

In late September, 2006, a Craike Enterprises test facility, code named "Proteus," located deep in the plains of America's heartland, ended over a decade of research into the mysterious "Experiment 307" when the site erupted into a pillar of ash, debris and plasma spotted from as far away as St. Paul, Minnesota.

Early telemetry gathered at Cheyenne Mountain and nearby Peterson Air Force Base implicated the blast, and the resulting tectonic after effects, as the result of a nuclear assault, and within minutes, the crater-remnants of Proteus Facility swarmed with military personnel, arriving in time to find a professional clean up crew scouring the wreckage.

When ordered off the scene, the Craike personnel complied without hesitation, but even so little remained for military officers to make an accurate assessment of the events which transpired prior to the detonation, and the absence of significant background radiation belied earlier assumptions of nuclear weaponry.

Never the less, the Pentagon ordered the site closed, all of the project's records turned over and the incident covered up until the destructive capabilities of the incident could be evaluated and the dangers weighed against the potential for a new, and relatively clean, weapon of cataclysmic power. For the time being, even Congress was left out of the loop, and the investigation was transferred to the military's ETI Project, buried deep under Cheyenne mountain.

Meanwhile, the only two survivors of the Legacy Incident - the project head Dr. Gabriel Marsh and his creation, the original Legacy mutation, Jack Taylor - made their way southwest, away from the carnage to settle in an abandoned ranch tucked neatly away somewhere between Santa Fe and Denver.

From this haven, lost among the endless plains of the south west and the earliest foothills of the New Mexican Rockies, Marsh continued his work on "Experiment 307," and watched as the aftermath of his work spread like a plague across the world.

Within days, the theory of Genetic Deviance had grown from amusing bi-line in disreputable tabloids to front page news for every paper in North America, and the subject of round table discussions on every late-night program in the western world. Genetic Deviants flooded talk-shows and media the nine o'clock news, demonstrating uncanny abilities and all too often demanding some explanation for what happened to them.

It didn't take long for a team of researchers at the Center for Disease Control and Prevention - led by Dr. Isabelle Montgomery - to isolate the retro-virus and its unfathomable effects on human genetics. Dubbing the infectious organism the "Bedlam Virus," the Dr. Montgomery brought her discovery before the United States Congress just hours before the infamous D.C. brawl that would leave more than half a dozen dead, and Senator Oliver Machonagy's daughter in a coma.

Growing ever more fearful of the fate that would inevitably await him, should his connection to the Bedlam Virus ever be uncovered, Marsh watched in horror as the Machonagy Bill sped eagerly through congressional debate and over the president's desk. Inside a week, similar legislation passed through the Canadian Parliament and Mexico's Congreso de la Unión - even France, Germany and the UK announced discussion of similar acts as the first handful of their citizens began to demonstrate the unusual symptoms associated with the Bedlam Virus.

In response to the Machonagy Bill and its contemporary legislation around the globe, Marsh set out to assemble around himself an invincible wall, and unstoppable army of genetic deviants to protect the good doctor from the inescapable consequences of his research.

Armed with a unique understanding of the Bedlam Virus and the charismatic appeal of Jack Taylor's persona as "Polycron," Marsh found easy prey in the fearful and segregated youths affected by Experiment 307's disastrous conclusion. Offering promises of "Hearth, Home and Hope," he dispatched Polycron across the globe, rallying every Genetic Deviant he could find to the cause.

Infusing his young followers with propaganda carefully rendered to instill unwavering faith in not only the cause of self-preservation, but Marsh himself, the doctor assumed the dual roles of loving patriarch and brilliant general. In less than a year after the Proteus Incident, the residents of Legacy Crossing began to leave their isolated ranch in trained and toned regiments, sent out into the world for the purpose of seeing any perceived threat undone before it could ever be arrayed against them.

Richmond, Virginia broke ground for the first "Machonagy School," in late 2007 after prolonged debate regarding the danger posed by empowered children in public schools. Legacy Crossing saw the institution as a prison for the genetically deviant and dispatched a handful of the organization's more destructive members set about sabotaging its construction, while some of the doctor's most capable minions set about punishing the citizens of Virginia for their prejudicial indiscretions via a series of robberies that crippled every bank from Richmond to Norfolk.

After the half of the Las Vegas strip banned Genetic Deviants from their establishments in reaction to allegations of cheating in the gambling scene, Otto Bolrich and Angela Vanderbilt (both Genetically Deviant German immigrants trained at Marsh's "Legacy Crossing" ranch) took the opportunity to do their former mentor proud, pillaging the vaults of six casinos and burning three more to the ground before exposing. The rash of attacks - none of which was ever definitively connected to either Bolrich and Vanderbilt, or the Genetically Deviant community at large - only stopped after Nevada state legislature was passed, denying any business to deny service to an individual based on their genetic disposition.

When the citizens of Latvia began open protests against their government's lenient stance on the position and rights of Genetic Deviants, Marsh sent Polycron, Nightmare, and Velvet to aid the country's military in stemming the riots - without the Prime Minister's request, or even approval.

Dr. Isabelle Montgomery, now a distinguished laureate for her discovery of the Bedlam Virus and her work in managing and undoing the disease's effects on the human genetic code, found herself the target of repeated assassination attempts before her lab burnt to the ground one cold November night as she lay in a hospital bed in New York City's Sacred Hand Hospital, recovering from plasma burns and life-threatening lacerations delivered by an pair of angry Legacy Crossing supporters, just hours before.

The news of this assault broke the next morning - side by side with the announcement that Craike Enterprises, the world leader in advanced weapons and armor technologies thanks to the aid of a Genetically Deviant think tank known to the outside world as "Deepdive," would be the first to charter a civilian anti-empowered-terrorism unit as per the Machonagy Bill.

Deepdive quickly proved itself in combat against the original Genetic Deviant himself. When Jack Taylor, joined a less experienced unit on a simple abduct-and-assimilate job at a small town college in southern New Jersey, the team of would-be heroes squared off against Polycron's unfathomable destructive potential as he covered a strategic retreat.

Neither side claimed victory in the ensuing battle. Deepdive suffered numerous casualties, but managed to keep collateral damage at a minimum, even rescuing several of the students from Legacy Crossing's grasp. At the end of the day, Deepdive had proven that even the mighty Polycron could be beaten, but at no small cost. Over a dozen of their agents lay in body-bags, and almost forty others injured, while Legacy Crossing not only

escaped, but did so with their primary objective in tact - a young co-ed named Danielle Rice, who would one day take on the mantle of "Feedback."

Even as Deepdive and Legacy Crossing settled in, entrenched opposite one another in an epic conflict spanning the world over, other, far more ancient powers chose to take advantage of the opportunity presented by the Bedlam Virus and its chaotic effects on the political climate.

**Ameilla Dimico: "So, Miracle Girl..."**  
**Miracle Girl: "Ung. What a silly name."**  
**AD: "I'm sorry. What should I call you?"**  
**MG: "Oh, don't worry none over it, honey. 'S better than mah real name, anyhow."**  
**AD: "Right then. So, Miracle Girl, when after the first cases of Bedlam Disease made the headlines did you realize that you, too, had contracted the virus?"**  
**MG: "Ya'll mean when did ah get these shiny powers?"**  
**AD: "Precisely."**  
**MG: "Well... Must'a been about four years old when the lightnin' struck that ol' oak out front of grandad's place."**  
**AD: "And that was you're fault?"**  
**MG: "Seems so, as it turned out. Just got weirder from there."**  
**AD: "But, that must have been at least twenty years ago."**  
**MG: "Somethin' like that. ...Yeah. Sounds about right."**  
**AD: "That's amazing."**  
**MG: "Ah thought so too, at first. Now it's just old hat. Stuff like that happens all the time, these days, what with these GD-kids (am I allowed to call 'em that?) thinkin' on robbin' banks 'n all."**  
**AD: "The first documented cases of Bedlam Disease didn't appear until just over a year and a half ago. How do you explain such a radically early manifestation?"**  
**MG: "Well, simple. Ah ain't no GD."**  
**AD: "I believe the politically correct term is 'Empowered'."**  
**MG: "Sorry, Amy, but that just don't work as nice's ever'body thinks. See, ah get that whole 'Empowered' thing for sure. You done seen it, or ah wouldn't be here now would ah? Still, mah genes fit nice and snug like this pair ah got on now. Not much'a an 'umbrella term,' if'n it don't catch ever'body, now is it?"**  
**AD: "Then, where did your powers come from?"**  
**MG: "Magic, hon. Good, old fashioned hoodoo."**  
**AD: "Are you getting this? Mike, please tell me we're getting this..."**  
**-TRANSCRIPT, "Miracle Girl ... Magical Girl?" (c) KCDA**

While Marsh's army, and that of his former employer squared off in the first battles of what would become the first true genetic war in the history of mankind, a handful of mysterious figures made their presence felt throughout the globe, following just behind the curtain of Genetic Deviance enveloping the planet one nation at a time.

Fighting off the empowered menace to bring justice when conventional methods floundered, these vigilantes demonstrated abilities often unlike those they battled, and courage beyond their means. Many chose to operate from the shadows, hiding their identities from the ever watchful gaze of the press, and the authorities hounding their every move with the intention of tossing them in prison alongside the very criminals they'd brought low.

Of all these so-called heroes, glorified in the eyes of the public, but

vilified by the letter of the law, none ever managed to attain such renown as the self-appointed guardian angel of Texas.

Dubbed "Miracle Girl" for her phenomenal, last minute rescues and the astounding powers she employed in the fight against any and all empowered threats, she cemented her place in the spot light by offering the first interview of

its kind to a local news program - KCDA News At Six, with Amiella Dimico.

Originally intended as a means by which to reconcile the civilian and law enforcement viewpoints regarding empowered vigilante activity, the KCDA interview took a turn for the more interesting when Miracle Girl announced that her powers came not from the Bedlam Virus, or any manner of Genetic Deviation, but a finely honed mastery of arcane talents and skills handed down from one generation to the next over the course of human history.

Every news program in the country ran the KCDA interview over the next three days, and educated professionals across the western world debated the validity of Miracle Girl's claims in heated shouting matches open to the public. When the dust settled, a majority of educated society decried the announcement as nothing more than a clumsy, if brutally effective, attempt to gain publicity for the cause of independent licencing similar to the organizations chartered under the Machonagy Bill.

Furious at the general public's refusal to believe her claim, Miracle Girl submitted to a blood sample analysis administered by Deepdive's own Werks-Three. The official announcement was made just days later, stating that not only had the Bedlam Virus been found in the sample, but irreversible alterations had been made to her genome in line with the effects of Bedlam Disease.

Immediately, Miracle Girl severed all contact with Deepdive, effectively ending negotiations between herself and Chapel-One for his support towards independent licencing, and turning down an offer from Craike Enterprises CEO Aleck Craike to join the team at a six figure salary.

To this day, Miracle Girl continues her activities without the support of any organization, and in direct defiance of state and federal laws designed expressly to inhibit those like her. Although she refuses to submit to a follow-up test, she maintains that the origin of her powers rests in the ancient arcane, even conducting regular interviews across the country in an effort to convince the world of her claims, but no amount of proof seems to be enough to sway the minds of more than a few.

While her efforts did little to aid the scattered magical population, the evident unwillingness to believe demonstrated by humanity opened a door to the truest horrors of creation, long relegated to myth, legend and mis-interpretive fiction.

Throughout the Western world, demons, angels and their servants began to slip out of the shadows, bringing their ancient conflict into the world and adding thousands of civilian casualties to their unending war over the course of days. With little choice but to intervene, Deepdive pulled its alpha team out of the fight with Legacy Crossing and sent Chapel-One, along with Apostasy, to stand between what was originally reported as gang violence, made all the worse by devastating empowered abilities.

Even with six months of combat experience against the might of Polycron, Feedback and others under their belts, nothing could prepare Deepdive's leader or his second in command for the onslaught of demonic power arrayed against them.

Locked in battle with an entity identifying itself only as "Corrigan," both of Deepdive's most highly decorated agents were seriously injured while attempting to end the self-proclaimed demon's march of terror across the eastern coast of the United States. Just a mile off the northern edge of Manhattan Island, Apostasy and Chapel-One found themselves disabled after attempting to rescue a ferry after a distress call was placed, regarding a mysterious, empowered assailant.

Corrigan's trap sprang before either could react, and, with their armors badly damaged; without hope of reinforcements, each scrambled for a method to defend themselves as they floated, helpless in the water as a monster beared down upon them.

Ironically enough, it was Feedback and Polycron who came to their aid.

Abandoning a carefully orchestrated public appearance over Times Square after their lightshow and staged heroics were upstaged by the announcement that a pair of national heroes prepared to meet their deaths. Without hesitation, Feedback urged a rescue, but it was not until receiving a communiqué from Marsh that Polycron relented.

With a Channel 27 News Crew hovering overhead, the two most wanted genetic deviants on the planet fought off a proposed "demon," and rescued their arch rivals from certain death, only to disappear before authorities could arrive on the scene.

For a time, the conflict between Legacy Crossing and Deepdive agents around the globe seemed to cool. Craike Enterprise's soldiers tended their wounds, while Dr. Marsh and his loyal hounds contemplated the detriments of their image against the cause for survival.

Still, after the initial wave of recruits driven to the ranch by that showing of human decency and compassion stemmed just weeks later, things returned quickly to normal when a plan was hatched to take advantage of favors owed before they expired, and gain a sizeable leg up on Deepdive's operatives at the same time.

After staging a violent altercation between Polycron and a sizeable chunk of Legacy Crossings other forces that demolished several abandoned structures just north of Austin - a conflict attended by Miracle Girl, along with several dozen local empowered, all bent on seeing the battle ended short of civilian bloodshed - Marsh's agents leaked a rumor to the press that the poster boy for Genetically Deviant terrorism had changed his stripes, cut himself off from the organization and sought refuge among Deepdive.

The story caught like wildfire, beating Polycron to the “Rhadamanthus Facility,” an empowered holding prison outside of San Diego, California, by days. Found unconscious on the facility grounds shortly after midnight, he was taken in only after the command was given from Deepdive command at the “Delphi Tower” in New York. Inside Rhadamanthus, he was cared for by a handful of the most capable physicians from around the globe - most notably, Dr. Isabelle Montgomery who took the opportunity to extract tissue and blood samples to aid in her work.

Chapel-One, Apostasy and Werks arrived on scene within hours, in time to watch as an explosion of plasma tore through the eastern wing of the facility, igniting a fire that all but gutted the laboratories and half the structure’s containment cells.

When at last the flames were squelched, not a single prisoner remained, and Polycron was long gone. Among captives freed, and now loyal - at least partially - to Legacy Crossing, was a disturbing creature of unknown origins, a creature half woman, half beast known to Deepdive staff only as “Draconis.”

Explained in broken English, stilted with a thick, Asian accent of indeterminable origins, the entity’s claims of aeons trapped beneath and a direct lineage to some mysterious, draconic ancestry were discarded out of hand by the majority of Legacy Crossing. Still, the tale of her past seemed to stir within Marsh a fascination, an obsession, with the potential for truth in it - an infatuation which eventually led to the unfortunate circumstances of the *Hoshiko* emergence.

Slowly, the doctor assembled a team of unknowns from among the deepest dredges of the Legacy Crossing community.

Angela “Mindspike” Gibbens, a capable telepath with a tendency for pacifism over action, Andrew “Babel” Moore, a shape-shifter gifted in the art of languages, and Rachel “Oculus” Swaan, a brilliant, and Genetically Deviant Sorceress whose intellectual capacity and technological equipment was more than a match for anything not cooked up by Werks-Three himself.

Together, with Draconis to guide them, they were dispatched to the Orient in search of proof regarding the dragon-woman’s origin, and others like herself to Cross the Rubicon into the good doctor’s private army. The expedition itself was short lived, but the results sent a shockwave out through the Far East from which much of the region has yet to recover.

After Draconis’ nature was revealed, representatives from the *Ying-Lung* and *Mang* descended upon the Legacy Crossing contingent from all sides. Announcing themselves with long, occasionally redundant, recitations of family lines and superfluous titles, the *Hoshiko* demanded that Draconis be released to their care, and attempting to force all three Americans across the border into India.

For a time, these efforts were resisted, but eventually wind of Draconis’ existence reached the *Tatsu* still hiding among the people of Japan. Shortly, verbal battles and veiled threats erupted into all out war between Legacy Crossing and the *Hoshiko* as a whole after sequential attempts by the *Tatsu* to assassinate the proposed ancestor of their generations old enemies nearly found success. In the end, almost a thousand regimented and trained Legacy Crossing soldiers found their way East to join the conflict dubbed “The Dragon War” by the press at home, but even with the might of Polycron, Feedback, Nightmare and others at their side, Marsh’s empowered army proved simply incapable of fending off the more than ten million *Hoshiko* that hounded his agents’ every move.

Inevitably, the armies of China and Korea, along with the JDF marched into the fray when the civilian death toll broke into the thousands, and collateral damage from the conflict rocked on the trillion dollar value.

When a call for Deepdive’s assistance was placed by the Japanese Prime Minister, shortly after Draconis vanished during an altercation between Polycron and over a dozen *Ying-Lung*, Marsh’s forces were at last recalled to the states. The Dragon War cost Legacy Crossing greatly, but the wealth of knowledge gathered by Mindspike, Babel and Oculus soundly outbalanced the combined detriments of soldiers lost, and the inability of his agents to recruit a single *Hoshiko* away from Asia.

With a list of pedigree a mile long at their disposal after countless rambling self-introductions, Mindspike, Babel and Oculus were dispatched to scour the nation for any soul likely to carry the ancient powers of *Hoshiko* heritage in their blood.

They succeeded in tracking down Tsubasha Shino, the son of two third generation Japanese Americans both with

**“I was standing there, holding the camera and ... and it was just amazing. Here’s Colonel J. Spencer, Chap himself, trying to shake hands with the most dangerous guy whose ever lived. And the bastard won’t even shake back!**

**“Felt like I was watching Churchill offer Hitler a cup of tea, while Mussolini and Patton watched from the sidelines, and the sonofa gun just crinkles his stupid looking mustache and walks off.**

**“Like he’s too good to accept a little gratitude from a bonafide American hero?**

**“I tell ya, if I’d had something besides that big old camera to club that damn baby-killer with, I just might have done it. ...And to hell with the consequences.”**

**-James Coltson,  
Photographer for the WKBD  
Channel 27 News Helicopter**

ancient *Tatsu* blood running thick in their veins. A resident at St. Dymphna's - an asylum for the mentally ill. Diagnosed with Schizoaffective Disorder and committed four years earlier, just days before the appearance of the first Genetic Deviants, Shino nevertheless maintained that the spirits of his ancestors flooded his consciousness at regular intervals, taking control of his body to re-experience life through his senses.

Meanwhile, Dr. Isabelle Montgomery and her research into the Bedlam Virus had been moved from the decimated Rhadamanthus Facility, to Deepdive Headquarters at the Delphi Tower in New York. There, she began to unravel the secrets of Marsh's masterpiece, and her research combined with some of Werks' most delicate equipment to

develop long range sensors capable of detecting the disease and identifying its carrier in life forms up to a kilometer away.

In less than a week, every Deepdive unit was equipped with at least one HOUND sensor array, and each major facility sported a number of the devices granting it full coverage of the surrounding area and rendering them all but impenetrable by any agent of Legacy Crossing previously encountered by, and therefore on file with, Craike Enterprises' elite military force.

*TO BE CONTINUED...*



# LEGACY CROSSING

A WORLD SETTING FOR THE  
LUCID GAMING SYSTEM VERSION 3.0.1

**A very, very special thank you goes out to our testers,  
Cameron, Drew, Matthew, and Nathan.  
Oh, and Apple too. He's got a section named for his antics. Ask him about it, I'm sure  
he'll be more than happy to tell you about his teeth-punching habits.**

**Without them, we'd be releasing daily updates instead of monthly. Thank you for all of the  
help you have given us guys. You're awesome.**

**(You'd never guess the kinds of stuff they come up with. It's a little ridiculous really. -Ed.)**



# LEGACY CROSSING

## THE POLITICS OF THE AGE

### **Meta-Humans Around the Globe:**

While the Legacy Incident has changed the lives of countless millions, granting powers and abilities far beyond those of mortals to men and women of every race, status and nationality the world over, the brunt of its impact strike the United States, and Canada where sheer numbers have left the population with no choice but to treat the resulting meta-humans are met - at least officially - with cautious acceptance.

Elsewhere, this is not the case.

In the Amazon and other untouched tribes throughout the world, rain conjurers and nature masters are treated as revered shamans, or even deities. Meanwhile, often just miles away, teleporters are chased through littered streets and the corpses of those physically malformed by the retro-virus hang heavy from the limbs of trees, swinging effigies knocked about in the wind.

Europe, the staging ground for endless conflicts between the Third Hand and the Armies of Hell since the height of the Roman Empire and rife with tales of werewolves, vampires, dragons and a near infinite assortment of other monsters that compose western mythology, treats its meta-humans with suspicion and fear. In the west, the law provides some measure of protection for the genetic deviants among the populace, and other, more dangerous creatures who have taken this opportunity to slink out of the shadows. Perhaps even more interesting, is a resurgence in youthful fascination with old mythology leading to themed night clubs where normal people are welcomed to masquerade as blood sucking fiends and even the most horrific of creatures are invited to "perform."

The fractured nations of the former Soviet Union, with its vast, rural expanses where even the most basic of laws are all but impossible to enforce, do what they can to defend their citizens from one another - or prepare them for battle. While many states have taken to employing meta-humans in their militaries, government sponsored abductions are almost commonplace among the empowered of eastern Europe.

In the Middle East, even representatives of the Third Hand are seen as demons, hunted without mercy and put down like ravening animals. In a land where even the servants of heaven are deliberately brought low by military weaponry made readily available to civilians, there is little room for the less exalted creatures of this age.

Perhaps even more dangerous, the *Hoshiko* of Asia guard their borders against any and all other threats from the

meta-human community. Fearing that genetic deviance will not only pollute their ancient and sacred blood, but introduce new, undesirable factors to their grand conflict, many among the *Mang* and *Ying-Lung* track any who enter their lands, harassing them until they leave, or slaughtering those recalcitrant enough to stay. The *Tatsu*, on the other hand, hunt for sport - and they've demonstrated an inhuman aptitude for it.

For all their power, the world is more dangerous than its meta-human population would ever care to admit. For all their strength, there is no lone entity in all of creation that might withstand the combined might of humanity and all its six billion souls.

Because of this, regardless of what they once were, or where they come from, the empowered walking the Earth will ever be strangers among humanity.

### **Population and Distribution**

It is estimated that around 3 percent of the Earth's 6.75 billion inhabitants are meta-humans of one sort or another, and with over 205 million empowered individuals living on this planet, the prevalence of meta-powers can sometimes be overwhelming to the normal, everyday people just trying to live their lives from one day to the next.

Of these, 184.5 million (about 90 percent) are genetic deviants of one strain or another, with the most prominent concentration found in North America where 36.12 million of its 301 million citizens (roughly 12 percent, far and away the thickest population in the world) exhibit powers and abilities beyond those of their un-empowered peers. Canada and Mexico share a similarly heightened deviance rate, hovering at around 9 percent, or 3 million and 9.78 million, respectively.

In Europe, the average rate of genetic deviance is 2.5 percent, or just over 16.68 million, while the UK has an only marginally greater density of 3 percent, with approximately 1.8 million genetically empowered citizens spread out through her majesty's domain.

Although it reports less than a 1 percent rate of meta-human activity, Russia, with its steep population decline, boasts an artificially dense genetically deviant population of around 11.3 million or 8 percent - remarkably higher than that of China or India, both weighing in at approximately 3 percent and yet nowhere near as impressive as the raw statistics of 39.65 million Chinese and 33.9 million Indian genetically empowered citizens.

