### Exoskeleton

A mutant possessing this power is covered by a thick armored hide that looks like a chitinous shell which grants the Mutant a natural reduction to damage equal to 10/Acid.

### Extra arms

A Mutant with this ability has double the number of arms that a normal human possesses. The character with this ability gains a +4 bonus to his grapple or wrestling checks, and to his Climb checks. The mutant can make an extra attack in a round by dividing the bonus for his attack, between the primary attack, and the extra attack using his extra arm (any remainder when the attack roll is divided is added to the primary attack). The character with this ability is treated as if his Strength was 2 points higher to determine how much he can lift or carry.

### Fire lungs

A Mutant with this power is able to use up one action in a round to breathe a stream of fire up to 10' away/point of Stamina modifier that the mutant possesses. The flame causes 1d6 points of damage/point of Stamina modifier that the Mutant possesses and requires the victim make a Reflex save (DC 10 + the Mutant's Agility modifier) and if successful he takes ½ damage from the attack. It should be noted that the Mutant is immune to his own breath weapon, and if the Mutant is unable to breathe he can still use this power.

### Frog legs

A Mutant possessing this ability is able to spring up to 60 feet horizontally from a standing start and can leap down 20 feet without taking damage, landing on his feet.

### Harmonious pheromones

The Mutant who possesses this ability exudes a powerful pheromone that requires mammalian races to roll a Will save DC 10 + the Mutant's Personality modifier to avoid becoming beguiled by the Mutant. This effect is like a mild charm causing the victim to desire to please the Mutant, and though they are not in any way compelled, refusing any reasonable sounding request requires another Will Resistance roll.

### Mental overdrive

A character who possesses this mutation has increased his mental acuity incredibly. The character does not increase his actual Logic score, nor does he increase the skills he possesses but the character gains a +10 bonus when he makes any skill checks based on Logic.

### **Prehensile tail**

The tail of a Mutant with this ability is 6' long and has a grip stronger than a Human hand. The tail is capable of holding an item or swinging a melee weapon. When holding an item, the Mutant can use its two arms normally. When using the tail to wield a weapon, however the Mutant must concentrate on it and must divide his combat modifier in half to make an attack with it, and take a standard action with his hands. The tail can only wrap around hilts, handles, etc., and cannot throw grenades or operate devices.

### **Psychic aptitude**

A Character who possesses this Mutation gains double his starting Psyche points or 4 points if he does not possess a Psyche score. If the character is Psychic however this power's real benefits come to play. The character may choose one Psychic power that he possesses/ point of Intuition modifier that he possesses, and these powers are treated as if the Mutant was 2 levels greater than he is to determine the powers effects. This power cannot be applied more than once to any psychic power possessed by the character.

### **Quantum action**

A Character who possesses this power must state that he is using it at the beginning of a round before initiative is rolled. The character doubles the number of actions that he has in the round, by dividing the attack bonuses for each normal attack that he would be able to make without this power In half (with any remainders applying to the first attack of the pair.) The character also doubles the number of Attacks of opportunity that he can make in a round.

### **Skeletal reinforcement**

A Mutant with this advantage has a dense bone structure that gives them a natural resistance of 10/Acid. The mutant also gains a +10 to his Fortitude saves to avoid breaking a bone.

### **Solar discharge**

A Mutant who possesses this ability to generate a shriveling blast of brilliance, dealing 1d6 points of heat damage/ point of Stamina modifier the mutant possesses to all creatures within an area 10' in diameter/point of Stamina modifier he possesses. Unattended objects also take damage.

### **Sonic scream**

A Mutant who possesses this power is able to generate a focused scream of sonic energy that deals 5d4 points of damage to each creature within its area. The cone begins at the Mutant's mouth, instigated by the barest whisper and extends up to 30' +10'/point of Stamina modifier that he possesses. Unattended objects take damage, and the sonic energy can break fragile items. If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

### **Stinger**

A mutant who possesses this mutation possesses a stinger. The Mutant can use its stinger attack if it successfully grapples an opponent by expending an action. The victim of this attack takes 1d4 points of damage from the stinger attack and must make a Fortitude save (DC 10 + the Mutant's Stamina modifier) and if this fails the victim is poisoned.

In 6 rounds -1 round/point of Stamina modifier possessed by the mutant, he will lose one point to one Attribute as chosen by the Mutant when this power is first taken. then after 12 rounds -1 round/point of Stamina modifier possessed by the Mutant passes the victim is allowed a second Fortitude save (DC 10 + the Mutant's Stamina modifier) to avoid losing an additional attribute point from an attribute chosen by the mutant when this power was first created.

### **Suggestive voice**

A Mutant who can talk to a person in the person's language can force the person to make a Will Resistance roll with a Difficulty equal to 10 + the Mutant's Personality modifier, and if the target fails his roll, he will fall into the sway of the Mutant. The victim will perform one action that the Mutant requests of him willingly, so long as the command is not one that the victim is morally opposed to doing. If the act is one that is morally repugnant to the victim, The Seductive voice effect immediately ends, the task

unaccomplished.

## **Telekinesis**

A Mutant who possesses this mutant ability can move objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (the Mutant's choice).

**Sustained Force:** A sustained force moves a creature or object weighing up to 20lbs per point of Stamina modifier possessed by the Mutant up to 20' per round. A creature can negate the effect against itself or against an object it possesses with a successful Will Resistance roll. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond a range of 20' +10' per point of Intuition modifier possessed by the Mutant (minimum 30'). The power ends if the object is forced beyond the range, or if the Mutant ceases concentration for any reason. In this case the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. The Mutant can even untie simple knots, though fine actions such as these require Logic checks against a DC set by the Administrator

**Violent Thrust:** Alternatively, the telekinetic power can be expended in a single round. The Mutant can hurl one or more objects or creatures that are within range and all within 10' of each other toward any target within range of all the objects. The Mutant can hurl up to a total weight of 20lbs/ point of Stamina modifier he possesses.

The Mutant must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using the Mutant's base attack plus his Logic modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 20lbs (for less dangerous objects such as a crate) to 1d6 points of damage per 20lbs for hard, dense objects (such as a boulder).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will saves to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10' (1d6 points).

## **Telepathy**

A Mutant possessing this ability is naturally telepathic. He can communicate with one willing mind without a roll for each point of Intuition modifier he possesses at a range equal to 20'/point of Intuition modifier (minimum 20') as long as he can see his target. If attempting to contact a closed mind, the Mutant must expend a Psyche point, and the victim must roll a Will resistance roll against a difficulty of 10+ the Mutant's Psyche score or they can be spoken to. Mutants cannot attack psionically with this ability

## **Tentacle**

A Mutant with this ability has a tentacle that allows him to grapple an opponent without incurring an Attack of opportunity. To do this the Mutant makes a standard attack roll against the target and if he succeeds the victim is allowed a Strength check against a difficulty equal to the strength of the Mutant +2. If the victim succeeds he doesn't take any damage from the attack, but is still held. If the character spends an action he may try to break free. In order to break free the character makes a Strength check (DC equal's the Mutant's Strength score +2) and if the character succeeds he frees himself otherwise he takes damage as the Mutant constricts.

At the beginning of the following round before initiative is rolled the character can try to free himself as above, otherwise he automatically takes damage from the constriction. Each attempt to break free uses up an action. If the character doesn't break free the Mutant can automatically do damage by using up an action. This continues until the Mutant releases the character, is killed or the character breaks free.

## **Ultra immune system**

A Character who possesses this mutant ability is immune to all diseases, and infections. The character does not need to ever make a Fortitude save when coming in contact with a diseased person or otherwise makes contact with any type of contagion, as his body's immune system instantly eradicates the disease.

## **Wings**

A mutant possessing this ability has wings that enable him to fly for short periods of time. The Mutant can fly for 1 minute/Stamina point that he possesses at a speed equal to 4 times his Strength score in feet/turn. The Mutant can carry two pounds/Strength point that he possesses in addition to their normal gear when in flight.

## **Major Negative Mutations**

### **Discordant pheromones**

A character who possesses this mutation causes all creatures coming within 10' of him per point of Stamina modifier that the Mutant has to make a Will save (DC 10+ the Mutant's Intuition modifier) or the victim behaves randomly, as indicated on the following table.

#### **d10 Roll Behavior**

1 Wander away for 1 minute (unless prevented)  
2-6 Do nothing for 1 round

#### **d10 Roll Behavior**

7-9 Attack nearest creature for 1 round  
10 Act normally for 1 round

Except on a result of 1, roll again each round on the creature's turn to see what the subject does in that round. Wandering creatures leave the scene as if disinterested. Attackers are not at any special advantage when attacking them. Any confused creature who is attacked automatically attacks its attackers on its next turn.

## **Gills**

A Mutant who possesses this Mutation possesses gills that enable him to breathe underwater, but the Mutant however cannot survive for long on land. A Mutant with this disability if taken out of his aquatic environment can survive for 2 rounds/point of Stamina that he has. After this period of time, the character must make a Stamina check (DC 10) in order to continue staving off suffocation. The save must be repeated each round, with the DC increasing by +1 for each previous success. When the character fails one of these Stamina checks, he begins to suffocate. In the first round, he falls unconscious (0 EP). In the following round, he drops to -1 Endurance points and is dying. In the third round, he suffocates.

## **Half-life**

A character who possesses this disability ages much quicker than a normal member of his species. The Mutant will actually live only half as long as a normal member of his species.

## **Loose joints**

A Character who possesses this Mutation must roll a Fortitude save (DC 10 + the damage taken) or he dislocates a limb. The pain of this situation is such that the character cannot perform any task that requires concentration, and suffers a -2 to his Attack rolls, Resistance rolls, and Skill checks until he expends an action to reset his limb.

## **Lost arm**

A mutant who possesses this disadvantage has one less arm. The character permanently loses 1 EP per point of Stamina modifier that he possesses and suffers a -2 to any Skill checks that require manual agility (Computers, repair, Jury rig, etc.) and is treated as if his Strength was 2 places below his real Strength to determine how much weight he can actually lift.

## **Medical dependency**

A Character who possesses this disability must use a specific medication daily in order to survive. The Mutant must have this medication and use it at least once a day he loses one temporary Stamina point. For each day that he doesn't get his medication his Stamina continues to drop. After the Character loses 5 temporary points of Stamina, if he continues without taking his medication each subsequent loss is a permanent point of Stamina that is lost. When his Stamina drops to 0 the character dies. The character regains lost Stamina points when he begins to take his medication regularly again at a rate of one temporary point regained/day of medicating himself.

## **Mental degeneration**

This horrible affliction causes the Mutant to slowly lose his mind. Whenever the character reaches a level where he can increase an Attribute point the character loses one permanent point of Logic which can never be restored. This loss of Logic also affects his Logic skills Which lose one skill point and if they are reduced to 0 skill points, they are forgotten by the character, and he loses one language that he has learned as well (and eventually may even forget his own language ).

## **Mind slave**

A Mutant who suffers from this affliction cannot resist mind influencing powers. The character is automatically affected by Powers such as suggestion or command, and only if the mental effect would cause him to do something morally repugnant to the character does he get a Will Resistance roll, but even in this circumstance the Mutant suffers a -4 to his roll.

## **Nervous spasms**

A Mutant with this Disability suffers from constant spasms and quivering. The Mutant suffers a -2 to his Agility score and suffers a -4 to his Agility based skill checks. The victim of this affliction can never possess an Agility score greater than 10.

## **Poisonous blood**

A Mutant who possesses this Disability is slowly dying from his own blood poisoning him. At the beginning of every day the character must make a Fortitude save, DC 10 +1/ previous failure and if he fails his roll the Mutant suffers a loss of one temporary Stamina point. If the character accumulates 5 losses in succession, each subsequent loss in succession results in a permanent Stamina point that he loses. If the Mutant's Stamina drops to 0 he dies. A Mutant with this disability only regains Stamina losses if he succeeds on his daily Fortitude save in which case he can regain one lost Stamina point.

## **Radiation leak**

This Mutant is literally radioactive. The character must wear protective clothing or he will cause beings that come into contact with him to suffer from radiation poisoning. Characters must spend at least one hour with the radioactive mutant after which they must make a Fortitude save (DC 10 +1/hour of contact with the Mutant) and if this fails they suffer a loss of 1d6 points of damage and suffer nausea and vomiting. If the victim spends longer than 24 hours with the Mutant the character victim starts to show more severe signs of radiation poisoning (hair loss, ulcerations on his skin, internal bleeding to name a few). Eventually the character will die of radiation exposure if he continues to interact with the Radioactive Mutant.

## **Tumorization**

A character who suffers from this disability is covered with puss-filled sores and ulcerations covering his body. The character with this disadvantage suffers a -4 to his Appearance score and in either case can never possess an Appearance score greater than 6. Due to the hideousness of this Mutant's appearance anyone who gazes on him must roll a Will save (DC 16) or they are treated as if they were panicked.

## **Ultraviolet allergy**

A mutant with this disadvantage has skin that is extremely sensitive to the effects of UV light. If unprotected the Mutant takes 1 point of Endurance loss every 5 rounds that they are exposed as their skin blisters.

## Psionics in the modern world

Psionics...The word either brings a look of power in a player's eyes or horror at the prospect of mastering another complex system, of rules. Psionics in the URS is detailed below and are an optional system (which is why it is included here and not in the core rulebook).

Creatures that have a resistance to mind influencing effects have a resistance to Psionics equal to 15, a Psionic creature wishing to affect them has to make a Psion check (D20 + Discipline level + appropriate attribute), and score over 15 to have a chance to affect the resistant creature/character. Characters or creatures who possess a resistance to mind influencing effects are not automatically unable to possess Psionics.

## The Psychic Character

A Player who wishes to play a Psychic character must possess a minimum Intuition of 12 to become Psychic. Most Psychic characters are either called Mentalists, or Psychic, but either title does not in any way add to their abilities. The table below shows the level based abilities of a psychic character.

### Level Information

| Level | Bonus     | Combat Modifier | Resistance Rolls |      |       | Skills | Feat | Bonus Psyche Points |
|-------|-----------|-----------------|------------------|------|-------|--------|------|---------------------|
|       | Endurance |                 | Fort.            | Ref. | Will. |        |      |                     |
| 1     | +5        | +2              | +2               | +0   | +0    | 15     | 2*   | +4                  |
| 2     | +5        | +2              | +0               | +1   | +0    | +1     |      | +4                  |
| 3     | +5        | +2              | +1               | +1   | +1    | +1     | +1   | +4                  |
| 4     | +5        | +2              | +0               | +0   | +1    | +1     |      | +4                  |
| 5     | +5        | +2              | +0               | +1   | +0    | +1     |      | +4                  |
| 6     | +5        | +2              | +1               | +0   | +1    | +1     | +1   | +4                  |
| 7     | +5        | +2              | +0               | +0   | +0    | +1     |      | +4                  |
| 8     | +5        | +2              | +0               | +1   | +0    | +1     |      | +4                  |
| 9     | +5        | +2              | +0               | +0   | +1    | +1     | +1   | +4                  |
| 10    | +5        | +2              | +1               | +0   | +0    | +1     |      | +4                  |
| 11    | +5        | +2              | +0               | +0   | +0    | +1     |      | +4                  |
| 12    | +5        | +2              | +0               | +1   | +0    | +1     | +1   | +4                  |
| 13    | +5        | +2              | +0               | +0   | +1    | +1     |      | +4                  |
| 14    | +5        | +2              | +0               | +0   | +0    | +1     |      | +4                  |
| 15    | +5        | +2              | +0               | +0   | +0    | +1     | +1   | +4                  |
| 16    | +5        | +1              | +1               | +0   | +0    | +1     |      | +4                  |
| 17    | +5        | +1              | +0               | +1   | +0    | +1     |      | +4                  |
| 18    | +5        | +1              | +0               | +0   | +1    | +1     | +1   | +4                  |
| 19    | +5        | +1              | +0               | +0   | +0    | +1     |      | +4                  |
| 20    | +5        | +1              | +0               | +0   | +0    | +1     |      | +4                  |

\* A first level Psychic character begins with one standard feat, and one Bonus Psionic feat.

### Definitions

**Endurance bonus:** The Endurance bonus grants a number of points that are added to the Endurance points determined when the player created the character's secondary attributes. These points are further modified by the character's Stamina modifier which is added (or subtracted) for each level that the character gains after 1<sup>st</sup> level.

**Combat modifier:** The Combat modifier lists a number of points that a character gains as he raises in level. These points are distributed among certain aspects of his combat attributes as detailed in the combat section of this book.

**Resistance rolls:** Resistance rolls grant a character a chance to avoid many harmful effects. To determine the character's actual bonus add the Attribute modifier from Stamina to Fortitude, Agility to Reflex, and Intuition to Will to the bonuses listed above up to his level.

**Fortitude:** These Resistance rolls measure the character's ability to stand up to physical punishment or attacks against the character's vitality and health.



**Reflex:** These Resistance rolls test the character's ability to dodge area attacks.

**Will:** These Resistance rolls reflect the character's resistance to mental influence, and effects that alter the character's perceptions.

**Skills:** To determine the actual number of Skill points a character possesses add the skill points gained due to his Logic Modifier (4x the character's Logic modifier) to the Skill points listed on the Hero template. Each level above one the character gains 1 additional skill point + the character's Logic modifier if positive. A Psychic character can expend Skill points to purchase psionic skills instead of standard skills.

**Feats:** Feats are special abilities that enable the character to perform maneuvers that enable them to do things that are beyond what normal people can do. Some feats give advantages in combat, while other feats grant the character abilities in other areas that affect their capabilities and can sometimes affect their chance to survive an adventure. A Psychic character can use a Feat slot to purchase a Psionic feat rather than purchasing a standard feat.

**Psyche Points:** A Psychic character begins play with a number Psyche points equal to 1d4/point of Intuition modifier that he possesses, For each level a Psychic character adds 4 points to that total starting with an additional 4 points at first level. A Psychic character uses these points to manifest Psionic powers by expending a certain number of Psionic points based on the level of the power he is manifesting.

**Recovering Psyche points:** A Psychic character must sleep for 12 hours -1/hour per point of Stamina modifier he has (minimum 4 hours of sleep) to recover all his Psionic points. If the character cannot get the required amount of sleep he only recovers 4 Psyche points/point of Intuition modifier he has. It should also be noted that if the character's Intuition is reduced to a level where there is no modifier (perhaps due to temporary attribute losses) his Psyche immediately drops to 0 and he cannot regain Psyche points or manifest Powers until his Intuition score is restored to at least 12 (+1 modifier)

## **Determining Psionic Powers**

A Psychic character begins play knowing 1 first level Psionic power per point of Intuition modifier that he possesses. The character can utilize his powers as many times in a day as he desires so long as he can pay the cost to manifest that power. Manifesting a power costs a number of Psionic points equal to its level.

A Psychic may only manifest one power in a given round unless stated otherwise in the description of the power. If the power is one that allows the Psionic character to continue manifesting it for as long as he concentrates, the character must end his concentration on a given power, and cannot manifest a new power until the following round.

While concentrating on a manifested power the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his speed. A character manifesting a Psionic power does not incur Attacks of opportunity for doing so. If he is struck in combat or fails a Resistance roll while concentrating on a power, he must make a Will Resistance roll with a difficulty equal to the 10 + the damage taken or he loses his concentration. If the effect causes no damage the Psychic character's Will Resistance roll has a Difficulty of 16 to determine if he can continue to manifest the power. The only exception to this are effects that affect the Psychic's mind which automatically cause him to lose his concentration.

**Learning additional Powers:** For every level that the Psychic character advances he gains 1 additional power/point of Intuition modifier that he has. The Psychic's gains access to higher level powers for every three levels that he gains so at third level he gains access to level 2 Psions. At 6<sup>th</sup> level he may manifest level three Psions etc.

It should be noted that A Psychic character cannot have more higher level Psions than his next lower level, so a Psychic with four 1<sup>st</sup> level Psions cannot have more than four 2<sup>nd</sup> level psions and when he gains access to 3<sup>rd</sup> level Psions he cannot have more 3<sup>rd</sup> level Psions than he has 2<sup>nd</sup> level ones.

## Wild Talent Template

Wild Talents are characters or creatures that possess limited Psionic ability. These beings can manifest several Psionic powers but as they progress in level they do not get any stronger. This template can be added to any living, humanoid, or creature who possesses an Intuition of at least 12, and has at least one Psyche point. The creature, or being's Type gains the subheading of Psychic. Other changes to the Character or Creatures Statistics follow:

### Statistics that remain unchanged

A Wild talents, Attributes, Resistance rolls, Combat rolls, Attacks, Damage, Defensive Rating, Skills, or Feats do not change due to the Being or Creature becoming Psychic.

### Psionic abilities gained

**Merits/Flaws:** As a Wild talent is Psychic, he may choose Merits or Flaws that are available to Psychic characters if his Administrator is allowing them in his Campaign.

**Psionic Feats:** A Wild talent can choose to take Psychic Feats instead of taking a standard Feat if his Administrator is allowing them in his Campaign.

**Psionic powers:** A Wild talent may choose 1 Psionic power/point of Intuition modifier he possesses so long as the following conditions are met. The Psionic power cannot be higher in level than his Intuition modifier, and he must have a high enough Psyche to manifest that power at least once.

**Using Psionic disciplines:** The character can utilize his powers as many times in a day as he desires so long as he can pay the cost to manifest that power. Manifesting a power costs a number of Psionic points equal to its level.

A Psychic may only manifest one power in a given round unless stated otherwise in the description of the power. If the power is one that allows the Psionic character to continue manifesting it for as long as he concentrates, the character must end his concentration on a given power, and cannot manifest a new power until the following round.

While concentrating on a manifested power the character can defend himself (Meaning he does not lose his Agility based Defensive bonus to his Defensive rating) and may make Resistance rolls as required but he cannot do anything other than walking at half his standard movement rate. A character manifesting a Psionic power does not incur Attacks of opportunity for doing so. If he is struck in combat or fails a Resistance roll while concentrating on a power, he must make a Will Resistance roll with a difficulty equal to 10 + the damage taken or he loses his concentration. If the effect causes no damage the Psychic character's Will save has a Difficulty of 16 to determine if he can continue to manifest the power. The only exception to this are effects that affect the Psychic's mind which automatically cause him to lose his concentration.

**Gaining new Powers:** The only way that a Wild Talent can gain new Psions is if his Intuition increases to a point that his modifier increases. If this occurs the Wild Talent awakens a new Psionic power within himself. This power is chosen by the character as detailed above.

**Recovering Psyche points:** A Psychic character must sleep for 12 hours -1/hour per point of Stamina modifier (minimum 4 hours) he has to recover all his Psyche points. If the character cannot get the required amount of sleep he only recovers 4 Psyche points/point of Intuition modifier he has. It should also be noted that if the character's Intuition is reduced to a level where there is no modifier (perhaps due to temporary attribute losses) his Psyche immediately drops to 0 and he cannot regain Psyche points or manifest Powers until his Intuition score is restored to at least 12 (+1 modifier)



## Psionic Merits/Flaws

The following traits are geared to grant advantages or disadvantages to Psionic characters. Their use by non-Psionic characters is as always an option left to the Administrator to either allow or restrict.

| Merits        | Cost | Merits            | Cost |
|---------------|------|-------------------|------|
| Autonomous    | 3pts | Mental resistance | 5pts |
| Chaotic mind  | 2pts | Psionic affinity  | 2pts |
| Closed mind   | 5pts | Rapid metabolism  | 4pts |
| Force of will | 5pts |                   |      |

| Disadvantages | Bonus |
|---------------|-------|
| Open minded   | 4pts  |

### Descriptions

#### Merits

**Autonomous:** A character with this trait gains a +2 bonus to his Autohypnosis and Stabilize self Skill rolls.

**Chaotic mind:** A character with this trait gains a +4 bonus to his Will Resistance rolls against mind influencing effects and telepathic powers.

**Closed mind:** A character with this trait gains a +4 bonus to his Will Resistance rolls against Telepathic powers or effects that emulate telepathic abilities.

**Force of will:** A character with this trait may add ½ his Intuition bonus to the character's Fortitude saves.

**Mental resistance:** A character with this trait gains a resistance of 10 + his Logic modifier against mind influencing Effects and Telepathic powers.

**Psionic affinity:** A character with this trait gains an additional power. This power is above those he gains due to his Intuition modifier.

**Rapid metabolism:** A character with this trait regains 1 point of temporary Stamina that he has lost every 12 hours instead of once/day so long as he is completely resting.

#### Flaws

**Open minded:** A character who suffers from this disadvantage suffers a -4 to his Resistance rolls to avoid the effects of Telepathic powers, or Effects that simulate Telepathic powers.



## Psionic Skills

The following special skills are available only to Psychic characters. These skills are detailed below:

| <b>Skill</b>       | <b>Major Attribute</b> | <b>Skill</b>       | <b>Major Attribute</b> |
|--------------------|------------------------|--------------------|------------------------|
| Autohypnosis       | Int                    | Remote view        | Log                    |
| Concentration      | Sta                    | Stabilize self     | Sta                    |
| Knowledge: Psionic | Log                    | Use Psionic device | Per                    |
| Psi-Craft          | Log                    |                    |                        |

## Descriptions

### Autohypnosis (Int) Trained only

You have trained your mind to resist certain injuries and threats, as well as gain a few select benefits.