Even with these remarkable numbers, over 32.27 million genetic deviants dwell throughout the rest of the world, often unnoticed, but just as commonly loathed by those around them.

Tracking the appearance of genetic deviants throughout the world is a difficult and time consuming chore, and the estimates are rough at best, but even more challenging is the task of cataloging other, less recent meta-humans, many of whom have had centuries to perfect the art of remaining hidden from outside observers.

Roughly 20.5 million empowered individuals unaffected by the fallout of the Legacy Incident make their homes around the planet.

An estimated ten million *Hoshiko* fight amongst themselves in the Far East while an endless war between light and dark ravages Christendom and all the lands touched by it with over four million Inspired soldiers clashing against one another as they have for millennia. In the meantime, the New Age revolution continues to sweep the globe, giving rise to a proposed six million true sorcerers with the understanding and talent to wreak havoc among scientific institutions who once called them crack pots and incompetents.

More toilsome still is the demand to calculate the populations of meta-humans too few to number on any traditional census, and often heartily disinclined to appear for a head count - the vampires and demons, primal forces and even extra terrestrials who walk among us.

It's anyone's guess how many of these exotic creatures there are, let alone where they travel and what they're capable of doing if push comes to shove.

### **The United States and the Machonagy Bill**

After the Legacy experiment erupted in an isolated laboratory in the heart of the American plains, the first genetic deviants began to appear the very next morning as far away as New York, Vancouver and Guadalajara, Mexico.

One of these first empowered was Anna Machonagy, the daughter of Oliver Machonagy, a republican senator from Idaho, who woke to discover herself floating three feet over her bed. With great difficulty, Anna mastered her latent telekinetic abilities without her father's notice, hiding all evidence of her talents from those around her until a street brawl turned meta-powered battle left seven dead and over two dozen more wounded in downtown DC. Only Anna's interference prevented the death toll from rising higher, but injuries sustained during the conflict left her in a coma from which she has yet to awaken.

This tragic event, and others like it across the nation, inspired the US Congress to draft legislation forcing empowered individuals to pursue licencing for the public use of their abilities, similar to a concealed weapons permit, and the creation of a federal profile detailing any

convicted, meta-powered criminals not unlike the National Sex Offender Registry.

Gaining this permit is a simple process akin to earning a driver's license. There is no age requirement, and all costs are footed by the state, with the notable exceptions of New York and Florida, and all the applicant need do is prove sufficient mastery over his or her abilities to make use of them without endangering those around them, while enduring a number of distractions designed to simulate the stress of an uncontrolled environment.

However, the penalty for unlicensed, public displays of meta-powers varies from a steep fine of no less than five thousand dollars, to fifteen years in prison in addition to any traditional penalties such actions might ordinarily incur.

Dubbed the "Machonagy Bill," this legislation also allows for the founding of publicly funded, optionally segregated educational institutions devoted to the special needs of genetically deviant and other empowered youth. While highly recommended, attendance to such academic establishments is not mandatory for those with special powers. It is a concession well made, as the four such institutes founded since the bill's signing are capable of hosting less than nine thousand students in total - a far cry short of the nation's estimated nine million empowered.

Lastly, the bill permits the licencing of organizations among the private sector devoted to seeking out and apprehending criminal meta-humans without harassment from local or state authorities, provided that no other laws are broken and due process is followed. To date, only Craike Enterprises' Deepdive has taken advantage of this allowance, but others are likely to follow.

Although there is no concession made for individuals to perform similar duties in the tradition of private investigators or other legalized vigilantes, and no lone individual could possibly afford the exorbitant costs of filing for organizational status, a number of gifted would-be heroes - such as an enigmatic heroine in Texas dubbed "Miracle Girl" by the local press - throughout the country have begun campaigns of grandiose displays of their potential and inspired an avalanche of letters pleading with Capitol Hill to allow them the same freedoms to perform with impunity as Deepdive.

Perhaps the most unusual aspect of the Machonagy Bill is the relative ease with which it slipped through both houses of Congress and over the desk of the President. With empowered robberies striking every major city from New York to Bangkok, genetically deviant terrorism running amok around the globe and meta-powered school yard fights obliterating suburbs across the states, the American people offered near unanimous support for any legislation that promised to defend them from these once unthinkable dangers.

### **The Curious Advent of Empowered Clubs**

When media around the world began running stories of gifted men and women, analysts predicted a wave of hate and prejudice to erupt, resulting in riots and bloodshed in even the most developed nations. While this has certainly proven true in many ways, there is a single phenomenon that acts as evidence starkly to the contrary.

Frequently built in abandoned warehouses, factories or other large-occupancy, small-accessibility locations, so called "Empowered Clubs" originated in the UK and quickly spread throughout Europe and into the western world.

Designed around the idea that everyone wants to be "truly special" and only about three percent of the global population actually is, these unusual night clubs offer the opportunity for anyone with enough cash for the often impressive cover charge to pretend at being something they aren't, or simply be who they are, without any pressure in either direction.

The clubs are considered a private setting, so even those founded in the US, and other nations with legislation similar to the Machonagy Bill, are permitted to allow their guests entrance without demanding to see a licence for any powers they might claim to have - often accompanied with an impressive and elaborate description of abilities that in most cases don't even exist.

Ironically enough, most Empowered Clubs see attendance just short of a thousand bodies a night, and might find themselves hosting six actual meta-humans in any given week.

Seeking to change this simple fact - one that might run off their clientele if the truth ever spilled out - many of the more prominent establishments have instituted policies that greatly increase their empowered guest list.

"Clutch" outside of Manchester, one of the first Empowered Clubs to sprout up, hires on professional meta-humans to mingle with the crowds, paying them by the hour at rates determined by the extravagance of their abilities. Similarly, "Ibbie's" on Manhattan Island offers a crisp twenty dollar bill to anyone with a meta-licence who stays on the premises for over an hour, and free access to the bar after the second.

Still others have taken the concept of a nightclub where a man with deep pockets can pretend to be something bigger than himself even further.

In Amsterdam's "Wunderverein" wealthy guests pay by the hour to enjoy the company of meta-humans who take fifteen percent off the top to enjoy drinks they don't have to pay for and laugh at all the right jokes, while making casual use of their abilities in a relaxed, fine Italian leather dressed setting.

Even more outlandish is "Baise" in Paris. In darkened rooms of velvet pillows and candlelight, up to half a dozen every day men and women gladly hand over hundred of

euros to writhe and moan against the press of their own, perfectly proportioned, empowered companion. Announcing themselves in the quietest of circles as "vampires" and "succubi," these lovely courtesans exhibit talents and abilities not unlike the mythical creatures they claim to be, and accept payment by the caress.

Outstripping even the dangers of "Baise" and its genetically deviant "vampires," are the hundreds of similar establishments that have sprouted up across Europe and begun to spread out into the States, where such claims are, in fact, true. Treacherous institutions of real monsters masquerading as actors playing at their horrible nature, and staging grounds where money is collected and their dark ranks swell.

However, despite the potential for debauchery and horror, most Empowered Clubs are upstanding businesses that offer an entertainment experience all their own where the only vice beyond drink, flesh and all the other mild depravities of the nightclub scene is a lie everyone has agreed to tell each other.

#### **Living Weapons, the Military and World Intelligence**

In a world where children possess more destructive potential than any conventional weapon, it was only a matter of time before military powers around the globe seized onto the possibility of real super-soldiers.

Every nation has implemented some manner of program intended to train their empowered citizenry in the control of their abilities, and employ them with precision and efficiency during the heat of battle. Although the methods by which this is accomplished vary widely from one government to the next, each has proven remarkably effective in their own way.

The United States, and most of the western world, encourages meta-humans of every variety to serve in all manner of governmental capacity, using educational grants and superior compensation to entice the qualified.

Mind readers and precognitives aid the CIA, FBI and local law enforcement, while all branches of the US military train regiments of meta-powered soldiers for covert operations and precision strikes against highly secured targets. The Marine Corps' "Sand Rats," most notably, have earned a measure of fame at home and infamy abroad during their frequent deployments into the Middle East and across the globe towards the mission of impeding meta-human terrorism.

Similarly, the French "Quai des Orfèvres", Germany's "Bundeskriminalamt" and Scotland Yard have all taken to inducting agents with unusual qualities that aid in their investigations, from invisible genetic deviants employed who trail crime bosses to mind-altering sorcerers who delve into a suspect's mind in preparation for a sting.

Meanwhile, Japan has adopted all manner of empowered individuals into its police force and the JDF, making use of their impressive capabilities to aid in nation defense against

outside aggression. However, a rash of inexplicable and horrific murders throughout her many islands, but concentrated primarily in Tokyo, Osaka and Kyoto, have forced the nation to turn its attentions ever more inward, in hopes of ending the brutal killings and bringing the perpetrators to justice before empowered vigilantes decide to take matters into their own hands.

Taking a more direct approach, the Chinese have drafted *Hoshiko* into the military alongside genetic deviants and other, more exotic creatures, using them to serve as a supplement for the more conventional fighting force, rather than as independent regiments.

Within the former Soviet Union, rumors abound of the "Khudavischa," - a secret army composed entirely of blood sucking fiends and aberrations, half man, half beast, held in check only by powerful psychotropic drugs and all too often precarious mental conditioning. While Russian denies the claims on the world stage, claiming them to be nothing more than gross misinterpretation of genetic deviance and frightened superstition, suspicion remains over the nations unusually low meta-human density - less than one-half of percent as compared to the global average of one empowered in every fifty souls.

#### **Division Among the Populace**

Even outnumbered more than 32 to one, the meta-human population around the globe seems intent on warring against itself rather than seeking out a place in the new world forming around them. With their focus directed inward, many are concerned with the threats arrayed from within, most are simply oblivious to the damage their conflicts are having on the communities they occupy and their relations with base line humanity.

America's unusually high rate of genetic deviance has, inevitably, led the demolition of whole schools when student tempers flare under the weight of adolescence, and out battles in the streets of New York, Los Angeles, Dallas, Tampa and most every other major city in the country as street gangs find themselves in possession of weapons far more dangerous than any handgun.

In truth, while Deepdive was founded as an international task force for dealing with the threat posed by meta-humans against themselves and the rest of humanity, Craike Enterprises' specially private army struggles to maintain order at home, let alone abroad. It is a fight made no easier by federal legislation that maintains such individuals as Dallas' "Miracle Girl" are vigilantes, legally binding Deepdive to make every attempt to apprehend the city's self-appointed guardian angel.

Fortunately, the occurrence of other meta-human activity in North America is surprisingly low, allowing government officials the luxury of a somewhat straight forward potential resolution to the conflicts that present themselves. Not many areas of the world are as fortunate.

In the Old World, and Europe in particular, some of the mightiest beings in all of creation - entities in the direct

service of Heaven and Hell - wage war against one another in a conflict as old as time. Until recently, this eternal battle remained hidden beneath the din of humanity, but the rise of genetic deviance has enlightened the world to the existence of powers far greater than themselves. Because of this, many events that might have been explained away as gas-leaks, hundreds of bodies that would have been labeled suicides, or the acts of a depraved 'Jack the Ripper' styled murderer, are now given significantly more inspection than most of the Spiritually Inspired would care for.

Many among their number hold genetic deviants directly responsible for this newfound attention, and while a few are grateful for the opportunity to take the battle into the light of day, most are furious over the loss of human life that will inevitably occur when mankind takes it upon itself to enter the fray. While a regiment of well trained troops can, in fact, lay low one a man or woman half of flesh and half of spirit, many of them would be forced to give their lives for the endeavor, and every soldier laid to rest by an Inspired is one less soul for her to damn or redeem.

It is not at all infrequent for the Inspired to gather genetic deviants - and other less discretionary meta-humans - about themselves in an attempt to quiet them. For the servants of Heaven, this normally involves pleas to morality and rational elaborations as to the dangers posed, although thinly veiled threats and forced inductions into the army of the On High are not altogether uncommon among the more direct members of the Choir.

The darker side of this war, however, often prefers a direct and permanent solution to any problem that endangers their objectives, frequently resorting to impressing thralldom or even conjuring up lesser demons for the purposes of possession and adding to their own, personal armies. Oddly enough, it warrants mentioning that even among the Profanely Inspired, murder to conceal their secrets is rare - after all, one less soul cast through the gates of Hell not only relieves the soldier of the general's favor, but often incurs the wrath of He Who Dwells Below.

Even so, it is not the nature of other, in some ways less savory creatures to grant such mercy. Throughout the world, and eastern Europe - Romania in particular - especially, the dark places crawl with monsters, the very night alive with vampires, werewolves and other beasts of ancient lore, believed nothing more than myth for centuries.

From Yugoslavia to New England, from the Carribean to Southeast Asia, blood drinking fiends lurk in the shadow of humanity, disguising themselves as their prey and lurking among the masses leaving anyone the wiser. With adequate preparation and a pinch of luck, any common man is a match for the least of these monsters, and it is their secretive nature that has allowed their race, and those like them, to survive as long as it has.

Oftentimes immortal, there is little these night-stalkers fear more greatly than situations or individuals which endanger the eternal lives for which they have sacrificed everything,

and almost without exception they are willing to pursue the most direct course of action which will alleviate the threat.

While a few see the prevalence of genetic deviance as an opportunity to step out of the shadows and integrate themselves more fully with the cattle among whom they live their lives, most perceive it as a danger far beyond anything they have faced before.

In recent years, it has become commonplace for meta-humans of every sort to simply disappear, taken in the night, often in such a way as to implicate the government to which they are citizens and thereby divert attention away from the truth. Swollen corpses, riddled with bullet holes and stabbing wounds, drift almost daily onto the banks of rivers throughout third world, bearing falsified evidence of ties to organized crime, or even just a mugging gone bad.

So far, these diversions have served the creatures of the night well, leading investigators and authorities alike in the opposite direction from the truth, but the eldest of monsters continue to search for an alternative, fearful that the actions of their minions will one day be uncovered, and the wrath of humanity will be swift.

In the Far East, the situation is little better. The *Hoshiko* have lived among the people of China, Thailand and Japan, even before their ancestors knew such names, and they do not look kindly upon the dangers presented to their cultures, cities and un-empowered families.

Among the *Ling-Yung* and *Mang*, family members infected with the Bedlam Virus are hidden, or smuggled out of the country to make their living in America, Europe or elsewhere in the world, far removed from the dangers of the Orient. Those without familial ties to protect themselves are rarely so fortunate, often abducted, only to reappear as unconscious stowaways on board vessels bound for Third World countries, and those who return shouldn't expect a warm welcome - or a second chance to avoid the conflict.

Conversely, the *Tatsu* are not above slitting the throat of a grandmother or nephew infected by the mutagenic disease in an obsessive bid to keep their bloodlines pure. Any other unfortunate Japanese citizen revealed as a meta-human is likely to be threatened, terrified and hunted until they either attempt to leave the country, the *Tatsu* grow bored of the chase or he simply kills himself. In any case, survival is rarely an option.

Truth be told, the only meta-humans who support the genetic deviants and their chaos are the sorcerers, witches and wizards who depend on humanity's belief in powers greater than themselves to work their magics. There is even some suspicion that a handful of magi in North America and Europe masquerade as genetic deviance just to gain access to the frail belief that revolves around this recent phenomenon, although open confessions from Dallas' "Miracle Girl," as the premier, self-proclaimed thaumaturgists in the world seem to contradict this theory

as she all but pleads with the western world to simply have faith in the reality of magic.

### **The Witch Hunts**

Even with legislation like the Machonagy Bill to protect them, meta-humans around the world still face more than a share of persecution. In Belize, over a dozen suspected genetic deviants - locals and tourists alike - have been abducted from resorts across the country over the last three months, and eleven bodies have so far been discovered on spears outside of Bagdad.

Corpses swing from trees in Moscow's Ararat Park like wind chimes, Scotland Yard is still scouring London for a rash of killers on the loose for over a year and the FBI has contracted Deepdive to join the Bureau in a nation-wide investigation revolving around a group of anti-meta-human activists calling themselves the Human Defense Initiative and their enigmatic leader, one Isabel Farthing.

It is, perhaps, these organizations that pose the greatest threat to the empowered community. While lone individuals and small groups are capable of committing great atrocities - such as the Salt Lake Shootings in Utah that began just days after the first reports of genetic deviance began pouring in, and lasted for almost six months - large, multinational groups like the HDI are capable of instigating riots among even the most ordinarily tempered populations and spreading their hateful viewpoints wherever they travel.

Every nation plays host to their own, sinister twin to the HDI, from "Menschlichkeit Zuerst" and the infamous meta-human shelter bombings associated with their organization in Berlin, to "Chispa Del Dios" who claim responsibility for the ceremonial execution of over forty genetic deviants in an abandoned Madrid cathedral.

The list, just like the hate that fuels each of these monstrous organizations, is endless.

Still worse, is the message they spread. "Mano Angeli's" repetitive attempts at the assassination of Pope Pius XIII following his proclamation that meta-humans do indeed have all the rights and all the spiritual amenities of un-empowered humanity, for example, have resonated more with the population of Italy, and possibly even the Catholic Church, than any of the pontiff's soothing words.

Congregations from as far away as Middle Fork, Idaho have declared Pius unfit for the mantle of Pope, and taken it upon themselves to hunt down and "purify" those they believe have been touched by the devil - an affliction not limited simply to those with powers, and therefore the ability to defend themselves.

Any suspicion at all seems enough to warrant the fury of "Mono Angeli" and the surprisingly numerous rebel congregations - children born with tails, little girls with red hair and even parishioners whose voices crack during a hymn or who fail to indulge in communion - and with the aid of hate-groups like the HDI and others, the terror of

genetic deviance and more ancient horrors are only spreading.

Fearful of the unique dangers presented by modern day witch trials, local, governmental and church authorities around the globe are scrambling to reign in these threats before things get too far out of hand to recover from.

Unfortunately, it is a battle that may well be lost. Only the coming years will tell.

# METAPOWERS

or

## I'M SPECIAL. YOU SHOULD TRY IT.

So, you're a metahuman. Good for you! This means that you have one or more special abilities that set you apart from the other masses living on earth. And by special ability, we're not talking having a skilled voice, or an aptitude towards painting. We're talking about being able to pick up buildings with one hand, turn a crumb into a loaf of bread, or immolate anything you touch with liquid napalm. Whatever your particular power or its origin, there is no escaping its existence. From personal experience, I'd advise you to get used to it.

First, let's talk about the power itself. It is referred to by many names, such as super special, metaphysical power, mutant ability... the list goes on, just like the number of names that the populace has for you. Freak, gene-active, Homo Sapiens Novalis, and meta, to name a few. For the purposes of this document, we're going to refer to these abilities as metaspicals.

We'll be borrowing some nomenclature that the world's science kooks have coughed up to help put things in an academic light. Assuming that you went to school and weren't born on a different planet or some such, you'll find that this isn't much different from science class. To begin, let's talk about Power and Control.

**Power** determines the overall force of your metaspical and the level of impact that it can potentially have on the world. The more Power in your metaspical, the more that it can do. It means a greater amount of super-strength, a larger ball of conjured fire, and the more force that you can bring to bear when delving another's mind for their secrets. All active metaspicals have a minimum of 1 rank of Power. Anything less than 1 indicates an exception, such as a latent power that has yet to manifest.

**Power:** *The strength of your chosen metaspical. The higher your Power value, the more damage you can deal with fireballs, the more Health you can recover by touching someone, and the more you can telekinetically pick up with your mind.*

**Control**, on the other hand, is the ability to control one's own talent. It means further reach with your metaspical and allows you to perform more delicate tasks. It is used for Control rolls, which are simply rolls that use your Control plus your Governing Statistic (see below) plus a d10 roll to determine a result specified by the metaspical itself. Most prominently, Control makes it more difficult for others to resist your ability. Most metaspicals have at

least one rank in Control. A very few possess 0 ranks in Control, which indicates that the particular metaspical is not under the conscious control of the user. Perhaps the power activates at random times during the day, or it affects everything that the user touches without regard to friend or foe.

**Control:** *How skilled you are with your metaspical. The higher your Control value, the more finesse you have when trying to pick apart somebody's memories, the further your lightning bolts will travel, and the more foes whose minds you can turn to mush at once. Control also determines how difficult your metaspical is to resist. The standard difficulty is Governing Statistic + ½ Control + 6.*

For many metahumans, their special traits grow and evolve as they themselves grow, requiring no special training or devotion. This isn't to say that a bit of practice can't hurt, of course. It helps to be able to have your thrown ice blades hit the target they were intended for instead of the elderly bystander feeding the ducks in the park, and a few hours a week at a private firing range can dramatically improve one's accuracy. In extreme cases, though, a person's metaspical grows to the limit of their ability to control it, and every day becomes a strain not to explode in a minor supernova that vaporizes three city blocks. Such things happen rarely, fortunately.

## Realms and Fields

As agreed upon by the big shots in academia, all metaspicals currently fall under one of nine realms, though new realms are added as the world at large discovers new metaspicals and their applications. Any metaspical you have will fall into one of these realms, no matter the source of your power. Mutant, alien, robot, angel, demon... all that matters, scientifically speaking, is what the effect produces.

## Augmentation

These powers are the natural enhancement talents, both physical and mental. They include super strength, regenerative abilities, mental enhancements, and a plethora of minor physical quirks. In just about all cases, they are static abilities that are either always active, or else require nothing more than a mental command to turn on and off.

## Blessing

These abilities are the restorative and protective abilities. A metahuman that can heal with a touch, generate wards against harm, or magically enhance his allies would possess a Blessing metaspecial.

## Creation

The ability to manifest objects and creatures under the control of the caster.

## Curse

These metaspecials levy indirect harm to another. They supplant the will of others, lower statistics and skills, and degrade weapons and armor.

## Destruction

Perhaps the most common Realm possessed by metahumans, these abilities rely entirely upon damaging the world about oneself. Bolts of lightning, the ability to melt any object, and shooting laser beams out of one's eyes are examples of Destruction powers.

## Dimension

The more esoteric of metaspecials lie within Dimension. It includes teleportation, control over luck and happenstance, and affecting time itself.

## Manipulation

Arguably the most versatile of metaspecials, mutants who hold the ability of manipulation can create, negate, control, or otherwise influence nature, energy, and technology. Heat, cold, kinetic energy, electronics, weather... a Manipulation metahuman is a force to be reckoned with.

## Sensory

Especial knowledge of one's surroundings not acquired through the normal five senses. These abilities include finding objects, projecting one's senses out of one's body, commanding illusions, and telepathic powers.

## Transformation

This realm governs any ability that changes one substance or form into another. Turning lead into gold, metamorphosing into a lion, and altering one's chemical makeup are categorized under this realm.

After realm, your power will fall into something called a field. The field is the classification of the metaspecial itself. It is Super-Strength, Healing, Shapeshifting, and all of the other myriad abilities that can be accomplished by metahumans. The field is where Power and Control ranks are allocated, and where special Field Benefits are purchased. For a list of fields, see each individual Realm listed in this chapter, following any rules and guidelines present there.

*Metaspecial: The broadest classification of the extraordinary abilities that metahumans possess, it encompasses any ability beyond the human norm.*

*Realm: Nine total realms break metaspecials down further into easily classifiable lumps.*

*Field: The smallest category. It specifies exactly what special ability your character uses.*

*Classifying Metaspecials: When recorded, metaspecials are listed by the Realm first and the Field second, such as Blessing: Restoration. or Destruction: Amplify.*

*Classifying Benefits: Done so by following the Field with the benefit (and optionally the Realm as well). For example, Blessing: Restoration (Breath of Life), or simply Restoration (Breath of Life).*

## Acquiring Metaspecials

Legacy Crossing characters follow the standard Lucid character generation rules, with a few additions. Your character begins their life with 9 Character Points and 1 Background, just as stated in the LGS. Additionally your character begins with 250 experience, instead of the usual 100, one Origin to describe the nature of your powers, and one Metaspecial with one Rank of Power and one Rank of Control of your choice. The exception to this is the Baseline Human Origin, which cannot purchase Metaspecials. Instead of getting a Metaspecial, your character gains an additional Character Point.

When your character is granted a rank of Power, either from character generation or by expending experience points, they place this rank of Power in a single field. For example, a character that wishes to learn how to shoot rays of ice at their foes might place this rank in Destruction: Blast (Frost). To acquire a new metaspecial, you simply purchase a rank of Power and place it in a new field. Unless otherwise stated, all metaspecials begin with one rank of Control for free. Players that desire uncontrollable metaspecials (such as by having zero ranks of Control) should peruse the Flaws section, detailed at the end of the Legacy Crossing Merits chapter.

Each new metaspecial is tied to one of your character's statistics, called the Governing Statistic. The choice on which statistic to use is up to your character, but the chosen stat should reflect your usage of the metaspecial in some way. For example, a telepath might choose Intellect or Wits for their statistic, whereas a superhumanly strong character may choose Strength or Constitution. The Governing Statistic is primarily used for determining the difficulty to resist your metaspecial, but there are many metaspecials that utilize this statistic in order to enhance its ability. For example, certain Destruction metaspecials add your Governing Statistic to the damage dealt.

Power and Control ranks are gained by expending experience points between sessions, like any normal purchase.



## Experience point costs

### Power

Ranks 1-5: 40 exp  
Ranks 6-10: 60 exp  
Ranks 11-15: 80 exp  
Ranks 16+: 100 exp

### Control

Ranks 1-5: 15 exp  
Ranks 6-10: 20 exp  
Ranks 11-15: 25 exp  
Ranks 16+: 30 exp

### Benefits:

Each: 20 exp

Each metaspecial possesses certain merits, called Benefits, that grant increased diversity with the special. Each Benefit costs 20 experience points to gain, and the character must meet any listed requirements. Benefits may only be taken that are associated with that particular metaspecial. Most Benefits may only be taken once. Certain Benefits, however, are listed as Repeatable. These particular Benefits may be taken a number of times up to your rank of Power in the associated Metaspecial.

*Example: A character possesses Augmentation: Super Agility (Power 3), which increases his Agility by a +3 enhancement. Under the general Augmentation benefits is one called Alacrity, which is a repeatable benefit that increases the character's Attack by an enhancement of +1 each time it is purchased. This character could spend 20, 40, or 60 experience points in order to gain this Benefit one, two, or three times. He could not, however, purchase the Benefit a fourth time until he raised his Power in Super Agility or other Augmentation field.*

Some Benefits are listed as Cross-Training Benefits. Each purchase grants your character an effective 1 rank of Power in the specified metaspecial field. You use the same Governing Statistic and Control for this new metaspecial as in your original, including any modifiers to these two values that occur. Do note that as these are Benefits, they do not count as actual ranks of Power or Control for purposes of fulfilling any requirements, apart from acquiring additional Benefits. All Cross-Training Benefits are Repeatable. Acquiring a cross-training benefit for a metaspecial you already possess provides no additional effect. A Cross-training benefit cannot have a higher Power value than the associated metaspecial.

*Example: Slaton is a metahuman that has Power (4) and Control (5) in Blessing: Restoration. Under the General Blessing Benefits is a repeatable cross-training benefit called Guardian, which grants effective Power for the Barrier field. Slaton spends 60 experience points to purchase the Guardian benefit three times, which will grant him the ability to use Barrier at an effective strength of Power (3). His Control for Barrier is considered a 5, the*

*same as his Restoration field. These three effective ranks of Power allow him to purchase benefits for Barrier, such as Shackle (Requires 3 Power, 4 Control). They do not, however, count for fulfilling requirements such as Origins or for gaining extra Vitality based upon a character's total Power and Control.*

*If Slaton also possessed the Blessing: Enhancement field, with Power (1) and Control (2), he would be allowed to purchase the Guardian cross-training benefit for his second Blessing field. It would provide little use, however, as Cross-Training benefits from different fields do not stack. In short, Slaton could choose to use his Power (3) Control (5) Barrier ability, or he could choose to use his Power (1) Control (2) Barrier effect.*

*Slaton's character is struck by a Deep-dive virus that temporarily reduces his Power for Blessing: Restoration by one point, down to Power (3). As Slaton only has an effective Power (3) for his Blessing: Barrier ability, there is no change. Later, Slaton's Power for Blessing: Restoration is reduced further by one, for a total erosion of 2. As this reduces Slaton's maximum Power for Restoration to Power (2), his associated Barrier ability now functions at Power (2).*

Unless otherwise stated, the usage of all metaspecials requires an action. As well, all metaspecials provide targets with a resistance roll based upon how the special functions, though this can vary widely between characters. For example, two characters might possess the Destruction: Blast metaspecial with a focus in Fire. One character might shoot waves of fire from his fingertips, resulting in an Agility resistance roll, while another might cause individuals to spontaneously combust, which could levy a Constitution resist.

**The Difficulty in resisting a metaspecial is the user's Governing Statistic + (Control/2) + 6.**

Example of Character Generation:

*Samson desires to build a dual healer and protector, so he checks out the Blessing realm. He begins with one free rank of Power, which like all new powers comes with 1 free rank of Control, and places it under the Blessing: Restoration field. He also decides that he would like to devote 60 out of the 250 starting regular exp to his powers.*

*Metaspecials:*

*Restoration (Power 1, Control 1) -- 0 exp  
210xp remaining*

*Samson wishes to be able to heal at a decent level, and so he spends 40xp to increase his Power by 1. He also sees some useful benefits that could use a higher Control, and the Restoration ability heals additional Health based upon his Control, so he expends 30 exp to grant himself an additional 2 Control ranks. Finally, he grabs the Restoration Benefit (Conduit) for 20 exp, which will allow him to maintain a regeneration effect as an Active Power.*

*Metaspecials:*

*Restoration (Power 2, Control 3) -- 70 exp*

Conduit (Benefit) -- 20 exp  
120xp remaining

Quicken (Benefit) -- 0 exp  
Toughness (Benefit) -- 0 exp

Now Samson is ready to branch out into a new field. He spends 40 exp in order to purchase two ranks of the Cross Training Benefit, Guardian. This gives Samson the ability to use the Restoration: Barrier field as if he had 2 Power. He is unable to purchase any further ranks, as Cross Training Benefits are considered Repeatable, and so cannot be purchased more times than he has ranks of Power in Restoration. Samson selects the Efficiency benefit and the Increased Shielding Benefit under Barrier, which will increase how much structure his barriers have and grant him the ability to shield multiple allies at once. These combined benefits cost him another 40 exp

Metaspecials:

Restoration (Power 2, Control 3) -- 70 exp  
Conduit (Benefit) -- 20 exp  
Guardian (Cross-Training Benefit): 2 ranks  
-- 40 exp  
Barrier (Power 2, Control 3) -- 0 exp  
Efficiency (Benefit) -- 20 exp  
Increased Shielding (Benefit) -- 20  
exp  
40 exp remaining

Satisfied with his support metaspecials, Samson chooses to spend his remaining 40 exp in order to gain better resistance to damage. He chooses the Augmentation field Natural Selection, which grants him his choice of 2 Benefits under the Augmentation realm. He chooses Quicken and Armored Hide, raising his Defense and Toughness by 1 each. Samson has now spent all of his exp and is ready to begin.

Final Update:

Restoration (Power 2, Control 3) -- 70 exp  
Conduit (Benefit) -- 20 exp  
Protector (Cross-Training Benefit): 2 ranks  
40 exp  
Barrier (Power 2, Control 3) -- 0 exp  
Efficiency (Benefit) -- 20 exp  
Increased Shielding (Benefit) -- 20 exp  
Natural Selection (Power 1, Control 1) --  
40 exp

## The Minutiae

Being a metahuman grants the character access to certain traits and derived statistics. The first trait is a pool of points, called the Active Power Pool. Certain metaspecials allow a metahuman to sustain an ability over a length of time, denoted by Active Power somewhere in the ability's description. Using such an ability requires the expenditure of an Active Power point when the ability is first used. Your character can sustain this ability for any length of time, though falling unconscious from sleep, damage, or other source ends any current Active Powers. You may also end an Active Power as a free action on your turn. Active Power Pool points return immediately when the ability is no longer kept sustained. All characters begin with an Active Power pool of 3, which means that a player may sustain up to 3 metaspecial abilities at one time.

Legacy Crossing characters tend to be great in deeds, if not always heroic or law abiding. Legacy Crossing characters receive extra Vitality based upon their metaspecials. Each rank of Power increases the character's Vitality pool by 3, while each rank of Control over the first in each metaspecial increases the character's Vitality pool by 1.

*Example: A metahuman with Destruction (Power 4, Control 3) would have 14 Vitality; 12 Vitality from the four ranks of Power, and 2 Vitality for having three ranks of Control, since the first rank does not count towards Vitality gain.*

*Example: A metahuman with Transformation (Power 1, Control 10) and Blessing (Power 3, Control 5) would have a total of 25 Vitality; 3 Vitality for the point of Power in Transformation, 9 Vitality for the ranks of Control in that field, 9 more Vitality for the three ranks of Power in Blessing, and 4 Vitality for the five ranks of Control*

## METASPECIAL REALM: AUGMENTATION

### **Flight (Field)**

Your character can now fly in some form or fashion. The exact means of flight, such as whether the character flies with wings, a gravitational field, or with his mind, is up to the player to decide. If wings or other physical means of flight are chosen, the extra limbs may be moved independent of one another and may be used to manipulate objects like a normal appendage. The limb or limbs,

however, cannot be prehensile unless the metaspecial Augmentation: Extra Limbs is chosen, and so cannot perform fine manipulation such as firing a gun or using a computer keyboard.. Your character is granted a basic fly speed of  $15 \text{ ft} * \text{Power}$ , plus  $(\text{statistic}/2) * 5$ . The statistic used for Flight varies per metahuman, but it is most commonly Agility for physical modes of flight like wings, and Wits for mental forms of flight such as telekinesis.

Each rank of Power placed in this special also grants your character a +2 bonus on all Agility resistance rolls.

*Wind Buffet (Benefit):* As a quick action, you may send a minor gust of wind at a single target, hampering them. Treat this ability as a usage of either the Distract or Demoralize combat skill, using Athletics as your skill and your Governing statistic as your stat. The range of Wind Buffet is equal to  $5 * \text{Power ft} + 10 \text{ ft.}$ , and you receive a +2 bonus on the roll for each rank of Power you possess.

*Vortex (Benefit):* Requires Power (6) in Flight. As an exclusive action, you may move with such a velocity that you can momentarily stymie a small area with the strength of your jet stream. Choose a 10 ft. radius area, no further than  $10 \text{ ft} * \text{Power}$  away. All creatures in the area must succeed on an Athletics + Agility skill roll or an Agility resistance roll (their choice) against a difficulty of your Power +  $\frac{1}{2}$  Athletics + 9 or be rendered *witless* and suffer an erosion to their defense equal to  $\frac{1}{2}$  of your Power for one round.

## Multiple Limbs (Field)

Each rank of Power grants your character up to one extra set of limbs (or increases your speed and facility with your current limbs). Their shape can be of any sort, from an extra pair of arms, to a scorpion tail, to a single tendril of smoke that you control. The extra limb or limbs are prehensile and capable of fine manipulation. Each point of Power devoted to this augmentation grants a +2 bonus on all grappling rolls, as well as certain rolls that could benefit from possessing multiple limbs, such as playing an instrument or climbing a wall. These extra limbs also allow for extra attacks. You may expend a quick action on your turn. If you do so, the next time you declare an attack (which must come within one round), you receive an additional number of attacks up to your Power in Multiple Limbs. Each attack gained in this manner above the first levies a -3 penalty to all attacks made during your declared attack. Any extra limbs are considered "off hands," which typically results in an additional -2 penalty for all actions involving those limbs (purchase of the merit Ambidexterity avoids this penalty).

*Example: Taigan is a skilled marksman possessing three ranks of Multiple Limbs, which grants him six additional arms made of solid shadow that come out from his back. Taigan has equipped each of his eight hands with a cheap 2d6 firearms (having to buy so many guns and ammunition gets expensive, after all). Since Taigan possesses the merits Ambidexterity and all three ranks of Two-weapon fighting, he has a relatively high attack modifier--when he dual-wields his two guns in his normal hands, firing one shot per hand, he has a +8 attack modifier on each shot. When he needs burst fire, however, Taigan expends a quick action on his turn, getting all of his many limbs coordinated. He then spends an action declaring an attack, not only dual-wielding, but also choosing to gain up to three additional attacks for a total of five. The first additional attack made by one of his shadow arms is free,*

*but the other two both levy a cumulative -3 penalty, for a total of -6. Taigan ends up with 5 attacks, each one with a +2 modifier on the attack roll. For those times when Taigan needs accuracy over firepower, he chooses to gain only one additional attack, for a total of three attacks with +8 modifiers on the attack rolls.*

## Natural Selection (Field)

You receive two General Augmentation benefits of your choice, so long as you meet any listed requirements.

## Regeneration (Field)

Your character recovers from injury quickly. You receive bonus *regeneration* equal to  $(2 * \text{Power}) + (\text{Governing Statistic} / 2)$ .

*Recover (Benefit):* Requires Power (6) in Regeneration. As a quick action, you may heal yourself an amount of Health equal to your Governing Statistic + Power.

*Everliving (Benefit):* Requires Power (11) in Regeneration. Any time your character is rendered dead, you may choose a time in the future no sooner than one minute and no later than three days. At that time, your body regenerates itself completely and you are restored to full Health and consciousness. This regeneration occurs at the site of the largest portion of your body, wherever that might be. If there is not room to regenerate at that site, you may regenerate at the site of the next closest part of your body, and so on. If you are prevented from regenerating from any portion of your body, such as if all parts of you were incased completely in ice, your Regeneration is delayed until such time as a substantially sized body part is freed. Any time Everliving activates, which occurs at the time of your death, you have a 50% chance of permanently losing a rank of Power in Regeneration.

## Speed (Field)

Your character can move, in most cases literally, faster than the blink of an eye. Each rank of Power increases your base speed by 15 and grants you a +1 bonus on all attack rolls. Momentum and inertia as a result of this metaspecial have a reduced effect on your person, which allows that under most circumstances you are treated as if you were moving at a normal human speed--if you run into a wall while moving at increased velocity you strike it no harder than a regular Joe (which granted, is still pretty unpleasant), and you are capable of making hair-pin turns even while moving at Mach 2.

*Velocity Squared (Benefit):* Repeatable. You receive a +2 bonus to damage with melee weapons, thrown weapons, and other attacks made that can potentially benefit from your physical momentum.

*All Terrain Movement (Benefit):* As long as you continue moving each round, you may physically move across liquids and up the sides of walls, including inverted surfaces such as ceilings. If one full round passes without you moving, your character loses cohesion with his current surface and falls.

*Hyperspeed (Benefit):* As an exclusive action, your character can increase his movement exponentially. Your speed is multiplied by your Power + 1. Your character cannot interact freely with the environment while using Hyperspeed, meaning he cannot do things such as grab items off of shelves or strike targets.

*Example: The Amazing Viper, a metahuman with 4 ranks in Speed and the benefit Hyperspeed, needs to get downtown, and he needs to be there now. This character has a base speed of 75, which becomes 300 when he utilizes fast movement. The Amazing Viper then spends an exclusive action using Hyperspeed to multiply his movement by 5, resulting in a final speed of 1,500 ft. per round, or about 345 miles per hour.*

## **Super Agility (Field)**

Your character has excellent grace and form. Each rank of Power grants the character a +1 enhancement to Agility.

*Smooth Move (Benefit):* Requires Power (6) in Super Agility. Once per round, you may expend a Willpower point on your turn to grant yourself a +5 enhancement to your Power in Super Agility for one round.

*Natural Born (Benefit):* Repeatable. Each time this benefit is purchased, one enhancement point of your Augmentation is instead converted to a Racial Bonus. For example, a character with 3 ranks of Power in Super Agility and 2 ranks of Natural Born would have a +1 enhancement and a +2 Racial Bonus to Agility.

## **Super Constitution (Field)**

Your character is capable of surviving extreme amounts of punishment. Each rank of Power grants the character a +1 enhancement to Constitution.

*Shrug Off (Benefit):* Requires Power (6) in Super Constitution. Once per round, you may expend a Willpower point on your turn as a free action in order to restore an amount of Health equal to 3 times your Constitution.

*Natural Born (Benefit):* Repeatable. Each time this benefit is purchased, one enhancement point of your Augmentation is instead converted to a Racial Bonus. For example, a character with 3 ranks of Power in Super Constitution and 2 ranks of Natural Born would have a +1 enhancement and a +2 Racial Bonus to Constitution.

## **Super Intellect (Field)**

Your character possesses superlative reasoning skills. Each rank of Power grants the character a +1 enhancement to Intellect.

*Logical Outcome (Benefit):* Requires Power (6) in Super Intellect. Up to one time per round, you may expend a Willpower point in order to turn the result of any skill roll into a 10, as long as the skill roll requires Intellect.

*Natural Born (Benefit):* Repeatable. Each time this benefit is purchased, one enhancement point of your Augmentation is instead converted to a Racial Bonus. For example, a character with 3 ranks of Power in Super Intellect and 2 ranks of Natural Born would have a +1 enhancement and a +2 Racial Bonus to Intellect.

## **Super Strength (Field)**

Your character possesses enhanced physical might. Each rank of Power grants the character a +1 enhancement to Strength.

*Burst of Strength (Benefit):* Requires Power (6) in Super Strength. Up to one time per round, you may expend a Willpower point on your turn in order to grant yourself a +5 enhancement to your Power in Super Strength for one round.

*Natural Born (Benefit):* Repeatable. Each time this benefit is purchased, one enhancement point of your Augmentation is instead converted to a Racial Bonus. For example, a character with 3 ranks of Power in Super Strength and 2 ranks of Natural Born would have a +1 enhancement and a +2 Racial Bonus to Strength.

## **Super Wits (Field)**

Your character possesses keen insight and creativity. Each rank of Power grants the character a +1 enhancement to Wits.

*Creative Thinking (Benefit):* Requires Power (6) in Super Wits. Once during your turn, you may expend a quick action in order to grant yourself a Power/2 bonus to any roll you make that turn.

*Focused (Benefit):* Requires Power (6) in Super Wits. Your character gains a resistance to the Witless status ailment. Any time you would be subject to the Witless status effect from a source other than yourself or one of your specials, you are always considered to have lost your quick action for the round.

*Natural Born (Benefit):* Repeatable. Each time this benefit is purchased, one enhancement point of your Augmentation is instead converted to a Racial Bonus. For example, a character with 3 ranks of Power in Super Wits and 2 ranks of Natural Born would have a +1 enhancement and a +2 Racial Bonus to Wits.

## General Augmentation Benefits

*Alacrity (Benefit):* Repeatable. You receive a +1 bonus to Attack.

*Quicken (Benefit):* Repeatable. You receive a +1 bonus to Defense.

*Toughness (Benefit):* Repeatable. You receive a +1 bonus to your Toughness.

*Elemental Resistance (Benefit):* Repeatable. Choose a single energy type from the following: Electrical, Fire, Frost, and Rotting. Treat your Toughness as if it had a +5 bonus for resisting that type of damage. This Benefit is repeatable for each different energy type.

*Haste (Benefit):* Repeatable. You receive a +1 bonus to your Initiative, a +1 bonus to Wits resistance rolls, and a +5 ft. bonus to your base speed.

*Sustenance (Benefit):* Your character no longer needs to eat, drink, or breathe.

*Tireless (Benefit):* Your character no longer needs to sleep, though he still suffers from Fatigue resulting from other sources such as overwork. Whereas a normal character would sleep to recover from Fatigue and Exhaustion (and perhaps other ill effects), your character merely has to be performing no strenuous physical or mental activity for the same length of time

*Improved Regeneration (Benefit)* Repeatable. Requires at least 1 rank of Power in Augmentation: Regeneration. Your regeneration improves by 2.

*Resist Ill (Benefit):* Repeatable. You receive a +2 bonus on all resistance rolls against *poison* and *disease*.

*Might (Benefit):* Repeatable. Treat your size as if it were one greater for purposes of determining how much mass you can lift. For example, a size zero creature that possessed four ranks of Might would be treated as if he

were a size 4 creature for determining how much he can carry.

*Advantage (Benefit):* Repeatable. Your character has some special talent geared to practical usage. Each time this benefit is chosen, select two different skills. You receive a +1 bonus on all skill rolls involving the chosen skills. This bonus does not count towards fulfilling requirements of any kind.

*Super Senses (Benefit):* One of your physical senses is enhanced to an exceptional degree. Perhaps you have the nose of a bloodhound, the eyes of an eagle, or you can tell one type of metal from another simply by the feel of it. You are granted a +2 bonus on all Alertness rolls that involve the chosen sense and may attempt feats that others normally cannot, such as attempting to track another by scent. This benefit may be purchased up to one time per sense.

*Circuitry (Benefit):* Your brain works quickly on number-oriented tasks. You make mathematical calculations instantaneously, and when crafting any item that requires Circuitry or other technological-oriented Craft Foci, you receive a +2 to your roll.

*Perfect Recall (Benefit):* You can actively remember with a hundred percent clarity anything you have seen or otherwise experienced. This benefit does not grant immediate comprehension of what you have seen, however, and it must be consciously activated. For example, if your character flipped through a book, he would not instantly know all that was within it. However, your character could at a later date bring up the memory of any page and mentally peruse what was written on it at his leisure.

*Linguist (Benefit):* Your character picks up additional languages like the latest teen starlet picks up crazed fan boys. After hearing a few phrases in any new language, your character becomes able to speak the language at an elementary level. Over the course of a single conversation (about half an hour), you learn enough to be able to with get by with few misconceptions or faux pas. In-depth technical ideas are nearly impossible to get across, however, as there are limits. Reading a new language only works if your character is able to understand a majority of the alphabet used.

## METASPECIAL REALM: BLESSING

### **Barrier (Field)**

Active Power. Range of 25\*Control ft. This ability creates a customarily transparent, physical barrier that protects those warded by it from harm. A barrier has 5 + 5\*Power structure. Barriers come in two forms, targeted barriers and area barriers. A targeted barrier protects a single target no larger than your Power in size. All physical and energy

damage dealt to the target is instead delivered to the barrier first, up to the barrier's structure, at which point it breaks. The second form is a stationary, flat barrier made up of a number of 5 ft' square planes equal to your Power + Control, though you may cover less area if you choose, to a minimum of a 1 inch square plane (this area is approximate, and may be adjusted in small amounts, such

as using a single plane to cover a 3 ft. by 8 ft. doorway). The barrier is solid, and all physical and energy attacks made through it are reduced by the barrier, both allies' and foes'. A stationary barrier once placed may be moved, requiring a quick action by the character to move it up to 10 ft. A moved barrier cannot be used to forcefully damage an object or person, but can nudge them in a chosen direction, contain a foe, or pick objects up if it is directed beneath a target.

Breaching the barrier requires that either its structure points be reduced to zero, or by a contested Strength roll with the wall, which allows a successful creature to pass through the barrier unimpeded for one round. A Strength roll requires a quick action to perform, and the barrier is determined to have Strength equal to its Power. For purposes of bearing weight, such as an unconscious person, it may hold an amount of weight determined by its Strength as if it were size zero and in Extreme Lift. If an object of greater mass than the barrier can support is rested upon it, the barrier shatters instantly.