**Check:** The DC and effect depend on the task you attempt.

| <b>Task</b>          | <b>DC</b> | <b>Task</b>     | <b>DC</b>   |
|----------------------|-----------|-----------------|-------------|
| Resist fear          | 15        | Tolerate poison | Poison's DC |
| Memorize             | 13        | Willpower       | 15          |
| Ignore caltrop wound | 13        |                 |             |

*Resist Fear:* In response to a fear effect, you can make an Autohypnosis check on your next round even if overcome by fear. A successful check grants you another Resistance roll with a +4 bonus to resist the fear effect.

*Memorize:* You can attempt to memorize a long string of numbers, a long passage of verse, or other particularly difficult piece of information (but you can't memorize FTL jump programs or similarly exotic scripts). Each successful check allows you to memorize up to 800 words (or strange sigils or numbers that would fill one piece of regular paper, though multiple checks allow you to remember multiples of 800). You always retain this information; however, you can only recall it with another successful Autohypnosis check.

*Ignore Wound:* If you are wounded in such a way that you suffer an Ability penalty an Autohypnosis check removes this penalty for a period of 10 minutes. The wound doesn't go away—it is just ignored through self-persuasion.

*Tolerate Poison:* In response to being poisoned, you can make an Autohypnosis check on your next action. A successful check grants you a Resistance roll against the poison's secondary effect at +4.

*Willpower:* If reduced to 0 Endurance points, you may make an Autohypnosis check. If successful, you can take a normal action while at 0 Endurance without taking 1 point of damage. You must make a check for each strenuous action you take. A failed Willpower check carries no penalties other than failure—you can choose not to take that strenuous action. If you do so anyway, you drop to -1 Endurance points.

**Retry:** See above.

### Concentration (Sta)

You are particularly good at focusing your mind.

**Check:** You can make a Concentration check to manifest a Psionic power despite distractions, such as taking damage. You can also use this skill to maintain your focus on things other than Psionic powers, such as reading a book while a fight rages around you.

The accompanying table summarizes the various types of distractions that cause you to make a Concentration check while manifesting a Psionic power. "Power level" refers to the level of the power you're trying to manifest.

| <b>DC</b>         | <b>Task</b>   |
|-------------------|---|
| 10 + damage dealt | Injury or a failed Resistance roll during + power level the manifestation (for powers with a manifesting time of 1 full round or more) or injury by an Attack of opportunity or readied |

|  |   |
|--|---|
|  | Attack made in response to the power being manifested (for powers with a manifesting time of 1 action).                                 |
| 10 + half of continuous<br>10 + damage dealt | Suffering continuous damage. Damage last dealt (such as from bio-current) + power level<br>Damaged by psionic power + power level       |
| Distracting power's                          | Distracted by non-damaging power. Save DC + power level (If the power allows no save, use the DC it would have if it did allow a save). |
| 20 + power level                             | Grappling or pinned   |
| 10 + power level                             | Vigorous motion (on a moving mount, or vehicle).  |
| 15 + power level                             | Violent motion (galloping steed, A vehicle during a chase)  |
| 20 + power level                             | Affected by Improved telekinesis (or earthquake).   |
| 5 + power level                              | Weather is high wind carrying blinding rain or sleet.   |
| 10 + power level                             | Weather is wind-driven hail, dust, or debris.   |
| 15+ power level                              | Manifesting defensively (so as not to provoke Attacks of opportunity).  |
| 15   | Caster entangled by a net, snare, or power that similarly entangles the manifester.   |

**Retry:** Yes, though a success doesn't cancel the effects of a previous failure, which almost always is the loss of the power being manifested or the disruption of the power being concentrated on.

**Special:** A character with the Combat Manifestation feat gets a +4 bonus on Concentration checks made to manifest a power while on the defensive.

### **Knowledge: Psionics (Log) Trained only**

Like the Craft and Profession skills, Knowledge actually encompasses a number of unrelated skills, although this entry specifically relates to the body of lore dealing with the phenomena of Psionics in all its many manifestations.

**Check:** Answering a question about Psionics has a DC of 10 (for really easy questions), 15 (for basic questions), or 20 to 30 (for really tough questions).

**Retry:** No. The check represents what you know, and thinking about a particular question regarding Psionics a second time doesn't let you know something you never learned in the first place.

**Special:** An untrained Knowledge: Psionics check is simply a Logic check. Without actual training a character only knows common knowledge about Psionics, which is often apocryphal. If you have 5 or more ranks of Autohypnosis, you get a +2 synergy bonus on Knowledge: Psionics checks.

### **Psi-craft (Log) Trained only**

Use this skill to identify psionic powers as they manifest or psionic effects already in place.

**Check:** You can identify psionic powers and Psionic effects.

| <b>DC</b>        | <b>Task</b>  |
|------------------|--|
| 15 + power level | Identify a power as it manifests. (You must sense the power's display, or see some visible effect to identify a power.) No retry.      |
| 20 + power level | Identify a power that's already in place and in effect. (You must be able to see or detect the effects of the power.) No retry.        |
| 20 + power level | Identify materials created or shaped by Psionics, such as noting that a particular object was created using a Psionic power. No retry. |
| 30 or higher     | Understand a strange or unique psionic effect, such as the effects of a psionically resonant mineral vein. No retry.                   |

Additionally, contain powers allow you to gain information about psionics provided that you make a Psicraft check as detailed in the psionic power description (for example, see *detect psionics*, ).

**Retry:** See above.

**Special:** A psion gets a +2 bonus when dealing with a power or effect that he/she can manifest. If you have 5 or more ranks of

Use Psionic Device, you get a +2 synergy bonus on Psi-craft checks to decipher powers encoded in power stones.

### **Remote View (Log) Trained only**

Use this skill to spy on someone with the *remote viewing* power.

**Check:** You can't use this skill without some psionic means to remote view, such as the *remote viewing* power or an appropriate psionic item. Use of this skill is described in association with that power. The *remote viewing* power allows you to spy on others, and this skill just lets you do it better. This skill also improves your chance to notice when you're being viewed remotely by another, or to block being viewed by another, as described under the *remote viewing* and *remote view trap* powers.

### **Stabilize self (Sta) Trained only**

Use this skill to keep from succumbing to a mortal wound.

**Check:** You can attempt to subconsciously prevent yourself from dying. If you have negative Endurance points and are losing Endurance points (at 1 per round, 1 per hour, or 1 per day), you can roll a Stabilize self check (DC 15) to become stable. If successful, you regain no Endurance points, but you do stop losing them.

**Retry:** none

### **Use Psionic device (Per) Trained only**

Use this skill to activate psionic devices, including power stones (chunks of crystal that store specific powers) and dorjes ("psionic wands"), that otherwise you could not activate.

| <b>Task</b>           | <b>DC</b>        | <b>Task</b>           | <b>DC</b> |
|-----------------------|------------------|-----------------------|-----------|
| Contact power stone   | 25 + power level | Emulate ability score | 25        |
| Emulate psionic power | 20               | Activate blindly      | 25        |
| Emulate psionic feat  | 20               |                       |           |

**Check:** You can use this skill to decipher a power encoded in a power stone or to activate a psionic item. This skill lets you use a psionic item as if you had the appropriate psionic power or feat. It doesn't allow you to use psionic items that require paying Psyche points to operate.

When you're attempting to activate a psionic item using this skill, you do so as a standard action. The checks that you make to determine whether you are successful at emulating the desired factors to successfully perform the activation are instant, however. They take no time by themselves and are included in the activate psionic item standard action.

You make emulation checks each time you activate a device such as a dorje. If you are using the check to emulate a quality in an ongoing manner, you need to make the relevant emulation checks once per hour. You must consciously choose what to emulate. That is, you have to know what it is you are trying to emulate when you make an emulation check.

**Note:** In cases described below in which effective level is important, it is okay to have an effective level of 0.

*Contact Power Stone:* This works just like learning a power from a power stone with the Psicraft skill, except that the DC is higher.

*Emulate Psionic Power:* This use of the skill allows you to use a psionic item as if you had a particular power on your power list. To activate a power stone (an object that stores a specific power) or use a dorje, you must have a particular power on your power list. By using the skill this way, you can use such an item as if you did have the power on your list. Your effective manifester level is your result minus 20. For dorjes, it doesn't matter what manifester level you are, but it does matter for power stones. If your effective level is lower than the manifester level, you might fail to manifest the power. It does not let you manifest the power. It only lets you use it from a power stone or dorje as if the power were on your list.

Note: If you are manifesting it from a power stone, you have to contact it first.

*Emulate Psionic Feat:* Sometimes you need to have a specific psionic feat to activate a psionic item. This skill does not let you use that feat. It just lets you activate psionic items as if you had it.

*Emulate Ability Score:* To manifest a power of a particular discipline from a power stone, you need a high score in the key ability. Your effective ability score is your result minus 15.

*Activate Blindly:* Some psionic items are activated by special thoughts or actions. You can activate such items as if you were using the command thought or action even if you're not and even if you don't know it. You do have to use something equivalent. You have to concentrate, wave the item around, or otherwise try to get it to activate. You get a +2 bonus if you've activated the item at least once before.

If you fail by 10 or more, you suffer brain burn

**Note:** This brain burn is in addition to the chance for brain burn that you normally run when you manifest a power from a power stone and the power's manifester level is higher than your level

**Retry:** Yes, but if you ever roll a natural 1 while attempting to activate an item and you fail, then you can't try to activate it again for a day.

**Special:** You cannot take 10 with this skill Psionics is too mentally draining to emulate reliably. If you have 5 or more ranks in Psicraft, you get a +2 synergy bonus on Use Psionic Device checks related to power stones.



## Psionic Feats

### General Feats

|                  |          |
|------------------|----------|
| Cloak            | 1 action |
| Deadly precision | 1 action |
| Hostile mind     | none     |
| Mind over body   | 1 action |

### General Feats

|                 |          |
|-----------------|----------|
| Psionic hole    | 1 action |
| Sidestep charge | 1 action |
| Stand still     | 1 action |
| Wild Talent     | none     |

### Psionic Feats

#### Psionic Feats

|                              |                   |
|------------------------------|-------------------|
| Body fuel                    | full round action |
| Boost construct              | none              |
| Combat manifestation         | none              |
| Deep impact                  | 1 action          |
| Expanded knowledge           | full round action |
| Focused sunder               | 1 action          |
| Ghost attack                 | 1 action          |
| Greater power penetration    | 1 action          |
| Greater power specialization | none              |
| Greater Psionic fist         | 1 action          |
| Greater Psionic shot         | 1 action          |
| Greater Psionic weapon       | 1 action          |
| Inquisitor                   | 1 action          |
| Mental leap                  | none              |
| Metamorphic transfer         | 1 action          |

#### Psionic Feats

|                      |                   |
|----------------------|-------------------|
| Narrow mind          | none              |
| Power penetration    | 1 action          |
| Power specialization | none              |
| Psionic body         | 1 action          |
| Psionic dodge        | 1 action          |
| Psionic Endowment    | full round action |
| Psionic fist         | 1 action          |
| Psionic meditation   | full round action |
| Psionic shot         | 1 action          |
| Psionic weapon       | 1 action          |
| Return shot          | 1 action          |
| Speed of thought     | none              |
| Unavoidable strike   | none              |
| Wall running         | 1 action          |
| Wounding attack      | none              |

### Meta-Psionic feats

#### Psionic Feats

|                 |         |
|-----------------|---------|
| Burrowing power | special |
| Chain power     | special |
| Delay power     | special |
| Empower power   | special |
| Enlarge power   | special |

#### Psionic Feats

|                     |         |
|---------------------|---------|
| Maximize power      | special |
| Opportunity power   | special |
| Quicken power       | special |
| Split Psionic ray   | special |
| Unconditional power | special |

### Item Creation Powers

#### Psionic Feats

|                          |         |
|--------------------------|---------|
| Craft cognitive crystals | special |
| Craft dotji              | special |

#### Psionic Feats

|               |         |
|---------------|---------|
| Imprint stone | special |
| Craft tattoo  | special |

## Descriptions

### General Feats

#### Cloak

**Prerequisites:** 3<sup>rd</sup> level

**Effect:** A character who possesses this feat is able to use his telepathy to help hide by causing people not to look where he is hidden. The character can add his level to the character's hide checks.

#### Deadly precision

**Prerequisites:** Level 3



**Effect:** A character possessing this feat has such an instinctual knowledge of pace and distance that he may add his Intuition modifier to his ranged combat rolls.

### **Hostile mind**

**Prerequisites:** none

**Effect:** A character who possesses this feat has developed a subconscious defense against being mentally probed. Any character or creature that tries to use a telepathic discipline against the character must roll a Will Resistance roll (DC 20) or they suffer such a backlash that they are stunned. A stunned character loses any remaining actions that they have in the round, and lose their Agility based Defensive bonus. The character also suffers Attacks of opportunity against him and in the following round they lose their Initiative modifier. Each time this is triggered the Psionic character loses 1 Psyche point.

### **Mind over body**

**Prerequisites:** 3<sup>rd</sup> level.

**Effect:** A character who possesses this feat must state that he is using this feat before initiative is rolled and spends an action concentrating on redirecting his internal energies, allowing him to expend Psyche points to increase his physical Stats (Strength, Agility, or Stamina). The character may spend a number of points equal to ½ his level to increase any chosen physical stat, and this increase lasts 1 round/point of Stamina modifier that he has (Minimum 1 round).

### **Psionic hole**

**Prerequisites:** 6<sup>th</sup> Level, and Stamina of 12+

**Effect:** A character who possesses this feat must declare its use before initiative is rolled, and spends an action preparing his mind. Once activated if the character suffers a Psionic attack and succeeds in defending against it will also drain 1 Psyche point from the would-be-attacker/ point of Stamina Modifier that he possesses (Minimum +1) which replenish any points that the character has lost, or if the character has all his Psyche points, the drained points dissipate harmlessly but spectacularly. This Feat lasts until it drains Psyche from an attacker or 1 hour/point of Stamina modifier of the Psychic passes.

### **Sidestep charge**

**Prerequisites:** Agility 12+, Dodge feat

**Effect:** A character who possesses this feat may make a Reflex save if he is the subject of a charge attack against a difficulty equal to the success score of the attacker and if he succeeds he takes no damage from the charge.

### **Stand still**

**Prerequisites:** Strength 18+

**Effect:** A character with this feat seems to be able to root himself to the ground. The character must state that he is using this feat before initiative is rolled and expends an action preparing his mind and body. Thereafter for 1 round/level the character adds his Strength modifier to his Reflex saves to avoid being pushed back, thrown or knocked prone in combat.

### **Wild Talent**

**Prerequisites:** none

**Effect:** A character who possesses this feat must designate a number of Psionic Powers equal to his Personality modifier that are Wild Talents. Wild Talents are prone to surges by their nature so that each time the Character activates a wild talent he must roll a Will resistance roll to avoid a surge. The Difficulty of the roll is 20, and if the character fails the Power surges. A surging Power is treated as if it were 2 levels greater than it is to determine its effects (Psyche point cost, Range, effects), but it only lasts for one round. If the character makes his Will Resistance roll the character can use the Power as he desires.

## **Psionic Feats**

### **Body fuel**

**Prerequisites:** none

**Effect:** By means of this Feat a Psychic character who has run out of Psyche points can continue to use Psionic Powers by taking Temporary Stamina damage. One Temporary Stamina point will restore 2 Psyche points to the Psychic.

### **Boost construct**

**Prerequisites:** None

**Effect:** A character with this feat is more capable of creating constructs out of astral material. Any Astral construct will possess one additional special ability chosen by the player from any the appropriate tables.

### **Combat manifestation**

**Prerequisites:** None

**Effect:** A character with this feat gains a +4 to his Concentration rolls in combat, as he is trained to separate his mind in such a way as to aware of combat around him, and yet remain emotionally detached to it.

### **Deep impact**

**Prerequisites:** Expertise (Melee weapon)

**Effect:** A character with this feat must declare its use before initiative is rolled and it costs one action to concentrate. This feat enhances the Melee weapon he has expertise with so that all attacks in the round that are made with the weapon ignore agility based Defensive adjustment, and Defensive bonuses due to Protective apparel or Armor bonuses, but not natural Defensive bonuses.

### **Expanded knowledge**

**Prerequisites:** 6<sup>th</sup> Level

**Effect:** A character who possesses this feat must state its use before he attempts any skill and must spend a full round concentrating on tapping into the collective consciousness of the universe, to gain insight on the task at hand. The character gains a +5 bonus to his Skill check when using this feat, and it costs the Psychic character 2 Psyche points.

### **Focused sunder**

**Prerequisites:** Sunder feat, Expertise (Melee weapon)

**Effect:** A character with this feat must declare its use before initiative is rolled and expends an action charging the weapon he has expertise with, with Psionic Power. The character makes an attack roll with only his Strength modifier but if he succeeds in addition to the 2 additional damage dice of damage he does ordinarily for using Sunder the character also causes an addition die of damage/Psyche point that he charged his weapon with. This extra damage is dealt before adding his standard damage modifiers. As a secondary effect the character may use his expert weapon on structures without reducing the damage die (standard weapons do 1/2 damage to structures).

### **Ghost attack**

**Prerequisites:** Expertise

**Effect:** The Psionic character must declare the use of this feat before initiative is rolled and spends an action charging his weapon with 2 Psyche points. For that round the character may attack a non-corporal creature (Ethereal, or out of phase) as if it were corporal.

### **Greater Power penetration**

**Prerequisites:** Power Penetration

**Effect:** A character with this feat must declare its use before initiative is rolled and must spend an action concentrating on its use. Charging a Power with this feat costs 2 additional Psyche points. The chosen Psionic Power that is charged by this feat reduces an opponent's Psychic resistance by -8 to determine if the Psyche overcomes the being's resistance.

### **Greater Power specialization**

**Prerequisites:** Power Specialization

**Effect:** A character possessing this feat increases the benefit he gains from specializing in a Power. The specialized Power reduces an opponent's mental resistance against the Psychic's specialized Power by -2, and the victim suffers a -2 to his Resistance roll to avoid the Powers affect. A Specialized Power that causes damage uses a greater die to determine the damage it deals as shown on the table below:

| <b>Original die</b> | <b>New Die</b> | <b>Original die</b> | <b>New Die</b> |
|---------------------|----------------|---------------------|----------------|
| Up to d4            | d8             | D10                 | d20            |
| D6                  | d10            | D12                 | d20*           |
| D8                  | d12            | D20                 | d20**          |

\* All rolls of 1 are treated as if the roll was a 2

\*\* All rolls of 1 and 2 are treated as if the roll was a 3.

### **Greater Psionic fist**

**Prerequisites:** Psionic fist

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his fist. The character can add a number of Psionic points to his empowered fist equal to his Stamina modifier. The character's empowered fist will discharge the first time he successfully strikes in combat causing an additional d6 points of damage/Psyche point charged into it. The victim is allowed to use his resistance to Psionic attacks (if he possesses this ability), or make a Will Resistance roll to take ½ damage, but suffers a -2 to his Psionic resistance and a -2 to his Will Resistance rolls.

### **Greater Psionic shot**

**Prerequisites:** Psionic Shot

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his thrown, or missile weapon. The character can add a number of Psionic points to his empowered weapon equal to his Stamina modifier. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage/Psyche point charged into it. The victim is allowed to use his resistance to Psionic attacks (if he possesses it), or make a will save to take ½ damage, but suffers a -2 to his Psionic resistance and a -2 to his Will Resistance roll.

### **Greater Psionic weapon**

**Prerequisites:** Psionic Weapon

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his chosen weapon. The character can add a number of Psionic points to his empowered weapon equal to his Stamina modifier. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage/Psyche point charged into it. The victim is allowed to use his resistance to Psionic attacks (if he possesses this ability), or make a will Resistance roll to take ½ damage, but suffers a -2 to his Psionic resistance and a -2 to his Will Resistance rolls.

### **Inquisitor**

**Prerequisites:** Intimidation 4+

**Effect:** a character who possesses this feat must declare its use before rolling his Intimidation roll and it costs an action to summon the Power which also costs 2 Psyche points to use. The victim of the inquisitor's Power suffers a -4 to his Will Resistance rolls to avoid being intimidated by the character possessing this feat.

### **Mental leap**

**Prerequisites:** None

**Effect:** A character who possesses this feat may spend 1 Psionic point to double the distance he can jump before applying any modifiers for possessing the jump skill.

### **Metamorphic transfer**

**Prerequisites:** 5<sup>th</sup> Level

**Effect:** A character who possesses this Discipline must declare its use before initiative is rolled and spends 2 Psyche points to activate it. The character assumes one physical racial ability from an assumed form such as the claws of a bear, but it takes one action as the character's body alters to enable the character to manifest the assumed ability.

### **Narrow mind**

**Prerequisites:** none

**Effect:** A character who possesses this feat has trained himself to reduce his mental profile making it more difficult for creatures, or beings to affect his mind. A character with this feat gains a +4 bonus to his Will Resistance rolls against mental attacks, or mind influencing Effects, including illusions.

### **Psyche penetration**

**Prerequisites:** 3<sup>rd</sup> Level

**Effect:** A character with this feat must declare its use before initiative is rolled and must spend an action concentrating on its use. Charging a Power with this feat costs 1 additional Psyche point. The chosen Psionic power that is charged by this feat reduces an opponent's Psionic resistance by -4 to determine if the Power overcomes the beings resistance.

### **Psyche specialization**

**Prerequisites:** none

**Effect:** A character possessing this feat specializes in a Power. The specialized Power reduces an opponent's mental resistance against the Psychic's specialized Power by -2, and the victim suffers a -2 to his Resistance rolls to avoid the Power affect.

### **Psionic body**

**Prerequisites:** none

**Effect:** A character that possesses this feat must state its use before initiative is rolled and must spend an action to augment his body with Psionic energy. The character gains a +1 bonus to his Defensive rating per 2 Psyche points he spends to a maximum bonus equal to ½ his level. This Power lasts one round/point of Stamina modifier that the character has (minimum 1 round).

### **Psionic dodge**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and expends an action altering his perception. This feat costs 2 Psyche points to manifest but during the round the Psychic character is allowed a Reflex save against a difficulty equal to any attacker's attack roll (if it would have succeeded) to avoid the attack.

### **Psionic endowment**

**Prerequisites:** 12<sup>th</sup> Level

**Effect:** A character who possesses this feat is able to endow a non-Psionic character with one of the Psychic's Powers. The psychic must be in contact with the character to be endowed with Psionic ability for one full round, and the Psychic must spend double the Psyche point cost of the Power to be placed in the target's mind. Once done the non-Psychic character can by concentrating call forth the Power at any point within 1 day (24 hours)/ point of Personality modifier (minimum 1 day) that the

Psychic who endowed him has. The Power once manifested is treated as if manifested by the Psychic in all respects but once used it is gone from the non-Psychic's mind. A non-Psychic character can only hold one Power/point of Intuition modifier (Minimum 1 power) that he possesses.

#### **Psionic fist**

**Prerequisites:** Expertise (unarmed combat)

**Effect:** A character possessing this feat must declare its use before Initiative is rolled and must spend an action empowering his fist. The character can add one Psionic point to his empowered fist. The character's empowered fist will discharge the first time he successfully strikes in combat causing an additional d6 points of damage to the victim struck.

#### **Psionic meditation**

**Prerequisites:** none

**Effect:** A character who possesses this feat must declare its use and must spend one full round placing himself in a meditative trance. Thereafter the character will gain 1 hours worth of sleep/ half an hour that he meditates. This is as refreshing as if he had been asleep, and the character is aware of what is going on around him so that he can awaken instantly if danger appears.

#### **Psionic shot**

**Prerequisites:** Expertise (ranged weapon)

**Effects:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his thrown, or missile weapon. The character can add one Psionic point to his empowered missile weapon. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage to the being struck.

#### **Psionic weapon**

**Prerequisites:** Expertise

**Effect:** A character possessing this feat must declare its use before initiative is rolled and must spend an action empowering his chosen weapon. The character can add one Psionic point to his empowered weapon. The character's weapon will discharge the first time he successfully strikes in combat causing an additional d6 points of damage to the victim struck.

#### **Return shot**

**Prerequisites:** Missile deflection feat

**Effect:** A psychic character who has this feat must declare its use before initiative is rolled and spends an action in augmenting his perception and reflexes. Thereafter if he is attacked by a missile weapon the Psychic may roll a Reflex save against a difficulty equal to the success score of the attacker and if he succeeds the attack is not only deflected but it is sent back at the attacker. The attacker's Defensive rating is compared to the Psychic's Reflex save to determine if he was struck by his own weapon. Damage from the reflected attack does not gain any bonuses for Strength or skill damage is by weapon type.

#### **Speed of thought**

**Prerequisites:** None

**Effect:** A character who possesses this feat may spend 2 Psyche points to double his running speed. This lasts 1 round/point of Stamina modifier that they have, after which the character must rest for 1 round or suffer a loss of 1 temporary point of Stamina, which is regained as normal.

#### **Unavoidable strike**

**Prerequisites:** 12<sup>th</sup> Level

**Effect:** A Psychic with this feat must declare its use before initiative is rolled in the combat round, and takes effect on his first attack action that round. The character spends 4 Psyche points when making the attack and the attack automatically succeeds. Damage and any other effects are as normal.

### **Wall running**

**Prerequisites:** Agility 16+

**Effect:** A Psychic who possesses this feat spends 2 Psyche points and uses 1 action to move at his current movement rate up any vertical surface such as a wall or even along a ceiling without a loss to his movement rate for one round. At the end of the round before initiative is rolled the character can spend an additional 2 points to continue moving along the surface, otherwise this Power ends and if the character is still on a surface he normally cannot move across he falls, suffering the effects of a fall as normal.