If a barrier shatters, commonly through damage, or is dismissed by the creator, the resulting stress prohibits the character from using Barrier for 1 full round. A character may keep as many barriers in existence as he desires, each one requiring its own Active Power to generate, but all barriers share the same structure pool. If any barrier breaks, all barriers created by that player break as well. The creator of a barrier may pass through his barriers freely, but while doing so that particular 5 ft. section of the barrier ceases to function, allowing creatures on both sides to pass through or fire ranged attacks through that section freely as long as the creator is at least partially within that location. Despite possessing structure, abilities and specials that restore structure to objects cannot heal a barrier unless it specifically says otherwise.

*Swift Guard (Benefit):* Using Barrier now requires a Quick Action to perform.

*Efficiency (Benefit):* Your Barriers gain an amount of structure equal to 2\*Control.

*Solidity (Benefit):* You may expend a quick action in order to grant your Barrier a bonus to its Toughness equal to 1 + (Governing Stat/2) for one round. You may only increase the Toughness of your Barrier in this way once in a given round.

*Increased Shielding (Benefit):* Requires Control 2. Each targeted use of Barrier may now shield a number of additional targets equal to half of your Control. This ability does not affect any stationary uses of your metaspecial. For example, a character with Control 6 would be able to shield his primary target and up to three additional targets when he uses targeted Barrier, and only have to expend one Active Power point to sustain it.

*Essence Barrier (Benefit):* Your barrier can now protect against Superior damage.

*Stacking (Benefit):* When creating a stationary barrier, you may sacrifice one or more of your planes in

order to toughen that particular barrier. Each 5 ft. section that you sacrifice grants the Barrier a +1 bonus to its Toughness.

*Example: Bursting through the final door to the rooftop, Chem slams a concentrated barrier in front of the stairway, holding back her armed pursuers while she waits for a helicopter lift from an ally. Chem has 4 Power and 3 Control in Barrier. When creating stationary barriers, Chem thus has a total of seven sections with 25 structure. By sacrificing 6 of her sections to empower her doorway, she ends up with a door-sized barrier with 25 structure and 6 Toughness, which might buy her the time she needs.*

*Force Wall (Benefit):* Repeatable. Your Barrier's equivalent Strength increases by 2.

*Refueling (Benefit):* Your Barrier recovers an amount of Structure each round equal to your Control.

*Shackle (Benefit):* Requires Power (3), Control (4). Active power, range of 25\*Control ft. A target that fails an Agility resistance roll against your metaspecial becomes *immobilized*. Targets may make additional resistance rolls by expending a quick action per attempt against the original difficulty. Each full hour of confinement reduces the difficulty by 2.

*Imprisonment (Benefit):* Requires Shackle, Power (6), Control (4). The difficulty to resist now reduces by 2 for every day of confinement, rather than every hour, and only one additional attempt may be made by targets to resist Shackle each hour.

*Restore Barrier (Benefit):* Up to one time on your turn, as a quick action, you may restore an amount of structure to your barriers equal to your Power + Control.

*Focused Shielding (Benefit):* Repeatable. When casting Barrier, you may allocate one additional Active Power point per time this benefit is taken. For each additional Active Power, your Barrier's maximum structure increases by Power + Control. When using Focused Shielding, you may only sustain a single Barrier in existence. If at any time you control more than one Barrier, you lose the effect of Focused Shielding (but you do regain the allocated Active Power points). You may end one or more Focused Shielding effects at any time as a free action.

## **Enhancement (field)**

Active Power, range of 100\*Control ft. By sustaining an innervating power upon a target you can turn the witless into the witty, the imbecile into the intellect, and the meek into the marauding. When you first select Enhancement, you are allowed to choose two domains from the list below which determines what areas you may improve, based upon your Power. All boons are considered enhancements. Up to one boon that you use upon yourself (and only yourself) as an Active Power does not count towards your Active Power total. For example, a character could spend three actions casting the Strength, Agility, and Constitution

boons upon himself, but only two would count against his Active Power pool.

- *Strength*: An enhancement to Strength equal to  $(1 + \text{Power})/2$ .
- *Agility*: An enhancement to Agility equal to  $(1 + \text{Power})/2$ .
- *Constitution*: An enhancement to Constitution equal to  $(1 + \text{Power})/2$ .
- *Intellect*: An enhancement to Intellect equal to  $(1 + \text{Power})/2$ .
- *Wits*: An enhancement to Wits equal to  $(1 + \text{Power})/2$ .
- *Resolve*: An enhancement to Resolve equal to  $(1 + \text{Power})/2$ .
- *Toughness*: An enhancement to Toughness equal to  $1 + \text{Power}$ .
- *Attack*: An enhancement to attack rolls equal to  $1 + \text{Power}$ .
- *Defense*: An enhancement to Defense equal to  $1 + \text{Power}$ .
- *Speed*: An enhancement to all base speeds equal to  $10 + 10 * \text{Power}$  ft.
- *Initiative*: An enhancement to Initiative equal to  $3 + \text{Power}$ .
- *Armor*: An enhancement to DR equal to  $3 + \text{Power}$ .
- *Singular Resist*: An enhancement to a single resistance roll equal to  $3 + \text{Power}$ .
- *Resist Physical*: An enhancement to all physical resistance rolls equal to  $1 + \text{Power}$ .
- *Resist Mental*: An enhancement to all mental resistance rolls equal to  $1 + \text{Power}$ .

*Domain (Benefit)*: Repeatable. Choose one boon from the list under Enhancement, either one you already possess, or a new boon. If the selected boon is one you already possess, increase your effective Power when using that boon as if your Power were one rank higher. When selecting a new boon, treat your usages of that boon as if you had one Power. Domain is considered Repeatable for each individual boon.

*Example*: Ashley decides that she wants her character to have great versatility with the Enhancement field. She begins by purchasing 3 ranks of Power in Enhancement, choosing Intellect and Wits as her two primary boons, which will allow her to enhance a character's Intellect or Wits by +2. She then purchases the Domain benefit 6 times, choosing Intellect twice, Agility three times, and Armor once. Ashley now has the ability to cast an Intellect enhancement as if her Power were 5 (+3 Intellect), Agility and Wits as if she had Power 3 (+2 Agility and Wits), and Armor as if she had Power 1 (+4 DR).

*Allied Boons (Benefit)*: Requires Control 2. Repeatable; each time this benefit is taken, the required Control to purchase this merit increases by 2 (To purchase this ability 3 times, for example, would require 6 ranks of Control). When using Enhancement, you may target up to one additional target with your chosen boon. If you

purchased this ability twice, for example, you could target up to three individuals each time you used Enhancement, requiring only a single Active Power to sustain. The same boon affects all targets.

*Activated Buff (Benefit)*: Requires Control (2). As an action, you may use Enhancement upon a single target, granting them a chosen boon. This boon only lasts for a number of rounds equal to your Control, but it does not require an Active Power to use. Conversely, you may expend a quick action to produce the same effect, except that the duration is only one round.

*Off the Cuff (Benefit)*: As a quick action, you may exchange one boon for another that you know in any or all Enhancement abilities you currently have in use (including Active Powers, sustained abilities, and abilities such as Activated Buff). For example, you could exchange an Agility boon for a Wits boon in three out of four of your currently granted boons. Their respective durations remain the same.

*Gilded Wonder (Benefit)*: Repeatable. Each time this benefit is taken, you may keep one additional boon upon yourself (and only yourself) without it counting towards your total Active Powers.

*Aid (Benefit)*: Requires Power (2). As a quick action, you may grant a chosen target within Enhancement range a bonus to a single roll equal to your Power/2. The roll must be made during the next round or the benefit from Aid is lost (you do not have to choose which roll is augmented when you use Aid).

*Canceling (Benefit)*: Requires Power (2). As a quick action, you may remove or reduce a chosen erosion on a target by your Power/2. For example, a character with Power (4) could spend an action reducing a single erosion by 2. Only the strongest version of Canceling can affect a given erosion at one time.

*Draw Power (Benefit)*: Requires Power (6) in Enhancement. As a free action on your turn, you may expend a Willpower point in order to grant yourself a +5 enhancement to the Power of a single boon for one round. This affects all boons of the chosen type that you currently have active or that you create during the duration, such as all Agility boons or all Toughness boons.

*Maximum Potential (Benefit)*: Requires Power (6) in Enhancement. As a quick action, you may expend a Willpower point in order to grant an aura around a single target within Enhancement range. One time during the next minute, you may cause any attack, skill, resistance, statistic, or Control roll that was not a 1 to be a 10 instead. You must do this after the roll is made, but before knowing the result. Any given target can only be affected by Maximum Potential up to one time per minute.

*Moment of Glory (Benefit)*: Requires Power (11) in Enhancement. As a free action on your turn, you may expend a Willpower point in order to grant yourself all

available boons that you know for one round. This ability may only be used once per minute.

## Restoration (Field)

This metaspecial allows the character to heal a single target within 10\*Control feet an amount of health equal to 2\*Power + Control + Governing Statistic.

*A Gentle Touch (Benefit):* Repeatable. Increases the amount of health you heal by 2.

*Sympathetic Recovery (Benefit):* Whenever you heal a target other than yourself with Restoration, you heal yourself an amount of Health equal to your Power. This ability is not affected by other benefits or powers.

*Bestow (Benefit):* Whenever you heal a target other than yourself with Restoration, you may sacrifice any amount of health to increase your healing on a single target by an equal amount. You may not reduce your Health below 0 in this way, and when using Bestow you do not gain the advantage of the Restoration benefit Sympathetic Recovery, or any other ability that restores Health to you when you use the Restoration ability.

*Conduit (Benefit):* Active Power. As an action, you may grant a single target an enhancement to Regeneration equal to your Power.

*Regrowth (Benefit):* Requires Conduit. As an extended action, you may regrow lost body parts and limbs to a touched individual over the course of one minute.

*Vaccinate (Benefit):* Requires Power (2). When you use Restoration on a target, all *poisons* and *diseases* up to Class (Power/2) are removed. For example, a character with Power (6) in Restoration could remove up to Class 3 *poisons* and *diseases*.

*Burst (Benefit):* Requires Power (3). As an action, your Restoration heals a single target your normal amount, plus an additional 3\*Power. For one minute afterwards, however, your uses of Restoration are treated as if you had 1 Power.

*Wave (Benefit):* By expending a Willpower point, you may affect all allies within 10 + 5\*Control ft. of you with your Restoration special.

*Heart's Trust (Benefit):* Spend an exclusive action and target a single ally. For as long as you both decide to keep Heart's Trust in existence, you may

exchange Health with one another. Activating this ability is done by expending a free action on the character's turn (up to once per round) and sacrificing any amount of Health to heal the ally an equal amount of Health (Whether Vitality or Wounds are sacrificed makes no difference, only the total matters). Ending this ability can be done as a free action at any time. A character can only keep one Heart's Trust in existence at a time, though he may be subject to as many in the case of multiple characters with this ability. Characters subject to Heart's Trust instinctively know each other's current Health.

*Giver (Benefit):* Requires Power (6) in Restoration. Any time your character is dealt damage, you may heal an amount of Health equal to half of the lost damage to a single target, other than yourself, within range of your Restoration ability. You may not heal a given target in this way more than once per round.

*Example: Tsang and his allies are engaged in a firefight with Deep Dive agents when a fired grenade goes off, sending lethal shrapnel flying in the vicinity of the wayward metahumans. Tsang's Kevlar armor protects him from the brunt of the attack, but the metal shards still bite deeply into him and his nearby friends. After taking damage reduction into account, Tsang ends up losing a total of 12 Health. His Giver benefit immediately activates, and Tsang chooses his least healthy looking friend and heals her for 6 Health.*

*Breath of Life (Benefit):* Requires Power (11) in Restoration. Spend one hour touching a chosen target as an extended action. As long as the target has not been dead for more than 3 days after your ability completes, they are returned to life at 1 Health. Targets of your Breath of Life ability may choose to resist this ability, and if so, this ability automatically fails. Whenever you successfully use Breath of Life on a target, there is a 50% chance that you will permanently lose one rank of Power in Restoration.

## General Blessing Benefits

*Guardian (Cross-Training Benefit):* You gain Power in the Blessing: Barrier field.

*Healer (Cross-Training Benefit):* You gain Power in the Blessing: Restoration field.

*Supporter (Cross-Training Benefit):* You gain Power in the Blessing: Enhancement field.

# METASPECIAL REALM: CREATION

## Earth (Field)



This field is used to create and shape matter to your whim. When you first acquire Earth, you are granted one domain, which determines what your usages of Earth can affect. Sample domains include: metal, earth and crystal, liquid, plastics, wood, and textiles. You are granted the ability to modify that particular domain in the following ways:

**Create:** Active Power. Each rank of Power allows you to create up to 100 components (roughly 10 pounds of matter, or one cubic foot, based upon the GM's discretion). The Grade of these components cannot be higher than your Power/3. Created matter fades after you cease sustaining the ability.

**Transpose:** Quick action. Each round, you may move an amount of matter up to size (Power/3) a distance equal to 5 feet.

**Architect:** Active Power. You may craft various items whose components you have before you. Add twice your Power to your Effective Craft Score (see Crafting rules). Every two ranks of Control you possess will fulfill the requirement of a single Foci that you do not possess, with the exception of Prototype. The parts remain assembled into their proper shape for as long as you sustain this Active Power. Conversely, after spending one hour sustaining Architect, the pieces will remain together and you no longer need to sustain this ability.

**Domain (Benefit):** Repeatable. You may select an additional domain.

**Restore (Benefit):** As an extended action, you may restore objects back to their proper working capacity. Each round that you spend using Restore, you may restore up to 5 lost Structure to an object. You do not need to know how to craft the item in question, but the majority of an object's missing parts need to be present. Restore can only remake damaged items, not items that have had their parts disassembled intentionally.

**Permanency (Benefit):** As a quick action, you may cause one usage of your Create ability that conjures Grade 0 components to become permanent and no longer require an Active Power to maintain. After using Permanency, you cannot use it for two hours unless you expend a Willpower point per use.

**Copper (Benefit):** Requires Power (3), Permanency. When using Permanency, you may expend a Willpower point in order to make permanent up to 100 Grade 1 components. You may choose not to expend a Willpower point, however your use of Permanency only affects up to five Grade 1 components when used in this way.

**Silver (Benefit):** Requires Power (6), Permanency, Copper. When using Permanency, you may expend a Willpower point in order to make permanent up to 10 Grade 2 components. You may choose not to expend a Willpower point, however your use of Permanency only affects up to one Grade 2 component when used in this way.

**Gold (Benefit):** Requires Power (9), Permanency, Copper, Silver. When using Permanency, you may now affect up to 5 Grade 3 components. You may choose not to expend a Willpower point, however your use of Permanency only affects up to one Grade 3 component when used in this way.

**Exotic (Benefit):** Requires Power (6). You may now, as an Active Power, create up to 1\*Power Exotic components such as adamantite, mithril, and quicksilver.

## Eden(Field)

Using this metaspecial, your character can create beings under your control. Their appearance and purpose range anywhere from dozens of eddies that assist you in your work to animated golems that protect you against foes. Conjuring your creature requires an action and an Active Power point, and it creates the critters anywhere within 10\*Control feet. You may summon multiple creatures if so choose, though each one requires a separate action and Active Power point to maintain.

When you first acquire Eden, you are granted one Design. That is, you know how to summon one specific creature type, and once chosen you cannot change it without spending time and effort (see below). Its appearance may be of any sort that you can imagine, but it must reflect its statistics and skills to some degree. Your Design has a number of statistic points to distribute equal to your Power + 3 (like normal character creation, raising a statistic above 5 costs additional statistic points). Your creature begins with skill points based upon its Intellect only, though it may not have more points placed in Knowledge, Craft, or Perform than your own character possesses, and it may not purchase any foci that you do not possess except in Athletics. Designs may be of any size from -5 to 0. It possess an unarmed attack that deals 1d6 physical damage at size 0, and has a critical hit of 9. All other derived values, such as Health and Defense, are based upon its statistics.

A conjured Design will begin acting one round after it's summoned as it gets its bearings. You can change your Design, reassigning both statistic and Hybrid points, by spending two hours internally focusing upon a new conjuration. A Design that is reduced to 0 Health vanishes, leaving behind scant trace. A Design that is killed still counts against your Active Power pool for one hour after its death. Dismissing a Design by ending the Active Power can only be done on your turn.

As the creator of your design, you have the ability to customize it to a given purpose by spending Hybrid points. Your Design has a number of Hybrid points equal to your Control + Governing Statistic + 2. The following Hybrid abilities may be selected multiple times, up to a number equal to your Power.

- Body (1 pt): Increase the Wounds of your Design by 5.
- Shield (1 pt): +2 DR.
- Armor (1 pt): +1 Toughness

- Soldier (1 pt): +1 Attack.
- Warden (1 pt): +1 Defense
- Mind (1 pt): +1 skill point.
- Swordsmith (1 pt): +2 damage on its unarmed attack.

The following Hybrid abilities may only be selected once each.

**Bodyless (5 pts):** Your Design does not have a physical form. It is highly resistant to physical damage, taking only one damage for every 10 damage it would normally be dealt (after Protection), rounded down and to a minimum of one point. It may no longer affect the world with physical means (it can no longer pick up and carry objects, for example). It gains a penalty of *frailty* 5 versus all energy types.

**Airbound (2 pts):** Your Design may now fly at a speed of  $15 + (\text{Statistic}/2)*5$ . The statistic used is based upon the Design's mode of flight, but is typically Agility for physical modes and Wits for mental or magical modes.

**Origin (x pts):** You may spend any number of Hybrid points on Origin, each one granting you 10 exp with which to purchase suitable merits. All merits require the GM's approval before it may be selected, but generally a Design may select any merit that isn't based upon possessing a history or is heavily influenced by social workings (such as Social Network or Status).

**Contender (2 pts):** Your Design's unarmed attack increases to 2d6.

**Champion (2 pts):** Requires Contender. Your Design's unarmed attack increases to 3d6.

**Haunt (2 + x pts):** Your design may levy a Fear effect against a targeted foe within 10 feet. The resistance difficulty is equal to your Design's highest Mental statistic + 6 + x, where x is the number of additional Hybrid points spend on this ability. You cannot spend more points on x than your Design's highest Mental statistic.

**Blueprints (Benefit):** Repeatable. You know one additional Design. When you use Eden, you may conjure one of any Design that you know.

# METASPECIAL REALM: CURSE

## **Decay (Field)**

Active Power, range of 50\*Control feet. Using this metaspecial, you may levy erosions to targets, greatly reducing capabilities. You have a number of Decay points equal to Control + Governing Statistic + (5\*Power). If the subject fails a resistance roll, they are subject one or more erosions of your choice, chosen from the following list, for as long as you sustain this Active Power. You may expend Decay points as you see fit, mixing and matching any combination of reductions, or simply choosing the same one repeatedly.

- Strength: -1 erosion for 8 points.
- Agility: -1 erosion for 8 points.
- Constitution: -1 erosion for 8 points.
- Intellect: -1 erosion for 8 points.
- Wits: -1 erosion for 8 points.
- Resolve: -1 erosion for 8 points.
- Attack: -1 erosion for 5 points.
- Defense: -1 erosion for 6 points.
- Speed: -5 ft. base speed erosion for 5 points.
- Initiative: -1 erosion per 3 points.
- Armor: -1 erosion to existing DR for 4 points.
- Resist Physical: -1 erosion per 7 points.
- Resist Mental: -1 erosion per 7 points.
- Safety: -1 erosion to all melee, ranged, and metaspecial damage dealt per 6 points.

*Nullify Boon (Benefit):* As an action, you may remove one chosen enhancement from a single target for one minute, if you know or suspect the enhancement exists. Otherwise, one randomly chosen enhancement is removed (or one of the GM's choice, based upon a guideline such as "I want to reduce their combat effectiveness," which might remove an attack, defense, or damage enhancement).

*Dark Spiral (Benefit):* As an action, you may redistribute your Decay points as you see fit affecting a single target currently under the effect of your erosion ability.

*Weal (Benefit):* You may use your Decay ability as a quick action, though the difficulty is reduced by 3 when doing so.

*Circle of Ruin (Benefit):* You may use your Erosion ability to affect all targets within an area with a radius equal to 5\*Control, though when doing so you may only select a single erosion type. Those that leave the area are no longer affected by the Erosion, while those that enter the area are affected by it normally (if they fail the resistance roll).

*Fire and Forget (Benefit):* You may choose to not consume an Active Power point when using Decay.

When doing so, however, the duration is reduced to 3 rounds.

## **Bane (Field)**

Range of 50\*Control feet. This metaspecial levies a diverse range of status ailments and combat states against targets. When you first acquire Bane, choose 2 domains from the list below, which are the ill effects that you are able to create. Each Bane is classified as either Brief, Sustained, or Permanent. Brief Banes last for a short duration, a number of rounds equal to 1 + Power unless another duration is specified in the Bane. The target may expend an action on their turn to grant themselves an additional resistance roll to remove the effect of a Brief Bane. Sustained Banes require an Active Power to maintain, but provide additional, non-degrading resistance rolls once per day (unlike Brief Banes, a target cannot expend an action to grant themselves an additional resistance roll). Sustained Banes may be used as Brief Banes, if the character desires. Permanent Banes are permanent in the sense that once used, the effect applies to the target and can be removed by normal means. For example, *fatigue* is considered a permanent Bane, and it is removed once the character rests for a certain period of time.

- Deaf: Sustained. The subject is rendered *deaf*.
- Mute: Sustained. The subject is rendered *mute*.
- Charm: Sustained. The subject is rendered *charmed*.
- Witless: Brief. The subject is rendered *witless*.
- Fear: Brief. You may levy a *fear* effect.
- Sleep: Sustained. You may levy a *sleep* effect. This status ailment only succeeds in combat or other hazardous situations if the target botches on his resistance roll.
- Fatigue: Permanent. You may levy a *fatigue* effect.
- Hemorrhage: Permanent. A subject is affected by *hemorrhage* equal to your Power. This *hemorrhage* does not stack with other *hemorrhage* ranks already on the target.
- Frailty: Brief. A subject is affected by *frailty* equal to 1 + Power/2.
- Immobilize: Brief. You may levy an *immobilize* effect.
- Miasma: Permanent. A subject is affected by 2\*Power + Governing Stat Miasma.
- Prone: Permanent. You may render a subject *prone*. This effect is permanent, in that it remains until the subject removes *prone* by normal means, such as by expending a quick action.

*Domain (Benefit):* Repeatable. Choose an additional domain from the list above. You now have the ability to use that effect.

*Woe (Benefit):* Repeatable, requires Power (6). Each time this benefit is taken, you may choose to levy one of the following new Banes.

- *Dominate:* Brief. The subject is rendered *dominated* for one round.
- *Stun:* Brief. The subject is rendered *stunned* for one round.
- *Terror:* Brief. The subject is afflicted with *terror* for one round
- *Blind:* Brief. The subject is rendered *blind*.
- *Exhaustion:* Permanent. The subject is rendered *exhausted*.

*Evil Eye (Benefit):* You may now use your Bane metaspacial as a quick action. When doing so, however, the resistance difficulty is reduced by 3.

*Dearth (Benefit):* Expend a Willpower point when using Bane. It affects all targets within a 5\*Control radius area.

*Differentiating (Benefit):* Requires Control (5), Dearth. When using Dearth, your Bane no longer affects allies.

*Venom (Benefit):* You now have the ability to levy a *poison* Bane against a single target, whose Class is no greater than your Power/3, maximum Class of 2. The subject is affected by the poison normally, though the effects fade, including *death*, after the metaspacial is no longer maintained.