### **Wounding attack**

**Prerequisites:** Expertise

**Effect:** A character who possesses this feat must declare its use before initiative is rolled and spends 2 Psyche points. On the next successful attack that the character makes the victim will suffer such a horrible wound that it will continue to bleed; the character losing 1 temporary Stamina point/round for 1 round point of Strength modifier possessed by the Psychic (minimum 1 round).

### **Meta-Psionic feats**

A character who adds one of these feats to a chosen Power increases its level (to determine if the character can use it) by one level. However the character does not have to prepare the Power ahead of time, but must pay an additional Psyche point cost equal to the modified Power's level at the time it is being used addition to the standard cost for using the Power.

### **Burrowing Power**

**Prerequisites:** none

**Effect:** When this feat is applied to a selected Power the Psionic character is able to utilize his Psionic Disciplines through a barrier such as a wall or door. The character cannot see what is beyond such a barrier unless he has some means to scry into the area however.

### **Chain Power**

**Prerequisites:** Psi-craft 6+

**Effect:** A Psychic who possesses this ability to link 2 Psionic Powers together so they go off simultaneously as one big super Psion. A Psionic power created in this manner has a level equal to the highest Psionic Power level + ½ (rounded up) of the lower level Power's level. A Psychic power forged in this manner is always treated as a full round effect unless the casting time of one of the component effects is greater. And the duration is always the lesser of the two Powers that are linked. Psionic powers that are diametrically opposed cannot be linked, The Psychic character must be able to use a Psionic power of the level that the combined Powers equal in order to use this feat.

### **Delay Power**

**Prerequisites:** Psi-Craft level 4+

**Effect:** A Power used with this Feat can be manifested with a delay in rounds as chosen by the Psychic equal to a maximum of his level. The Power will trigger at the beginning of the chosen round, before initiative is rolled and its effects calculated at that point.

### **Empower Power**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat is able to empower a Psionic Power so that it uses a higher damage die. To determine what die is used cross reference the original die used for damage below and cross reference it to determine the new damage die used.

| <b>Original die used</b> | <b>New die</b> | <b>Original die used</b> | <b>New die</b>                   |
|--------------------------|----------------|--------------------------|----------------------------------|
| d4                       | d6             | d10                      | d12                              |
| d6                       | d8             | d12                      | d20                              |
| d8                       | d10            | d20                      | d20 with all ones treated as 2's |

### **Enlarge Power**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat empowers a Psionic Power so that the area of the powers effect increases or the number of beings it effects increases. In the case of an increase of area using this feat increases the Power's area of effect by 1/2 (multiply the area of effect by 1.5) to determine the new size. In the case of affecting more than one target the use of this feat adds an additional target per new Power level.

### **Maximize Power**

**Prerequisites:** Psi-Craft 8+

**Effect:** A damage causing or damage restoring Psionic power that has been affected by this feat will cause maximum damage or restore the maximum Endurance points allowed to anyone who fails their Resistance rolls (if one is allowed).

### **Opportunity Power**

**Prerequisites:** Psi-Craft level 4+.

**Effect:** A character who possesses this Feat is able to use a Psionic Power instead of making an attack when he is entitled to take an Attack of opportunity against a target.

### **Quicken Power**

**Prerequisites:** Psi-Craft level 6+

**Effect:** Empowering a Psionic Power with this feat allows a Power to be cast as a single action as opposed to a full round action allowing a character with multiple actions to use a Psionic Power and still take his other actions. The only restriction is that a character can only perform one Psionic effect in a combat round.

### **Split Psionic ray**

**Prerequisites:** 3<sup>rd</sup> level, and Psi-Craft 6+

**Effect:** A Psionic Power prepared using this feat will have its range cut in half, but will affect 1 additional target/3 levels of the Power.

### **Unconditional Power**

**Prerequisites:** none

**Effect:** A Psychic who empowers a Psionic power with this Feat is able to use that Power regardless of the physical state he is in.

### **Item Creation Psionic Feats**

#### **Craft cognitive crystals**

**Prerequisites:** 3<sup>rd</sup> Level, and Psi-Craft 6+

**Effect:** A character who possesses this feat is able to create Cognitive crystals that store Psyche points. Hereafter the word crystal is used to refer to any of the types of items that can be made with this ability.

To use this ability the character must spend 1,000 credits multiplied by the number of Psyche points stored to acquire a Masterwork gemstone needed for the creation of the crystal. The character must spend 1/2 an hour/Psychic points to be stored empowering the crystal. After the time is spent the character rolls 1d20 + his level + his Intuition bonus against a difficulty of 20.

If the roll succeeds the character creates the desired item. If the roll is failed all the materials are destroyed. The character can make one crystal a day/3 levels he has.

It must be noted that the creation of a crystal is so draining that the creator must rest for 4 hours and cannot use Psionic powers until he has rested. Failing to rest or attempting to use a Psychic power will cause a temporary loss of 2 points of Stamina which is restored at a rate of 1 point/two days of complete rest.

### **Craft Dorji**

**Prerequisites:** 3<sup>rd</sup> Level, and Psi-Craft 6+

**Effect:** A character who possesses this feat is able to create a crystal wand which he can empower with one or more Psionic Powers. The exact medium is optional, but character can only create a Dorji with Psionic powers of up to 4th level. A Dorji can hold one power/Intuition modifier of the Psychic who is creating it. To use this ability the character must spend 5,000 credits/Psionic power level of the power (or all the powers) being charged into the Dorji to acquire the materials needed for the creation of the wand.

In addition to these materials the character must acquire some special materials worth 50 experience points/total Power levels (Add the Psionic levels of all the powers being placed in the wand) of the item as determined by the Administrator. Experience points from these items is not granted to the character as they are consumed in the creation of the wand.

The character must spend one hour/total Psionic power level (determined by adding all the Psionic levels of all powers being placed in the wand) to enchant the Dorji. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + the total Psionic Power levels of the Psionic powers being placed in the Dorji. If the roll succeeds the character creates the desired item.

If the roll is failed by up to 5 points the Dorji has a 50% chance of working (rolled each time the item is used). Failure over 5 points creates a useless item wasting all the materials.

A newly created Dorji will have 2x the Psyche score of the Dorji's creator to a maximum of 30 Psyche points. Each use of a Dorji drains one charge from the item, and unless recharged before the last charge is expended, when the last charge is spent the Dorji disintegrates. The character can make one Dorji per week.

It must be noted that the creation of a Dorji is so draining that the creator must rest for one hour per the total number of Psionic power levels (determined as above) were placed in the Dorji. During this time the Psychic cannot use his Psionic powers. Failing to rest or attempting to use his Psionics before he is rested will cause a temporary loss of Stamina equal to the Psionic power level he has attempted to use which is restored at a rate of 1 point/two days of complete rest.

### **Imprint stone**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat is able to create a Psion-stone which is a special crystal that holds a Psionic Power which is discharged by the Psionic character by concentrating on the crystal. The Psychic can imprint a Psion-stone with a Psionic power of up to 4th level. To use this ability the character must spend 1,000cr/Psionic power level being charged into the stone to acquire the materials needed for the creation of the stone. In addition to these materials the character must spend the number of Psyche points that he would have spent to use the Psionic power +2 Psyche points.

The character must spend one hour per level of the power being imprinted on the stone. After the time is spent the character rolls 1d20 + his level + his Intuition bonus against a difficulty of 15 + the level of the Psionic Power he is imprinting. If the roll succeeds the character creates the desired item.

It must be noted that the creation of a Psion-stone is so draining that the creator must rest for one hour and cannot use his Psionic Powers until he has rested. Failing to rest or attempting to use his Psionics will cause a temporary loss of Stamina equal to the Psionic power level he has attempted to use which is restored at a rate of 1 point/two days of complete rest.

### **Craft tattoo**

**Prerequisites:** Psi-Craft 4+

**Effect:** A character who possesses this feat is able to create a Tattoo that holds a Psionic power which is discharged by the Psionic character by concentrating on the tattoo. The Character can imprint a Tattoo with a Psionic power of up to 4th level. To



use this ability the character must spend 500cr/ Psionic power level of the Psion being imprinted on the tattoo to acquire the materials needed for the creation of the tattoo. In addition to these materials the character must spend the number of Psyche points as he would have spent to use the Psionic power +2 Psyche points.

The character must spend one hour/Psionic level of the power being imprinted on the tattoo to prepare it. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + level of the Psionic power he is imprinting. If the roll succeeds the character creates the Psionic Tattoo. If the character succeeds in this he may spend Psyche points equal to the number he would spend to use the power normally to charge the tattoo. Every number of points spent in this manner is one time that the tattoo can be used before it fades away.

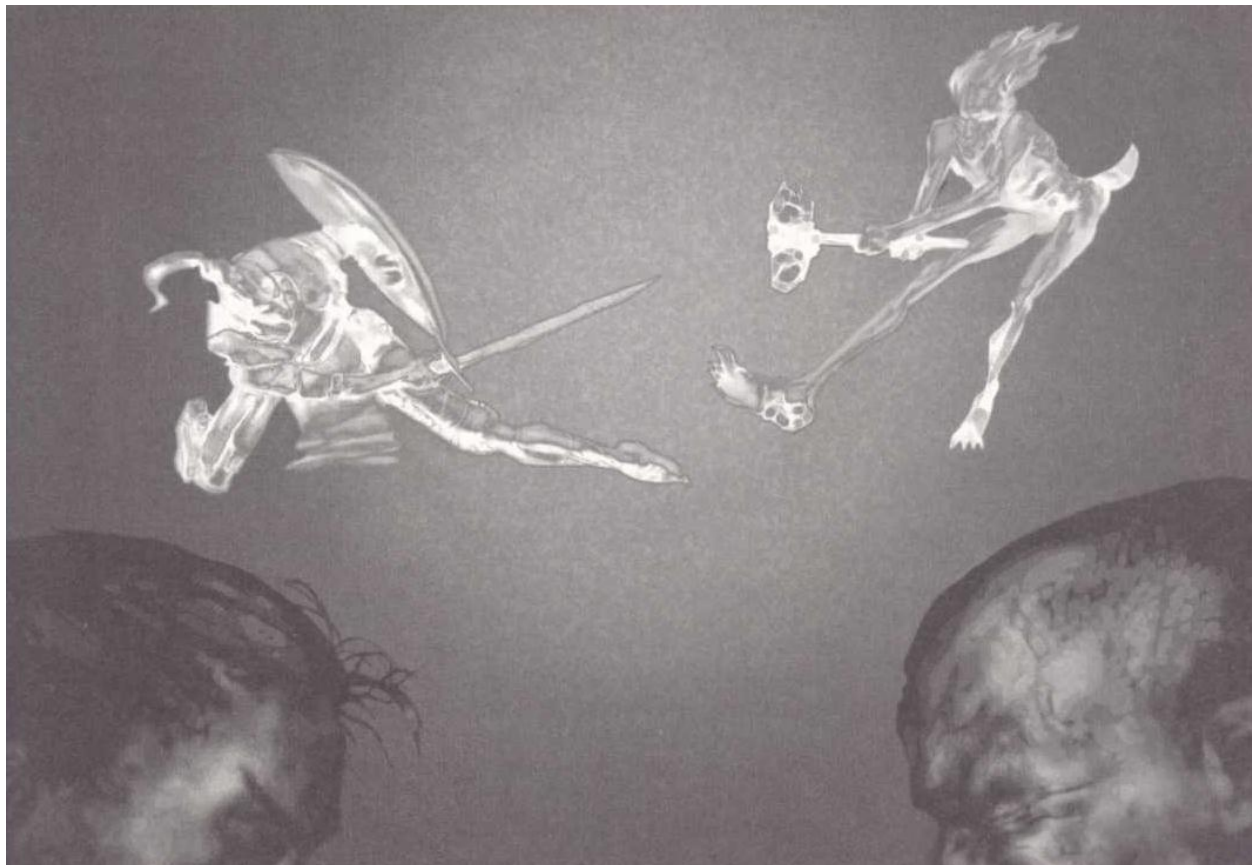
It must be noted that the creation of a Psionic Tattoo is so draining that the creator must rest for one hour and cannot use his Psionic power until he has rested. Failing to rest or attempting to use his Psionics will cause a temporary loss of Stamina equal to the Psionic power level he has attempted to use which is restored at a rate of 1 point/two days of complete rest.

### **Recharge Psionic Item**

**Prerequisites:** Psi-Craft 8+

**Effect:** A character who possesses this feat is able to recharge Psionic Items that can be recharged. The item does not matter but must be one that has charges. To use this ability the character must spend 500cr/charge needed to acquire the mundane materials needed to use this ability. The character must spend one hour/per level of the highest Psionic power in the item and must be able to manifest a Power of equal level, if not the Psionic power itself. After the time is spent the character rolls 1d20 + his level + his Intuition modifier against a difficulty of 15 + level of the highest Psion in the item. If the roll succeeds the character loses a number of Psyche points equal to the number of points he wishes to add to the item, up to its maximum allowable charges. If the roll is failed all the materials used are wasted. The character can recharge one item/day.

It must be noted that recharging an item is so draining that the character must rest for one hour/level of the highest Power in the item and cannot use his Psionics until he has rested. Failing to rest or attempting to use a power will cause a temporary loss of Stamina equal to the highest Psionic power level in the item which is restored at a rate of 1 point/two days of complete rest.



## Available Psionic Disciplines

A Psionic discipline or power as they are commonly known is a one-time effect manifested by a Psionic character, or creature. Psionic powers require Psyche points to use, although naturally psionic creatures can manifest their powers a certain number of times/day with no Psyche point cost.

Each Psionic power is tied to a specific ability which is the key ability for that Psionic power. A Power manifests when the psionic character pays the Psyche point cost for the power, and as soon as he does so the power manifests. Unless otherwise noted manifesting a power is a full round effect and only one power can be manifested in a given combat round as detailed above.

### Psyche Point Cost

The Psyche point cost for manifesting a Power is equal to its level. Every power's cost is also listed in its description for easy reference.

### Psychic Powers

#### Level One

**Biocurrent (Sta):** Continuous bioelectrical current deals 1d4 electricity damage/round to up to two living creatures.

**Biofeedback (Sta):** Self-control allows you to take some damage as subdual damage.

**Burst (Ag):** Speed improves by 10' for 1 round

**Call Weaponry (Ag):** Never lack for a weapon.

**Catfall (Ag):** You recover well from a fall.

**Control Light (Log):** Adjust light levels up or down.

**Create Sound (Per):** You create the sound you desire.

**Daze (Per):** Target loses next action

**Detect Psionics (Int):** You detect the presence of Psionic activity

**Dissonance (Log):** Your touch hurts your opponent's mind, dealing 1d8 subdual damage.

**Distract (Per):** Target's mind wanders Imparting -1 penalty to certain actions

**Empathic Transfer (Per):** You absorb others' hurts.

**Empathy (Int):** You know the subject's surface emotions.

**Expanded Vision (Int):** Wider vision allows you to see more.

**Far hand (Sta):** Minor Telekinesis

**Far Punch (Sta):** Telekinetic strike causes 1-3 points of damage

**Feel Light (Int):** You use tactile sensation to see.

**Feel Sound (Int):** You use tactile sensation to hear.

**Finger of fire (Log):** You deal 1-3 points of damage to one target

**Firefall (Log):** Fiery sparks deal 1d4 fire damage in 10' radius.

**Float (Ag):** You buoy a subject in water or other liquid.

**Hear Light (Int):** You use auditory sensation to see.

**Inkling (Int):** You know if an action is going to be good or bad

**Lesser Body Adjustment (Sta):** Heal 1-8 points of Endurance or gain +1 bonus on next Fortitude save to avoid poison, or disease, or heal 1 point of ability damage.

**Lesser Metaphysical Weapon (Log):** Weapon gains a +1 bonus.

**Lesser Natural Armor (Sta):** You get a +1 bonus to Defensive Rating

**Matter Agitation (Log):** You heat a creature or object.

**Missive (Per)** Send a one way telepathic message

**Psycholuminescence (Log):** Object sheds silvery light.

**See Sound (Int):** You use visual sensation to hear.

**Sense Link (Int):** You sense what the subject senses (single sense).

**Spider climb (Ag):** Grants ability to walk on walls and ceilings.

**Stomp (Str):** Shock waves in the ground knock your foes prone.

**Telepathic Projection (Per):** You modify subject's emotions.

**Valor (Str):** Gain +1 bonus to Resistance rolls.

**Verve (Str):** Gain 4 temporary Endurance point

#### Level Two

**Attraction (Per):** Target develops an attraction you specify

**Aversion (Per):** Subject has aversion you specify.  
**Body Adjustment (Sta):** You heal 3d6 damage, or gain a bonus on your next Fortitude save to resist poison or disease, or heal 2 temporary ability points.  
**Body Equilibrium (Sta):** You can walk on nonsolid surfaces.  
**Chameleon (Sta):** You gain a +10 enhancement bonus on Hide checks.  
**Charm Person (Per):** Make the target your friend  
**Cloaking (Per):** Subject is invisible for 10 minutes/level or until it attacks.  
**Combat Precognition (Int):** Gain a +2 bonus to Defensive rating  
**Conceal Thoughts (Per):** You conceal your motives.  
**Control Body (Per):** You take rudimentary control of foe's limbs.  
**Control Flames (Log):** You control heat and movement of a fire.  
**Control Object (Sta):** Telekinetically animate a small object.  
**Disable (Per):** Subjects incorrectly believe they are disabled.  
**Intrusive Sense Link (Int):** Subject senses what you sense.  
**Lesser Body Adjustment Other (Sta):** Heal 1-8 points of Endurance or grant +1 bonus on next Fortitude save to avoid poison, or disease, or heal 1 point of ability damage.  
**Lesser Concussion (Sta):** Mentally pummel a target for 1d6 points of damage  
**Lesser Mind Link (Per)** Forge a limited mental bond with target  
**Object Reading (Int):** Reveal an object's past.  
**Painful Touch (Per)** Your unarmed attacks deals an extra 1d6 points of damage.  
**Recall Pain (Per):** Foe takes 3d6 points of damage from painful memory.  
**Sustenance (Sta):** You can go without food and water.  
**Vigor (Str):** Gain 6 temporary Endurance points

### Level Three

**Body Adjustment Other (Sta):** You heal 3d6 damage or grant a bonus to a target's next Fortitude save to resist poison or disease, or heal 2 temporary ability points.  
**Brain Lock (Per):** Target can't move or take any mental action  
**Clairaudience/Clairvoyance (Int):** Hear or see at a distance  
**Combat Focus (Log)** Gain +4 to initiative  
**Combat Prescience (Int)** Gain +4 to attack rolls  
**Concussion (Sta):** Mentally pummel a target for 3d6 points of damage  
**Cone of Sound (Log):** Sonic energy deals 5d4 sonic damage.  
**Control Sound (Log):** You can create very specific sounds.  
**Crisis of Breath (Str):** You disrupt the subject's breathing.  
**Danger Sense (Int):** You gain a +4 bonus against traps.  
**Detect Thoughts (Per):** Detect target's surface thoughts  
**Dimension Slide (Log):** Instantly move to any spot you can see in close range.  
**Displacement (Int):** Attacks miss you most of the time.  
**Electric Charge (Log):** Shocking touch causes 2d6 points of damage to a target  
**Improved Biofeedback (Sta):** You take charge of your body's damage.  
**Inflict Pain (Per):** Mental attack deals 3d6 points of damage to target  
**Levitate (Ag):** Character/target moves up or down at your discretion  
**Nightvision (Int):** See in the dark  
**Nondetection (Int):** Hides subject from Clairsentience powers and remote viewing.  
**Precognition (Int):** You can glimpse events that may likely occur in the future.  
**Rejuvenation (Sta):** You heal 1 point of temporary ability damage/hour.  
**Remote Viewing (Int):** You see subject from a distance.  
**Schism (Log):** Splits your mind into two independently functional parts.  
**Sensitivity to Psychic Impressions (Int):** Reveals an areas past  
**Suggestion (Per):** Compels target to follow suggested action  
**Ubiquitous Vision (Int):** You have all around vision.

### Level Four

**Amplified Invisibility (Log):** Attack once and stay unseen.  
**Detect Remote Viewing (Int):** You know when others spy on you remotely.  
**False Sensory Input (Per):** Falsify one of the target's senses  
**Fatal Attraction (Per):** Implants death urge in subject.  
**Freedom of Movement (Ag)** Move normally despite impediments.  
**Greater Concussion (Log):** Pummel foe for 5d6 damage.

**Inertial Barrier (Str):** Subject gains damage reduction 10/Acid.  
**Lesser Domination (Per):** Forces target to obey your will  
**Lightning Strike (Log):** Deals 3d6 points electrical damage in 30' area  
**Mental Blast (Per):** Target stunned for 3d4 rounds  
**Metaphysical weapon (Log):** Weapon gains a +3 bonus  
**Mind Link (Per):** Forge a mental bond with others  
**Mindwipe (Per):** Subject's recent experiences wiped away.  
**Negate Psionics (Per):** Cancel's psionic powers and effects  
**Polymorph Self (Sta):** You assume a new form.  
**Telekinesis (Sta):** Lift or move 20lbs/level at long range  
**White Fire (Log):** Deal 5d4 points of fire damage in 20' radius

## Level Five

**Adapt Body (Sta):** You adapt your body to hostile environments.  
**Brilliant Blast (Log):** Light blast deals 9d4 damage in 30' radius.  
**Clairtangency (Sta):** You can use far hand at any distance.  
**Domination (Per):** Subject obeys your will  
**Ectoplasmic Armor (Sta):** Subject gains a +10 Defensive rating.  
**Energy Barrier (Log):** You convert energy attacks to harmless light.  
**Forced Mind Link (Per):** Forge mental bond with an unwilling target  
**Mass Concussion (Sta):** Foes take 10d4 damage in 30' radius.  
**Natural Armor (Str):** You gain +4 bonus to Defensive rating  
**Psychofeedback (Str):** Use Power points to boost Strength, Agility, and or Stamina modifier  
**Recall Agony (Per)** Foe takes 9d6 damage from painful memory.  
**Tailor Memory (Per):** Place false memories in Target  
**True Seeing (Int):** See all things as they really are.

## Level Six

**Ethereal Jaunt (Sta):** You become ethereal for 1 round/level.  
**Flaming Shroud (Log):** Encased foe takes 11d6 fire, damage.  
**Greater Biocurrent (Sta):** Continuous bioelectrical current deals 4d6 electricity damage/round to up to four living creatures.  
**Improved Vigor (Sta):** You gain 20 temporary Endurance points.  
**Mass Suggestion (Per):** Many targets follow suggested action.  
**Mindprobe (Per):** Discover a target's secret thoughts  
**Mind Switch (Per):** You switch minds with another.  
**Psionic Resistance (Int):** Target gains Psionic resistance  
**Remote View Trap (Per):** Enemy remote viewers take 4d4 damage.  
**Retrieve (Log):** You teleport to your hand an item you can see.  
**Sending (Per):** Delivers short message anywhere instantly  
**Suspend Life (Sta):** Your life functions slow to imperceptibility.  
**Teleport (Log):** Instantly transports you anywhere.  
**Trace Teleport (Int):** Learn origin or goal of subject's *teleport*.  
**Teleport Trigger (Log):** Predetermined event triggers teleport.

## Discipline Descriptions

### Level One

#### Biocurrent

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** Any two living creatures who are no more than 10' apart  
**Duration:** Concentration, up to 1 minute/level (see text)  
**Resistance Roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 1

Your body's psionically fueled bioelectric currents produce an arc of blue-white electricity that targets a primary foe for 1d4 points of electricity damage per round that meets the requirements (see below). Electricity also arcs off the primary foe to strike one additional foe initially within 15' of the primary foe, or who subsequently moves within 10' of the primary foe while the duration lasts. Secondary foes also take 1d4 points of damage per round the duration lasts. Should either the primary or secondary foe fall to below 0 Endurance points, *biocurrent's* electrical arc randomly retargets another primary and secondary foe while the duration continues.

Targeted foes may move or make a Resistance roll each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

Maintaining *biocurrent* is a full-round action (you can take no other actions). If you take damage while maintaining *biocurrent*, you must make a successful Concentration check. If any of these requirements are not met, the electrical arc winks out.

## **Biofeedback**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Psyche Points:** 1

You can constrict bleeding around wounds, lessening their impact. You take a portion of any attack that deals damage as points of subdual damage equal to your Strength modifier. Thus, a character with a Strength score of 15 who is dealt 10 points of damage by a power or weapon actually takes 8 points of normal damage and 2 points of subdual damage. This power is not retroactive to wounds received prior to manifesting *biofeedback*.

## **Burst**

**Manifestation Time:** See text

**Range:** Personal

**Target:** You

**Duration:** 1 round

**Psyche Points:** 1

You receive a burst of speed. You have a speed equal to your original speed +10' instantly thus gaining the benefit of the speed increase in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one power/round.

## **Call Weaponry**

**Manifestation Time:** 1 action

**Range:** Close (15' +5'/2 levels)

**Effect:** 1 unattended weapon (see text)

**Duration:** Instantaneous

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 1

You call a weapon into your waiting hand so long as the weapon is in line of sight and has an unobstructed path to you.

## **Catfall**

**Manifestation Time:** See text

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 1

You recover instantly from a fall and can absorb some damage from falling. You land on your feet no matter how far you fall, and the first 3 points of falling damage are treated as subdual damage. You can manifest this power instantly, quickly enough to save yourself if you unexpectedly fall. Manifesting the power is a free action, like manifesting a quickened power, and it counts

toward the normal limit of one power/round.