*Pestilence (Benefit):* You now have the ability to levy a *disease* Bane against a single target, whose Class is no greater than your Power/3, maximum Class of 2. If you expend an Active Power point when using Pestilence, the disease immediately springs to full effect, bypassing any incubating stages. The *disease* is not communicable,

however, and ends after you stop sustaining the ability. Conversely, you may cast the *disease* as a Permanent effect, in which case the subject is treated as if they were exposed to the *disease*. The difficulty to resist the *disease* if based upon your own Bane difficulty, however, and not that listed by the chosen *disease*. When used in this way, the *disease* appears as a normal disease of its type, including being communicable and fully lethal.

*Fiend (Benefit):* Requires Power (6), and either Venom or Pestilence. When using these Bane domains, you may now levy a Class 3 *poison* if you possess Venom and a Class 3 *disease* if you possess Pestilence.

*Death Bringer (Benefit):* Repeatable. Requires Power (11), Fiend, and either Venom or Pestilence. You may now levy Class 4 *poisons* if you possess Venom, and Class 4 *diseases* if you possess Pestilence. You may also create one new Class 4 *poison* or *disease* of your own design each time this Benefit is taken.

## General Curse Benefits

*Ruin (Benefit):* You gain the ability to damage inanimate objects. You may deal 5\*Power damage to an object's structure, bypassing Resilience.

*Wail (Benefit):* You gain the ability to reduce a champion to a groveling slug. You may deal 2\*Power + Governing Stat damage to a target's vitality, bypassing DR and Toughness. This ability cannot affect Wounds.

*Warlock (Cross-Training Benefit):* You gain Power in the Curse: Decay field.

*Malefic (Cross-Training Benefit):* You gain Power in the Curse: Bane field.

# METASPECIAL REALM: DESTRUCTION

## **Amplify (field)**

This metaspecial increases your lethality within a chosen area. Choose one of the domains from the list below. Whenever you attack with the chosen form, you deal an additional  $2 * (\text{Power}) + 1$  damage of a single physical damage type of your choice, chosen when you first select Amplify. Damage from Amplify will critical as normal if your chosen attack form is capable of making critical hits, and if the damage type of Amplify matches that dealt by your chosen attack.

**Ranged:** Amplify affects all non-volatile, ranged weapons you wield, such as bows, handguns, energy rifles, and thrown weapons such as daggers.

**Melee:** Amplify affects all melee weapons you wield, such as knives, energy swords, and unarmed attacks.

**Demolitions:** Amplify affects any personal, explosive weapons that you wield such as grenades, mortar, timed explosives, and Molotov cocktails, as well as any launched missile such as an anti-air rocket. Amplify (Demolitions) affects only those explosive devices that your character activates or otherwise triggers.

**Metaspecial:** Choose a single field you possess, such as Curse: Decay or Mind: Telepath. Whenever you target a foe using the chosen metaspecial, you may use Amplify to deal damage to the target in conjunction with whatever effect your metaspecial performs. When using Amplify in this manner, however, the difficulty to resist your ability is reduced by 2. If the foe would not normally be given a resistance roll (or other avoidance roll) and if no attack or similar roll is required by you to affect the target, then the target is given a resistance roll against damage from Amplify at the standard difficulty.

**Surge (Benefit):** Repeatable. As a quick action, you may grant yourself a number of Surge charges equal to the number of times that this Benefit is taken, which can be used to increase your damage further. Whenever you use Amplify, you may expend up to one Surge charge to increase the amount of damage dealt by  $1 * \text{Power}$ . For example, a character with Power (5) and three Surge benefits could expend a quick action in order to increase their next three uses of Amplify by five damage each. Repeated uses of Surge simply refreshes your Surge charges back to its maximum.

**Branching Out (Benefit):** Repeatable. Choose an additional domain for Amplify.

**Energy Amp (Benefit):** Repeatable. Choose a single energy damage type. When dealing damage with Amplify, you may choose to deal your chosen damage type instead of the normal physical damage.

**Building Energy (Benefit):** Requires Surge. Active Power. Choose a voluntary target within 100 feet. As long as that target is within range, whenever that target

makes a damaging attack with a form that you can Amplify, you have the option of expending up to one Surge charge to increase the damage of that ability by  $2 * \text{Power}$ .

**Critical Mass (Benefit):** Requires Power (6). Expend a Willpower point. Sacrifice an amount of Health up to  $3 * \text{Power}$ . For every three Health sacrificed in this way, your use of Amplify and any associated Benefits such as Building Energy increases by 1 damage. Building Energy lasts for three rounds, and may only be used once every three rounds.

## **Blast (field)**

Using Blast, your character can lash out at foes with his metaspecial. Choose a single damage type from the list below, such as Crushing, Fire, or Holy damage. As an action, your character can use Blast against a target within  $50 * \text{Control}$  ft, and those that fail a resistance roll determined by your method of attack are dealt an amount of damage based upon your chosen damage type.

- **Physical:** Physical Blast metaspecials deal  $1d6 * \text{Power} + 1d6 + \text{Statistic}$ .
  - **Crushing:** Blasts of wind, compressing force, or enhanced gravity.
  - **Piercing:** Bone or metal spikes, crystal shards, or conjured daggers of glass.
  - **Slashing:** Summoned waves of blades or thrown discs of jagged metal.
- **Energy:** Energy Blast metaspecials deal  $1d6 * \text{Power} + \text{Statistic}$ .
  - **Fire:** Great balls of fire, it's destruction by burnination.
  - **Frost:** Chilly winds, rays of ice, and subzero temperatures.
  - **Electrical:** Shocking powers of electricity.
  - **Typeless:** Corroding a person's life force, destroying beings at a molecular level, and manipulating arcane magic.
  - **Rotting:** The touch of death strikes those that met your gaze, or perhaps you amplify the entropy in an individual.
- **Superior:** Superior Blast metaspecials deal  $2 * \text{Power} + \text{Statistic}$  damage.
  - **Holy:** The wrath of the On-High befalls any obstacle or enemy which might bar your righteous path.
  - **Mystic:** Deals damage directly to a person's soul, mind, or essence.

**Physical Mastery (Benefit):** Requires the ability to deal either Crushing, Piercing, or Slashing with Blast. You now have the option of using any of the three physical

damage types when you use Blast. As well, you receive a +2 bonus to your Blast damage whenever you use a physical damage type.

*Broaden Scope (Benefit):* Repeatable. Choose an additional damage type, such as Piercing, Frost, or Mystic damage. When using Blast, you may now choose to use that particular damage type instead of your original damage type. For example, a character that possessed Blast: Frost and Broaden Scope: Mystic could deal either Frost or Mystic damage when they activate their Blast special. The amount of damage dealt by Blast changes relative to the chosen damage type.

*Guided Blast (Benefit):* Requires Control (4). Your damage is increased by your Control/2.

*Explosion (Benefit):* You may expend a Willpower point when using Blast. If you do so, it affects all targets within 10 ft. of your chosen target.

*Line (Benefit):* You may expend a Willpower point when using Blast. If you do so, your ability affects all targets in a line that is 50 feet long. The line emanates from you.

*Cone (Benefit):* You may expend a Willpower point when using Blast. If you do so, it affects all targets in a 20 ft. cone. The cone emanates from you.

*Multi-Target (Benefit):* You may expend a Willpower point when using Blast. If you do so, your Blast special affects 2 different targets.

*Wave (Benefit):* You may expend a Willpower point when using Blast. If you do so, your ability affects all targets within 15 feet of your character.

*Area 101 (Benefit):* Requires Explosion, Line, Cone, Multi-Target, or Wave. Instead of expending a Willpower point to activate these abilities, you may choose to instead expend an exclusive action.

*Wide Burst (Benefit):* Repeatable. Requires Control (2), plus an additional 2 Control ranks each time this ability is purchased, and either Line, Explosion, Cone, Multi-Target, or Wave. Your area of effect when using these abilities is increased by 10 feet for Explosion, Wave, or Cone, 50 feet for Line, or 1 additional target for Multi-Target.

*Differentiating (Benefit):* Requires Control (5), and either Explosion, Line, Cone, or Wave. Your area of effect when using these abilities no longer affects allies caught in the area.

*Ray (Benefit):* You may now volley your attack. When using Blast, you may choose to have your attack emanate directly from your body, streaking forth in a straight line. It affects the first target that it strikes, but your Blast range is increased to 1,000\*Control feet when used in this way.

## Retribution (Field)

Your body manifests a harmful counter response whenever you are attacked. You gain bonus Retribution of a single physical damage type of your choice, that deals an amount of damage equal to  $2 * \text{Power} + \text{Control} + \text{Statistic}$ .

*Physical Mastery (Benefit):* You now have the option of using any of the three physical damage types with Retribution. As well, your damage increases by a bonus of 2 whenever you use a physical damage type.

*Energy Amp (Benefit):* Repeatable. Your retribution now has the option of dealing an Energy damage type instead of the original physical damage type, such as Fire, Frost, Electrical, Rotting, or Typeless. You may switch between any available damage types as a free action.

*Essence Guided (Benefit):* Requires Energy Amp. Your Retribution ability now has the option of dealing a Superior damage type of your choice, such as Holy or Mystic. You may switch between any available damage types as a free action. When dealing damage of this type, however, you only deal  $\text{Power} + \text{Control} + \text{Statistic}$ .

*Crusader (Benefit):* As an Active Power, you may keep a warding effect on an ally. As long as the chosen ally is within  $10 * \text{Control}$  feet of your character, your Retribution effect extends to them as well.

*Vindictive (Benefit):* Repeatable. Your retribution now affects creatures that attack you with ranged damaging attacks, up to a distance of 25 ft, although it only deals  $1 * \text{Power} + \text{Statistic}$  when used in this way. Each additional time this benefit is chosen, the range extends by 25 ft. Ranged metaspecials such as thrown ice blasts are included in this, so long as the attack can deal damage.

*Merciless (Benefit):* Requires Vindictive. Your retribution now affects anyone within your Vindictive range that uses a malevolent ability against your character that grants a resistance roll or requires an attack roll in order to affect you.

*Forceful (Benefit):* Requires Vindictive. Damage dealt from Vindictive now deals your normal Retribution damage.

*Unleash (Benefit):* As an action, you can cause your Retribution ability to reach out and harm a nearby target. Choose a target within  $5 * \text{Control}$  feet. If the target fails a resistance roll, they are dealt an amount of damage equal to  $2 * \text{Power} + \frac{1}{2} \text{Control} + \text{Statistic}$  if you deal a physical or energy damage type, or  $1 * \text{Power} + \frac{1}{2} \text{Control} + \text{Statistic}$  if you deal a mystic damage type. Dealing energy or mystic damage with Unleash requires the benefits of Energy Amp or Essence Guided, respectively.

## Strike (field)

As a free action on your turn, you can summon a specialized weapon from the air. This “weapon” appears as any sort that you wish, from a runic blade, to a putrid mist, to raging fire engulfing your hands. Strike functions as a melee attack that deals  $2 * \text{Power} + 1d6$  physical damage (of a type of your choice) with a critical hit range of 8. Attack rolls are made with your governing stat + Control, in addition to any other merits or abilities that increase your attack such as Weapons Master: Strike or Rigors of Combat. Regardless of the description, an attack made with Strike does not count as an Unarmed attack.

*Physical Mastery (Benefit):* You now have the option of using any of the three physical damage types with Strike. As well, your damage increases by a bonus of 2 whenever you use a physical damage type.

*Energy Amp (Benefit):* Repeatable. Choose a single energy damage type. When dealing damage with Strike, you may choose to deal your chosen damage type instead of the normal physical damage. You may switch between any available damage types as a free action. This ability is repeatable, each time choosing a different Energy damage type.

*Superior Fighting (Benefit):* Repeatable. Requires Energy Amp. Choose a single superior damage type. When dealing damage with Strike, you may now choose to use your chosen damage type. You may switch between any available damage types as a free action. When dealing Superior damage with Strike, you only deal  $1 * \text{Power} + 1d6$  damage instead of the normal Strike damage (augmented by any other benefits or abilities you might possess).

*Lash (Benefit):* Repeatable. The range of your Strike ability increases by 15 feet. Each additional time this benefit is chosen, your range increases by another 20 feet.

*Arming (Benefit):* Requires Control (6). Active Power. You may gift a touched Ally with the ability to use your Strike special for one hour. The ally uses his own statistic for attack rolls (determined by your Governing Stat), but does not add your Control. Arming lasts for one hour, at which point it ends whether or not you choose to continue keeping the power Active.

*Arming Focus (Benefit):* Requires Arming, Control (6). Any ally gifted with your Strike ability gains half of your Control added to their attack rolls.

*Keen Focus (Benefit):* Your critical hit range on your Strike special improves by 1. This increase does not stack with other increases to critical hit ranges. If you already possess another ability that increases your critical hit range, Keen Focus instead increases the damage you deal with strike by +2.

*Quick Strike (Benefit):* As a quick action, you may make a Strike attack against a single target. This attack cannot critical.

*Harness Talent (Benefit):* You now add your Governing Statistic to your damage.

## General Destruction Benefits

*Leech (Benefit):* Requires Control 4. Whenever you deal damage with your Destruction power, you may restore an amount of Health equal to your Control/2. You may only gain Health in this manner when you deal damage to a target made up of similar essence to yourself (either a living being or an inanimate object), and you cannot gain more Health than the amount of damage taken. You may only benefit from Leech once per round.

*Concussive Force (Benefit):* Expend a quick action. Your next Destruction ability that deals Crushing damage renders a single target damaged by your attack witless for one round if your Power is equal to or greater than their Constitution.

*Pincushion (Benefit):* Expend a quick action. Your next Destruction ability that deals Piercing damage ignores an amount of Protection equal to your Power.

*Bloodletting (Benefit):* Expend a quick action. Your next Destruction ability that deals Slashing damage affects a single target damaged by your special with Hemorrhage equal to your Power. If the target is already suffering from hemorrhage equal to or greater than that given by your Bloodletting, this ability does nothing.

*Physical Adept (Benefit):* Repeatable. Requires Concussive Force, Pincushion, or Bloodletting. Treat your Power as 2 greater for purposes of these benefits.

*Physical Power (Benefit):* Repeatable. Requires Concussive Force, Pincushion, or Bloodletting. Your usage of these abilities now affect up to an additional two targets damaged by your special for each time this benefit is chosen.

*Pyro (Benefit):* Repeatable. Whenever you deal Fire damage to a target, the resulting Fire status ailment is treated as if you had dealt an additional 10 damage.

*Ice Lord (Benefit):* Repeatable. Whenever you deal Frost damage to a target, the resulting Frost status ailment is treated as if you had dealt an additional 10 damage. Each time this benefit is taken, the maximum penalty from Frost is increased by 1.

*Conduit (Benefit):* Repeatable. Whenever you deal Electrical damage to a target, the resulting Electrical status ailment is treated as if you had dealt an additional 10

damage. Each time this benefit is taken, the maximum penalty from Electrical is increased by 1.

*Ferment (Benefit):* Repeatable. Whenever you deal Rotting damage to a target, they acquire an additional 4 Miasma for each time this Benefit is taken.

*Misery (Benefit):* Repeatable. Whenever you deal Mystic damage to a target, the resulting status ailment is treated as if you had dealt an additional 5 damage. For every two times this benefit is taken, the maximum penalty from Mystic is increased by 1.

*Dual-Purpose (Benefit):* Requires Control (4) and the ability to deal Holy damage with a Destruction

field. You may turn your Holy force into a minor restorative power. As an action, you may heal a touched subject an amount of Health equal to your Power.

*Vanguard (Cross-Training Benefit):* You gain Power in the Destruction: Amplify field.

*Destroyer (Cross-Training Benefit):* You gain Power in the Destruction: Blast field.

*Avenger (Cross-Training Benefit):* You gain Power in the Destruction: Retribution field.

*Gladiator (Cross-Training Benefit):* You gain Power in the Destruction: Strike field.

## METASPECIAL REALM: DIMENSIONAL

### **Chaos (Field)**

This metaspecial grants your character a certain measure of control over luck. You receive a pool of points equal to  $3 \times \text{Power}$ , which may be expended to grant yourself an enhancement to rolls. Whenever you make an attack, skill, resistance, or statistic roll, you may expend a number of points up to  $1 + (\text{Control}/2)$  in order to gain an equivalent enhancement. For example, if you had Control 4, you could spend up to three points at one time to gain a +3 enhancement to the roll. Your total pool of points recovers completely 15 minutes after you last expend a point.

*Ward (Benefit):* You may allocate points in order to raise your defense. As an action and an Active Power, you may expend up to your limit in points. For as long as these points remain allocated, you receive a +1 enhancement to your defense per point. When your pool of points refreshes, you have the option of ending this special, or else retaining your point allocation and having this ability sustained.

*Extend Coverage (Benefit):* Active Power. As an action, choose a single ally within 50 feet. You may now expend points from your pool in order to use Chaos to aid that ally, just as you would yourself.

*Lucky Stars (Benefit):* Choose from among the following three: attack rolls, skill and statistic rolls, or resistance rolls. When affecting yourself only, your usages of Chaos for those particular rolls are now considered Bonuses instead of enhancements. This benefit may be chosen up to three times, each time choosing a different roll set.

*Green Streak (Benefit):* Repeatable. Increase your Chaos pool by 2.

*Degrade (Benefit):* As a quick action, you may now expend Chaos points to levy an erosion to a target. Choose a target within  $50 \text{ feet} \times \text{Control}$ . If that target fails a

resistance roll against your metaspecial, they suffer a -1 erosion per expended Chaos point on their next roll. Points are not expended if the target successfully resists your ability.

*Catalyst (Benefit):* Requires Power (6) in Chaos. As an exclusive action, expend a Willpower point. For a number of rounds equal to half the number of Chaos points you expend, all creatures that are within 100 feet of where you use this ability have their rolls treated as if they rolled a 10. This ability affects friend and foe alike. As a quick action, you may designate a single target to be exempt from this special, though the target receives a resistance roll. Creatures that leave your area of effect no longer benefit from this special, while creatures that enter it are affected normally.

*Wrath of Ill Fortune (Benefit):* Requires Power (6) in Chaos. As an exclusive action, expend a Willpower point. For a number of rounds equal to half the number of Chaos points you expend, all creatures that remain within 100 feet of where you use this ability have their rolls treated as if they rolled a 1. This ability affects friends and foes alike, no resistance roll given. A creature may expend a quick action at any time they could normally use a free action in order to remove this effect for their next roll. Creatures that leave your area of effect are no longer affected by this special, while creatures that enter it are affected normally.

### **Teleportation (Field)**

Grants your character the ability to transport himself instantly from one locale to another. As an action, you may teleport yourself up to  $50 \times \text{Power}$  feet in a given direction if you can see your destination, or  $5 \times \text{Power}$  feet away if you cannot sense where you are headed, such as into a building or through a door.



*Homeground (Benefit):* Teleporting to a known location is easier than into the unknown. If the destination is relatively familiar to your character, such as a restaurant that you've been in a few times or a shopping mall, your range for Teleport increases to 1 mile per Power. If the location is intimately familiar, such as your home or place of work, your range increases to 10 miles per Power.

*Blink (Benefit):* You gain the ability to teleport whole objects to you, commonly into your hand. As an action, choose a target object or person within 25\*Control feet. The object or person cannot be larger than size -3, plus one size for every 2 Power points you possess in Teleport. Targeting objects carried by other individuals grant the carrier a resistance roll to avoid losing access of their item, usually Agility or Wits. Teleported objects typically lose all of their current velocity when transported in this way, which does permit your character to safely "catch" a fired bullet.

*Rift (Benefit):* Tearing holes in reality can be lethal to those in the area. You may deal 2\*Power Typeless damage to a single target within 5\*Control feet.

*Share Port (Benefit):* Requires Control (2). When you use your Teleport ability, you may now bring up to one ally with you for every 2 ranks of Control you possess.

*Open Port (Benefit):* Requires Power (2). Active Power. You gain the ability to craft physical gateways. By spending one minute as an extended action using Open Port, you may create a one-way passage anywhere within 25\*Control feet that leads to a destination that you can reach with Teleport. The size of the portal cannot be larger than size (Power/2). Entering the portal requires intent to enter, which means the unwary cannot be forced through. For example, you could not craft a portal in the middle of a freeway and watch as various cars and sundry enter the portal, only to appear 300 feet in the air at the portal's exit. Involuntary targets can be forced through, however, if they are in physical contact with an individual that intends to enter the gateway. Such targets receive a Resolve resistance roll to avoid being teleported in addition to any other resistances that they may be given, such as resisting the grapple itself. The gateway lasts for as long as you sustain the Active Power, and as long as your character remains within 25\*Control feet of either the entrance or the exit point. Neither the entrance or exit portal have to be visible, but a person that touches where the portals exist gets a feeling of something being off, and may enter the portal unwittingly as they spend a moment exploring the sensation.

*Permanent Portals (Benefit):* Requires Power (2), Open Port. When you use Open Port, you may choose to spend a Willpower point. If you do so, it no longer counts against your Active Power pool. You may only sustain a number of permanent portals in this way equal to 1 + Governing Statistic. As well, you no longer have to stay within 25\*Control feet from the entrance or exit of any Open Port that you create to keep them active.

*Shift (Benefit):* Requires Blink, Control (5). When you use Blink, you are no longer required to teleport the object to you and may instead teleport the object to anywhere else within range. The object's velocities are still often negated, which does prohibit character from causing a person's gun to fire at their own self.

## **Time stream (Field)**

Your character can influence what is, what was, and what will be by reaching out to nearby, potential timelines and bringing them into the present one. As an action, you can attempt to modify an event that has occurred in the past no earlier than a number of hours equal to your Control (half an hour if you have 0 Control), or you can encourage a particular event to occur within the next few seconds. For example, you might attempt to cause a specific person to be sick from work, a door to have been forgetfully left unlocked, or a firearm to jam.

In order to affect a change in the timestream, the character must be within range of a focal point of the event, typically either the individual involved or the location of a change. For example, in order to prevent an accidental car-wreck from occurring, the character could be either at the site of the crash, at the victim's side in the hospital, or beside the crushed vehicle at the car lot. Range is equal to 50\*Control feet.

To determine if your character can successfully acquire the desired timeline, you must meet or exceed the Change difficulty. The less likely an event is to have happened, the harder it is to force the change. Your character has a Change strength equal to your Power + 1. The base difficulty is determined by the event itself, the individuals involved, and the magnitude of change.

A plausible event has a difficulty of 0. This is an event that happens frequently enough to be commonplace, such as a person failing to catch a thrown item or forgetting to lock their car door. Unlikely events have difficulties ranging from 1 to 2. An unlikely event is one that, while possible, occurs infrequently at best. A person leaving their wallet at a table, a loose tie being caught in heavy machinery, or a novice with a firearm having their weapon jam in the thick of combat are examples of an unlikely event. Unreasonable events are just that; unreasonable. They are events that don't happen except as part of a B movie plot, and have a Change difficulty ranging from 3 to 5. A person knocked off of a building and miraculously saving themselves by grabbing hold of a flagpole or service platform would be unreasonable. Conversely, some events are so likely to happen as to be Inevitable, and these events have a base difficulty of -2. It's a novice dancer stumbling in front of an audience, a meal being under or overcooked, or catching a fish with better frequency than your friends.

In addition to the event rarity, the Change difficulty is modified by the impact that such an alteration in the time stream would have. Insignificant or minor events, such as choosing one set of clothes over another, has a difficulty of -1. A memorable event, one that changes a person's day or week but usually nothing besides, and the most common type of event modified, has a difficulty of 0.

Significant events that change the course of a single person's life for months or years to come has a difficulty of 1.