## **Control Light**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** nine 10'. cubes + three 10'.cubes/level  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** See text  
**Power Resistance:** No  
**Psyche Points:** 1

You manipulate ambient light levels within the area. You can increase or decrease total illumination in an area by up to 20% per manifester level This increases or decreases overall effective range of vision for characters and creatures dependent on light by the same percentage. If you decrease the ambient light in an area by 100% (at 5th level or higher), even those with Low light vision or Ultravision (but not darkvision, or Infravision) are blinded within the affected area. The change in intensity can be gradual or sudden.

Decreasing ambient light grants circumstance bonuses to Hide checks in the area by +1 for each 40% graduation. You can increase the ambient light in the area to "blinding intensity," blinding all normally sighted creatures in the area who fail Fortitude save for 1 round.

## **Create Sound**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Effect:** Sounds (see text)  
**Duration:** 1 round/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

You create a volume of sound that arises, recedes, approaches, or remains at a fixed place. You choose what type of sound the power creates when first manifesting it and cannot thereafter change its basic character. The volume of sound created, however, depends on your level. You can produce as much noise as four normal humans per manifester level (maximum twenty humans). Thus talking, singing, shouting, walking, marching, or running sounds can be created.

The noise produced can be virtually any type of sound within the volume limit. A horde of Sand rats running and squeaking is about the same volume as eight humans running and shouting. A roaring Adrainian is equal to the noise from sixteen humans, while a roaring dire cat is equal to the noise from twenty humans. If you wish to create a specific message, only a few words can be created, and they repeat over and over until the duration expires or is dismissed. If you attempt to exactly duplicate the voice of a specific individual or an inherently terrifying sound (such as a Crete dragon's roar), you must succeed at a Bluff check with a +2 circumstance bonus opposed by the defender's Sense Motive check to avoid arousing suspicion. *Create sound* can be used as a basis for *control sound* effects.

## **Daze**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 10'/2 levels)  
**Target:** One person  
**Duration:** 1 round  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

This power clouds the mind of a humanoid of Medium-size or smaller so that he takes no actions. Humanoids of 5 or more Endurance Levels (EL) are not affected. The dazed subject is not stunned (so attackers get no special advantage against him), but he can't move, use psionic powers, and so on.

## Detect Psionics

**Manifestation Time:** 1 action

**Range:** 60'

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to 1 minute/level

**Resistance Roll:** None

**Power Resistance:** No

**Psyche Points:** 1

You detect psionic auras. The amount of information revealed depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of psionic auras.

*2nd Round:* Number of different psionic auras and the strength of the strongest aura. An overwhelming aura stuns you for 1 round and the power ends.

*3rd Round:* The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Psicraft checks to determine the discipline involved in each. (Make one check per aura; DC 15 + power level, or 15 + half manifester level for a non-power effect.) Psionic areas, multiple disciplines, or strong local psionic emanations may confuse or conceal weaker auras.

*Aura Strength:* An aura's psionic power and strength depend on a power's functioning power level or an item's manifester level.

| Functioning Power         | Item Level Manifester Level | Aura Strength                    |
|---------------------------|-----------------------------|----------------------------------|
| 0-level or lingering aura | Lingering aura              | Dim                              |
| 1st-3rd                   | 1st-5th                     | Faint                            |
| 4th-6th                   | 6th-11th                    | Moderate                         |
| 7th-9th                   | 12th-20th                   | Strong                           |
| Artifact or deity-level   | Beyond mortal               | Overwhelming psionics manifester |

If an aura falls into more than one category, *detect psionics* indicates the stronger of the two.

*Time Aura Lingers:* How long the aura lingers depends on its original strength:

| Original Strength | Duration       | Original Strength | Duration  |
|-------------------|----------------|-------------------|-----------|
| Faint             | 1d6 minutes    | Strong            | 1d6 hours |
| Moderate          | 1d6x10 minutes | Overwhelming      | 1d6 hours |

**Note:** Each round, you can turn to detect things in a new area. You can tell the difference between natural and psionic auras. The power can penetrate barriers, but 2' of stone, 5" of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Dissonance

**Manifestation Time:** 1 action

**Range:** touch

**Target:** One person

**Duration:** 1 round

**Resistance Roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 1

You pay the cost for manifesting the power and on your next action within the same round you can make a touch attack (against a Defensive rating of 10 + the target's Agility based defensive bonus) regardless of armor worn. If the attack succeeds the character takes 1-8 points of Subdual damage.

## Distract

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One living creature  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You cause your subject's mind to wander, distracting him. Subjects of *distract* make all Listen, Spot, Search, and Sense Motive checks at a -1 penalty.

## **Empathic Transfer**

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** Instantaneous  
**Resistance Roll:** None  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 1

You transfer the hurts of others to yourself. When you manifest this power, you can transfer up to 8 points of damage per manifester level from the subject creature to yourself.

Alternatively, you can absorb one poison or one disease afflicting the subject creature into yourself. When you absorb a poison or disease, you do not absorb the damage done previously dealt by the affliction, but you do take up the burden of making the secondary and/or continuing Fortitude saves against the affliction.

Finally, you can choose to transfer up to 1 point of temporary ability damage per manifester level from the subject to yourself. In most cases, you would only use *empathic transfer* with the intent to heal yourself using another power, but self-healing is not mandatory.

## **Empathy**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You detect the surface emotions of any creature you can see that is in range. You can sense basic needs, drives, and emotions. Thirst, hunger, fear, fatigue, pain, rage, hatred, uncertainty, curiosity, friendliness, and so on, can all be sensed.

## **Expanded Vision**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

Your field of vision is wider than normal, granting you reduced penalties and even bonuses in specific situations. In effect, you have a 315-degree arc of sight, allowing you some slight vision of creatures that might otherwise fully flank you. Thus, opponents flanking you gain only a +1 bonus on their attack rolls instead of +2. All your Spot checks gain a +1 bonus. Concurrently, you suffer a -2 penalty against all gaze attacks while the power persists.

## **Far Hand**

**Manifestation Time:** 1 action



**Range:** Close (15' + 5'/2 levels)  
**Target:** An unattended object weighing up to 5lbs  
**Duration:** Concentration  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

You can lift and move an object at will from a distance. By expending an action, you can move the object up to 20' in any direction, though the power ends if the distance between you and the object ever exceeds the power's range.

## Far Punch

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 1

A target you select is buffeted with telekinetic force for 1-3 points of damage. *Far punch* always affects a target within range that you can see, even if the target is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

## Feel Light

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

You experience light translated through tactile sensation (by touch). Your entire body becomes a receiver for light. In effect, your body replaces your eyes. You can "see" what your eyes would normally reveal. Your field of vision does not change, but if you have Darkvision it is not translated to touch via *feel light*, but Low light vision does. If your eyes are working normally, the expanded view gives you a +1 bonus on all Spot and Search checks. If this power is used in conjunction with *hear light*, the bonus is +2.

## Feel Sound

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *feel light*, except you experience sound translated through tactile sensation (by touch). Your entire body becomes a receiver for sound. In effect, your body replaces your ears. You can "hear" what your ears would normally reveal. Your range of hearing does not change. If your ears are working normally, the expanded reception gives you a +1 bonus on all Listen checks. If this power is used in conjunction with *see sound*, the bonus is +2.

## Finger of Fire

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Effect:** Ray  
**Duration:** Instantaneous  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 1

A ray of unstable, burning ectoplasm projects from your pointing finger. You must succeed at a ranged touch attack (Standard attack against Defensive rating of 10 + target's Agility based Defensive modifier, ignoring Armor) with the ray to deal damage to a target. The ray deals 1d3 points of fire damage.

## Firefall

**Manifestation Time:** 1 action  
**Range:** 20'  
**Area:** 10' radius burst  
**Duration:** Instantaneous  
**Resistance Roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 1

Motes of unstable ectoplasm flare and dissipate explosively within the area you designate. Any creature in the area takes 1d4 points of fire damage. Flammable materials such as cloth, paper, parchment, thin wood, and so on, burn if the flames touch them. A character can extinguish burning items as a full-round action.

## Float

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Targets:** Any object or creature whose weight does not total more than 150lbs/level  
**Duration:** Concentration  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

You can mentally support one creature or object in water or similar liquid at will from a distance. You cannot move the floating object, but if the subject of the power is animate, it can move through the water without fear of submerging (or drowning, if an unskilled swimmer). The power ends if the distance between you and the subject ever exceeds the power's range.

## Hear Light

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *feel light*, except you experience light translated through auditory sensation (by hearing). You can "see" with your ears because any light waves that reach you are converted to sound, and you "hear" the image. You can see what your eyes would normally reveal, but Darkvision is not translated to sound via *hear light*. If your eyes are working normally, the expanded view gives you a +1 bonus on all Spot and Search checks. If this power is used in conjunction with *feel light*, the bonus is +2.

## Inkling

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 1

When this power is used the character has a base chance for receiving a meaningful reply of 50%. This often translates as having a "Bad Feeling" about a situation.

**Note:** You may only manifest *inkling* a number of times per day equal to your Intuition modifier +1, regardless of further payment of Psionic points. This restriction reflects the strain you put on your mind by attempting to wrench information from the future.

## Lesser Body Adjustment

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *body adjustment*, except you cure yourself of 1d8 Endurance points, or gain just a +1 bonus on your next Fortitude save against poison or disease, or heal 1 point of temporary ability damage. You don't gain all three benefits simultaneously for a single manifestation.

## Lesser Metaphysical Weapon

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** One weapon  
**Duration:** 10 minutes/level  
**Psyche Points:** 1

As *metaphysical weapon*, except the weapon gains a +1 enhancement bonus on attack and damage rolls.

## Lesser Natural Armor

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute  
**Psyche Points:** 1

You gain +1 natural armor bonus to your Defensive rating. But Unlike mundane armor, natural armor entails no armor check penalty or speed reduction.

## Matter Agitation

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Area:** 20 square feet of surface area of an object or creature  
**Duration:** Concentration up to 2 rounds/level  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 1

You can excite the structure of an object, heating it to the point of combustion over time. If you shift your focus to another object, the first object cools and the second object begins to heat up.

*1st Round:* Readily flammable materials (paper, dry grass, tinder, torches) ignite. Skin reddens (1 point of damage).

*2nd Round:* Wood smolders and smokes, metal becomes hot to the touch, skin blisters (1d4 points of damage), hair smolders, paint shrivels, and water boils.

*3rd Round:* Wood ignites and metal scorches (1d4 points of damage for those holding metallic objects). Skin burns, hair ignites (1d6 points of damage), and lead melts.

You can continue to agitate a chosen surface area up to the duration of the power if concentration holds, but you can only deal a maximum of 1d6 points of damage against a living subject.

## Missive

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)

**Target:** One living creature  
**Effect:** Mental message delivered to subject  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You send a telepathic message of up to ten words to any living creature within range. *Missive* is strictly a one-way exchange from you to the subject. If you do not share a common language, the subject “hears” meaningless mental syllables.

## **Psycholuminescence**

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Object touched  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 1

The object touched begins to glow with a silvery light, shedding in a 60' radius. Creatures who suffer penalties in bright light suffer them while exposed to this psycholuminescence. The power cannot be manifested on a creature. If the power is manifested on a small object that is then inside or under a lightproof covering, the power's effects are blocked until the covering is removed.

## **See Sound**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level (D)  
**Psyche Points:** 1

As *feel sound*, except you experience sound translated through visual sensation (by sight). You must be able to see normally or also have *feel light* active. Your eyes convert sound to light: You can see sound even in darkness, as long as some noise is present to give objects shape. You are “blinded” in complete silence. Your range of sight does not change. If your ears are working normally, the expanded reception gives you a +1 bonus on all Listen checks. If used in conjunction with *feel light*, the bonus is +2.

## **Sense Link**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You sense what the subject creature senses. Only one sense is linked, and you may not switch between senses with the same manifestation. For example, you could see what the subject sees, or hear what it hears, or taste what it tastes, and so on. Once *sense link* is manifested, the link persists even if the subject creature moves out of the original manifestation range. You do not control the creature, nor can you communicate with it via this power.

You must concentrate to access the *sense link*. If you do not concentrate, that sense returns to your own immediate surroundings. The powers of the subject creature's senses could be enhanced by other powers or items, if desired allowing you the same enhanced sense. You are subject to any gaze attack met by the subject creature. A successful *negate psionics* power manifested on you or the linked creature ends the power. With respect to your own blindness, deafness, and so on, the linked creature is an independent sensory organ. (For example, it is not made blind if you are blinded yourself, so you could still see via the *sense link* while its duration lasts.)

When linked to a subject, you make your own perception checks, such as Spot and Listen, regardless of the subject's Spot and Listen results, if any

## Spider Climb

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 10 minutes/level  
**Resistance Roll:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 1

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have bare hands and feet to climb in this manner. The subject climbs at half its speed. A creature with a Strength score of at least 20 +1 per manifester level can pull the subject off a wall.

## Stomp

**Manifestation Time:** 1 action  
**Range:** 20'  
**Area:** Two-dimensional "cone" (see text)  
**Duration:** Instantaneous  
**Resistance Roll:** Reflex negates  
**Power Resistance:** No  
**Psyche Points:** 1

Your foot stomp precipitates a psychokinetic shockwave that travels along the ground, toppling creatures and loose objects. The area is cone-like but extends in only two dimensions flat along the ground (creatures in the air above the shockwave are not affected). All creatures standing in the area who fail their Reflex Resistance rolls are thrown to the ground and take 1d4 subdual damage in the process. Characters or creatures knocked prone suffer Attacks of opportunity. Rising from a prone position takes one action and allows for Attacks of opportunity against them.

## Telepathic Projection

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** One living creature  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 1

You can alter the subject's mood. An affected creature feels the new emotion, but *telepathic projection* cannot radically change its emotional state. Instead, you adjust its emotions by one step. For instance, an unfriendly creature might be made indifferent, or a hostile creature simply unfriendly. You can grant up to a +1 bonus on your own (or others') attempts at Bluff, Diplomacy, Intimidate, and Perform actions with affected creatures, assuming you adjust the subject's emotions in the proper direction (you could also inflict a -1 penalty on similar interactions, if you so choose).

## Valor

**Manifestation Time:** See text  
**Range:** Personal  
**Target:** You  
**Psyche Points:** 1

You can immediately apply a +1 bonus on a Resistance roll. You can manifest this power instantly, quickly enough to gain the +1 bonus on a Resistance roll in the same round. Manifesting the power is a free action, like manifesting a quickened power, and it counts toward the normal limit of one power per round.

## Verve

**Manifestation Time:** 1 action  
**Range:** Personal

**Target:** You  
**Duration:** 1 minute  
**Psyche Points:** 1

You gain 4 temporary Endurance points.

## Level Two

### Attraction

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 hour/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

You plant a compelling attraction in the mind of the subject. The attraction can be toward a particular person, an object, an action, or an event the Power's subject will take reason. Able steps to meet, get close to, attend, find, or perform the, object of its implanted attraction. For the purposes of this power, "reasonable" means that while fascinated, the subject doesn't suffer from blind obsession. He won't leap into a fire or over a cliff. He can still recognize danger, but he will not flee unless the threat is immediate. If you make the subject feel an attraction to yourself, you can't command him indiscriminately although he will be willing to listen to you (even if he disagrees). This power grants you a +4 bonus to your Personality modifier when dealing with the subject.

### Aversion

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 hour/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

You plant a powerful aversion in the mind of the subject. The aversion can be toward a particular person, an object, an action, or an event. The power's subject will take reasonable steps to avoid the object of its implanted aversion. If a physical object, he will not approach within 30' of it. If a word, he will not utter or think it, if an action he will not perform it, and if an event he will not attend it. For example, you can't make the subject have an aversion to fighting (which is a combination of many actions), but you could give him an aversion to his automatic pistol, causing him to drop it and back away.

If not taking a taboo action directly threatens the subject, he may perform the action at a -2 penalty on any Attack rolls, Ability checks, or Skill checks involved.

### Body Adjustment

**Manifestation Time:** 1 full round  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 2

You take control of your own living body, allowing you to heal injury. You cure yourself of 3d6 points of damage. Alternatively, you can focus on a disease or poison. You must manifest *body adjustment* separately for each different condition. If used against a disease, your next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + your manifester level. If used against a poison, your secondary Fortitude save (usually made after the first exposure to poison) gains a bonus equal to 4 + your manifester level. Multiple uses of *body adjustment* for use against poison or disease do not stack. Finally, you can use *body adjustment* to heal 2 points of temporary Ability damage. You don't gain all three benefits from a single manifestation of this power.

## Body Equilibrium

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Psyche Points:** 2

You can adjust your body equilibrium to correspond with any solid or liquid that you stand on. Thus, you can walk on water, quicksand, or even a spider's web without sinking, or breaking through (this does not confer any resistance to particularly sticky webs). You can move at your normal speed, but you cannot run (x3 speed) on a uniform surface without sinking or breaking. If you fall while using this power, damage from the impact is halved.

## Chameleon

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Psyche Points:** 2

Your skin and equipment take on the color and texture of nearby objects, including floors and walls. You receive a +10 bonus on Hide checks.

## Charm Person

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One person

**Duration:** 1 hour/level

**Resistance Roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 2

This power makes a humanoid of Medium-size or smaller regard you as his trusted friend and ally. If the creature is currently being threatened or attacked by you or your allies, however, he receives a +5 bonus on his Resistance roll. The power does not enable you to control the *charmed* person as if he were an automaton, but he perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Personality check to convince him to do anything he would not ordinarily do. (Retries are not allowed.) A *charmed* person never obeys suicidal or obviously harmful orders, but he might believe you if you assured him that the only chance to save your life is for him to hold back an onrushing Crete dragon for "just a few seconds." Any act by you or your apparent allies that threatens the *charmed* person breaks the power.

Note also that you must speak the person's language to communicate your commands, or else be good at pantomiming.

## Cloak

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 10 minutes/level

**Resistance Roll:** None

**Power Resistance:** Yes (harmless, object)

**Psyche Points:** 2

You can vanish from sight, even from Low light vision, but not Darkvision. If you are carrying gear, the gear vanishes, too. Once manifested neither your enemies nor your allies can see you, unless they have Darkvision or employ psionics to do so. Items dropped or put down by you become visible; while items picked up disappear if tucked into the clothing or pouches worn by the cloaked character. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10' from his body becomes visible, such as a trailing rope.

Of course, the subject is not magically silenced, and certain other conditions can render the cloaked character detectable (such as stepping in a puddle). The power ends if the subject attacks any creature. For purposes of this power, an "attack" includes any power targeting a foe or whose area or effect includes a foe. (Exactly who is a foe depends on the invisible character's perceptions.) Actions directed at unattended objects do not negate the power. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, and so on. If he attacks directly, however, he immediately becomes visible along with all his gear.

Note that powers that specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

An invisible attacker gains a +2 bonus on his attack roll (for the single attack, either melee or ranged, that he is allowed before becoming visible), and the defender against such an attack loses any Agility bonus to Defensive rating.

## **Combat Precognition**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Resistance Roll:** None

**Power Resistance:** No

**Psyche Points:** 2

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows. You gain a +1 bonus to your defensive rating. If you are caught by surprise, this bonus to DR does not apply.

## **Conceal Thoughts**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One living creature

**Duration:** 1 hour/level

**Resistance Roll:** Yes (harmless)

**Power Resistance:** Yes (harmless)

**Psyche Points:** 2

You protect your thoughts from analysis. While the duration lasts, the feat Psychic Inquisitor fails to operate against you, and you gain a +20 bonus on Bluff checks against those attempting to discern your true intentions with Sense Motive. You also gain a +4 bonus on your Resistance rolls against any power used to read your mind (such as *detect thoughts* or *mind probe*).

## **Control Body**

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** One humanoid of Medium-size or smaller

**Duration:** Concentration, up to 1 minute/level

**Resistance Roll:** Fortitude negates

**Power Resistance:** Yes

**Psyche Points:** 2

You psychokinetically control the actions of any humanoid that is Medium-size or smaller. Control body doesn't require mental contact with the subject. You can force the subject to perform, although you have only rudimentary control over his limbs. You can make the subject stand up, sit down, walk, turn around, and so on, but operating the vocal cords is too difficult, and power manifestation is not possible. You can force the subject to engage in combat, but its attack roll and Defensive rating are not its own. The controlled subject's attack bonus is equal to your base Attack bonus + the subject's Strength modifier (or Agility modifier if a ranged attack) with a -4 penalty applied. The controlled subject cannot make Attacks of opportunity against creatures the subject threatens. The controlled subject's DR gains no benefit from his Agility score, but he does gain a positive benefit, if any, equal to half your own Agility modifier. Of course, you could also hold the subject immobile, rendering it helpless.



Subjects resist this control, and those forced to take actions against their natures receive one new Resistance roll with a bonus of +2. You need to see the subject to control it. While the subject's body is under control, the subject's mind is not. Creatures that can trigger abilities by an act of will alone can continue to do so. Thus, a Psychic in the grip of a *control body* power could attempt to manifest powers. Attempting to manifest powers in this fashion requires a Concentration check for each power manifested against a DC of 10 + the level of the power the subject attempts to manifest.

## Control Flames

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** One fire source up to 2 square feet/level (see text)  
**Duration:** Concentration, up to 1 minute/level  
**Resistance Roll:** See text  
**Power Resistance:** No  
**Psyche Points:** 2

You pyrokinetically control the intensity or movements of one fire source. A fire source can be controlled if its bed or base is equal to or less than 2 square feet/level; larger fires cannot be controlled. You can freely switch control between fire sources, or change the character of control while you maintain concentration, but only one specified change can be made to one fire source in a round. When control over a fire source lapses, that fire immediately returns to its original state (or goes out if it has no fuel or has been moved beyond its original bed).

**Increase/Decrease Flame:** You can increase a fire's size by up to 2 square feet/level. Each 1-square-foot expansion increases the potential damage the flames can deal by +1. You can increase a fire's size beyond the original area, as long as it was equal to or smaller than the allowed size to begin with. You can artificially keep a fire burning that would normally expire for lack of fuel, but dousing a controlled fire in sufficient water still puts it out. For instance, an opponent at risk of catching fire must succeed at a Reflex save (DC 15) to avoid this fate. On a failed Resistance roll, the victim takes 1d6 points of damage. Normally the victim is allowed a Reflex save each round to put out the flames, but a 4th-level Psychic using *control flames* can artificially keep the flames alive, and moreover, mentally fan them so that the victim takes 1d6+4 points of damage each round.

You can decrease the intensity of a flame by 2 square feet/level, but such decrease in flame intensity causes a -1 reduction to its damage potential (to a minimum of 1 point). Reducing a fire's size to zero extinguishes it permanently.

**Animate Fire:** You can make a fire move as if a living creature. An animated fire moves with a speed of 30'. It can have a crude humanoid or crude shape (or something more artistic, with an appropriate Craft (sculpting) check against a DC set by the Administrator), as long as the fire's overall volume does not exceed its original volume. A fire that moves away from its fuel or its original bed dies as soon as control over it lapses.

The animated fire can attack a target using the controller's base attack bonus to deliver touch attacks. A successful attack has a chance to set the foe on fire but the foe must roll a Reflex save (DC 15) to avoid this. Normally the victim is allowed a Reflex save each round to put out the flames; otherwise the fire burns for another 1d6 points of damage. Additional hits by the animated fire mean additional chances of ignition. The damage from multiple normal fires stacks, but the victim gets a Resistance roll each round to negate each fire. It is possible to switch control from the animated fire to intensify flames that are already burning (thus denying the foe Reflex saves after the first).

## Control Object

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One non-magical, unattended object weighing up to 100lbs  
**Duration:** Concentration, up to 1 round/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 2

You telekinetically "bring to life" inanimate objects. Though not actually alive, objects move under your control. For instance, a chair may walk, a dead tree shuffle, or a stone waddle. Live vegetation may not be controlled in this fashion, nor may already animate objects. The controlled object moves like a puppet, with jerky and clumsy movements. If rigid, it makes creaking, groaning, or grating sounds as you control it. The object can move with a speed of 10'. A controlled object that attacks an opponent has one slam attack with an attack bonus of +0, dealing 1d4 points of bludgeoning damage.

Note: You may attempt to "control" a normal lock, making it move in such a way as to attempt to unlock itself. Using this power

in this fashion grants a +4 bonus on Open Lock checks involving that particular lock.

## **Disable**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Area:** Several living creatures within a 15'-radius burst  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

You broadcast a mental compulsion that convinces one or more creatures that they are disabled (at 0 Endurance points). Roll 2d4 to determine how many total Endurance levels (EL) of creatures can be affected. Creatures with the fewest Endurance levels are affected first. Among creatures with equal Endurance levels, those who are closest to the power's point of origin are affected first. No creature with 5 or more Endurance levels is affected, and Endurance level that are not sufficient to affect a creature are wasted.

Creatures affected by the power believe that they have somehow been reduced to 0 Endurance points, and must act accordingly. While it's possible that some may attempt one last "heroic" action (expecting to then lose consciousness from the exertion), most will cower or retreat. Creatures do attempt to take actions immediately pierce the compulsion, and may act normally. Creatures that attempt to heal themselves or who receive healing are likewise freed of the compulsion, and if they are not otherwise wounded, the healing is wasted.

Creatures who are attacked and take damage are also instantly freed of the compulsion. When the duration ends, the creature's Endurance points "return" to their previous level (as they perceive the true state of their health).

Note: Extra Endurance points are irrelevant for determining how many Endurance levels a creature has.

## **Intrusive Sense Link**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** 1 minute/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 2

As *sense link*, except the subject creature senses what you sense (one sense only). For example, if you link taste and then eat something particularly foul (Administrator's discretion), the subject creature must make another Will Resistance roll against the original DC or be stunned for 1 round. If you eat something that causes you damage, the subject creature takes no damage but must make a Resistance roll against the original DC or be stunned for 1d2 rounds. Likewise, if you link sight and are subject to a gaze attack, so is the subject.