Lastly, the Change difficulty is modified by the person or persons involved. For a benign event, there is no chance. For an event that adversely affects a person, the difficulty is increased by that person's Resolve. Note that even though a chosen use of Timestream might be benign towards your target, many events are at the cost of another; while it considered benign to allow a favored baseball player to make a homerun, it is at the detriment of the opposing team, and the Resolve difficulty would thus apply. When affecting more than one person significantly, the difficulty increases by +1 per additional person--examples include forcing a car with multiple passengers to have its brakes go out, or for two guards to look in the same direction at the same time. This is also the reason that it is easier to win at a craps table in a casino than it is to win a state lottery. For malign events that affect multiple people, the difficulty is raised by the highest Resolve of the affected individuals. Malign events allow all subjects a resistance roll to avoid being affected by that occurrence, usually a Resolve or Wits resist. If a malign event is successfully resisted, you cannot attempt that same occurrence again.

## **Timestream Change Difficulty**

### **Event**

Inevitable, -2  
Plausible, 0  
Unlikely, +1-2  
Unreasonable, +3-5

### **Importance**

Minor, -1  
Memorable, 0  
Significant, +1

### **People**

Malign Event, +Resolve  
Multiple People, +1 each target over the first

It is possible to attempt a change in the timestream if you do not meet the required difficulty. In order to do so, you must still meet both the Event and the Importance Change combined difficulty. The People difficulty, however, when added to this combination, may exceed your Change strength. When attempting a benign event, you have a cumulative 20% chance of failure for each point over your Change strength the difficulty is (a failed benign event cannot be attempted again). For malign events, the difficulty to resist is reduced by 2 for each point over your Change strength the difficulty is.

*Example: Angela's character is in a tight spot, having just encountered three men with guns and intent to use them. She decides that her character, a sleuth with a Change Strength of 6, is going to attempt to cause all three men to have their guns jam, or at least miss her with the first couple of shots. The gunmen are well trained,*

*however, so this is an Unreasonable event with a difficulty of 3. The GM also decides that this is a Memorable event, which adds nothing. Three foes increase the difficulty by another 2, for a current total of 5. One of the hitmen, however, has a higher than normal Resolve of 3, bringing the final Change difficulty to 8. This is two points higher than Angela's Change Strength of 6, which reduces her normal 14 DC to a meager 10. She gets lucky, however, and the two weaker willed of the hitmen miss, with only their leader passing the resistance roll. Angela's character takes a single grazing shot across her shoulder as she flees outdoors and into a public street.*

## **Wraith (Field)**

Your character gains the ability to turn *incorporeal*. While in this state, your character cannot affect the normal world by any means, though he may pass through any solid or energy barrier. An incorporeal character appears as a transparent image of his normal self. Attacks and specials cannot affect your character, with the exception of attacks that deal superior damage (only the damage affects you, not any associated status ailments or the like). Your own superior damage attacks and specials, however, may not affect *corporeal* beings. You may stay in this state for a number of rounds equal to your Power before you are forced back into the physical realm. If you are within a solid structure when this effect ends, such as caught inside of a table, you are shunted aside to the nearest open space that will contain your body (at the GM's discretion). If your body is more than 50% within a solid structure when this effect ends, such as within a wall or underground, you are dealt 1d6 typeless damage for every 10 feet or partial 10 feet that you are shunted aside (if you are moved 12 feet, you would take 2d6 typeless damage, for example). You may end the effect of Wraith at any time as a free action on your turn. You may not use Wraith while you are currently under the effects of it; a character that desires to renew the duration must reenter the physical realm and use Wraith a second time.

*Passage (Benefit):* When using Wraith, you may bring a number of allies with you equal to your Control, as long as they are within 20 feet when you use this special. You may also bring touched objects with you, as long as the object is no larger than your Power in size. An object up to size 0 counts as one ally, plus an additional ally for each size above 0. For example, a size three object requires at least Power (3) in Wraith and would count as 3 allies. An object must be taken in its entirety.

*Example: Samantha, a.k.a. Spiritwalker, is hiding inside of an army hanger with her two companions, her teacher and her boyfriend. Outside are villainous robots that are quickly breaking through the sheet metal that protects her, so time is at a premium. Samantha quickly ushers the other two into a jeep, spending precious seconds hotwiring the vehicle into starting. The engine turns over just as the single green lights of the robots eyes peer through the area, and Samantha wastes no time activating her Wraith special. With Control 6, Samantha can take up to six allies with her. She needs speed,*

however, and wants to take the jeep with her and her two companions. The jeep is size 2, and so counts as 3 allies, bringing her total to 5. This is still within Samantha's ability, however, and so it with vain effort that the robotic clamps, lasers, and mini-grenades strike at the jeep as it speeds through the front door of the hanger and out into the desert air.

*Wraith 2.0 (Benefit):* Requires Power (2). You may expend an Active Power point when using Wraith. If you do so, you may sustain the ability for up to 1 minute per Power, at which time it ends.

*Wraith 3.0 (Benefit):* Requires Wraith 2.0, Power (4). The duration of Wraith when you expend an Active

Power point increases to 1 hour per Power, and you receive a +1 bonus to your defense at all times.

*Wraith 4.0 (Benefit):* Requires Wraith 3.0, Power (6). The duration of Wraith when you expend an Active Power point increases to 1 day per Power, and you receive another +1 bonus to your defense, for a total of +2.

*Shunt (Benefit):* Requires Control 3. Range 25\*Control feet. You may target an inanimate object no larger than size -3 + (Power/2). That object is forced into an *incorporeal* state for a number of rounds equal to your Power. Objects worn or held by foes grant the carrier a resistance roll to avoid the effects. Important objects, such as vital papers, or objects in use such as clothing, armor, and firearms, grant the target a +2 bonus.

## METASPECIAL REALM: MANIPULATION

### **Energy, Exothermal (Field)**

Each rank of Power increases your effective Power by one for Control, Create, and Negate. The range of this metaspecial is equal to 50\*Control feet.

*Control:* Your character can slow the effects of entropy in a given subject. As an action, expend an Active Power and choose a target. If the subject fails a resistance roll, their speed is reduced by 5\*Power, to a minimum of 5 feet, and their initiative is reduced by 1\*Power. This ability allows a degrading resistance roll each minute.

*Create:* This aspect creates a focused cold snap that deals 2\*Power Frost damage to anyone caught in an area equal to size (Power - 3). When used on most unattended, liquid substances, Create will freeze an area up to the size of the cold snap.

*Negate:* As an Active Power, you may grant a chosen target Frost resistance equal to 3\*Power.

### **Energy, Kinetic (Field)**

Each rank of Power increases your effective Power by one for Control, Create, and Negate. The range of this metaspecial is equal to 50\*Control feet.

*Control:* This allows you to move objects and forces around. You may move an amount of mass equal to 50\*Power in pounds a distance equal to 5\*Control feet. You may sustain this movement on a target as an Active Power, in which case you may expend an action to move the target an additional 5\*Control feet. Targets may expend a quick action in order to gain an additional resistance roll against this special.

*Create:* This aspect is used to create a brief burst of energy. Deal 2\*Power + Governing Stat Crushing damage to a single target.

*Negate:* Quick action. This allows you to reduce the kinetic force in an object or the amount of damage taken by an ally. A chosen target gains an enhancement to DR equal to your Power + 2 for one round. You may

expend an Active Power point when using Negate to protect an ally, in which case the warding lasts for as long as you sustain the metaspecial, but the protection is reduced by 2.

*Strong Mind (Benefit):* Repeatable. Each time this benefit is taken, the amount of mass you can lift with Control increases by 50 pounds per Control. For example, if you purchased this ability 3 times you would be able to lift Power\*200 pounds.

*Zero (Benefit):* When you use your Negate aspect, you may now affect an area up to Control\*10 feet in radius, granting all allied creatures and objects within the radius your enhancement, though it fades after the first damaging attack. You may have this area concentrated on yourself, in which case it moves with your character, or else you may cast it upon an area, in which case the protected area remains static (your special ends as normal if you move further away than your range).

*Shatterstorm (Benefit):* Requires Power (6), Control (3). You may expend a Willpower point in order to use your Create aspect on a number of different targets equal to your Control.

### **Energy, Thermal (Field)**

Each rank of Power increases your effective Power by one for Control, Create, and Negate. The range of this metaspecial is equal to 50\*Control feet.

*Control:* As an action, you may move a fire up to your Power in size from one area within range to another location up to 10\*Control feet away.

*Create:* As an action, you may create a fire up to size (Power -3). The heat from this flame is enough to deal 2\*Power fire damage to anyone caught in the area.

**Negate:** As an action, you may extinguish a fire up to your Power in size, or as an Active Power ward a Power\*5 feet radius area against normal fire intrusions and comparable heat... or just make a hot summer day feel like a cool fall morning in an area centered around yourself.

**Ignite (Benefit):** As an Active Power, you may grant a single weapon a fire enhancement to damage equal to your effective Power with Create. This damage does not crit, and the enhancement fades after one attack by the weapon in question. You may expend multiple Active Powers on the same weapon in order to grant it more charges.

**Fire Ward (Benefit):** As an Active Power, you may grant a single target Fire Resistance: 3\*Power. This ability uses your effective Power with Negate.

**Dancing Flames (Benefit):** As an active Power, you may cause an existing flame no larger than Power\*5 feet radius in area to shape itself into rough images or words. The images tend to have blurred outlines as the fire sparks and burns, but otherwise resembles a three-dimensional shadow puppet show. Dancing Flames uses your effective Power with Control.

## Metamagic (Field)

Each rank of Power increases your effective Power by one for Access, Aid, and Negate. The range of this metaspecial is equal to 50\*Control feet.

**Access:** Like a sponge, Access allows you to gain brief access to another's special abilities. As an action, choose a single voluntary target within range that possesses a metaspecial. You gain once usage of one of the target's metaspecials, including the usage of any of its Benefits, with certain restrictions. Firstly, the selected ability cannot take longer than an exclusive action to perform. The ability's effective Power is equal to your Power in Manipulate: Metamagic, or its own Power, whichever is lower. You use your own Control and Governing Statistic. Benefits that the target possesses may only be selected for your usage if you qualify for them, using your Metamagic's Power, Control, and Governing Statistic to fulfill any requirements (To have access to a Benefit that requires Power 6, for example, would require that you have at least six ranks of Power in Metamagic). The ability used by the metaspecial should be chosen beforehand, but you do not have to specify any targets. For example, you might decide that a borrowed Restoration special might use its default ability to heal a single ally, or you might decide that the Restoration special is going to use the benefit Conduit ability, which allows you to sustain a Regeneration ability on a target. Using the selected ability requires the same length of time that the ability normally would require, such as an action being required to use Blessing: Restoration's default healing ability. You may sustain a number of borrowed metaspecial uses in this way equal to 1 +

(Control/2), and you may dismiss one as a free action at any time to make room for another. You may sustain these uses for any length of time, but once you use the borrowed metaspecial, it is lost. Passive metaspecials, such as Augmentation: Flight or Super Strength, require only a quick action to activate and last for one minute. Sustained abilities that require Active Powers, such as a Telepathy ability, does require an Active Power to maintain and may be maintained for up to one minute. Access cannot be used on yourself. Accessed metaspecials cannot be utilized if your Power in Metamagic is less than the effective Power of the borrowed metaspecials, such as with a Metaspecial that has been enhanced with Gene Tap.

*Example: Kevin, a mage with Manipulate: Metamagic at Power (5), Control (4), is allied with several empowered individuals. Kevin's Control allows him to Access up to three metaspecials, and he decides to borrow all three uses from his allies. First, he selects an ally with Destruction: Blast at Power (3), Control (3). He chooses to grab Blast two times, which will allow him to, at any time, spend an Action and activate the special. When Kevin uses Blast, it will be treated as if it had Power (3) because his ally has a lower Power than he does, but Control (4), since Kevin uses his own Control. For his third usage of Access, Kevin chooses a different ally, one with Blessing: Barrier at Power (6), Control (5), and various Benefits. After checking through all of his ally's specials, he decides that he would like to use Shackle, which will allow him to bind a single foe in place. While his ally also possesses the Imprisonment Benefit, an upgrade to Shackle, Kevin cannot gain from this because his five ranks of Power in Metamagic does not qualify for Imprisonment's required six ranks of Power. Later, after Kevin uses these specials or dismisses them to free up space, he can target other voluntary empowered and refresh his ability.*

**Aid:** As an action, choose a single target and one of their metaspecials. For one round, that metaspecial receives an enhancement to its Power equal to 1 + (Power/3). Aid may be used to target metaspecial-like abilities, such as specials gained from Access or from the Genetic Deviant merits Absorb and Devour.

**Negate:** Active Power. As an action, choose a single target to affect them with Negate, no resistance roll. The next time the target activates a metaspecial, they must succeed on a resistance roll (usually Resolve) or else have their activated metaspecial's Power reduced by an erosion equal to your own Power (for purposes of the activated ability only). Whether the target succeeds or fails this roll, Negate ends. You may sustain multiple uses of Negate on a single target, if you desire, and each resistance roll, pass or fail, ends one usage.

**Quicken (Benefit):** You may now use Aid and Negate as quick actions, however your range is reduced to 5\*Control feet when they are used in this manner. Unless otherwise stated, Quicken does not affect any Benefits that might utilize Aid and Negate to determine its strength, such as Ward or Block.

**Shore Up (Benefit):** Active Power. As a quick action, choose a voluntary target within range. Whenever the target activates a metaspecial that allows a resistance roll, they may choose to benefit from Shore Up, in which case the difficulty to resist the metaspecial increases by  $1 + (\text{Power}/3)$ . Multiple uses of Shore Up may be used on a single target, and each time the target benefits from this ability, one usage is expended. You may choose not to expend an Active Power when using this ability, in which case Shore Up only lasts for one round. Shore Up uses Aid to determine its effective Power.

**Ward (Benefit):** Active Power. As an action, choose a single target within range. The target receives an enhancement to resist the direct effects of all metaspecials equal to  $1 + (\text{Power}/3)$ . Ward uses Aid to determine its effective Power.

**Block (Benefit):** As an action, choose a target within range that possesses a metaspecial. If they fail a resistance roll all passive uses of a single metaspecial they possess have their Power reduced by an erosion equal to your own Power, such as Super Strength, as well as sustained specials such as a Regeneration Active Power or a Manipulation: Energy, Kinetic (Negate) special. Block uses Negate to determine its effective Power.

**Dampen (Benefit):** Active Power. Choose a target within range. If they fail a resistance roll, the difficulty to resist any of the target's metaspecials is reduced by an erosion equal to  $(1 + \text{Power})/2$ . The target may spend an action to gain an additional resistance roll against Dampen. You may choose not to expend an Active Power when using this ability, in which case Dampen only lasts for one round. Dampen uses Negate to determine its effective Power.

**Sensation (Benefit):** Requires Control (4). As a quick action, choose a single target within range. If the target fails a resistance roll (at a -4 penalty), you gain knowledge of their abilities. You learn what fields of metaspecials that they possess, if any, as well as their approximate Power ratings--Slight (1-3 Power), Major (4-6 Power), Forceful (7-9 Power), Unstoppable (10-12 Power), Suffused (13-15 Power), or Legendary (16+ Power). A successful use of Sensation on a target is enough to allow the Benefit Usurp to target any learned metaspecial. If Sensation is resisted, you may not use it again against that target for one hour. Sensation uses Access to determine its effective Power.

**Bestow:** Requires Control (6). Active Power. As an action, you may grant one metaspecial usage attained through Access to a voluntary target, who may then use it as you would. While granted in this way, it still consumes one usage of your Access special. Once given, you may not regain the bestowed metaspecial, but you may spend a free action at any time to dismiss the granted special, preventing your ally from using it and freeing up a slot for another metaspecial. You may sustain a number of Bestow abilities at one time up to your Control/3. Bestow uses Access to determine its effective Power.

**Usurp (Benefit):** Requires Power (6). Your Access ability may now be used on involuntary targets, gaining one metaspecial usage if they fail a resistance roll. You must have witnessed or suspect that the target possesses such an ability before targeting a metaspecial with Usurp.

## Technology (Field)

Each rank of Power increases your effective Power by one for Access, Control, and Crash. The range of this metaspecial is equal to  $50 * \text{Control}$  feet. Do note that while Manipulate (Technology) may be used on items crafted by Tech Adepts (see the Origins chapter for more detail), the target gets a bonus on any resistance roll equal half of the number of Tech points spent on the item in question. For example, a suit of advanced armor that was crafted with 8 Tech points would grant its wearer a +4 bonus to any resistance rolls made against this metaspecial.

**Access:** This aspect is used to grant your character command over computer systems and other databanks. As an action and an Active Power, you may access a computer with a difficulty to hack no greater than  $(2 * \text{Power}) + 10 + \text{Governing Stat}$  plus any Foci in Knowledge: Computers that you might possess. A computer already turned on and with no security protocols can be automatically accessed. Your character, without use of keyboard, mouse, or any other external device, may browse computer files and download them to discs and drives, delete and move files, perform commands that the computer has control over (such as shutting the electricity down in a city block or altering the sequence of traffic lights, if you can find the central station), and generally anything else that a skilled technician can perform with full access to the computer. Your speed with accessing computers and searching for desired items is roughly  $10 * \text{Control}$  faster than what a normal expert in the field can do. In other words, a character with 3 Control could condense an hour long download of an entire drive into a simple two minute wait.

**Control:** As an action, you may attempt to cause a single electronic device to perform one action that it is normally capable of performing. You could cause a traffic light to turn from red to green, an airlock to open, a security camera to face the other direction for a few seconds, or a remote nuke to detonate prematurely. Objects in use by characters are granted a resistance roll to avoid being manipulated in this fashion. Some objects have safeties installed to prevent ill fortune, such as the case of a bomb or security chamber. They receive a resistance roll even while unintended, and gain a bonus on their resist equal to one quarter (round down) of their crafting value. An object that successfully resists a metahuman's Control attempt may not be targeted again with this ability for one hour (a character can expend a Willpower point to grant themselves another attempt before the hour expires).

**Crash:** As an action, you may damage electronic devices and create file-eating computer viruses. You may deal  $1d6 * \text{Power}$  damage to an object's structure with each use of Crash, up to an object's Warp value (you can cause an object to stop functioning, but you cannot destroy it).

When creating viruses, treat the program as having a Grade equal to your Power.

*Scramble (Benefit):* As an action, you may cause an electronic device to function sporadically until it is repaired, with a Craft difficulty equal to your resistance difficulty +5. Beverage machines may spit out change and sodas randomly, vacuum cleaners and other appliances can turn on and off, and a plasma cannon might misfire or discharge itself in a brilliant explosion.

*Personal Hard Drive (Benefit):* Repeatable. Your character can now store computer files and programs inside of their own head, and they are capable of transferring or downloading from any computer that they can use Access on. A person has an amount of storage space equal to  $(\text{Control} + \text{Governing Statistic}) * 50$  gigabytes. A handy benefit to have for any tech-wizard and his companions, assuming that he doesn't spend all of his time playing games in his own head. Each additional time this benefit is taken, your storage capacity increases by another  $(\text{Control} + \text{Governing Stat}) * 50$  gigabytes.

*Connected (Benefit):* Requires Personal Hard Drive, Control (4). Your character now has a connection to the internet at all times with a speed equal to that of the highest quality connection available for public use. Scramblers and electronic interference that block phone connections, however, prevent your character from

accessing the internet in a given area (the lack of reception, however, does not).

*Shockwave (Benefit):* Requires Power (6). As an action and with the expenditure of a Willpower point, your character can initiate an EMP blast that affects all electronic devices (and certain other items, at the GM's discretion) within a range equal to  $50 * \text{Control}$  feet. The vast majority of objects are shorted out, though electronic items currently in use by characters are given a resistance roll to avoid being affected by this special. The full effects of Shockwave end after one hour, though many items affected by this ability have to be repaired, if not outright replaced.

## General Manipulation Benefits

*Specialization (Benefit):* Repeatable. Choose one aspect of your Manipulation metapower, such as Aid, Control, Crash, or Shape. Treat your effective Power as one greater for that aspect and all Benefits associated with it.

*Extend Range (Benefit):* Repeatable. The range on your metaspecial doubles each time this Benefit is taken.

## METASPECIAL REALM: SENSORY

### **Awareness (Field)**

Your character has the ability to sense the presence of people or objects around him. When you first acquire Awareness, you choose a domain, specifying what type of objects your character knows how to look for. Sample domains are listed below, but your character can create a new domain if desired. Your character automatically knows whenever he approaches within  $5 * \text{Power}$  feet of his chosen Domain and can pinpoint its exact location. As well, your character may spend time concentrating in order to expand his awareness. Each round that you spend an action using Awareness, your sensory range increases by  $5 * \text{Control}$  feet, up to a maximum range of 1,000 feet per Power you have in Awareness. Objects sensed in this expanded area are only approximately located. That is, you can point in the object's general direction, but depending upon how far away it is you could be off from a few inches to a couple hundred feet when working within a several mile radius. The closer you get, the more exact your sensory metaspecial. Conversely, you can also find the absence of such. For example, a metahuman with the ability to find Earth could potentially find an underground cavern. When using Awareness, your character may not move from his initial area without disturbing his sensory ability. Doing so ends the effect, although as long as the character maintains the Active Power he retains all

knowledge within his area, as well as if anything enters or leaves his expanded sensory zone. If the character returns to his origin point, he may continue spending actions to extend his range if he is not already at his limit.

*Example: Davies possesses Awareness (Liquid) with Power (3) and Control (4). He and his allies come across a seemingly vacant neighborhood, but he knows that somewhere nearby is the fugitive that they're after. He plants himself down in the middle of the area and begins using his Awareness metaspecial. Spending five minutes concentrating (100 rounds), Davies has managed to extend his sensory by 2,000 feet, bringing it to a total of 2,015 feet after taking his base range into account. His sensory power tells him of a number of water pipelines in the area, but more importantly of three caches of liquids including milk, water, and alcohol. Suspecting that their fugitive would need drinkable water to survive, Davies sets out to check each cache in the hopes of finding his missing target. As long as Davies maintains his Awareness special he will be able to track down any of those caches and know if any of them suddenly move about.*

### **Sample Domains**

- **Ore:** You can locate any natural ore, such as tin, iron, and gold, and cut or uncut crystals such as rubies, diamonds, and garnets.

- **Earth:** You may locate dirt, clay, stone, and marble.
- **Liquid:** You may seek out concentrations of liquids that aren't subsumed within a greater creature. You could find a pool of water, a bottle of wine, or a small vial of nitro-glycerin, but you could not seek out the liquid contained within a human's stomach, for example.
- **Human:** You can find any human or genetic deviant. This domain cannot find Extra-Terrestrials, and at the GM's discretion, certain other origins.
- **Creatures:** You may find any living being with rudimentary intelligence, including canines, felines, and many other animals, as well as intelligent, non-humanoids such as extra-terrestrials.
- **Base Life:** You may find living beings with greatly limited sentience, such as plants, insects, and bacteria.
- **Electricity:** You may find workings of general electricity, such as running wires, electronic devices, computers, conductors, batteries, and advanced firearms that use electricity or a similar power source.

*Target (Benefit):* Repeatable. When using Awareness, your character may expend a free action to target a single subject of your domain and keep it in focus, no matter the distance between you and the target. For example, a character with the Human domain could target one of his friends and thus always know where he or she was and be able to track them down. Each time this benefit is taken you may retain knowledge of up to two targets. No resistance roll is given.

*Additional Domain (Benefit):* Repeatable. Choose an additional domain. You may now use your extend awareness ability to seek out the chosen domain. Your character can only automatically sense up to one chosen domain at a time, however, although switching between sought after domains can be done as a quick action.

## Invisibility (Field)

Active Power. As an action, you may turn yourself invisible, undetectable to the human eye as far as the common light spectrum is concerned. You may also turn up to one ally or unattended object invisible with you per rank of Power you possess. The object or person must remain within 10 feet or else immediately become visible. While invisible, you may not interact with any outside object without returning visible, which includes opening doors. If you do interact with an object, whether physically or with a metaspecial, you or an affected ally immediately become visible again. You and your allies are visible to each other, but a distinctive haze surrounds you, letting you know immediately if one of you becomes visible for some reason.