## **Lesser Concussion**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 2

A target you select is pummeled with telekinetic force for 1d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

*Concussion* always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

## **Lesser Body Adjustment Other**

**Manifestation Time:** 1 action  
**Range:** touch  
**Target:** one being/creature  
**Duration:** 10 minutes/level  
**Psyche Points:** 2

As *lesser body adjustment*, except you cure another person of 1d8 Endurance points, or grant them a +1 bonus on their next Fortitude save against poison or disease, or heal 1 point of temporary Ability damage. You cannot bestow all three benefits simultaneously for a single manifestation.

## **Lesser MindLink**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Targets:** You and one other creature who is initially no more than 30' away  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 2

You forge a telepathic bond with another creature, which must have a Logic score of 6 or higher. The bond can be established only with a willing subject, who therefore receives no Resistance roll and gains no benefit from power resistance. You can communicate telepathically through the bond even if you do not share a common language. No special power or influence is established as a result of the bond. Once the bond is formed, it works over any distance.

## **Object Reading**

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** One object  
**Duration:** Concentration, up to 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** Yes  
**Psyche Points:** 2

You can learn details of an inanimate object's previous owner. Objects accumulate psychic impressions left by their previous owners, which can be read by use of this power. The amount of information revealed depends on how long you study a particular object.

*1st Round:* Last owner's race.  
*2nd Round:* Last owner's gender.  
*3rd Round:* Last owner's age.  
*4th Round:* last owner's location when he last had the object.  
*5th Round:* How last owner gained and lost the object.  
*6th+ Round:* Previous-to-last owner's race, and so on.

An object without any previous owners reveals no information. You can continue to run down the list of previous owners and learn details about them as long as the power's duration lasts. If you read the same object again, you do not pick up where you left off in the list of previous owners.

## **Painful Touch**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level  
**Psyche Points:** 2

Your unarmed attacks cause additional pain. When you make a successful unarmed attack that deals damage, you deal an

additional 1d6 points of subdual damage to the target.

## Recall Pain

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Resistance Roll:** Will half  
**Power Resistance:** Yes  
**Psyche Points:** 2

The fabric of time parts to your will, revealing wounds your foe has received in the past (or has yet to receive). That foe takes 3d6 points of damage as the past (or future) impinges briefly on the present.

## Sustenance

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 2

You can go without food and water for one day. Each time you manifest this power, your body manufactures sufficient nutrition and liquids to fully satisfy your needs for that time.

## Vigor

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Psyche Points:** 2

You suffuse yourself with power, gaining 6 temporary Endurance points per manifester level (maximum 18 Endurance points). These Endurance points do not stack with temporary Endurance points from other sources or with additional uses of *vigor*.

## Level Three

### Body Adjustment Other

**Manifestation Time:** 1 full round  
**Range:** Touch  
**Target:** target touched  
**Duration:** Instantaneous  
**Psyche Points:** 3

You control a willing target's body, allowing you to heal their injuries. You can cure 3d6 points of damage. Alternatively, you can focus on a disease or poison. You must manifest *body adjustment* separately for each different condition. If used against a disease, the target's next daily Fortitude save to attempt to throw off the infection gains a bonus equal to 4 + your manifester level. If used against a poison, the target's secondary Fortitude save (usually made after the first exposure to poison) gains a bonus equal to 4 + your manifester level. Multiple uses of *body adjustment* for use against poison or disease do not stack. Finally, you can use *body adjustment* to heal 2 points of temporary Ability damage. You cannot bestow all three benefits from a single manifestation of this power.

### Brain Lock

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)

**Target:** One humanoid of Medium-size or smaller  
**Duration:** 1 round/level  
**Resistance Roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 3

The subject's higher mind is locked away. He stands mentally paralyzed, unable to take any actions. The *brain locked* subject is not stunned (so attackers get no special advantage). He can defend himself against physical attacks (Agility bonus to DR still applies), but otherwise can't move, and can't use psionic powers. A *brain locked* flyer cannot flap its wings and falls. A swimmer can't swim and may drown.

## **Clairaudience/Clairvoyance**

**Manifestation Time:** 1 action  
**Range:** See text  
**Effect:** Psionic sensor  
**Duration:** 1 minute/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

*Clairaudience/clairvoyance* enables you to concentrate upon some locale and hear or see (your choice) almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees, and so on). The power does not allow psionically enhanced senses to work through it. If the chosen locale is psionically dark, you see nothing. If it is naturally pitch black, you can see in a 10' radius around the center of the power's effect. Lead sheeting, or psionic protection blocks the power, and you sense that the power is so blocked. The power creates an invisible sensor, similar to that created by a *remote viewing* power that can be dispelled or negated.

## **Combat Focus**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

Your awareness extends a fraction of a second into the future, allowing you to anticipate your opponent's actions. You gain a +4 bonus to Initiative. If you are caught by surprise, this bonus does not apply.

## **Combat Prescience**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

Your awareness extends a fraction of a second into the future, allowing you to better land blows against your opponent. You gain a +4 bonus on your attack roll.

## **Concussion**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude half

**Power Resistance:** Yes  
**Psyche Points:** 3

A target you select is pummeled with telekinetic force for 3d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

*Concussion* always affects a subject within range that you can see, even if the subject is in melee or has partial cover or concealment. Inanimate objects (doors, walls, locks, and so on) cannot be damaged by the power.

## **Cone of Sound**

**Manifestation Time:** 1 action  
**Range:** 60'  
**Area:** Cone  
**Duration:** Instantaneous  
**Resistance roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 3

You release a focused scream of sonic energy that deals 5d4 points of damage to each creature within its area. The cone begins at your mouth, instigated by the barest whisper. Unattended objects also take damage, and the sonic energy can break fragile items. If the damage caused to an interposing barrier shatters or breaks through it, the sound may continue beyond the barrier if the power's range permits; otherwise, it stops there just as any other power effect does.

## **Control Sound**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One sound or mixture of related sounds  
**Duration:** Concentration, up to 1 minute/level  
**Resistance roll:** See text  
**Power Resistance:** No  
**Psyche Points:** 3

You shape and alter existing sounds. You can target one sound, such as a person speaking or singing, or a group of related sounds, such as the patter of many raindrops or the tramp of soldiers passing by. A sound as quiet as a snapping finger can be controlled, but no quieter. You can substitute any sound you've heard for the target sound. For instance, you could replace the sound of a Crete dragon's snores with the sound of a trickling waterfall. You can change the words of a speaker into inarticulate babble or into other words entirely (though a speaker generally winds to a halt when every word comes out as something unintended). If you attempt to exactly duplicate the voice of a specific individual, or an inherently terrifying sound (such as a Crete dragon's roar), you must succeed at a Bluff check with a +5 bonus opposed by the defender's Sense Motive check to avoid arousing suspicion.

You can muffle a sound all the way to nothing, or magnify a sound to such loudness that it can shatter objects of crystal, glass, ceramics, or porcelain (vials, bottles, flasks, jugs, mirrors, and so forth). When a sound is destructively magnified in this manner, all applicable objects within a 5' radius of the originating sound are smashed into dozens of pieces. Objects weighing more than 1lb/manifester level are not affected. Alternatively, you can modulate a sound so that it affects only a single item of the appropriate material weighing up to 10lbs per manifester level, if within 5' of the originating sound. Crystalline creatures of any weight take 1d6 points of damage per manifester level (maximum 10d6) if within 5' of the originating sound.

## **Crisis of Breath**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One creature of Huge size or smaller  
**Duration:** 2 rounds/level  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 3

You compel the subject to purge its entire store of air in one explosive exhalation, and thereby disrupt the subject's autonomic

breathing cycle. The subject's lungs do not automatically breathe in again while the power's duration lasts. Those who choose to consciously control their breathing each round (in an attempt to regain some air) are limited only to partial actions during that round as they gasp for breath.

Affected creatures can choose to take action normally, but each round they do so they risk blacking out from lack of oxygen. They must succeed at a Stamina check (DC 10) every round that passes without a breath to remain conscious. Every round that goes by without a breath, the DC increases by 1, but the DC drops back to 10 if a normal breath is taken. If a subject fails a Stamina check, it is staggered (0 EP). The following round it drops to -1 Endurance points and is dying, unless the duration lapses first. Failing a lapse in the power's duration, the subject dies on the third round.

## Danger Sense

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 3

You can sense the presence of danger before your Sense would normally allow it. Your intuitive sense alerts you to danger from traps, giving you a +4 bonus on Reflex saves to avoid traps and a +4 bonus to DR against attacks by traps.

## Detect Thoughts

**Manifestation Time:** 1 action

**Range:** 60'

**Area:** Quarter circle emanating from you to the extreme of the range

**Duration:** Concentration, up to 1 minute/level

**Resistance roll:** Will negates (see text)

**Power Resistance:** No

**Psyche Points:** 3

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject:

*1st Round:* Presence or absence of thoughts (from conscious creatures with Logic scores of 1 or higher).

*2nd Round:* Number of thinking minds and the mental strength of each.

*3rd Round:* Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts and you must manifest *detect thoughts* again to have another chance. Creatures of animal level Logic have simple, instinctual thoughts that you can pick up.

| Logic | Mental Strength | Logic | Mental Strength |
|-------|-----------------|-------|-----------------|
| 1-2   | Animal          | 16-17 | Very high       |
| 3-5   | Very low        | 18-21 | Genius          |
| 6-9   | Low             | 22-25 | Supra-genius    |
| 10-11 | Average         | 26+   | Godlike         |
| 12-15 | High            |       |                 |

Note: Each round, you can turn to detect thoughts in a new area. The power can penetrate barriers, but 2' of stone, 6" of common metal, a thin sheet of lead, or 3' of wood or dirt blocks it.

## Dimension Slide

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** You (see text)

**Duration:** Instantaneous

**Psyche Points:** 3

You instantly transfer yourself from your current location to any other spot within range that you can see directly. You arrive at

exactly the spot desired, if you can see it. You cannot *dimension slide* through solid objects; even a curtain blocks you. You cannot bring along more than your carrying capacity, nor can you bring along any living matter that weighs more than 20lbs. After using this power, you can't take any other actions until your next turn.

If you somehow attempt to transfer yourself to a location occupied by a solid body (perhaps your perceptions are being controlled by a telepath), the power simply fails to function.

## **Displacement**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 3

You appear to be about 3' away from your true location. You benefit from a +10 bonus to your Defensive rating, however, unlike actual total concealment *displacement* does not prevent enemies from targeting you normally. *True seeing* reveals your true location.

## **Electric Charge**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 3

Your unarmed attacks cause additional damage due to bioelectric energy that you channel into them. When you make a successful unarmed attack that deals damage, you deal an additional 2d6 points of electrical damage to the target.

## **Improved Biofeedback**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Psyche Points:** 3

As *biofeedback*, except you take a portion of each damaging attack as subdual damage equal to twice your Strength modifier, and the duration is extended.

## **Inflict Pain**

**Manifestation Time:** 1 action

**Range:** Long (400' + 40'/level)

**Target:** One living creature

**Duration:** Instantaneous

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 3

You telepathically stab the mind of your foe, causing horrible agony. The telepathic strike deals 3d6 points of damage.

## **Levitate**

**Manifestation Time:** 1 action

**Range:** Personal or Close (15' + 5'/2 levels)

**Target:** You or one willing creature or one object (total weight up to 100lbs/level)

**Duration:** 10 minutes/level

**Resistance roll:** None

**Power Resistance:** No



**Psyche Points: 3**

*Levitate* allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down up to 20' each round; doing so counts as one action by the Psychic. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base speed).

A levitating creature who attacks with a melee or ranged weapon finds himself increasingly unstable; the first attack has an attack roll penalty of -1, the second -2, and so on, up to a maximum penalty of -5. A full round spent stabilizing allows the creature to begin again at -1.

**Nightvision**

**Manifestation Time:** 1 action

**Range:** personal

**Target:** You

**Duration:** 1 hour/level

**Resistance roll:** None

**Power Resistance:** Yes (harmless)

**Psyche Points:** 3

You gain the ability to see 60' even in total darkness. Nightvision is black and white only but otherwise like normal sight.

**Nondetection**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Resistance roll:** None

**Power Resistance:** Yes (harmless, object)

**Psyche Points:** 3

You become difficult to detect by Clairsentience powers such as *clairaudience/clairvoyance* and *remote viewing*, or psionic items that allow others to view the subject from afar. If a Clairsentience power is attempted against the warded creature or item, the manifester of the Clairsentience power must succeed at a manifester level check (1d20 + manifester level) with a DC of 11 + the manifester level of the psionic creature or character who manifested *nondetection* (15 + your manifester level). *Nondetection* wards your gear as well as you.

**Precognition**

**Manifestation Time:** 10 minutes

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Psyche Points:** 3

The *precognition* power provides you with a useful vision in reply to a question concerning a specific goal, event, or activity that is to occur within a year. The vision can be as simple as a short glimpse of a meaningful image, or it might take the form of a full length dream lasting several minutes.

For example, suppose the question is "What is the greatest danger our party will face in the coming year?" The Administrator eventually wants to pit the player characters against a Crete dragon he has long prepared, and he considers this is in all likelihood the worst threat that "fate" has in store for the party. Therefore the *precognition* response might be this vision: "You see you and your comrades standing before the mouth of a high, dark cave-mouth. The entrance is blocked by a steaming pool of green liquid, while the rock all around is scorched and lacerated by what can only be gargantuan claws." In all cases, the Administrator controls what information you receive. Note that if your party doesn't act on the information, the conditions may change so that the information is no longer useful.

The base chance for a correct *precognition* is 80%, plus 1% per manifester level. The Administrator adjusts the chance if unusual

circumstances require it (if, for example, unusual precautions against Clairvoyance powers have been taken). If the dice roll fails, you know the power failed, unless specific psionics yielding false information is at work.

## Rejuvenation

**Manifestation Time:** 1 minute  
**Range:** Personal  
**Target:** You  
**Duration:** 10 hours  
**Psyche Points:** 3

*Rejuvenation* cures 1 point of temporary ability damage per hour, up to a maximum of 10 points. It does not restore permanent ability drain.

## Remote Viewing

**Manifestation Time:** 1 hour  
**Range:** See text  
**Effect:** Psionic sensor  
**Duration:** 1 minute/level  
**Resistance roll:** None  
**Power Resistance:** No  
**Psyche Points:** 3

You can see and hear some creature, who may be at any distance. You must succeed at a Remote View check to do so. The difficulty of the task depends on how well you know the subject and what sort of physical connection (if any) you have to that creature. Furthermore, if the subject is on another planet you get a -5 penalty on the Remote View check.

| Remote Knowledge                           | View Check DC | Remote Knowledge                     | View Check DC |
|--|---------------|--------------------------------------|---------------|
| None*                                      | 20            | Firsthand (You have met the subject) | 10            |
| Secondhand (You have heard of the subject) | 15            | Familiar (You know the subject well) | 5             |

\*You must have some sort of connection to a creature whom you have no knowledge of.

### Remote View

| Connection  | Check Bonus |
|---|-------------|
| Likeness or picture                                 | +5          |
| Possession or garment                               | +8          |
| Body part (lock of hair, nail clippings, and so on) | +10         |

This power creates a barely detectable translucent image (roughly similar to your own, but not enough to allow recognition) located near the subject. Any creature with a Logic score of 12 or higher can notice the image with a successful Remote View check (or Logic check against DC 20). *Missive* and *darkvision* can be manifested through *remote viewing*.

## Schism

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 round/level  
**Psyche Points:** 3

Your mind splits into two independent parts. Each part functions in complete autonomy, like two characters in one body. The newly partitioned mind does not control the body physically but is free to take one action each round that is completely mental (such as manifesting a power). Both minds communicate with each other telepathically. Both can use psionic powers, even at the same time, although both draw from the same Psyche point pool. All powers manifested by the newly partitioned personality cost a number of Psyche points equal to their standard cost + 2. This effect allows you to take an extra action each round, either before or after your regular action, as long as that action is the manifestation of a power or some other non-physical activity.

If you are subjected to a compulsion or charm effect while you are of two minds, make a second Resistance roll if you fail the

first. If you fail both, then *schism* ends and you are affected normally by the power. If you fail one, the other part of your mind is still free to act normally.

## **Sensitivity to Psychic Impressions**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** Area within a 15' + 1'/2 levels-radius spread, centered on you

**Duration:** Concentration, up to 10 minutes/level

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 3

You gain historical vision in a given location. Rooms, streets, tunnels, and other discrete locations accumulate psychic impressions left by powerful emotions experienced in a given area. These impressions offer you a picture of the location's past. The types of events most likely to leave psychic impressions are those that elicited strong emotions: battles and betrayals, marriages and murders, births and great pain or any other event where one emotion dominates. Everyday occurrences leave no residue for the manifester to detect. The vision of the event is dreamlike and shadowy. You do not gain special knowledge of those involved in the vision, though you might be able to read large banners or other writing if they are in your language. You can sense one distinct event per round of concentration, if any exist at all. Your sensitivity extends into the past a number of years equal to 100 x your level.

## **Suggestion**

**Manifestation Time:** 1 action

**Range:** Close (15' + 5'/2 levels)

**Target:** One living creature

**Duration:** 1 hour/level or until completed

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 3

You influence the actions of the subject creature by suggesting a course of action (limited to a sentence or two). The suggestion must be worded in such a manner as to make the action sound reasonable. Asking the creature to stab itself, throw itself onto a spear, immolate itself, or do some other obviously harmful act automatically negates the effect of the power. However, a suggestion that a pool of acid is actually pure water and that a quick dip would be refreshing is another matter. Urging an Yazirian Pirate to stop attacking your party so that the Yazirian and the party could jointly loot a rich transport ship elsewhere is likewise a reasonable use of the power.

The suggested course of action can continue for the entire duration, such as in the case of the Pirate mentioned above. If the suggested action can be completed in a shorter time, the power ends when the subject finishes what he was asked to do. You can instead specify conditions that will trigger a special action during the duration. For example, you might suggest that an ambassador give her credit voucher to the first beggar she meets. If the condition is not met before the power expires, the action is not performed. A very reasonable suggestion causes the Resistance roll to be made with a penalty (such as -1, -2, and so on) at the discretion of the Administrator.

## **Level Four**

### **Amplified Invisibility**

**Target:** You or creature touched

**Duration:** 1 minute/level

**Resistance roll:** Will negates (harmless)

**Psyche Points:** 4

As *invisibility*, except the power persists through one attack made by you. It ends normally after a second attack.

### **Detect Remote Viewing**

**Manifestation Time:** 1 action

**Range:** 120'

**Area:** A 120' radius emanation centered on you

**Duration:** 24 hours

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 4

You immediately become aware of any attempt to observe you by means of *clairaudience/clairvoyance* or *remote viewing*. The power's effect radiates from you and moves as you move. The power also reveals the use of other means of viewing. You know the location of every psionic sensor within the power's area.

If the viewing attempt originates within the area, you also know its location. If the attempt originates outside this range, you and the remote viewer immediately make opposed. Remote View checks. (A Remote View check is the same as a Logic check for a creature without the Remote View skill. If you at least match the remote viewer's result, you get a visual image of the remote viewer and a sense of the remote viewer's direction and distance from you (accurate to within one tenth the distance).

## **False Sensory Input**

**Manifestation Time:** 1 full round

**Range:** Long (400' + 120'/level)

**Target:** One living creature.

**Duration:** Concentration, up to 1 minute/level

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 4

You have a limited ability to falsify one of the subject's senses. The subject thinks he sees, hears, smells, tastes or feels something other than what his senses actually report. You can't fabricate a sensation where none exists, nor make the subject completely oblivious to a sensation, but you can falsify the specifics of one sensation for different specifics.

For instance, you could make a human look like a Yazirian (or one human look like another specific human), a closed door look like it is open, a vat of acid smell like rose water, a parrot look like a bookend, stale rations taste like fresh fruit, a light pat feel like a dagger thrust, a scream sound like the howling wind, and so on. You can switch between senses you falsify round by round. You can't alter a sensation's "intensity" by more than 50%. Thus, you couldn't make a star ship look like a hovel, but you could make it look like a system ship, or a different star ship of approximately the same size. While you might be able to make acidic fumes smell nice, you can't get acid to taste like candy. If this power is used to distract an enemy Psychic who is attempting to manifest a power, the enemy must make a Concentration check as if against a non-damaging power (the DC equals the distracting power's save DC + 3 in this case).

## **Fatal Attraction**

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target:** One living creature

**Duration:** Instantaneous

**Resistance roll:** Will negates

**Power Resistance:** Yes

**Psyche Points:** 4

You plant a hidden death-urge impulse in the subject's unconscious. The impulse slowly takes root and reinforces itself in the dark cellars of the subject's mind over a period of 1d4 days. The subject's conscious mind remains completely unaware of the death urge secretly swelling within like an abscess. The subject's companions, if any, may each make one Intuition check on the final day of the time period to notice that he seems unaccountably dour and fatalistic.

When the urge has grown to an overpowering psychosis (after 1d4 days), the subject looks for the quickest, most likely method to end his life and attempts to do so. For instance, if standing next to a cliff, he would step off. If nothing better offered itself, the subject would attempt to commit suicide. If he had no weapon, he would attempt to batter himself to death on a wall or other surface. If the subject goes through with a method but fails to die, he can make another Will Resistance roll against the original DC to break the compulsion. Otherwise, the urge secretly grows again over 1d4 days, and the cycle repeats.

## Freedom of Movement

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level  
**Resistance roll:** None  
**Power Resistance:** No or Yes (harmless)  
**Psyche Points:** 4

This power enables you to move and attack normally for the duration of the power, even under the influence of psionics that usually impedes movement. The power also allows a character to move and attack normally while underwater provided that the weapon is wielded in the hand rather than hurled. The power does not, however, allow water breathing.

## Greater Concussion

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One individual  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 4

As *concussion*, except *greater concussion* deals 5d6 points of damage. You may choose to have the power deal an equal amount of subdual damage instead.

## Inertial Barrier

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level or until discharged  
**Resistance roll:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 4

You create a psychokinetic barrier around yourself that resists blows, cuts, stabs, and slashes, as well as providing some protection against falling. The subject gains damage reduction 10/Radiation. Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points), it is discharged. *Inertial barrier* also absorbs up to half the damage from a fall. Damage absorbed from a fall counts toward discharging the effect. The psychokinetic barrier delays the effects of gases in the atmosphere for 2d4 rounds.

## Lesser Domination

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One humanoid of Medium-size or smaller  
**Duration:** 1 day/level  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 4

As *domination*, except that if no common language is shared between you and the subject, the power does not function at all.

## Lightning strike

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** Any creatures within 10m radius  
**Duration:** Instantaneous

**Resistance Roll:** Reflex Half  
**Power Resistance:** Yes  
**Psyche Points:** 4

Your body's psionically fueled bioelectric currents produce an arc of blue-white electricity that bursts forth from you and strikes all creatures in a 30' radius sphere around the impact point. Targets take 3d6 points of electrical damage unless they make a Reflex save for ½ damage.

## Metaphysical Weapon

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One weapon or fifty projectiles (all of which must be in contact with each other at the time of manifestation)  
**Duration:** 1 hour/level  
**Resistance roll:** Will negates (harmless, object)  
**Power Resistance:** Yes (harmless, object)  
**Psyche Points:** 4

A weapon gains a +3 bonus on attack and damage rolls. The enhanced weapon glows with pale silver radiance (not sufficient to provide illumination). An enhancement bonus does not stack with a masterwork weapon's bonus on attacks, and damage. Alternatively, you can affect up to fifty arrows, bolts, or bullets. The projectiles must all be of the same type, and they have to be together in one group. Projectiles (but not thrown weapons) lose their enhancement when used.

## Mind Blast

**Manifestation Time:** 1 action  
**Range:** 60'  
**Area:** Cone  
**Duration:** Instantaneous  
**Resistance roll:** Will negates (see text)  
**Power Resistance:** No  
**Psyche Points:** 4

The air ripples with the force of your mental attack, which blasts the minds of all creatures in a 60' cone. Defenders within the area make a Will save (DC 1d20 + your Intuition modifier). Those who fail their Resistance roll take 1d4 points of temporary Intuition damage and are stunned for 3d4 rounds.

## Mindlink

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'./2 levels)  
**Targets:** One creature/level, no two of which are initially more than 30' apart  
**Duration:** 10 minutes/level  
**Resistance Roll:** None  
**Power Resistance:** No  
**Psyche Points:** 4

As *lesser mindlink*, except you can link more than just yourself and one other creature.

## Mindwipe

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Resistance roll:** Fortitude Negates  
**Power Resistance:** Yes  
**Psyche Points:** 4

You partially wipe your victim's mind of past experiences, bestowing one negative level per two manifester levels (maximum five negative levels). If the subject has at least as many negative levels as Endurance levels he dies. Each negative level gives a

creature the following penalties:

-1 penalty on Attack rolls, Resistance rolls, Skill checks, and Ability checks. The creature also loses 5 Endurance points. Additionally, a psionic character or creature loses one Psionic power from her highest available level per Negative level drained.

Assuming the subject survives, the effects of the negative levels drained are restored after a number of hours equal to your manifester level. Usually, negative levels have a chance of permanently draining the subject's levels, but the negative levels from *mindwipe* don't last long enough to do so.

## Negate Psionics

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Target or Area:** One psionic character or creature, or one object; or 30'-radius burst

**Duration:** Instantaneous

**Resistance roll:** None

**Power Resistance:** No

**Psyche Points:** 4

You can use *negate psionics* to end ongoing powers that are manifested on a creature or object, to temporarily suppress the psionic abilities of a psionic item, or to end ongoing power (or at least their effects) within an area. A negated power ends as if its duration had expired. *Negate psionics* can negate (but not counter) the ongoing effects of supernatural abilities as well as Psionic powers. *Negate psionics* affects abilities that mimic Psionic powers just as it affects powers. You can't use *negate psionics* to undo the effects of any power with instantaneous duration. You choose to use *negate psionics* in one of two ways: a targeted negation or an area negation:

**Targeted Negation:** One object, creature, or power is the target of the power. You make a negation check against the power or against each ongoing power currently in effect on the object or creature. A negation check is 1d20 + 1 per manifester level (maximum +10) against a DC of 11 + the power-to-be-negated's manifester level. If the object that you target is a psionic item, you make a negation check against the item's manifester level. If you succeed, all the item's psionic properties are suppressed for 1d4 rounds, after which the item recovers on its own. A suppressed item becomes non-psionic for the duration of the effect. You automatically succeed in your negation check against any power that you manifest yourself.

**Area Negation:** The power affects everything within a 30' radius. For each creature that is the target of one or more powers, you make a negation check against the power with the highest manifester level. If that fails, you make negation checks against progressively weaker powers until you negate one power (which discharges the *negate psionics* so far as that target is concerned) or fail all your checks. The creature's psionic items are not affected. For each object that is the target of one or more powers, you make negation checks as with creatures. Psionic items are not affected by area negations. For each ongoing power with an area centered within the *negate psionics* target area, you make a negation check to negate the power.

For each ongoing power whose area overlaps with that of the negation, you make a negation check to end the effect but only within the area of the *negate psionics*.

## Polymorph Self

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Psyche Points:** 4

You change your form to that of another creature. The new form can range in size from Diminutive to one size larger than your normal form, and can have no more Endurance Levels than you have, and in any case the assumed form cannot have more than 15 Endurance levels. You cannot change into non organic creatures.

Upon changing, you regain lost Endurance points as if having rested for a day (though this healing does not restore temporary Ability damage and provide other benefits of resting for a day; and changing back does not heal you further). If slain, you revert to your original form, though you remain dead.

You acquire the physical and natural abilities of the creature you have polymorphed into while retaining your own mind. Physical abilities include natural size and Strength, Agility, and Stamina scores. Natural abilities include Natural armor, natural weapons (such as claws, bite, swoop and rake, and constriction; but not petrification, breath weapons, energy drain, energy effect, etc.),

and similar gross physical qualities (presence or absence of wings, number of extremities, etc.). A body with extra limbs does not allow a character to make more attacks (or more advantageous two weapon attacks) than normal. Natural abilities also include mundane movement capabilities, such as walking, swimming, and flight with wings, but not psionic and other forms of travel. Extremely high speeds for certain creatures are the result of extraordinary, or psionic ability, so they are not granted by this power. (In general, non-flying speeds greater than 60' and flying speeds greater than 120') Other mundane abilities (such as an owl's low-light vision) are considered natural abilities and are retained.

Any part of the body or piece of equipment that is separated from the whole reverts to its original form.

Your new scores and faculties are average ones for the race or species into which you have been transformed. You cannot, for example, turn into a mighty weight lifter to give yourself great Strength. Likewise, you cannot change into a bigger or powerful version of a creature (or a smaller weaker version). Nor can you turn into a variant form of a creature.

You retain your Logic, Intuition, and Personality scores, Level and Profession, Endurance points (despite any change to your Stamina score), attack bonus, and Resistance rolls (New Strength, Agility, and Stamina scores may affect final attack and Resistance bonuses, as well as the DCs for affected powers.) You retain your own type (for example, "humanoid"), and extraordinary abilities (like Psionics). You do not gain the supernatural abilities (such as breath weapons and gaze attacks) of the new creature.

When the polymorph occurs, your equipment, if any, transforms to match the new form. If the new form is a creature who does not use equipment, the equipment melds into the new form and becomes nonfunctional. If the new form uses equipment your equipment changes to match the new form and retains its properties.

You can freely designate the new form's minor physical qualities (such as hair color, hair texture, and skin color) within the normal ranges for a creature of that type. The new form's significant physical qualities (such as height, weight, and gender) are also under your control, but must fall within the norms for the new form's species. You can be changed into a member of your species or even into yourself. You are effectively disguised as an average member of the new form's race. If you use this power to create a disguise, you get a +10 bonus on your Disguise check.

Incorporeal or gaseous forms cannot be assumed, and incorporeal or gaseous creatures are immune to being polymorphed. A natural shapeshifter can take its natural form as a standard action.

## Telekinesis

**Manifestation Time:** 1 action

**Range:** Long (400' + 120'/level)

**Target or Targets:** See text

**Duration:** Concentration, up to 1 round/level, or instantaneous (see text)

**Resistance roll:** Will negates (object) (see text)

**Power Resistance:** Yes (object) (see text)

**Psyche Points:** 4

You move objects or creatures by concentrating on them. The power can provide either a gentle, sustained force or a single short, violent thrust (manifesters' choice).

**Sustained Force:** A sustained force moves a creature or object weighing up to 20lbs per manifester level up to 20' per round. A creature can negate the effect against itself or against an object it possesses with a successful Will resistance roll or with power resistance. This version of the power lasts up to 1 round per manifester level, but it ends if you cease concentration. The weight can be moved vertically, horizontally, or both. An object cannot be moved beyond your range. The power ends if the object is forced beyond the range. If you cease concentration for any reason, the object falls or stops.

An object can be telekinetically manipulated as if with one hand. For example, a lever or rope can be pulled, a key can be turned, an object rotated, and so on, if the force required is within the weight limitation. You might even be able to untie simple knots, though fine actions such as these require Logic checks against a DC set by the Administrator

**Violent Thrust:** Alternatively, the telekinetic power can be expended in a single round. You can hurl one or more objects or creatures that are within range and all within 10' of each other toward any target within 10'/level of all the objects. You can hurl up to a total weight of 20lbs per manifester level.

You must succeed at attack rolls (one per creature or object thrown) to hit the target with the items, using your base attack plus your Logic modifier. Weapons cause standard damage (with no Strength bonus). Other objects cause damage ranging from 1 point per 20lbs (for less dangerous objects such as a crate) to 1d6 points of damage per 20lbs for hard, dense objects (such as a



boulder).

Creatures who fall within the weight capacity of the power can be hurled, but they are allowed Will Resistance roll to negate the effect, as are those whose held possessions are targeted by the power. If creatures are telekinetically hurled against solid surfaces, they take damage as if they had fallen 10' (1d6 points).

## **Whitefire**

**Manifestation Time:** 1 action  
**Range:** Long (400' + 120'/level)  
**Area:** 20'.-radius spread  
**Duration:** Instantaneous  
**Resistance roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 4

You draw unstable ectoplasm from the Astral plane that ignites with hellish, white-hot fury. *Whitefire* deals 5d4 points of fire damage to all creatures within the area you designate (you must be able to see the target area or a portion of it). Unattended objects also take damage *Whitefire* sets fire to combustibles and damages objects in the area. It can melt metals with a low melting point, such as lead, gold, copper, silver, or bronze.

## **Level Five**

### **Adapt Body**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Psyche Points:** 5

You can adapt your body to hostile environments. You choose the environment at the time you manifest the power. You can adapt to underwater, extremely hot, extremely cold, and even airless environments, allowing you to survive like a creature native to that environment, if any. You can breathe and move and you take no damage simply from being in that environment. You can somewhat adapt to extreme environments such as acid, lava, fire, electricity, and other volatile areas. Any environment that normally directly deals 1 or more dice of damage per round (such as lava, which deals 20d6 points of damage per round of immersion) is too extreme for this power (although it subtracts the first die of damage from the total dealt per round). An attack form does not constitute an environment. For example, even if you're adapted to arctic conditions, you are still vulnerable to psionic attacks that deal cold damage.

### **Brilliant Blast**

**Manifestation Time:** 1 action  
**Range:** Long (400' + 120'/level)  
**Area:** A 20'.-radius spread  
**Duration:** Instantaneous  
**Resistance roll:** Reflex half  
**Power Resistance:** Yes  
**Psyche Points:** 5

You psychokinetically focus even the tiniest ambient light into a shriveling blast of brilliance, dealing 9d4 points of heat damage to all creatures within the area. Unattended objects also take damage.

### **Clairtangency**

**Manifestation Time:** 1 action  
**Range:** See text  
**Area:** See text  
**Duration:** Up to 1 minute/level (See text)  
**Resistance roll:** None

**Power Resistance:** No  
**Psyche Points:** 5

You can emulate a *far hand* or *far punch* effect at any distance, simultaneously emulating *clairaudience/clairvoyance*. You can concentrate upon some locale and see almost as if you were there. Distance is not a factor, but the locale must be known—a place familiar to you or an obvious one (such as behind a door, around a corner, in a copse of trees, and so on). Once you are gazing upon a particular location, you may use an effect similar to either *far hand* or *far punch* (you don't need to manifest either power). Clairtangency's duration is up to 1 minute/level when used with a *far hand* effect, but it expires as soon as a *far punch* effect is used.

## **Domination**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One humanoid of Medium-size or smaller  
**Duration:** 1 day/level  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 5

You can control the actions of any humanoid of Medium-size or smaller. You establish a telepathic link with the subject's mind. If you and your subject share a common language, you can generally force the subject to perform as you desire, within the limits of his abilities. If no common language is shared, you can only communicate basic commands, such as "Come here," "Go there," "Fight," "Stand still," and so on. You know what the subject is experiencing but do not receive direct sensory input from him.

Subjects resist this control, and those forced to take actions against their natures receive a new Resistance rolls with a bonus of +1 to +4, depending on the type of action required. Obviously self-destructive orders are not carried out. Once control is established, the range at which it can be exercised is unlimited, as long as you and subject are on the same plane. You need not see the subject to control it.

## **Ectoplasmic Armor**

**Manifestation Time:** 1 action  
**Range:** Touch  
**Target:** Creature touched  
**Duration:** 1 hour/level  
**Resistance roll:** Will negates (harmless)  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 5

The subject is dressed in a suit of shimmering ectoplasmic armor that provides a 10/Energy resistance. Other armor cannot be worn at the same time as ectoplasmic armor. If subject takes off the ectoplasmic armor, it immediately dissipates. Because the armor is composed of astral ectoplasm (emulating force for the purposes of this power), incorporeal creatures can't bypass it the way they do normal armor.

## **Energy Barrier**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 10 minutes/level or until discharged  
**Psyche Points:** 5

Your body assimilates and converts energy attacks to harmless light. You gain resistance 10 to a specific energy attack (you ignore the first 10 points of damage dealt by a specified energy source). Once the power has prevented a total of 10 points of damage per manifester level (maximum 150 points) from specified energy attacks, it is discharged. Specified energy attacks include powers that deal acid, cold, electricity, fire, and sonic damage. When you absorb damage, you radiate visible light for a number of rounds equal to the points of damage you successfully ignore. The light is strong enough to illuminate an 60'-radius area.

## **Forced Mindlink**

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Targets:** One creature/level, no two of which are initially more than 30' apart  
**Duration:** 10 minutes/level  
**Resistance Roll:** Will Negates  
**Power Resistance:** Yes  
**Psyche Points:** 5

As *lesser mindlink*, except you can attempt to create a telepathic bond with a creature who is not willing. Even if you create a bond with an unwilling creature, it can still decide not to “speak” with you through the telepathic bond.

## **Natural Armor**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 hour/level  
**Psyche Points:** 5

As *lesser natural armor*, but you gain a +4 natural armor bonus to your Defensive rating. Also, the duration is considerably longer.

## **Psychofeedback**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute  
**Psyche Points:** 5

You can use Psyche points to boost your Strength, Agility, and Stamina modifiers as a free action. While the duration lasts, you can use Psyche points on a round-by-round basis to boost any or all of your Ability score modifiers (not the actual ability score) by a number equal to half the Psyche points you expend for that round as a free action. The Character declares that he is using the psion before initiative is rolled and the affect lasts the entire round. For example, you can boost your Strength modifier by as much as 8 points (if you spend 16 Psyche points). Unless you again spend 16 Psyche points the following round, though, your Strength modifier returns to its former lower level. You could simultaneously boost two scores, or all three, as long as you pay the total power point cost. You don't have to boost an Ability modifier every round to keep the power in effect—as long as the duration lasts, you have the potential to boost your ability modifiers on any round you choose.

## **Recall Agony**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One living creature  
**Duration:** Instantaneous  
**Resistance Roll:** Will half  
**Power Resistance:** Yes  
**Psyche Points:** 5

As *recall pain*, except the wounds revealed by folding the fourth dimension are worse: The foe takes 9d6 points of damage.

## **Tailor Memory**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One humanoid of Medium-size or smaller  
**Duration:** Instantaneous  
**Resistance roll:** Will negates (see text)  
**Power Resistance:** Yes

### **Psyche Points: 5**

You insert a memory of your own choosing in your subject's mind. You can insert a memory of up to 1 round duration per four manifester levels. Thus, at 8th level you could insert a false memory up to 12 seconds in length. You choose when the fake event occurred any time within the last week. You can't read the subject's memory with this power, so unless you have specific knowledge of his activities in the last week, it is best to keep the inserted memory general.

Tailoring a memory is tricky, because if it is not done right, the subject's mind recognizes the "memory" as false. Dissonance occurs if you insert a memory that is out of context with the subject's past experience. For instance, you create a memory of the subject seeing you emerge from a specific bar in a specific city three days ago, but in reality, the subject was not in that city at that time. He gains a bonus of +1 to +4 to his Resistance roll, depending on the magnitude of dissonance you create by specifying an out-of-context memory, as determined by the Administrator. In the above example, the subject would gain a +1 bonus on his Will save if he had been to the city sometime last week (just not three days ago) but would get a +4 bonus if he had never been to that city.

Likewise, inserting a memory of the subject taking an action against his nature grants a +1 to +4 bonus, depending on the type of memory inserted. Inserting a memory that couldn't possibly be true causes the power to fail automatically. For example, a subject's memory of committing suicide is obviously false.

## **True Seeing**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 minute/level

**Resistance roll:** None

**Power Resistance:** Yes (harmless)

**Psyche Points:** 5

You confer on yourself the ability to see all things as they actually are. The subject sees through normal and or psionic darkness, notices secret doors, sees the exact locations of creatures or objects under *blur* or *displacement* effects, sees invisible creatures or objects normally, sees through illusions, sees through *falsified sensory input*, and sees the true form of polymorphed, changed, or transmuted things. Further, the subject can focus her vision to see into the Ethereal Plane. The range of *true seeing* is 120'.

*True seeing*, however, does not penetrate solid objects. It in no way confers X-ray vision or its equivalent. It does not cancel concealment, including that caused by fog and the like. *True seeing* does not help the viewer see through mundane disguises, spot creatures that are simply hiding. In addition, the power effects cannot be further enhanced with known Psionics, so one cannot use *true seeing* in conjunction with clairaudience/clairvoyance.

## **Level Six**

### **Ethereal Jaunt**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 round/level

**Psyche Points:** 6

You become ethereal, along with your equipment. You are in a place called the Ethereal plane that overlaps the normal physical, universe. When the power expires, you return to normal space.

Note: An ethereal creature is invisible, incorporeal, and capable of moving in any direction, even up or down (albeit at half normal speed). As an incorporeal creature, you can move through solid objects, including living creatures. An ethereal creature can see and hear the Material Plane, but everything looks gray and insubstantial. Sight and hearing onto the Material Plane are limited to 120'. Force effects affect you normally. Their effects extend onto the Ethereal Plane from the Material Plane, but not vice versa. An ethereal creature can't attack material creatures, and powers you manifest while ethereal affect only other ethereal things. Certain material creatures or objects have attacks or effects that work on the Ethereal Plane. By contrast, treat other ethereal creatures and ethereal objects as if they had become material.

If you end the power and become material while inside a material object (such as a solid wall), you are shunted off to the nearest

open space and suffer 1d6 points of damage per 3' that you so travel.

## Flaming Shroud

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** One creature of Large size or smaller  
**Duration:** Instantaneous  
**Resistance roll:** Reflex negates  
**Power Resistance:** Yes  
**Psyche Points:** 6

You draw writhing strands of unstable ectoplasm from the Astral Plane and wrap the subject in a shroud of hellish fire. If the target fails its Reflex save, it suffers 11d6 points of fire damage.

## Greater Biocurrent

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** Any two living creatures who are no more than 15' apart  
**Duration:** Concentration, up to 1 minute/level (see text)  
**Resistance Roll:** Fortitude half  
**Power Resistance:** Yes  
**Psyche Points:** 6

As *bicurrent* except you deal 6d6 points of electricity damage per round you meet the requirements. Electricity also arcs off the primary target to strike three additional foes initially within 15' of the primary foe, or who subsequently move within 15' of the primary foe while the duration lasts. Secondary foes also take 6d6 points of damage per round the duration lasts. Should any of the primary or secondary foes fall to below 0 Endurance points, *greater biocurrent*'s electrical arc randomly retargets another primary and other secondary foes while the duration continues. Targeted foes may move or make a Resistance roll each round for half damage (on that round only), but as long as they remain in range, they continue to be affected.

## Improved Vigor

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Psyche Points:** 6

As *vigor*, except you gain 20 temporary Endurance points.

## Mass Suggestion

**Manifestation Time:** 1 action  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One creature/level, no two of which can be more than 30' apart  
**Duration:** 1 hour/level or until completed  
**Resistance roll:** Will negates  
**Power Resistance:** Yes  
**Psyche Points:** 6

As *suggestion*, except that it can affect more creatures. The same suggestion applies to all these creatures.

## Mind Probe

**Manifestation Time:** 1 minute  
**Range:** Close (15' + 5'/2 levels)  
**Target:** One living creature  
**Duration:** 1 minute/level  
**Resistance roll:** Fortitude negates

**Power Resistance:** Yes  
**Psyche Points:** 6

All the subject's memories and knowledge are accessible to you, from memories deep below the surface to those still easily called to mind. You can learn the answer to one question per round, to the best of the subject's knowledge. You can also probe a sleeping subject, though the subject may make a Will save against the DC of the *mind probe* to wake after each question. Subjects who do not wish to be probed can attempt to move beyond the power's range, unless somehow hindered. You pose the questions telepathically, and the answers to those questions are imparted directly to your mind. You and the subject do not need to speak the same language, though less intelligent creatures may yield up only appropriate visual images in answer to your questions.

## **Mind Switch**

**Manifestation Time:** 1 action  
**Range:** Medium (90' + 10'/level)  
**Target:** You and one other living Medium-size or smaller creature  
**Duration:** Until you return to your body  
**Resistance roll:** Will negates (see text)  
**Power Resistance:** Yes  
**Psyche Points:** 6

You can attempt to take control of a nearby living creature, forcing its mind (and soul) into your body. You may move your mind back into your own body whenever your desire (which returns the subject's mind to its own body). The power ends when you send your mind back to your own body.

Attempting to switch minds is a full-round action. You possess the body and force the creature's mind into your body unless it succeeds at a Will save. If successful, your life force occupies the host body, and the host's life force takes over yours. You can call on rudimentary or instinctive knowledge of the subject creature, but not upon its real or acquired knowledge (as can it in your body). For example, you do not automatically know the language or powers of the creature. You each retain your own Logic, Intuition, and Personality scores, Profession, level, skills, base attack bonus, base Resistance roll bonuses, Endurance points (regardless of new Stamina score), Psyche points (if any), and power resistance (if any). You each gain the new body's Strength, Stamina, and Agility scores (including modifiers based on these abilities), as well as natural armor. Neither of you gains the other's special abilities.

As a standard action, you can return to your own body, if within range (which ends the power). If your new body is slain, you return to your own body, if within range, and the life force of the original body departs. If your new body is slain beyond the range of the power, you die, but the switched creature lives on in your body permanently. If your body is slain while inhabited by the power's subject, it dies, and you continue to inhabit the new body permanently. Any life force with nowhere to go is treated as slain.

A successful targeted *negate psionics* manifested on either switched body causes both minds to return to their original bodies, if within range. If they are out of range, *negate psionics* has no effect.

## **Psionic Resistance**

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 1 minute/level  
**Resistance roll:** None  
**Power Resistance:** Yes (harmless)  
**Psyche Points:** 6

You grant the subject a Psionic resistance (PR) equal to 15 + your manifester level. In order to affect a creature that has Psionic resistance with a power, roll 1d20 + the Psionic character's level against a difficulty equal to the target creature's Psionic resistance. If the roll succeeds the creature's Psionic resistance is overcome, and he is affected though he is still entitled to a standard Resistance roll if the power being used allows for one. A creature with Psionic resistance may voluntarily lower it in order to accept a psionic effect.

## Remote View Trap

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** 24 hours + 1 hour/level  
**Resistance roll:** None  
**Power Resistance:** No  
**Psyche Points:** 6

When others use *clairaudience/clairvoyance*, *remote viewing*, or other means of observing you from afar, your prepared trap gives them a nasty surprise. Prior to an attempt to view you from afar, you and the remote viewer immediately make opposed Remote View checks, but you gain a +10 bonus on your check. (A Remote View check is the same as a Logic check for a creature without the Remote View skill. If you meet or beat the remote viewer's result, you are undetected. Moreover, the would-be observer takes 10d4 points of bioelectrical (electricity), damage for his trouble. You are aware of the attempt to view you, but not of the perpetrator or the perpetrator's location.

## Sending

**Manifestation Time:** 10 minutes  
**Range:** See text  
**Target:** One creature  
**Duration:** 1 round (see text)  
**Resistance roll:** None  
**Power Resistance:** No  
**Psyche Points:** 6

You contact a particular creature with whom you are familiar and send a short message of twenty-five words or less to the subject. The subject recognizes you if it knows you. It can answer in like manner immediately. Creatures with Logic scores as low as 1 can understand the sending, though the subject's ability to react is limited normally by its Logic. Even if the sending is received, the subject creature is not obligated to act upon it in any manner. If the creature in question is not on the same planet as you are, there is a 5% chance that the sending does not arrive

## Suspend Life

**Manifestation Time:** 1 action  
**Range:** Personal  
**Target:** You  
**Duration:** Instantaneous  
**Psyche Points:** 6

You can place yourself into a trance so deep that all your life functions are essentially halted. Even powers that detect life or thought are incapable of determining that you yet live. While you are suspended, you feel the passage of one day for every year that actually passes. Though on a slower schedule, you grow hungry after a "day" without food (though a year may pass in actuality) and begin to suffer the effects of thirst and starvation as appropriate. You are also aware of your surroundings, though events that take less time than 10 minutes occur too quickly for you to note them. If you take damage, you come out of your trance in 4 rounds. If you choose to come out of the trance voluntarily, it takes 10 rounds. Once you leave the trance, you must manifest this power once more to return to a state of suspension.

## Teleport

**Manifestation Time:** 1 action  
**Range:** Personal and touch  
**Target:** You and touched objects or other touched willing creatures weighing up to 50lbs/level  
**Duration:** Instantaneous  
**Resistance roll:** None and Will negates (object)  
**Power Resistance:** No and Yes (object)  
**Psyche Points:** 6

This power instantly transports you to a designated destination. Distance is not a factor, but inter-planar travel is not possible. You can bring along objects and willing creatures totaling up to 50lbs per manifester level. As with all powers where the range is

personal and the target is you, you need not make a Resistance roll, nor is Psionic resistance applicable to you. Only objects held or in use (attended) by another person receive Resistance rolls and Psionic resistance.

You must have some clear idea of the location and layout of the destination. You can't simply teleport to the Installation's vault if you don't know where that vault is, what it looks like, or what's in it. The clearer your mental image, the more likely the teleportation works. Areas of strong physical or psionic energies may make teleportation more hazardous or even impossible.

Note: Teleportation is instantaneous travel through the Astral Plane. Anything that blocks astral travel also blocks teleportation. To see how well the teleportation works, roll d% and consult the table below.

| <b>Familiarity</b> | <b>On Target</b> | <b>Off Target</b> | <b>Similar Area</b> | <b>Mishap</b> |
|--------------------|------------------|-------------------|---------------------|---------------|
| Very familiar      | 01–97            | 98– 99            | 100                 | —             |
| Studied carefully  | 01–94            | 95– 97            | 98–99               | 100           |
| Seen casually      | 01–88            | 89– 94            | 95–98               | 99–100        |
| Viewed once        | 01–76            | 77– 88            | 89–96               | 97–100        |
| Description        | 01–52            | 53– 76            | 77–92               | 93–100        |
| False destination  | —                | —                 | 81–92               | 93–100        |

### **Familiarity**

“Very familiar” is a place where you have been very often and where you feel at home.

“Studied carefully” is a place you know well, either because you've been there often or you have used other means (such as *remote viewing*) to study the place.

“Seen casually” is a place that you have seen more than once but with which you are not very familiar.

“Viewed once” is a place that you have seen once, possibly using Psionics.

“Description” is a place whose location and appearance you know through someone else's description, perhaps even from a precise map.

“False destination” is a place that doesn't exist, such as if you have mistranslated an ancient tome and tried to teleport into a nonexistent treasure vault that you believe you read about, or if a traitorous guide has carefully described an enemy's sanctum to you when that sanctum is completely different from what the traitor described. When traveling to a false destination, roll 1d20+80 to obtain results on the table, rather than rolling d%, since there is no real destination for you to arrive at or even be off target from.