Others have a chance to detect your character, if they guess that you are present and have a way of sensing

you. You add your Control and Governing Statistic to any rolls you and allies make to avoid detection or to the Difficulty of others to find you, such as with Athletics (stealth) or similar rolls.

*Enhanced Invisibility (Benefit):* Repeatable. Each time this benefit is taken, you may learn one of the following special effects. Whenever you use your invisibility special, you may add one or more effects that you know to its usage. You may also choose to use one or more learned effects apart from Invisibility, in which case it functions on an identical number of targets and requires an Active Power to maintain. For example, if you wanted to be visible but *silent*, you could spend an action and an Active Power to render yourself soundless.

- *Silent:* Your character and affected allies are considered under the effect of *silence* to anyone else not under the affect of your metaspecial.
- *Trackless:* Your character no longer produces a scent and you do not leave any tracks behind you, such as footprints in the snow or broken twigs and disturbed vegetation when traveling through a forest.
- *Energy Warp:* Your character does not show up on physical scans, which includes infrared, weight scales, and sonar.
- *Metaspecial:* You receive a +5 bonus to resist being detected by any metaspecial that detects presences, such as Sensory: Awareness. If the ability does not normally grant a resist, you are given one at the standard difficulty. If you succeed on the roll, you cannot be detected by that individual with that specific Field for 24 hours..

## Planar (Field)

Active Power. As an action, you may send one or more of your senses, or even your entire consciousness, outside of your body. Each round, you may expend up to one quick action in order to move this sense 5\*Control feet in a chosen direction, to a limit equal to 1,000 feet per Power away from your body. While extending your senses in this way, you receive a -2 penalty to your defense and to all rolls. If you extend your entire consciousness, however, you do not receive a penalty but your host body is considered *helpless* for the duration. You may move through any physical barriers with your extended senses, although spiritual barriers or ones that possess Superior damage or protection of some kind prevents your passage. Ending Planar is a free action that may only be done on your character's turn.

## Telepathy (Field)

Active Power. You have gained the ability to touch another's mind with your own. As a quick action, you may link your mind with one other target within 50\*Control feet. For a voluntary target, you both are allowed to "speak" to each other using languages that you know. If

there is no common language, then only general feelings and impressions of ideas can be communicated, such as Food is This Way, Danger, Follow Me, and Holy Shit You're Talking In My Head. Against an involuntary target, the target is allowed a resistance roll to prevent you invading his thoughts. If the target beats your resistance roll, or if he fails the roll by 5 or less, he becomes aware of "something" prying into his mind, though most people will shrug it off as nothing more than an odd sensation of déjà vu or a prickling at the base of their neck--at least initially. If you successfully manage to link your mind with an involuntary target (or if you decide to scry into an ally's mind), you learn the surface thoughts of the target. This primarily consists of their current focus, what their body is currently doing, and random thoughts that flit across their mind such as "I should go to the bank after work," "I like ice cream," or "I hope my wife doesn't find out that I killed her goldfish--again." A target that is aware of your Telepathy can spend a quick action once per hour in order to gain another resistance roll. A success on this roll prevents you from using Telepathy on the target for one hour, and he will be aware of any further attempts you make in the future, successful or not.

*Delve (Benefit):* Requires Power (2) in Telepathy. After successfully using Telepathy on an individual, you may now begin burrowing through their mind for memories. As a quick action, (no resistance roll), you may attempt to learn thoughts below the surface. Normal ambitions and memories that are not held deeply secret, such as anything that a very close friend might know, can be learned at a rate of 1 hour of memory per expended quick action. A person's truest held secrets, however, or ones whose exposure has severe consequences such as blackmail material, require that the Telepath possess one more point of Power in Telepathy than the target has Resolve and the subject is given another resistance roll with a +3 bonus each time a memory is accessed. For example, a character with Telepathy (5) could divine the darkest secrets of those with up to Resolve 4, which is all but the most staunchest people on Earth.

*Seed (Benefit):* Requires Delve, Power (3), Control (7) in Telepathy. While using Telepathy on a target, you may spend an exclusive action to place a small inkling of a suggestion into a target's brain, and they will treat it as if it were their own idea. Treat this ability as a *geas* status ailment that must take place within the next 24 hours. The action must be one that is relatively reasonable to the person performing the action. A man won't suddenly strike his best friend of 10 years, but he might take a chainsaw to the car of his smug, self-centered neighbor.

*Reflexive Knowledge (Benefit):* As an action, choose a target within 50\*Control feet whose mind you currently have access to via Telepath in order to link your mind to theirs on a subconscious level (no resistance roll is given). For as long as you retain your Telepathy Active Power on the target, all rolls made by you that affect the target, such as attack and skill rolls, are treated as if you had a +2 bonus to the roll (for the subject of Reflexive Knowledge only, in the case of an attack or ability made by

you that affects multiple targets). As well, you receive a +2 bonus to your Defense and to any Resistance roll made against specials or other abilities generated by the target.

*Hive Mind (Benefit):* When using Telepathy on voluntary targets, you may now choose a number of targets equal to your Control + 1. For example, if you possessed 3 Control you could use Telepathy on four individuals other than yourself. All targeted individuals are now on the same mental wavelength and can communicate freely with each other if you choose, or only with chosen individuals. Hive Mind affects, at your discretion, any or all current voluntary targets of your Telepathy (including targets from different activations of Telepathy).

*Twitch (Benefit):* Choose a target within Telepathy range. As an action, you may cause the target to take a single, minor physical action. Examples include causing a gunman to pull a trigger, a person holding desperately onto a ledge with one hand to let go, or cause a moving target to stumble and fall as their feet get caught on one another. If the target is currently subjected to your Telepathy ability, Twitch requires only a quick action to perform.

*Ride (Benefit):* As a quick action, you may launch your senses into a current target of your Telepathy ability, seeing the world through their senses for as long as you choose to remain. While inside the target, your body enters a dream-like state. You are only vaguely aware of your personal surroundings, suffering a -5 penalty to Defense and to all rolls when reacting to the world around you, though you immediately know of any injury to your original body and may end the Ride special at any time as a free action. A voluntary, aware target may be ridden without problems, but an involuntary or unaware host is allowed a resistance roll when you attempt to use Ride, and an additional resistance roll every hour thereafter (non-degrading). For each attempt within a 24 hour period that you attempt to use Ride on a given target, they receive a cumulative +3 bonus to all further attempts made by you to ride them. For example, if you try to use Ride against a target and fail, and then on your next turn decide to try again, the target receives a +3 bonus to resist your intrusion. Once ridden, the distance between you and your host is no longer limited by your Control.

*Vision (Benefit):* Requires Ride. While using Ride on a target, you may expend a quick action to alter what they see for one round. The target beholds one image or sensory of your choice, or the absence of an image, such as projecting nothingness where you and your allies are as you race past an armed guard and into a secure complex.

*Mental Stamina (Benefit):* Repeatable. You may keep up one instance of Telepathy without it counting against your Active Power pool for each iteration of this benefit that you possess.

*Overwhelming Presence (Benefit):* As a quick action, you can attempt to render a single target within 10\*Control feet *witless* for one round. The target receives



a +2 bonus on his resistance roll unless currently affected by your Telepathy ability.

*Beacon (Benefit):* Repeatable. As an action, you can designate a single, voluntary target currently under the effect of your Telepathy ability as a Beacon. You may use Telepathy as a free action on the individual no matter how far apart you are. A chosen Beacon remains so until such times as either of you voluntarily end this effect as a free action. Either you or any of your Beacons may shut out these uses of Telepathy without ending this effect (in other words, you can put up a mental "Do Not Disturb" sign). You may sustain up to one Beacon at a time for each purchase of this benefit.

*Eyes of my Host (Benefit):* Requires Beacon, Ride, Power (4), Control (6). While using Ride on one of your Beacons, you are capable of using Telepathy and any of its related abilities as if you were at the Beacon's location. You may do so while using Ride on a target other than one of your Beacons, but doing so requires a Willpower point for each ability that you use. You cannot use any abilities through your Ride subject if they are *unconscious* or *helpless*, and a subject reduced to 0 Health or less forces you out of the host.

*Mental Strike (Benefit):* As an action, choose a single target that is currently subjected to your Telepathy. If the target fails a resistance roll, it takes an amount of Typeless damage equal to  $2 * \text{Power}$ .

*Mind Scream (Benefit):* Requires Power (6) in Telepathy, Mental Strike. As an exclusive action, expend a Willpower point to unleash a wide-ranged, mental assault. All foes within  $10 * \text{Control}$  feet of your position suffer an amount of Typeless damage equal to  $(2 * \text{Power}) + \text{Control}$  and are rendered witless for one round. Any foes currently subjected to your Telepathy take a -2 penalty on their resistance roll.

*Puppeteer (Benefit):* Requires Twitch, Power (6) in Telepathy. As an action, choose a single target affected by your Telepathy ability. If the target fails a resistance roll, you may cause the target to take a single action of your choice, as if Dominated. Successive uses of Puppeteer on a single target within an hour's time span grant the target a cumulative +3 bonus to his resistance roll each additional attempt, whether or not this ability is successful. For example, if you are attempting to use Puppeteer for the third time on a target, he receives a +6 bonus to resist this ability.

*Clean Slate (Benefit):* Requires Power (11) in Telepathy, Mental Strike. As an exclusive action, you may attempt to destroy the very mind and essence of a person. Choose a single target that is at 0 Wounds or less, and that has 0 Vitality. If the target fails a resistance roll, they are rendered permanently *incapacitated*, their mind broken. You may then, at your leisure, spend time rebuilding the person's mind from scratch. You may implant any memories as you desire, and you may adjust the personality of the person as you see fit. Remaking the person requires

a Willpower point and one full hour of dedicated work on your part as you plant the seeds that blossom into a full-fledged individual (oftentimes, this new person is completely in your thrall). You may implant suggestions and hidden triggers at whim. Once crafted, the new person wakes and begins living his life as per your artistic desire. You may not make edits to the person after he's complete, as he is now a full canvas as it were, but the target forever more suffers a -10 penalty to resist any of your Telepathy abilities.

## General Sensory Benefits

*Foreknowledge (Benefit):* Repeatable. You receive a +1 bonus to your Defense.

*Tactical Knowledge (Benefit):* Repeatable. You receive a +1 bonus to your Attack.

*Prepared (Benefit):* Repeatable. You receive a +2 bonus to your Initiative.

*ESP (Cross-Training Benefit):* You receive Power in Sensory: Awareness.

*Astral (Cross-Training Benefit):* You receive Power in Sensory: Planar

*Telepath (Cross-Training Benefit):* You receive Power in Sensory: Telepathy.

*Shade (Cross-Training Benefit):* You receive Power in Sensory: Invisibility.

*Dream-Maker (Cross-Training Benefit):* You receive Power in Sensory: Illusion.

## METASPECIAL REALM: TRANSFORMATION

### **Shapeshift (Field)**

**Active Power.** Your character gains the ability to transform into one or more forms. When this ability is first acquired, choose a single alternative form, ranging from the normal to the fanciful. Examples include rabbits, half-man/half-bear forms, floating globes of water, and toasters. The object cannot be larger than your normal size (size 0, in most cases), and it cannot be smaller than your size -4. A character using Shapeshift retains all of their original statistics and derived statistics, apart from any actual changes in size. When transforming, most clothing and carried objects meld into the chosen form, though some appear worn about it. Clothing might turn into fur if a character transforms into a Labrador, but it could remain if he turned into the image of a Norse god. A character turning into a basket might have their garments appear inside the container, and could conceivably lose them if they were removed from the basket before the player transformed back into his normal shape.

**Normal animals.** When transforming into a normal creature, such as a wolf, goldfish, or pelican, your rank of Power determines how many of the creature's natural survival traits you acquire. Creatures at the upper end of the food chain, or that have done well with regards to natural selection, require a higher level of Power to fully gain all traits. It is easier to turn into a harmless house cat, for example, than a tigress. When your rank of Power is lower than that required by the animal (at the GM's discretion), you resemble more of a faux image of the critter than the animal itself. A character with Power 1 that chose a tiger as their form would look like a tiger to all respects, but their teeth and claws would be dulled, dealing no more than an unarmed attack by the character in human form, they would not possess any Toughness or feline speed, and their senses would be only marginally improved. With more ranks of Power in Shapeshift, the character acquires a finer definition of their desired form. At minimum, though, a player gains the necessary traits to survive in the creature's environment if it is not too alien. A player could gain gills or wings by turning into a fish or bird, but would not be able to survive in the vacuum of

space, no matter their form (at least, not until higher ranks of Power are acquired).

**Unnatural.** When transforming into an imaginary creature or form, such as a cyborg or faerie, a character gains two small boons per rank of Power. One boon might allow the character to create light as they desire, or to hover a few feet into the air. The Merit: Parlor Trick in the Legacy Crossing Merit section contains good examples. Unlike the merit, however, multiple boons may be stacked to create greater versatility or a stronger effect; three boons might allow a faerie to fly at base speed, whereas four might be used to flash a dazzling ray of light at a person, rendering them *witless* for one round.

**Inanimate.** A character can choose an inanimate object as their desired form. The functionality of the item determines how many ranks of Power are required to fully access all abilities, though few items require greater than one rank of Power to transform into. If a character can acquire the inanimate object normally, and its cost is not too excessive (beyond a few tens of thousands of dollars), it can be gained with only one rank. An inanimate object does not require any power or fuel sources to operate, such as batteries or gasoline, and it always retains the character's normal base speed despite any incongruence (a rug might crawl across a floor by undulating, and a lamp might hop to get about). Special materials, however, are not automatically provided by the form and a character might have to have an ally assist them to gain such. For example, a character could turn into a mounted, self-firing shotgun and never need spare ammo. If that character wished to use any special rounds, however, such as armor piercing rounds, he would need to have an ally manually load the ammo into him.

No matter which form that a player chooses, they gain the ability to alter their appearance based upon their Control. While it is normally less useful for a character to alter themselves from a white cat to a black cat, the ability to change appearance can be especially handy for characters that choose Human as their chosen form. When first choosing a form, an exact description is chosen (often times reflecting the way the character normally looks, such

as a red-haired individual turning into a sorrel horse, though this is custom and not the rule). Each rank of Control allows the character to alter one minor aspect, such as hair style, tattoos, weight or height appropriate to the character's size category, gender, facial features, and missing limbs. When trying to disguise oneself as another individual, add the character's Control to any disguise roll that the character makes regarding appearance. Changing appearance requires one full minute (20 rounds), minus one round per Control, to a minimum of one round. Regarding inanimate objects or animals, a character can usually change within a genus or object type based upon their control, with greater control allowing a broader range to choose from. A dog could change from a wolf to a golden retriever, a car could change into a truck or jeep, and a blender could change into a coffee maker.

Ranks of Control for characters with Shapeshift provide versatility of form. Whenever a character uses Shapeshift, they gain one adaptation of their choice for every two ranks of Control that they possess (if a character gains or loses Control while in Shapeshift, they can gain or lose adaptations). For example, a character with 8 Control could choose any four adaptations, changing them each time he uses Shapeshift. A character cannot choose the same adaptation more times than he has ranks of Power. All adaptations acquired in this way are considered Enhancements that stack with each other. Below are the more common, combat oriented Adaptations, but many others exist. A look at the General Augmentation Benefits under the Augmentation Realm may provide an additional resource.

### **Sample Adaptations:**

- +1 attack
- +1 Defense
- +2 damage to unarmed attacks
- +1 Toughness
- +10 speed to a single movement type, such as ground, swimming, or flying speed.
- +5 energy resistance of a single energy damage type, apart from Typeless

*Alternative Form (Benefit):* Repeatable. Choose an additional form for your Shapeshift special. Treat your Power for the chosen form as if it were equal to the number of times this benefit is taken. This benefit is considered repeatable for the same form, but any number of different form may be chosen with this merit. For example, a character with Power (3) in Shapeshift could select Alternative Form up to three times for Dolphin, granting them an equivalent of Power 3 whenever they transform into the aquatic mammal, but they could also grab the ability up to three times apiece for a handgun, dishwasher, sapient plant, eagle, human, firework, tabby cat, and so forth.

*Active Power.* As an action, you may increase your character's mass substantially. This increased mass grants you greater stability and form. Each rank of Power gives you a bonus of +2 to Toughness, +1 damage to non-Superior melee attacks, and your size is treated as if it were one greater for purposes of lifting weight. When using any Transformation ability such as Shapeshift that changes your character's form, you may add the usage of Mass to that activation and without requiring an additional Active Power.

*Size (Benefit):* Repeatable. When using Mass, you may increase your size by up to 1 for each purchase of this Benefit. When doing so, however, treat your effective Power for Mass as one less for each extra size you acquire. For example, a character with Mass (3) would be normally be granted +6 Toughness, +3 damage to non-superior melee attacks, and their size would be treated as if it were 3 greater for purposes of lifting weight. A character with 2 purchases of Size could instead use Mass to increase their size by 2, gaining all of the benefits therein, and still retain a +2 bonus to Toughness, +1 to damage, and +1 to size for purposes of lifting weight.

### **Mass (Field)**

## **General Transformation**

### **Benefits:**

*Natural Form (Benefit):* Choose one usage of your Transformation power that affects you only. This usage no longer requires an Active Power to maintain, and you receive a +3 bonus on all rolls to avoid being forced out of your form against your will (such as with a device that cancels metaspicals). Any upgrades you make to your Transformation metaspicals affect this chosen form. However, any upgrades must be chosen at the time that you acquire new abilities or ranks of Power in Transformation. For example, if your character had Mass (2) as his chosen form, and he acquired two ranks of the Size Benefit, which translates the additional Mass ability into an actual size increase, he would have to choose then whether or not to retain his super-dense form as his natural form or else whether the less dense, but size +2 form was natural. This benefit may be taken multiple times, each time choosing a new usage.

# ORIGINS AND OFF-SHOOTS

or

## THAT'S A FASCINATING STORY, REALLY

An Origin is the source of your character's powers. Regardless of what he or she may be capable of doing, all meta-specials are imbued through some means. To this end, every character begins with an Origin, chosen without restraint by requirements. This means that, regardless of a character's meta-special scores, she is free to select any Origin she wishes. If, however, a character is to receive additional Origins (such as a Genetically Deviant, Spiritually Inspired, Magus), she must meet the requirements for her first Origin, as well as any new Origins she may acquire as the game goes on.

In addition to Origins, a character may purchase an Off-Shoot - power sources that branches from the more common Origins. Off-Shoots frequently grant additional abilities over what Origins do, but impart new weaknesses as well. When a character chooses to become an Off-Shoot - usually through some grand metamorphosis, or the revelation of her true nature - she continues to represent the Origin from which she has come, and gains new Specials in addition to those originally imparted her. For example, "Drifter" is an Off-Shoot of the Origin: "Spiritually Inspired." When a character becomes a Drifter, they do not lose the benefits and detriments of the Spiritually Inspired, but add those of the Drifter on top, gaining ever more power as they are pulled further apart from baseline humanity.

## ANCESTRAL LEGACY

Long ago, when the earth was new, and mankind slunk between caves, stabbing animals with sharpened sticks and scrounging for berries, something wondrous occurred which would alter the course of human history.

The children of the stars, fearsome creatures whose countenance man had learned long ago to fear, descended from above and spoke with him in all of his scattered tribes, across the lands of the earth. In stupefied silence, man watched and listened as these great beasts spoke of a threat which they could not escape, and power beyond the bounds of logic, which could be his, if man would agree to take in these terrifying entities, and guard them in his blood.

Few were they who accepted. In the lands that would become Europe - and every other region which rejected them - the visage of these star children grew twisted and

horrific as the unspeakable threat they sought to escape overtook them. In furious rage, titanic monsters descended from the clouds, bathing cities in fire from their maws and devouring the flesh of maidens as all semblance of sanity was driven from their minds, replaced only with hatred for the men who would not save them, and the word Dragon was whispered with fear and trepidation by all the peoples.

Hope was found in the orient, where the terrible shape of the star children was recognized to belie the quiet wisdom and humble heart with which they approached mankind. The people of the orient welcomed these strange newcomers into their camps and families, and the blood of the star children mingled with their own. The first *Hoshiko* were born.

Over time, the star children grew separate in appearance and demeanor from one another as the blood of men grew as thick in their children as their own within men, and for centuries it was believed that the *Ying-Lung*, *Tatsu*, *Mang* and all the other star children had escaped the horrible threat which sought them.

The men and women of the east grew strong and talented in the societal and mystical arts as the blood of the star children filled the veins of each generation. But with time, the great unnamed threat discovered where the star children of the orient had hidden themselves, and it came upon the *Tatsu*, driving them mad and bringing the long companions of the people - who would one day become the Japanese nation - to their knees in horror of what their cherished star children had become. The *Ying-Lung* and the *Mang* rose up with the human heirs of their power to stop the ravaging *Tatsu*, and in the battle which ensued the star children of the east drove themselves to the brink of extinction. What remained of these after the last full blooded *Tatsu* fell hid themselves away from mankind, and the children of the *Tatsu* who shared their ancestor's maddened need for destruction.

### Organizations:

In the centuries to come, the truth of this conflict was forgotten, replaced with myth and fantasy; fiction to comfort the mortal descendants of the star children who mourned the loss of their precious ancestors. Today, the blood of the *Ying-Lung*, *Mang* and the *Tatsu* flows thinly through the men and women of the orient, but its strength persists and although the power which is wielded by these star-touched mortals does not contend with that of previous generations, it is still a force to be warily reckoned with.

For now the children of the *Mang* and *Ying-Lung* carry on the fight against the descendants *Tatsu* and the depravity which taints their hearts blood, in quiet hope that the death of the last *Tatsu* will free their ancestors from the oceans and mountains where they hide.

**Appearance:**

For all outward appearances, the *Hoshiko* are mundane humans, although more than a few have chosen to decorate their bodies with tattoos and other outward signs of their sacred blood.

**Origins:**

In the past, *Hoshiko* were raised in devoted, expansive familial clans, educated in the lessons of their past and the use of powers set aside for each individual by destiny. In the modern day, it is rare for any but the most powerful *Hoshiko* to even know of their potential before it manifests, and many find themselves empowered on the shores of distant lands, oceans removed from the mountain and river homes of their ancestors.

**Offshoots:**

*Half-Breed:* Your legacy is not so ancient. One of your parents is a creature of deep, mystical power - a unicorn, a leprechaun or even a dragon. This direct fount of power has granted you powers unlike those your more distant relatives can possibly imagine. Your connection to the mystic is simply unrivalled, and few creatures in all the universe would dare to tempt the wrath of a creature whose blood runs as thick as yours.

*Sired:* While most are born into the bloodline which grants them their power, you were invited to join a new "family" of sorts although perhaps not of your own accord. Perhaps a dark encounter down the wrong alley, at the wrong time of night, led to the spilling of blood and when you woke the life you had before had been stripped away. Perhaps you are a long standing member of high regard in a secret society, offered the chance to join the inner circle through a grand ritual. Either way, power flows through you, ready to be bent to your will... so long as you do not upset those responsible for granting it to you.

**Rating:**

To qualify as a *Hoshiko*, a character must possess at least 2 ranks of Power in at least 1 metaspecial ability with a minimum Control value of 1.

**Population:**

The blood of the star children has long since inundated the populations from which modern *Hoshiko* arise, but centuries have thinned all remnants of power to the verge of extinction. In all likely hood, less than 10,000 true *Hoshiko* remain with sufficient ability to prove their heritage.

*Centuries ago, the Tatsu lost their minds. ...It doesn't look like they ever found them.*

*-Umeko, the Last Kaida*

**What follows are the views of Ai Hitomi:**

Genetic Deviance: And parents worry about weapons in schools? Amusing.