**On Target:** You appear where you want to be.

**Off Target:** You appear safely a random distance away from the destination in a random direction. Distance off target is 1d10×1d10% of the distance that was to be traveled.

**Similar Area:** You wind up in an area that's visually or thematically similar to the target area. A Psychic Science Specialist heading for his home laboratory might wind up in another laboratory or in a chemical supply shop that has many of the same tools and implements as in his laboratory. Generally, you appear in the closest similar place, but since the power has no range limit, you could conceivably wind up somewhere else across the galaxy.

**Mishap:** You and anyone else teleporting with you have gotten “scrambled.” You each suffer 1d10 points of damage, and you reroll on the chart to see where you wind up. For these rerolls, roll 1d20+80. Each time “Mishap” comes up, the characters suffer more damage and must reroll.

### **Teleport Trigger**

**Manifestation Time:** 1 action

**Range:** Personal

**Target:** You

**Duration:** 1 hour/level

**Psyche Points:** 6

You specify a situation whereby you automatically manifest a *teleport* power to a predetermined location (you must know the *teleport* power and have sufficient power points to pay its cost). The *teleport* occurs on the initiative count immediately after the specified situation, even if you are surprised or if you have already taken a normal action. Specified situations can be general (“if I'm attacked”) or specific (“if my Endurance points reach 8 or less”). Otherwise, rules for teleportation work normally.



## Trace Teleport

**Manifestation Time:** 1 action

**Range:** Medium (90' + 10'/level)

**Area:** Circle, centered on you, with a radius of 30' + 10'/level

**Effect:** Traces the teleportation of any object or creature whose weight does not total more than 200lbs/level

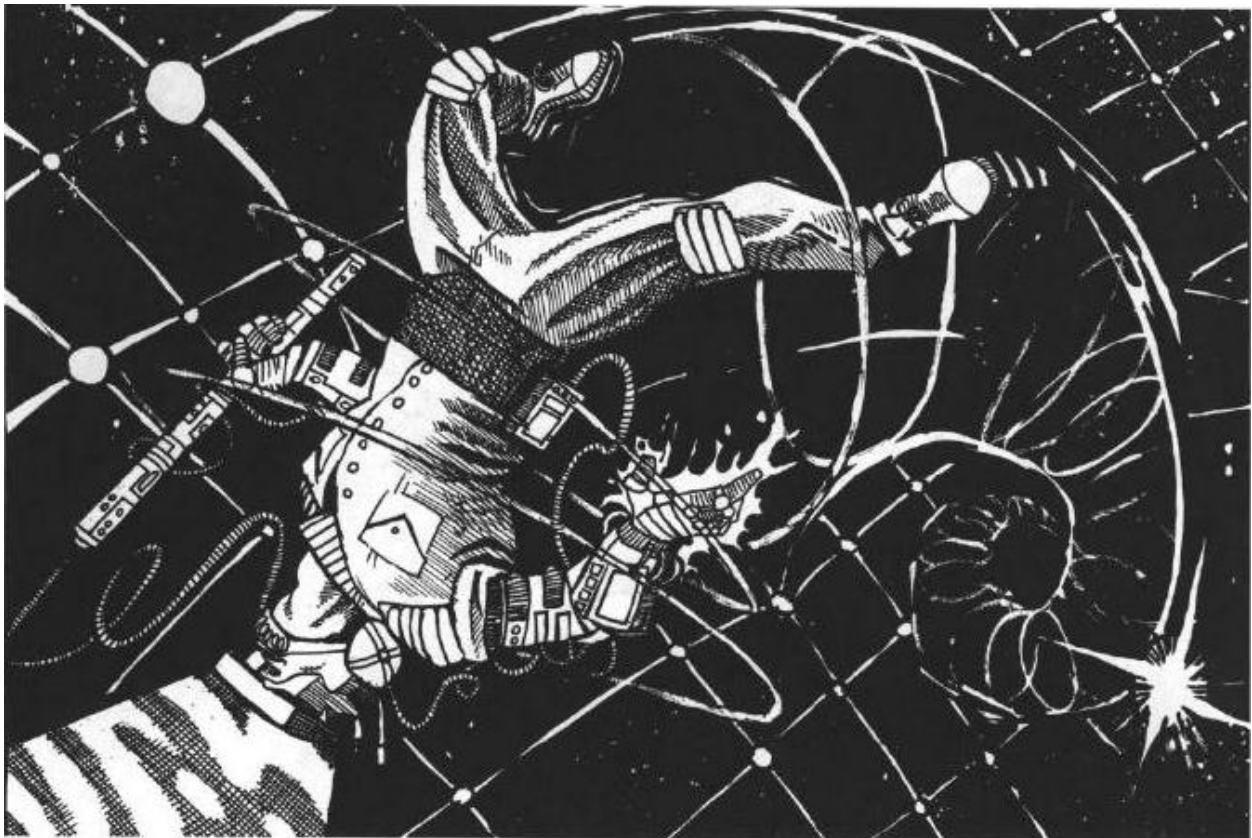
**Duration:** 1 hour/level

**Resistance roll:** Will negates (foils trace)

**Power Resistance:** Yes (foils trace)

**Psyche Points:** 6

You can trace the origination or destination of any teleportation made by others within the area. You can trace both psionic and Technological teleportations. You must pierce the Psionic resistance of creatures that possess it for a successful trace, but the creature conducting the teleportation can make a Will save to foil the trace. For purposes of this power, "trace" means you could teleport to the location yourself if you so desired (and know the *teleport* power), as if you had "seen casually" the trace location. This power does not grant you any information on the conditions at the other end of the trace beyond mental coordinates.



## Section three: Expanded Rules

### Careful Aim

A character can get a +4 bonus on his chance to hit if he does not move during the combat round and takes only one shot. The character must steady his weapon on some kind of solid surface. If he is shot or hit in melee during the turn, the character loses the bonus. This bonus does not apply to bursts or thrown weapons.

### Electricity

Electricity courses through an urban sprawl like blood through veins, powering the great metropolis day and night. Electrical hazards come in many forms, including stun guns, downed power lines, and electrical security fences. The table below gives damage values for various electrical hazards based on relative voltage. A character can make a Fortitude Resistance roll to reduce the damage by half. If that character is not grounded or otherwise insulated from the current, a successful Roll indicates that no damage was taken.

| Type           | Examples                               | Damage | Fortitude DC |
|----------------|--|--------|--------------|
| Jolt           | Car battery, Stun gun                  | 1d3    | 10           |
| Low voltage    | Fuse box, Electric socket              | 2d6    | 15           |
| Medium voltage | Industrial transformer, electric fence | 4d6    | 15           |
| High voltage   | Power line, Electric chair, lightning  | 8d6    | 20           |

### Firing from a moving vehicle

Characters that are not driving a vehicle can fire at either other vehicles, or characters on foot, but suffer a penalty to their chance to hit based on how fast the vehicle is moving, as shown on the following table:

|            |               |
|------------|---------------|
| Slow: +0   | Fast: -4      |
| Cruise: -2 | Top speed: -8 |

### Grenade bounce

When a character throws a grenade and it misses the grenade will detonate in a random location. To determine where the grenade goes off roll 1d8 and check the table below:

| Die roll | Result     | Die roll | Result     |
|----------|------------|----------|------------|
| 1        | North      | 5        | South      |
| 2        | North-east | 6        | South-west |
| 3        | East       | 7        | West       |
| 4        | South-east | 8        | North-west |

The grenade will bounce five feet/ range increment that it was thrown (5' at short range, 10' at medium range, 15' at long range, and 20' at extreme range).

### Opening Specialized Doors

The Frontier utilizes many types of doors from the standard door that a character can push, or pull open, to doors that slide or lift when either they detect motion approaching, or are activated by a touch pad, or deactivating a locking mechanism. The following rules cover certain types of specialized doors that characters can encounter.

#### Iris Valve or Sliding door

The character can open any standard door, sliding door or iris valve by expending an action. For iris valves and sliding doors however if two characters give it conflicting commands (open/close) the doorway or valve remains in its current position for the remainder of the round until it resets itself, even if it was in the middle of an action.

#### Hatchways

Opening a hatch is a full round action and any character doing so is subject to an Attack of opportunity for opening/and closing the hatch if it is done during combat.

## Airlocks

Activating an airlock takes one action, but will take the remainder of the round and the next full round to cycle open. Closing the airlock also takes a single action, but the airlock will take the remainder of the round to do so. Once sealed the other airlock door must be activated and must cycle open as above.

## Putting on a Vacuum/Environmental suit/Powered armor

It takes 2 full rounds to put on a Vacuum suit, or environmental suit and 5 rounds to don a suit of powered armor. A Logic check (DC 10) must be made to insure that the suit's environmental seals have been properly secured once the suit is donned and if not it takes an additional round and another check to fix the problem. An additional person helping don a suit cuts the time required in half, but does not affect the Logic check.

## Real World Diseases

The following is a short list of real world diseases that have been listed in game terms for use by administrators in his Campaign models.

| Disease              | Contagion       | DC | Incubation | Damage       | Secondary damage |
|----------------------|-----------------|----|------------|--------------|------------------|
| Anthrax              | Inhaled/injury  | 16 | 1d2 days   | -1Sta        | -2Sta*           |
| Small pox            | Inhaled/contact | 15 | 2d4 days   | -1Str, -1Sta | -1Str, -1Sta     |
| Pneumonia            | Inhaled         | 12 | 1d4 days   | -1Str        | -2Str, -2 Sta    |
| Hantavirus           | Injury          | 14 | 1day       | -1Str        | -1Str*, -1Sta*   |
| Necrotizing faciitis | Contact         | 13 | 1d6 days   | -1Sta        | -2 Sta*          |
| West Nile virus      | injury          | 12 | 1d4 days   | -1Ag, -1 Sta | -1 Ag, -1 Sta*   |
| Salmonellosis        | Injested        | 13 | 1day       | -1Str, -1 Ag | -1Str, -2 Ag     |

\*If damage is sustained, make a second Resistance roll to avoid 1 point being permanently drained (instead of damaged).

## Real world Poisons

The following list contains Statistics for a number of real world poisons that can be used in a Campaign model. Some of these poisons can be manufactured by a character who possesses the Manufacture poison Optional skill if the Administrator is allowing that skill in his Campaign model.

| Name/Type                  | DC | Onset<br>Time | Effect              | Secondary<br>Delay | Effect                |
|----------------------------|----|---------------|---------------------|--------------------|-----------------------|
| Arsenic (ingested)         | 15 | 1 hour        | -2 Strength         | 1hour              | -4 Stamina            |
| Atropine                   | 13 | 1-4 rounds    | -3 Agility          | 1d6 rounds         | -3 Strength           |
| Belladonna (Plant)         | 18 | 1 round       | -3 Strength         | 1-4 rounds         | -4 Strength           |
| Blue vitriol               | 12 | 1-4 rounds    | -1Stamina           | 1-2 rounds         | -1Stamina             |
| Blue-ringed octopus venom  | 15 | 1-2 rounds    | -2 Stamina          | 1 round            | -2 Stamina            |
| Chloral hydrate (ingested) | 18 | ½ hour        | -3 Agility          | ½ hour             | Unconscious 1d3 hours |
| Chloroform* (inhaled)      | 17 | 1 round       | unconscious 1d3 hrs | n/a                | n/a                   |
| Curare (plant)             | 18 | 1 round       | -4Agility           | 1-4 rounds         | -4 Intuition          |
| Cyanide                    | 16 | 1 round       | -3 Stamina          | 1-2 rounds         | -6 Stamina            |
| Cyanogen (inhaled)         | 19 | 1 round       | -2 Agility          | 1-4 rounds         | -4 Stamina            |
| DDT (inhaled)              | 17 | 1 round       | -1 Strength         | 1-2 rounds         | -2 Strength           |
| Knockout gas (inhaled)     | 18 | 1 round       | -2 Agility          | 1-2 rounds         | Unconscious 1d3 hours |
| Lead arsenate (gas)        | 12 | 1-4 rounds    | -1 Strength         | 1-2 rounds         | -2 Stamina            |
| Lead arsenate (ingested)   | 12 | ½ hour        | -1 Stamina          | ½ hour             | -2 Stamina            |
| Mustard gas (inhaled)      | 17 | 1-2 rounds    | -2 Stamina          | 1 round            | -4 Stamina            |
| Paris green (gas)          | 14 | 1-2 rounds    | -1 Stamina          | 1-2 rounds         | -2 Stamina            |
| Paris green (ingested)     | 14 | ½ hour        | -2 Stamina          | 1-10 rounds        | -2 Stamina            |
| Puffer poison (fish)       | 13 | 1 round       | -3Strength          | 1 round            | Paralysis 2d6 minutes |
| Rattlesnake venom          | 12 | 1-6 rounds    | -3Stamina           | 1-3 rounds         | -3 Stamina            |
| Sarin nerve gas (inhaled)  | 18 | 1 round       | -2 Stamina          | 1-2 rounds         | -4 Stamina            |
| Scorpion/Tarantula venom   | 11 | 1-2 rounds    | -1 Strength         | 1 round            | -1 Strength           |
| Strychnine                 | 19 | 1-4 rounds    | -2 Agility          | 1 round            | -4 Stamina            |
| Tear gas (inhaled)         | 15 | 1 round       | Blindness 1d6rds    | n/a                | n/a                   |

VX nerve gas (inhaled)      22      immediate      -3 Stamina      1-3 rounds      -6 Stamina

\*Applying chloroform to a character using a handkerchief requires that the character successfully rolls a grapple check which may result in him suffering an Attack of opportunity for closing in to use this poison.

## Robot Malfunctions

An Administrator may opt to roll a 5% chance (cumulative/hit) chance per hit that the damage to the robot causes it to malfunction. If the robot malfunctions, roll on the table below to see how it is affected:

| Die roll | Result                 | Repairable | Difficulty |
|----------|------------------------|------------|------------|
| 1        | AI destroyed           | No         | n/a        |
| 2        | AI damaged             | Yes        | 18         |
| 3-4      | All Programs destroyed | No         | n/a        |
| 4-5      | All Programs damaged   | Yes        | 17         |
| 7-8      | All Attributes damaged | Yes        | 17         |
| 9-10     | Program destroyed      | No         | n/a        |
| 11-13    | Program damaged        | Yes        | 16         |
| 14-15    | No malfunction         | No         | n/a        |
| 16-17    | Attribute damaged      | Yes        | 16         |
| 18-19    | Short circuit          | Yes        | 15         |
| 20       | Haywire                | Yes        | 18         |

**AI Destroyed:** The Robot's central processing unit is destroyed. The robot's Logic drops to zero instantly, and it loses all its skills. A new central processing unit can be purchased for the robot and new skills, but the robot will have no memories of its former existence.

**AI Damaged:** The Robot's logic, and Personality score are reduced -2 points with temporary reductions to its Logic, and Personality based skills until it is repaired. It takes 4 hours to repair this effect.

**All Programs destroyed:** The robots skills are all wiped from its memory banks. There is no chance of retrieving them but the robot can be programmed with new skills.

**All programs damaged:** The robot's skills are temporarily treated as if their skill level was ½ normal (with any skill which is reduced to a fraction being unable to be used) until repaired. One repair roll will correct this but it takes ½ an hour/skill that needs to be repaired to complete this repair.

**All Attributes damaged:** All the robot's Physical attributes (Strength, Agility, and Stamina) are temporarily reduced by -2 points until the robot is repaired. It takes 6 hours to perform this repair.

**No Malfunction:** The robot's damage has not affected its vital components and can be repaired as normal.

**Program destroyed:** The Administrator or player must choose one Skill that the robot loses. This skill is lost but may be repurchased by the player if he has the experience points to do so, but he will have to regain levels in the skill as normal.

**Program damaged:** The Administrator or Player must choose one Skill possessed by the robot that it cannot use until the robot's programming is repaired. It takes ½ an hour/2 skill levels of the skill to repair this problem.

**Attribute damaged:** The Player or Administrator must choose one of the robot's physical attributes (Strength, Agility, or Stamina) which drop 2 points, until the robot is repaired. It takes 2 hours to repair this damage.

**Short circuit:** The robot is still operating, but has been damaged in some way. A robot who has a short circuit might stop suddenly every other round, or rattle and spark while it works.

**Haywire:** The robot is completely out of control. It might attack at random, spin in circles, recite the United Frontier of Planets Charter, or do anything else the Administrator thinks fits the situation.

## Shooting at targets in crowds

If a character fires a gun at someone who is standing in a crowd, the target is treated as if it had partial cover (+2 to his DR). If the shot misses, but is within 4 points of what is needed to hit the character there is a chance it will hit someone else. The Administrator compares the result of the attack with the DR of the closest person to the character and if the attack roll is greater

than the new target's DR than that character is hit. The Administrator or player must then roll damage for the victim of the attack. This rule also applies to shots at targets that are in melee and attempts to shoot past someone who is partially obscuring a target.

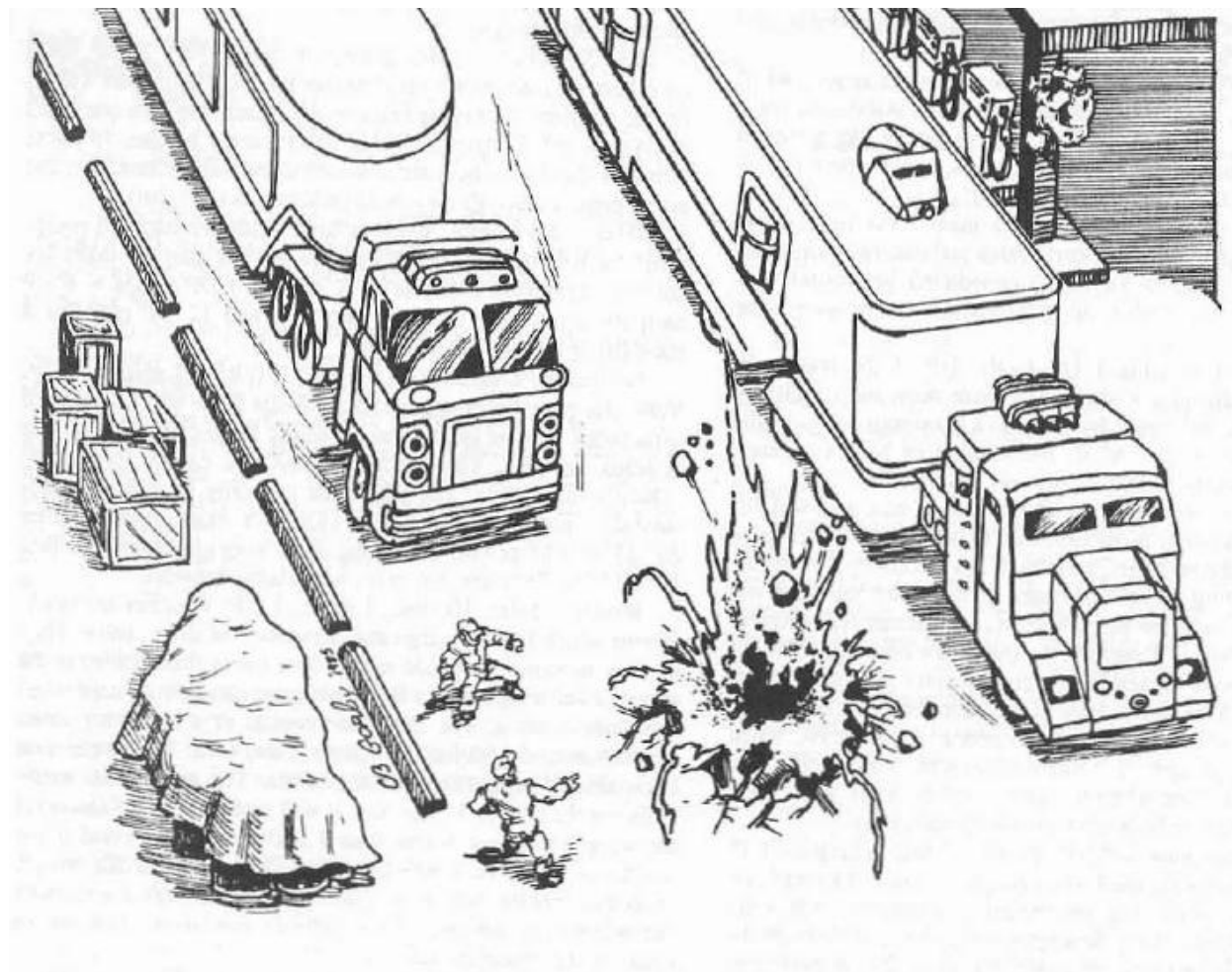
### **Throwing Explosives**

Characters can throw up to one pound of explosives as though it was a grenade. Anyone inside the primary blast radius takes full damage though they are allowed to make a Reflex save (DC 14) to reduce this damage by 1/2. Anyone caught within the secondary blast radius must make a Reflex save (DC 12) and if they fail the roll they suffer ½ the damage that the secondary blast would have caused if the explosives had been set, or no damage if the Reflex save was successful.

In either case characters caught in the blast are knocked prone, and must expend an action to regain their feet. This allows them to suffer Attacks of opportunity for getting up as well.

### **Using mirrors**

At times it may be in the characters best interest to use a mirror or reflective surface to look indirectly at a creature or object. This is especially true for characters facing creatures that have gaze weapons (like basilisks) or that are so hideous that their appearance might turn the victim to stone. When using a mirror, a light source must be present. Using a mirror to direct a characters actions is very disorienting, and thus characters depending on a mirror to see suffer a -2 to all their Attack rolls, and skill checks. The character also loses his Agility based Defensive bonus for fighting a creature he cannot face directly.



## Section Four: Expanded vehicles

On the following pages are listed a wide range of vehicles available in many modern Campaign models.

### Civilian vehicles

#### Motorcycles

Harley Davidson FLHTPI Electra Glide (Police motorcycle)  
Kawasaki Ninja ZX-9R (Racing bike)

#### Other vehicles

Bluebird Conventional (School bus)  
MCI D4500 Motor coach (Charter bus)  
Terrain buggy

#### Military Vehicles

##### Military vehicles

BMP-2 (Tracked APC)  
M1A2 Abrams (Tracked tank)  
M2A2 Bradley (Tracked APC)  
M113A1 Gavin (Tracked APC)

#### Civilian trucks

Jeep Grand Cherokee Laredo (SUV)  
Jeep Wrangler Sport (SUV)

#### Watercraft

Fishing boat  
Wellcraft Scarab 38 AVS (Speedboat)  
Zodiac Touring S MK2 (Inflatable)

#### Military aircraft

MI-8 Hip (Transport Helicopter)  
UH60 Blackhawk (Helicopter)  
V22 Osprey (Transport tiltrotor)

### Descriptions

#### Motorcycles

##### Harley Davidson FLHTPI Electra Glide(Police motorcycle)

**Size:** Medium-size vehicle **Cost:** 20,000

**Combat modifier:** -4 **EP:** 70  
**Hardness:** 6/acid **DR:** 10  
**Defenses:** none

**Slow:** 25mph  
**Cruise:** 50mph  
**Fast:** 80mph  
**Top Speed:** 100mph

**Handling:** +1 **Stealth** 10 **Fuel:** 150 miles

**Stations:** Driver 1, Passenger 1 **Cargo:** 40lbs

**Notes:** This model is in service as a police motorcycle, and the stats above represent the most common configuration. It is powered by a 1,450cc engine.

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##### Kawasaki Ninja ZX-9R (Racing bike)

**Size:** Medium-size vehicle **Cost:** 12,000

**Combat modifier:** -4 **EP:** 50

**Hardness:** 6/acid  
**Defenses:** none

**DR:** 10

**Slow:** 50mph  
**Cruise:** 80mph  
**Fast:** 150mph  
**Top Speed:** 190mph

**Handling:** +3

**Stealth** 10

**Fuel:** 150 miles

**Stations:** Driver 1, Passenger 1

**Cargo:** 0lbs

**Notes:** A mid-range racing style street bike, the Ninja is powered by an 899cc engine.

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## **Civilian Trucks**

### **Jeep Grand Cherokee Laredo (SUV)**

**Size:** Large Vehicle

**Cost:** 35,000

**Combat modifier:** n/a  
**Hardness:** 10/acid  
**Defenses:** none

**EP:** 138  
**DR:** 8

**Slow:** 25mph  
**Cruise:** 50mph  
**Fast:** 70mph  
**Top Speed:** 100mph

**Handling:** -1

**Stealth** 9

**Fuel** 100 miles

**Stations:** 1 Driver, 4 Passengers

**Cargo:** 250lbs

**Notes:** A popular SUV with excellent off-road credentials, the four door grand Cherokee is powered by a 4.0-litre, V8 engine.

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### **Jeep Wrangler Sport (SUV)**

**Size:** Large Vehicle

**Cost:** 27,500

**Combat modifier:** n/a  
**Hardness:** 10/acid  
**Defenses:** none

**EP:** 138  
**DR:** 8

**Slow:** 25mph  
**Cruise:** 50mph  
**Fast:** 70mph  
**Top Speed:** 100mph

**Handling:** -1

**Stealth** 9

**Fuel** 100 miles

**Stations:** 1 Driver, 3 Passengers

**Cargo:** 200lbs

**Notes:** A modern version of the World War II era army jeep, the wrangler is a small and rugged SUV with a retractable canvas top. It's powered by a 4.0-litre, 6 cylinder engine. A wrangler provides ¼ cover for its passengers.

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## Other vehicles

### Bluebird Conventional (School bus)

**Size:** Huge vehicle **Cost:** 200,000

**Combat modifier:** +0 **EP:** 148

**Hardness:** 10/acid **DR:** 8

**Defenses:**

**Slow:** 15mph

**Cruise:** 30mph

**Fast:** 50mph

**Top Speed:** 70mph

**Handling:** -2 **Stealth:** 8 **Fuel:** 100 miles

**Stations:** 1 driver, 77 passengers **Cargo:** 0

**Notes:** This is the standard school bus used throughout the United States. Due to its extreme ruggedness and relatively low cost, it's also common throughout the third world where it serves as a transit bus. Unlike most buses it has a rear emergency door in addition to the main door. It provides  $\frac{3}{4}$  cover for its driver and passengers.

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### MCI D4500 Motor coach (Charter bus)

**Size:** Huge vehicle **Cost:** 350,000

**Combat modifier:** +0 **EP:** 148

**Hardness:** 10/acid **DR:** 8

**Defenses:**

**Slow:** 15mph

**Cruise:** 30mph

**Fast:** 50mph

**Top Speed:** 90mph

**Handling:** -2 **Stealth:** 8 **Fuel:** 100 miles

**Stations:** 1 driver, 55 passengers **Cargo:** 1,500lbs

**Notes:** This is the sort of bus used by charter and tour companies as well as interstate bus lines. It features comfortable seating and a lavatory, and may include a number of luxury amenities, depending on its use. Several large cargo bays are located under the passenger compartment, accessible from the outside. It provides  $\frac{3}{4}$  cover for its driver and passengers.

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### Terrain Buggy

**Size:** Medium vehicle **Cost:** 5,000

**Combat modifier:** +0 **EP:** 72

**Hardness:** 5/acid **DR:** 10

**Defenses:**

**Slow:** 10mph

**Cruise:** 20mph

**Fast:** 40mph

**Top Speed:** 50mph



**Handling:** +1                      **Stealth:** 10                      **Fuel:** 50 miles

**Stations:** 1 Driver                      **Cargo:** 650lbs

**Notes:** Dune buggies, swamp buggies, snow buggies are all four wheeled versions of the dirt bike. These vehicles are loud and not very comfortable. They can however travel across rugged terrain without getting stuck. Each vehicle comes with cargo nets and bungee cords to strap gear on the vehicle.

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## **Watercraft**

### **Fishing boat**

**Size:** Medium                      **Cost:** 5,000

**Combat modifier:** +0                      **EP:** 50  
**Hardness:** 6/acid                      **DR:** 10  
**Defenses:** none

**Slow:** 5mph  
**Cruise:** 10mph  
**Fast:** 20mph  
**Top Speed:** 30mph

**Handling:** +1                      **Stealth:** +0                      **Fuel:** 30 miles (20 dollars to fill)

**Stations:** 1 driver, 2 passengers                      **Cargo:** 250lbs

**Notes:** This vehicle is no more than a glorified canoe which has been fitted with an outboard motor. These small craft can carry a total weight (passengers and gear) of no more than 700lbs before it is swamped. The top speed reflects a lightly loaded craft. Using heavier loads and trying to achieve top speed has a chance of swamping the craft.

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### **Wellcraft Scarab 38 AVS (Speedboat)**

**Size:** Huge Vehicle                      **Cost:** 650,000

**Combat modifier:** n/a                      **EP:** 132  
**Hardness:** 8/acid                      **DR:** 8  
**Defenses:** none

**Slow:** 20mph  
**Cruise:** 30mph  
**Fast:** 50mph  
**Top Speed:** 80mph

**Handling:** -2                      **Stealth:** 8                      **Fuel:** 100 miles

**Stations:** 1 driver, 3 Passengers                      **Cargo:** 1,000lbs

**Notes:** A top-of-the-line high powered speedboat, the 38' Scarab reaches the kind of speeds favored by rich speed junkies and flamboyant drug runners. Powered by two 600-horsepower engines, it features berths for 4 people as well as a small galley, and head below decks- but it's really built for speed over comfort. The Scarab provides one half cover to occupants in the cockpit or stern, full cover to occupants in the cabin, and no cover to those forward of the cockpit.

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### **Zodiac Touring S MK2 (Inflatable)**

**Size:** Medium vehicle                      **Cost:** 5,000



**Slow:** 10mph  
**Cruise:** 20mph  
**Fast:** 30mph  
**Top Speed:** 40mph

**Handling:** -2                      **Stealth:** 8                      **Fuel:** 100 miles

**Stations:** 4 man crew                      **Cargo:** 425lbs

**Notes:** This is the U.S. Army's main battle tank, probably the most advanced and powerful tank in the world. It is crewed by a Driver, a gunner, a gun loader, and a commander. It has three top hatches, one for the driver and two on the turret (the driver's position cannot be reached from the other positions, which are all in the turret). It takes a full round action to enter the vehicle through a top hatch, and another full round action to start it moving. The Vehicle comes equipped with a tank cannon and a heavy machine gun both mounted on swivel mounted turrets.

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### **M2A2 Bradley (Tracked APC)**

**Size:** Large vehicle                      **Cost:** 2,750,000

**Combat modifier:** +2                      **EP:** 152

**Hardness:** 16/Acid                      **DR:** 18

**Defenses:** Medium armor (Already added)

**Weapon:** M2A2 Bradley 25mm Cannon    **Range:** 150    **Fire Arc:** Forward firing    **Damage:** 4d12

**Slow:** 10mph  
**Cruise:** 20mph  
**Fast:** 30mph  
**Top Speed:** 40mph

**Handling:** -1                      **Stealth:** 9                      **Fuel:** 100 miles

**Stations:** 1 Driver, 1gunner, 1 Commander, 7 passengers    **Cargo:** 425lbs

**Notes:** This is the U.S. Army's principle armored personnel carrier, It has three top hatches, one above each crew position, and a large door in back for infantry soldiers to load or disembark. It takes a full round action to enter the vehicle through a top hatch, and another full round action to start it moving. The Bradley's passenger compartment has ports that allow passengers to fire their weapons from within the vehicle. The Bradley comes equipped with a 25mm cannon mounted in a full turret.

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### **M113A1 Gavin (Tracked APC)**

**Size:** Large vehicle                      **Cost:** 500,000

**Combat modifier:**                      **EP:** 148

**Hardness:** 14/acid                      **DR:** 17

**Defenses:** Light armor (Already added)

**Slow:** 10mph  
**Cruise:** 20mph  
**Fast:** 30mph  
**Top Speed:** 40mph

**Handling:** -1                      **Stealth:** 9                      **Fuel:** 100 miles

**Stations:** 1 driver, 1 commander, 11 Passengers    **Cargo:** 200lbs

**Notes:** Introduced in the 1960's and for many years a mainstay of the U.S. army, this tracked armored personnel carrier is now in use by more than fifty countries. It has one top hatch above each crew position, and a large door in back for infantry soldiers to

load or disembark. It takes a full round action to enter the vehicle through a top hatch, and another full round action to start it moving.

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## **Military Aircraft**

### **MI-8 Hip (Transport Helicopter)**

**Size:** Gargantuan **Cost:** 1,200,000

**Combat modifier:** **EP:** 146  
**Hardness:** 24/Acid **DR:** 10  
**Defenses:** Light Armor (Already added)

**Slow:** 25mph  
**Cruise:** 50mph  
**Fast:** 70mph  
**Top Speed:** 120mph

**Handling:** -4 **Stealth:** 6 **Fuel:** 120 miles

**Stations:** 3 Crewmen, 24 passengers **Cargo:** 6,600lbs

**Notes:** A transport helicopter used by the Soviet Union, this aircraft has been manufactured in huge numbers since the 1960's and is in service in over 50 nations. Numerous military and civilian variants exist. The M1-8 Hip has a door on its left side just behind the cockpit, and a large cargo door at the rear. It provides 3/4 cover to occupants in the cockpit, and full cover to occupants in the cabin,

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### **UH60 Blackhawk (Helicopter)**

**Size:** Gargantuan **Cost:** 5,000,000

**Combat modifier:** +0 **EP:** 146  
**Hardness:** 25/acid **DR:** 16  
**Defenses:** Medium armor (Already added)

**Slow:** 50mph  
**Cruise:** 100mph  
**Fast:** 150mph  
**Top Speed:** 180mph

**Handling:** -4 **Stealth:** -4 **Fuel:** 300miles

**Stations:** 1 pilot 1 copilot, 14 passengers **Cargo:** 9,000lbs

**Notes:** Introduced in the 1980's to replace the aging UH-1, the Blackhawk is the U.S. primary utility helicopter. This twin engine, helicopter is sturdy and reliable being used for passenger, and cargo work all over the world. It provides three quarters cover for its crew and passengers (or 1 quarter cover if the cargo doors are open).

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### **V22 Osprey (Transport tiltrotor)**

**Size:** Gargantuan vehicle **Cost:** 12,015,000

**Combat modifier:** +0 **EP:** 152  
**Hardness:** 25/acid **DR:** 16  
**Defenses:** Medium Armor (Already added)

**Slow:** 100mph

**Cruise:** 200mph  
**Fast:** 350mph  
**Top Speed:** 450mph

**Handling:** -4                      **Stealth:** 6                      **Fuel:** 900 miles

**Stations:** 1 Pilot, 1 Copilot, 22 passengers                      **Cargo:** 4,000lbs

**Notes:** This unique aircraft is just entering production, although prototypes have existed for several years. The V22 is the first production tiltrotor aircraft, a new type design that combines the best features of a helicopter with the strengths of a conventional fixed wing aircraft.

The V22 is shaped much like a conventional airplane with the cockpit at the front of a boxy fuselage. The wings sit high overhead, and a cargo door opens in the rear much like a standard military cargo plane. It differs from normal aircraft however in the placement of its large turboprop engines, which are situated at the ends of the aircrafts wings. The engines can pivot, angling the props forward (like most propellers on a normal airplane) or upward (like the rotors of a helicopter) The exceptionally large props function as helicopter rotors when angled upward giving the aircraft the ability to lift off and land vertically and to hover just like a helicopter. For forward flight, the pilot angles the rotors forward, and the C22 begins to fly like a normal airplane, achieving the speeds and range of a conventional turboprop aircraft.

The V22's large rotors do not allow it to land like a conventional aircraft it must land and take off vertically with its rotors angled upward. The V22 has two doors just behind the cockpit that can serve as gunner stations, and a large cargo ramp at the rear. It provides three quarters cover for its crew and complete cover for its passengers (or 1 quarter cover if the cargo doors are open).

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Name: \_\_\_\_\_

Campaign Model: \_\_\_\_\_

Description: \_\_\_\_\_

Race: \_\_\_\_\_

Profession: \_\_\_\_\_

Level: \_\_\_\_\_

STR: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

Endurance Points : \_\_\_ Current: \_\_\_

AG: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

Psyche: \_\_\_\_\_ Current: \_\_\_

STA: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

Reputation: \_\_\_\_\_

LOG: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

INT: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

PER: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

APP: \_\_\_ modifier: \_\_\_ Current: \_\_\_ modifier: \_\_\_

\_\_\_\_ Combat Information \_\_\_\_\_

\_\_\_\_ Resistance rolls \_\_\_\_\_

Initiative modifier: \_\_\_\_\_

Fortitude: \_\_\_\_\_

Defensive modifier: \_\_\_ (AG {mod}: \_\_\_ + Armor {mod}: \_\_\_ + Other {mod}: \_\_\_) Reflex: \_\_\_\_\_

Base combat modifiers: In: \_\_\_ Hit: \_\_\_/\_\_\_/\_\_\_/\_\_\_ Dmg: \_\_\_ DR: \_\_\_ Will: \_\_\_\_\_

Ranged weapon: \_\_\_\_\_ Range: \_\_\_\_\_ Damage: \_\_\_ In: \_\_\_ Hit: \_\_\_/\_\_\_/\_\_\_/\_\_\_ Dmg: \_\_\_ DR: \_\_\_

Ranged weapon: \_\_\_\_\_ Range: \_\_\_\_\_ Damage: \_\_\_ In: \_\_\_ Hit: \_\_\_/\_\_\_/\_\_\_/\_\_\_ Dmg: \_\_\_ DR: \_\_\_

Primary weapon: \_\_\_\_\_ Damage: \_\_\_ In: \_\_\_ Hit: \_\_\_/\_\_\_/\_\_\_/\_\_\_ Dmg: \_\_\_ DR: \_\_\_

Secondary weapon: \_\_\_\_\_ Damage: \_\_\_ In: \_\_\_ Hit: \_\_\_/\_\_\_/\_\_\_/\_\_\_ Dmg: \_\_\_ DR: \_\_\_

Other weapon: \_\_\_\_\_ Damage: \_\_\_ In: \_\_\_ Hit: \_\_\_/\_\_\_/\_\_\_/\_\_\_ Dmg: \_\_\_ DR: \_\_\_

\_\_\_\_ Skills \_\_\_\_\_

\_\_\_\_ Unarmed Combat \_\_\_\_\_

Skill name Skill Rank + Mod = Attr

Punch damage: \_\_\_\_\_ Kick damage: \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Other attack: \_\_\_\_\_ Damage: \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Other attack: \_\_\_\_\_ Damage: \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Armor Worn: \_\_\_\_\_ (base)DR: \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Other defense: \_\_\_\_\_ (base)DR: \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

Effect: \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

\_\_\_\_ Feats \_\_\_\_\_

\_\_\_\_\_ + \_\_\_\_\_ = \_\_\_\_\_

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Racial abilities

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Experience points: \_\_\_\_\_ Needed \_\_\_\_\_



**Psionics**

**Powers known**

Level one: \_\_\_\_\_

Level two: \_\_\_\_\_

Level three: \_\_\_\_\_

Level four: \_\_\_\_\_

Level five: \_\_\_\_\_

Level six: \_\_\_\_\_

Light side points: \_\_\_\_\_      Darkside points: \_\_\_\_\_

**Magic**

Magical Sphere \_\_\_\_\_

**Spells known**

Level one: \_\_\_\_\_

Level two: \_\_\_\_\_

Level three: \_\_\_\_\_

Level four: \_\_\_\_\_

Level five: \_\_\_\_\_

Level six: \_\_\_\_\_

Level seven: \_\_\_\_\_

Level eight: \_\_\_\_\_

Level nine: \_\_\_\_\_

Level ten: \_\_\_\_\_

**Paranormal abilities**

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## Appendix A: Missing Material from URS books

### Optional skills

#### Optional Skills

The skills listed below are skills that are more specialized and are listed here more for Administrators to use when creating a specific Campaign model as opposed to just making the skills available to any character.

#### Assassination (Ag) Trained only

The character has the potentially lethal ability to kill a human or humanoid creature with one well-placed blow so long as the target is no more than 2 size category's smaller or one size category larger than the character possessing this skill.

**Check:** To use this ability the character must have surprised the target. If this criteria is met the character may roll his Assassination skill roll. The chance to succeed is modified by certain circumstances as detailed below:

| Circumstance  | Bonus/Penalty |
|---|---------------|
| Target is asleep                                    | +10           |
| Target is immobile                                  | +10           |
| Attacker is in medium or heavier armor              | -2            |
| Attacker is using weapon over 2' in length          | -2            |
| Weapon is missile type                              | -1            |
| Target is aware of being targeted for assassination | -4            |
| Combat situation for target                         | -3            |
| Target is in metal armor                            | -4            |
| Target is stunned                                   | +4            |
| Target is hard to surprise                          | -2            |

If the Attacker succeeds on his skill check the victim is allowed a Fortitude save with a difficulty equal 10 + the Attacker's level. If this roll is failed the victim is killed, otherwise the victim takes an additional die of damage before any modifiers are applied due to strength and skill.

**Retry:** This skill can be retried so long as the Attacker meets the criteria required to use this skill.

**Untrained:** This skill cannot be attempted by an untrained person.

**Special:** It must be noted that if the target is 4 levels or greater than the Attacker the character's chance to successfully use this Skill is further penalized by -1 (4 levels greater) -1/level greater than four possessed by the target.

#### Bribe (Per)

This skill allows the character to successfully use gifts of money, merchandise or the promise of such to acquire some favor from a target.

**Check:** Use of this skill requires a successful skill check. The victim is allowed a Sense motive roll against the success score rolled by the Character using this skill and if it is failed the victim succumbs to the bribe. The victim's Sense motive roll is further modified by the following:

|                        |                           |
|------------------------|---------------------------|
| Character's appearance | + or - modifier           |
| Promise of wealth      | -1/20 dollars             |
| Monetary gift shown    | -2/20 dollar value        |
| Dirty secret known     | -5                        |
| Bluff skill            | -1 for each level over +3 |

**Retry:** This skill cannot be retried on the same target for the same purpose.

#### Leadership (Per)

This ability allows the character to lead large numbers of troops into battle. The character is able to take charge of a number of men equal to 5 men/level +1 man/point of his Personality modifier times his skill rank. This skill also allows the character to use

military technology and the mechanics of moving troops through any natural terrain.

**Check:** Under normal circumstances checks are not required, but a check is required at any time in combat to determine how well the character's troops follow orders and whenever there is a chance that the men will disengage from battle due to overwhelming odds, fear or unusual combat situations.

**Retry:** Retries are only possible if the check does not fail by more than 5 points, otherwise it takes one minute/point of failure to reorganize his troops before another roll can be made.

**Special:** This skill like the ones below are here to simplify role-playing out battles.

**Manufacture poison** (Log) Trained only

Characters with this skill can create poisons and toxic powders. The Character must choose one type of poison/toxic powder that he can create/level he has in this skill.

**Check:** To use this ability the character must roll a skill check after spending the money required for acquiring the materials needed and if the roll succeeds he has created the toxin he desired. The character can choose to create more potent versions of the poison by reducing his chance to succeed by -2/penalty to the victim's save that he wishes to apply (to a maximum of -5). The character can also create 2 or 3 part poisons by making a successful skill check at -4 (cumulative with the reductions above for potency).

**Retry:** If the character fails the roll the toxin may still be used but the poison is weak. For every point under the required success the toxin grants a Resistance roll bonus, to a maximum of +5. Failing beyond this makes a completely useless mixture. A retry is not generally allowed with the materials at hand though the character may buy more materials and use this skill again.

**Untrained:** This skill is only usable by someone who is trained.

**Special:** The cost of manufacturing a poison/toxic powder equals 30% what the poison sells for on the black market. If creating a multi-part toxin the cost increases 20%. Creating a toxin takes 1-4 hours. A Character may use this skill to create an antidote for any poison he can create automatically (no roll needed), or if the Character has a sample of a toxin he can try to create an antidote after spending 2-12 hours and spending 50 dollars in materials/hour spent in research. Creating the antidote requires a roll just as if he were creating a poison, but the roll is made with a -5 penalty. What follows is a list of some commonly available poisons:

| Name/Type         | DC | Onset Time | Effect     | Delay      | Secondary Effect | Cost   |
|-------------------|----|------------|------------|------------|------------------|--------|
| Contact/Ingested- |    |            |            |            |                  |        |
| Type 1            | 14 | 1 hour     | -4 Str     | 1 hour     | -2 Ag            | 1sp    |
| Type 2            | 14 | 1 hour     | -4 Sta     | 1 hour     | -2 Str           | 5sp    |
| Type 3            | 14 | 1 hour     | -4 Ag      | 1 hour     | -2 Str           | 3gp    |
| Type 4            | 14 | 1 hour     | -4 Log     | 1 hour     | -2 Int           | 4gp    |
| Type 5            | 14 | 1 hour     | -4 Int     | 1 hour     | -2 Log           | 4gp    |
| Type 6            | 12 | 1 hour     | -2 Str     | 1 hour     | -1 Ag            | 1pp    |
| Type 7            | 12 | 1 hour     | -2 Sta     | 1 hour     | -1 Str           | 2pp    |
| Type 8            | 12 | 1 hour     | -2 Ag      | 1 hour     | -1 Str           | 2pp    |
| Type 9            | 12 | 1 hour     | -2 Log     | 1 hour     | -1Int            | 2pp    |
| Type 10           | 12 | 1 hour     | -2 Int     | 1 hour     | -1 Log           | 2pp    |
| Type 11           | 14 | 5 rounds   | -2 Str     | 2 rounds   | -1Str            | 4pp    |
| Type 12           | 14 | 5 rounds   | -2 Ag      | 2 rounds   | -1 Ag            | 30pp   |
| Type 13           | 14 | 5 rounds   | -2 Sta     | 2 rounds   | -1 Sta           | 30pp   |
| Type 14           | 14 | 5 rounds   | -2 Log     | 2 rounds   | -1 Log           | 30pp   |
| Type 15           | 14 | 5 rounds   | -2 Int     | 2 rounds   | -1 Int           | 30pp   |
| Type 16           | 16 | 1 round    | Paralysis* | 2-8 rounds | -2 Ag            | 200pp  |
| Type 17           | 16 | 1 round    | Sleep*     | 2-8 rounds | -2 Ag            | 100pp  |
| Type 18           | 14 | 1 round    | Paralysis* | 2-8 rounds | -1 Ag            | 80pp   |
| Type 19           | 14 | 1 round    | Sleep      | 2-8 rounds | -1 Ag            | 80pp   |
| Type 20           | 18 | 1 hour     | -4 Sta     | 1 hour     | Death**          | 5,00pp |

\* These effects last until the secondary effect takes effect.

\*\* A character who is killed by a toxin who miraculously returns to life does not have to worry about the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

| Name/Type         | DC | Onset Time | Effect     | Delay      | Secondary Effect | Cost  |
|-------------------|----|------------|------------|------------|------------------|-------|
| Injected/Natural- |    |            |            |            |                  |       |
| Type 1            | 16 | 1 round    | -4 Str     | 2-8 rounds | -2 Ag            | 1sp   |
| Type 2            | 16 | 1 round    | -4 Sta     | 2-8 rounds | -2 Str           | 5sp   |
| Type 3            | 16 | 1 round    | -4 Ag      | 2-8 rounds | -2 Str           | 4gp   |
| Type 4            | 16 | 1 round    | -4 Log     | 2-8 rounds | -2 Int           | 4gp   |
| Type 5            | 16 | 1 round    | -4 Int     | 2-8 rounds | -2 Log           | 4gp   |
| Type 6            | 15 | 1 round    | -2 Str     | 2 rounds   | -1 Ag            | 1pp   |
| Type 7            | 15 | 1 round    | -2 Sta     | 2 rounds   | -1 Str           | 3pp   |
| Type 8            | 15 | 1 round    | -2 Ag      | 2 rounds   | -1 Str           | 10pp  |
| Type 9            | 15 | 1 round    | -2 Log     | 2 rounds   | -1Int            | 10pp  |
| Type 10           | 15 | 1 round    | -2 Int     | 2 rounds   | -1 Log           | 20pp  |
| Type 11           | 18 | Instant    | -2 Str     | 1 round    | -1Str            | 40pp  |
| Type 12           | 18 | Instant    | -2 Ag      | 1 round    | -1 Ag            | 40pp  |
| Type 13           | 18 | Instant    | -2 Sta     | 1 round    | -1 Sta           | 40pp  |
| Type 14           | 18 | Instant    | -2 Log     | 1 round    | -1 Log           | 40pp  |
| Type 15           | 18 | Instant    | -2 Int     | 1 round    | -1 Int           | 40pp  |
| Type 16           | 20 | Instant    | Paralysis* | 2-8 rounds | -2 Ag            | 80pp  |
| Type 17           | 20 | Instant    | Sleep*     | 2-8 rounds | -2 Ag            | 80pp  |
| Type 18           | 18 | 1 round    | Paralysis* | 2-8 rounds | -1 Ag            | 50pp  |
| Type 19           | 18 | 1 round    | Sleep      | 2-8 rounds | -1 Ag            | 50pp  |
| Type 20           | 25 | 1 hour     | -4 Sta     | 1 hour     | Death**          | 100pp |

\* These effects last until the secondary effect takes effect.

\*\* A character who is killed by a toxin who miraculously returns to life does not have to worry about the toxin in his system requiring another save as the poison is exhausted after the secondary effect occurs.

**Notes on poisons:** It must be noted that contact or ingested poisons take longer to take effect because they have to enter the victim's system and then enter into the victim's bloodstream through absorption. Injected and most natural poisons are delivered straight into the victim's bloodstream and so they tend to affect the victim faster.

Damage to the victim's attributes is temporary and is dealt with in the same manner as other forms of ability score loss. Note that with the exception of Stamina damage, Attributes cannot be dropped below zero. Stamina damage however that would result in negative Stamina requires a Fortitude save against the poison's DC with a penalty equal to how many points under zero the victim's Stamina would drop to and if they fail the poisoned character dies, otherwise the character is unconscious and if he can get medical attention by the end of the round there is a chance he can be saved, otherwise they will die.

#### **Tunneling (Str) Trained only**

A Character with this skill is able to dig a tunnel unnoticed. The character can attempt this skill with any object that he can use to excavate with including his bare hands if need be.

**Check:** The Character must succeed on a Skill roll against a difficulty determined by the type of earth the character is excavating through as shown below:

| Type of Earth    | Level | Difficulty | Time required/50' |
|------------------|-------|------------|-------------------|
| Sand/Loose earth | 1     | 15         | 5 hours           |
| Packed Earth     | 2     | 20         | 10 Hours          |
| Rock             | 5     | 25+        | 30 hours          |

**Retry:** Failure usually means that the tunnel collapses which allows the character to retry as if the material was of the next easiest level.

**Special:** If the tunnel collapses on the character he will suffer 1d4 points of damage/level of the material he is digging through, and may eventually die of suffocation.

# The Universal Role Playing System (URS)



Adventures limited only by your  
**Imagination**