Arcane Influence: A cheap, telekinetic coin-toss is not magic. Give me a reason, and I will show you magic.

Spiritual Inspiration: Angels and demons? Fairy tales.

Extra-Terrestrial Enhancement: Intelligent life forms from beyond our Earth? Dragons from the stars? What is there not to believe?

## ARCANE INFLUENCE

The tales of magic, of myth and legend which are the staple of ancient stories bear the kernel of truth. Feats which surpass the limitations of the flesh were once common place, and the defining limitations of man was not his body, but his imagination. Once, this was understood and, long ago, we all believed, but as man's trust in technology grew and his faith in the miraculous dwindled, his truest potential was lost to memories and silly, children's stories.

Today, those who keep the old traditions alive, those who feel the pulse of the mystical and peer into the mists of magic, are so few and far between that they have been reduced to little more than the practitioners of cheap parlor tricks by the disbelief of their fellow man - unlocking doors and lighting candles has replaced the super-human strength and god-like endurance that was once easily within the grasp of even the most humble of wizards, sorceresses and their kin.

But what if a magician could find some alternative source to fuel her spells? What if the evaporating faith of men was not the only source of power at her command? If such a thing existed, a time of legends could be reborn into the modern day, a golden age of myth among the concrete jungles. ...And the person responsible for that resurrection of faith would become as a god.

Recently, a number of strange crystal formations have been discovered around the world. Known as *Ilusiel* Agates, these unearthly stones seem to offer a chance for the handful of magi who still tread the earth to unlock the arcane secrets which their ancestors once bent to whim and fancy.

Rumors abound that the appearance of these crystals herald the fulfillment of a prophecy which will culminate in the rise of the *Majestrix* - a legendary figure destined to usher magic back into reality. If this proves true, the world stands on the precipice of a dramatic, possibly cataclysmic change that will dwarf even the emergence of the *Bedlam Virus*.

**Organizations:**

Circle of Crows: While the majority of the once opulent history and culture of magic has been lost to the ages, one collection of mystics searches for a way to increase their dwindling arcane abilities using any means necessary. With Illusiel crystals inconceivably scarce, the Circle of Crows has resorted to bloody rites and terrifying rituals to supplement the waning belief of humanity.

**Appearance:**

It is anything but uncommon for the youngest neophytes of Magic to decorate their bodies with the ornaments and symbols of their new art, though as they grow more capable and - as their elders would insist - wise, many shed those trappings in an effort to encourage belief among the people from a vantage other than the bare fringes of society.

**Origins:**

Above anything else, the requisite for life as a magus is belief. For this reason, few sorcerers hail from a scientific background, while many find themselves drawn to

**Offshoots:**

**Arcane Construct** - Built from living stone, metal or any other substance, Arcane Constructs are powerful, sentient artifacts of arcane power rarely given a will beyond that of their masters. Golems, zombies, gargoyles, even walking tables and animate teapots, the forms built and imbued by magi across the world are infinite in variation and purpose, and each is more than a match for any common human, no matter how well trained or armed.

**Elemental Entity** - Energy given shape and form, Elementals arise when passion infuses itself with the stuff of creation. Water, Fire, even the very essence of death itself can rise up, taking on a mind and will of its own, walking the earth and spreading the influence of its source throughout reality. Tidal waves, compacted into human form, prowl the oceans, and forest blazes in the shape of mortal children skip through darkened alleyways while the grim reaper lurks at the foot of a hospital bed - they are everywhere, and each possesses a power that leaves the fundaments of nature trembling in their passing.

**Rating:** To qualify as a Magician, a character must possess at least 2 ranks of Power in at least 2 metaspecial abilities, each with a minimum Control value of 2.

**Population:**

With the prevalence of science and the fruits offered by its pursuit slowly choking out what remains of their once innumerable societies, it is estimated that less than 10,000 practicing magi remain.

*"The truth of Magic is lost to the past, child. Do not second guess me. Act as I bid you, or prepare yourself for retributive anguish the likes of which you cannot imagine."*  
-Sylvia Than

**What follows are the views of Hanna Moore, the Majestrix.**

Genetic Deviance: No denying it. These guys make my job a hell of a lot easier. After all, when Susy Stephens down the street can chuck a bus over her house, whose to say Magic can't exist? Whoever cooked these folks up, I owe them a gift basket or something.

Spiritual Inspiration: I've gone up against one or two of these. At least, I think so. They tore me up something awful, and let me tell you, I've got no interest at all in reliving any of those particular beatings. Sheesh.

Extra-Terrestrial Enhancement: Aliens? Like, from space? You're kidding, right?

Ancestral Legacy: No training? No concentration? No having to convince the entire stinking planet that the source of your powers actually exists? No pressure? Sounds like a pretty good deal. Lucky bastards.

## BASELINE HUMAN

We are among you. We walk the same streets, frequent the same clubs and eat the same food. We ride the same buses, we sit beside you on the airliner and stand next to you on the subway. We are among you, because that is where we belong.

Call us vigilantes, criminals or what have you, but the Empowered, those GD GDs, they are the real outsiders. It's up to humanity, up to those with the requisite courage and conviction, to defend ourselves from those abominations that would crawl into the cracks of our civilization and eat away at our foundations.

This we cannot abide.

We rise up so that you don't have to. So go ahead, sip your lattes in your imported cars on the way to your desk job. Go home, have dinner with the wife and sneak out for a quickie with your mistress.

Ignore us. Forget we exist, and we'll make sure some genetic freak doesn't blow up your six year old on the soccer field next Sunday afternoon.

...You're welcome.

**Organizations:**

**DeepDive** - The world wide, civilian owned and operated organization that keeps the Empowered population in check, DeepDive is the premier collection of concerned citizens doing something to protect their homes, communities and nations. While Craike Enterprises' private security force employs more than a few Empowered, it's poster boy is not only a Baseline Human,

but Chapel-One is also the single most recognizable hero on Earth.

*Mano Angeli* – A splinter group which broke off from the Catholic Church after a papal decree stated that the Empowered are indeed just as human as the rest of us, Mano Angeli conducts routine witch hunts to purge their communities of those infected with powers.

*The Human Defense Initiative (HDI)* – Instigating riots and stirring unrest in every community from Queens, New York to Podunk, Idaho, the HDI are powerful, dangerous and altogether populous organization. These men and women adopt an approach to defending themselves from what they see as the menace of the Empowered that is anything but peaceful, but even the full force of the United States government has been unable to stem their growth.

**Appearance:**

If you can tell who we are, then you're looking too close. Let me give you some advice – go flip on the idiot box and occupy your attention with something else.

**Origins:**

You don't just wake up one day with the ability to stand up to these monsters. No, it takes commitment, perseverance and, above all, conviction to seeing these bastards put behind bars or chopped into tiny pieces and tossed into the Hudson river – whichever's easier.

**Offshoots:**

*Psychic* – Normal people whose minds have reached a state beyond what the rest of us can really comprehend. Although the selection of MetaSpecials available to Psychics is very limited, Psychic is the only off-shoot or Origin which allows a Baseline Human to make use of any Powers at all.

*Technological Adaptation* - Question: Why on Earth would you settle for a kung-fu punch when you can pack a rocket launcher and powered armor? Answer: You wouldn't. Technological Adaptations make use of the biggest, nastiest technology humanity has to offer to accomplish their tasks, and all that hardware more than evens the playing field with any Empowered.

**Rating:**

To qualify as a Baseline Human you must be a starting character. A character which begins the game as anything but a Baseline Human cannot ever become a Baseline Human and once a character has gained an Origin other than Baseline Human, he may never purchase Baseline Human Merits again. This is a life that takes focus. Lose your focus, lose your life.

**Population:**

There are six-point-five *billion* of you out there. There are maybe a hundred of us. Not everyone is suited for what we do. You don't have what it takes, so don't get yourself killed trying to prove me wrong.

*"We warned you that we were coming. We told you to flee and spare yourself from our bloody march. You did not listen, and before the sun sets your bodies will litter the earth at our feet."*

*-Isabel Farthing, leader of the HDI*

**What follows are the views of Kaleb "The Strangler" Fields:**

**Genetic Deviance:** So they went to bed, caught a virus and woke up with a bad headache and some powers. Good for you. Doesn't do you a hell of a lot of good when you don't see me and my thirty-aught on the twelfth floor of the hotel across the street.

**Arcane Influence:** Go ahead, call it magic. I'll still wrap piano wire around your throat.

**Spiritual Inspiration:** God didn't give you powers; he sent me to take them back.

**Extra-Terrestrial Enhancement:** Hell, we're only a few decades out from spaceships ourselves. I can believe in little gray men. That's just one more threat to watch out for.

**Ancestral Legacy:** You dad's, dad's dad was a freak too? I guess I'm stopping by the old folk's home on my way out of town. Thanks for the tip.

## EXTRA-TERRESTRIAL ENHANCEMENT

Countless millennia ago, an alien race known as the Krin began an experiment. Possessed of both unimaginable intellect and inconceivable physical might, the Krin became a people divided over their mental and bodily abilities, and which was the superior characteristic. In an effort to resolve the issue, they crafted billions of devices known simply as Chrysalis Artifacts, scattering them out across the stars. Activated by the simultaneous touch of two sentient beings with similar DNA, these uncanny apparatuses lash out, forcibly altering the unsuspecting entities in contact with them. One of the creatures is given the vast intellect of the Krin, while the other's body is ripped apart into atoms and reassembled with the near godlike powers of the machine's progenitors. The concept was simple:

Let the innumerable, and presumably unbiased, races of the universe battle amongst themselves to decide which was stronger; cognition or flesh.

The Krin destroyed themselves aeons before their grand endeavor would bear fruit - abruptly answering the immortal riddle of mind over matter - but still the Chrysalis Artifacts continued their endless journey, making planetfall on countless worlds orbiting billions of stars throughout the



universe. More often than not, the Chrysalis Artifacts lay inert, doomed for eternity to the barren wastelands of uninhabited worlds, but in a few, very special cases, these vessels of Krin technology find their way to the home worlds of races utterly unprepared for the secrets lurking within.

This is but one of the countless alterations many advanced civilizations from across the stars are capable of inflicting upon humanity. There is no end to the creativity and scientific fascination which can be exercised upon the unsuspecting masses of humanity.

#### **Organizations:**

Less than a dozen entities that qualify as Extra-Terrestrial Enhanced roam the earth, making any attempts at a cohesive, society composed explicitly of their own kind unlikely to succeed. Still, the power wielded by these few rivals that of the Inspired, and any open-minded organization would be foolish to deny them admittance.

#### **Appearance:**

It is rare that the enhancements offered to (or thrust upon) humans alter their physical form overly much. Or rather, it used to be. In times past, such enhancements which result in deformities could be tracked back to the extra terrestrials responsible for them. Now, with the Bedlam Virus running amok, there is little reason to practice such restraint as any sudden and monstrous changes can easily be blamed on the strange disease.

#### **Origins:**

The most frequent target of alien abductions come from the fringes of society. These victims are beneath suspicion, and rarely warrant the time necessary to investigate their claims, making them ideal. A few more daring extra terrestrial scientists (or those with no real regard for subtlety), will snatch their prey from among population centers, but such experiments almost never end well. And then there are those humans warped by circumstances beyond the control of any sapient creature - Accidents of the universe, cosmic disasters that warp the creatures trapped in them, changing them into something altogether new.

#### **Offshoots:**

*Symbiotes* - Creatures from beyond the stars - usually small or even incorporeal - incapable of surviving on their own, Symbiotes must join their life force with that of another, living creature in order to subsist. In exchange for the gift of life, many symbiotes offer their host new powers beyond those which they possess natively, making the relationship equally beneficial for both parties.

*Visitors* - You are not some simple alteration to the basic biology of a human. No, nothing so simple as that. You are the alien. The extra terrestrial come from some distant star to live out your life upon this humble dirt ball the local population calls Earth. Perhaps you've come to protect this naive world from some grand threat they cannot even perceive, or to enslave the indigenous

species. Either way, there is little on this tiny orb of dirt and water that can conceive of the sheer power at your disposal.

#### **Rating:**

To qualify for Extra-Terrestrial Enhancement, a character must possess at least 5 ranks of Power in at least 1 metaspecial ability.

#### **Population:**

There is little to the planet Earth that warrants the attention of beings capable of traversing the stars. Mankind is juvenile, both technologically and culturally, in the eyes of such grossly superior entities, and because of this, we are - for the most part - ignored. Those few (all estimates point to less than a dozen across the world) Extra-Terrestrials who deign to interact with us, are usually left no choice, either by the nature of their experiments or unfortunate circumstances which served to strand them on this comparatively barbaric planet, with little hope of rescue.

*"I'm not asking you to change the world all at once. All I want is for you to hold off a minute and think."*

*-Celia Jacobs.*

#### **What follows are the views of Adam Bridges:**

**Genetic Deviance:** Six months ago, I couldn't have cared less about the Bedlam Virus. Now, I've got Sand Rats chewing on my ankles every day. A cure for this disease of theirs would sure be nice.

**Arcane Influence:** Well, I can't say I believe in all of this hoo-doo, but when a cute little blonde who claims to be a wizard pulls you out of the path of a wave of napalm you don't exactly argue with her.

**Spiritual Inspiration:** Angels? Demons? I don't know. But, with as many narrow escapes as I've had, I'm willing to say there's probably a God.

**Ancestral Legacy:** A couple hundred thousand orientals with low end powers? No biggie.

## **GENETIC DEVIANCE**

With genetic deviation, ethically dubious scientific experimentation, technology run amok, apocalyptic new age faux paus and a myriad of other catastrophes waiting to turn any man into an abomination, it was inevitable that someday, someone would set into motion events that would forever change the face of humanity. Gabriel Marsh is that someone.

For over twenty years, he directed advanced research under the auspices of international corporate behemoth "Craike Enterprises," culminating in an experiment intended to give birth to a new and inexhaustible energy source.

The heart of this endeavor was a young man whose slightly abnormal genetics allowed him to generate small electrical charges at his finger tips, no more significant than laundry static. Marsh's research led him to believe that the boy's genetic eccentricities could be altered using the rapid influx of an electrically charged retro-virus, allowing his body to generate enough energy to power a block of New York high rises indefinitely. From there, it would be only a small leap to replicate the effects in other creatures.

The experiment was a success - though only in the most literal definition of the term. Within seconds, the child's electrical yield had outstripped all calculations for almost three years of expected activity and continued to rise until the resulting explosion sent the retro-virus into the upper stratosphere, slowly drifting over every city, town and trailer park in the world.

In the four years since the botched experiment - dubbed the "Legacy Incident" by a frenzied media - minor genetic anomalies around the globe have erupted into full blown mutative deviance, gifting uncanny and unthinkable powers to the most unlikely individuals. Many of these supernatural abilities have been turned on the world - often completely on accident - giving rise to whole new sources of power, running the gamut from genetically warped terrorists (detonating their bodies and ripping holes between dimensions), to mutated brains - easily a thousand fold more efficient than the average - resulting in previously undreamt of leaps forward in technology and science.

#### **Organizations:**

*Legacy Crossing:* Named for the deserted ranch which houses them, Legacy Crossing is an organization of meta-beings gathered together for the sake of mutual protection from a world that they believe would like nothing more than to see them reduced to memories. With an organizational structure combining elements of a highly regimented military unit and a strict family hierarchy, Legacy Crossing is considered by many to be a pseudo-cult, fanatically devoted to its own survival at any cost. While the genetic rabble of the world may be threatened alone, Legacy Crossing stands as testament to the fact that once united, this generation of super beings is unconquerable, and has been branded a terrorist organization by the united nations due to the extreme nature of their efforts. They are directly responsible for countless thefts and violent, political actions across the globe which have resulted in hundreds of thousands of deaths. While murder is not the group's goal, they have exhibited an unwavering devotion to the cause of fending off the base-line human genocide they believe is all but inevitable.

*Deepdive:* A team of specially trained men and women which operate independently from their benefactors at Craike Enterprises - who seek to remedy the global epidemic caused by the Legacy Incident before the world discovers their true place in it all. Deepdive is the polar opposite of Legacy Crossing, serving to bring violent, super

powered criminals to justice, instead of collecting them like so many china dolls. Currently, the Pentagon is watching Deepdive, investigating their methods and considering whether to interrupt their sorties, or assimilate them into the military.

#### **Appearance:**

The most numerous and diverse of any super powered human variation, the distinct majority of genetic deviants appear, at least from a cursory glance, to be common humans, though many hide unusual adaptations beneath the trappings of society or even their own flesh. Tails, claws and even wings are not uncommon, while more than a few recent autopsies have confirmed muscular, cellular and molecular deviation in nearly every aspect of several individuals who seemed otherwise normal. Still, it is not unheard of for certain victims of the Legacy Incident to develop gross, physical anomalies which cripple their every attempt to blend with society, from blue skin to hulking behemoths of molten iron.

#### **Origins:**

True to its viral origins, the retro-virus responsible for the Legacy Incident is an opportunistic organism, paying no heed to race, gender, age or - in some cases - even species as it spreads across the globe, selecting those with the greatest potential for accelerated and spontaneous evolution from among all cultures. Because of this, there is little in the way of common history between many of the Legacy Mutants beyond the all too often inexplicable emergence of powers which upset their daily lives and sent most into hiding.

#### **Offshoots:**

*Anthroanimae* - The Bedlam Virus has affected millions of lives across the globe, altering the course of history in every culture throughout the world. Many nations continue to struggle with the implications of the Empowered and the repercussions of their sudden appearance - and this struggle distracts them from the bare handful of lesser creatures throughout the world who have been likewise affected. There are perhaps two dozen animals across the planet that have been infected by this unnatural disease, and these "Anthroanimae" are often mistaken for devolved men and women, rather than the evolved creatures they actually represent.

*Aberration* - Gabriel Marsh's legacy has not been kind to you. With the unnatural powers imparted to you, the Bedlam Virus has left you horribly disfigured and broken. The sight of your face is enough to strike dread in the heart of anyone - a dread that will cause some to flee your presence, others to lash out blindly against you and scar the minds of children for the rest of their lives.

#### **Rating:**

To qualify as a Genetic Deviant, a character must possess at least 1 rank of Power in at least 1 metaspecial ability. It is rare for a Genetic Deviant to ever gain more than 3 to 4 ranks of Power in a single ability.

#### **Population:**

While a comprehensive census has yet to be made, it is estimated that the total number of Genetic Deviants on Earth numbers in the hundreds of thousands.

*Not all of us can be heroes, no matter how 'super' we may be. After all, someone has to be the villain."*  
-Gabriel Marsh

#### **What follows are segments from various official reports filed by Deepdive.**

**Arcane Influence:** "There is no reliable evidence to suggest that [Hanna Moore] or any other 'sorcerers' of the modern day possess or employ a force which may rightfully be referred to as 'magic.' Rather, it seems altogether more likely that each of these is nothing more than a common Legacy Deviant, requiring a peculiar crystalline formation in order to make use of their extraordinary abilities."

**Spiritual Inspiration:** "It is impossible to disprove the existence of God, and therefore equally impossible to disprove the existence of a hellish counterpart, and the powers wielded by these so-called 'Inspired' are without a doubt the most dangerous any of us have come across to date. Still, it is the opinion of Deepdive that something far more mundane is at work than divine and profane forces."

**Extra-Terrestrial Enhancement:** CLASSIFIED

**Ancestral Legacy:** "It is the belief of Deepdive and its associates that any claim to ancient beings as the source of modern abilities can only be founded upon ignorance. The Legacy Incident is undoubtedly responsible for this pseudo-classification of the power-threat."

## SPIRITUAL INSPIRATION

The mists and vapor between life and death are a battleground, chaotic with demons and angels who clash in bouts over the state of each human soul. Some few men and women join this struggle, those carefully selected by the very powers of divinity and profanity against which their imaginations will soon collide. While the body lives, the soul fights on in this eternal war between the shadow and the light, each man or woman - the chosen of God - fighting against powers which the body could never hope to overcome, but here, in the thin veil which separates heaven, hell and the fragile, malleable earth, the soul is an unstoppable force, imbued with the divine authority to accomplish by imagination and will alone what armies could not otherwise see done.

In the blink of an eye, the beat of a heart, hundreds of these battles are won and lost, the human souls participating in them becoming ever stronger, more staunchly committed to the holy or fel causes they now so directly serve.

A handful of the greatest mortal soldiers from each side find themselves returned to the plane of their birth, without memory of their cause, the battles they have fought or the blood which they have shed, but with the powers of their soul made now to manifest. Here, they wage new battles to which the heavenly host and dark armies seem oblivious, and are powerless to assist. In the shadows, hidden from the eyes of those who would call them monsters, the servants of the Morning Star and the On High engaged one another for centuries, but recently these conflicts have spread out into the open world as the power which these Inspired wield grows stronger.

The authorities of the unenlightened are helpless to stop the bloodshed which even now spills out into a world completely unprepared to deal with angelic and demonic powers, wielded by men and women who hate each other with an unnatural intensity, without ever seeming to have met.

But, while police around the globe struggle to understand what has come to pass - and devise a way to control it - the doomsayers wave their placards with ever growing fervor, and the mortal world shivers in terror and hatred of true human potential, heaven and hell continue to collide in a bid for the souls of man.

#### **Organizations:**

**The Third Hand:** The Church is the body of Heaven. Of this body, the congregation is the left hand, and the clergy is the right, each having its own purpose and duties which frequently overlap. But - unlike the body of a man - the Church has another hand, a Third Hand, which it uses to wage direct and holy war on the darkness that creeps into existence at every turn. The Third Hand is a collection of Divinely Inspired who have rallied around the Vatican, becoming, in the course of their services, enlightened to the reasons and powers of their eternal war.

**The Armies of Hell:** Unlike the Divine forces who have united many of their Inspired under the banner of the Third Hand, the Profane powers have never composed such an organization.

**The Risen:** Weary of seeing the world in only black and white, the Risen are a collection of the Inspired who seek to overcome the boundaries of "good" and "evil," doing the right thing because it is right, not because it serves some greater cause. They view the servants of Heaven as blindly faithful and arrogant, while the minions of Darkness are nothing but soulless destroyers of body, mind and soul.

#### **Appearance:**

It is not uncommon for the Inspiration to leave its mark upon those who serve, although rarely in the form of physical scars or anomalies. More often, a palpable aura of welcoming sanctuary or seething darkness surrounds the Inspired, although more than a few bear visible markings of their devotion.

#### **Origins:**

The powers that be exhibit no apparent rhyme or reason in who they select to serve beyond the veil of life, at least from a casual glance. In truth, those with the greatest capacity are offered the opportunity to exchange their unique talents for power beyond their wildest imaginings. From gifted pick pockets to souls ripe for melding with demonic forces, the Inspired are the best available - even if they fail to recognize the fact.

**Offshoots:**

*Phantoms* - Rare is the occasion that a demon - or any other creature for that matter - chooses to wrap the body of a mortal about itself, but the power afforded to the hosts of other-worldly entities from ghosts to angels rivals that of even the mightiest Inspired.

*Drifters* - Servants of the Light and Dark, these may be the least of Angels and Demons, but they hail from the highest reaches of Heaven and the darkest bowels of Hell, and bring with them unfathomable power. Each is summoned - or occasionally cast - to the Earth with its own motivations and intentions, but underneath the lust for power, thirst for blood or selfless desire to aid the helpless, they are weapon, honed for war and the unending conflict is at the core of their being, calling for them, drawing them into the fray.

**Rating:**

To qualify as one of the Inspired, a character must possess at least 6 ranks of Power in at least 1 super-human ability.

**Population:**

For as long as there has been a humanity to quarrel over, the Inspired have battled from the shadows, necessitating a small but deadly force on either side of the conflict. While concrete numbers are difficult to come by, it is unlikely that more than a few hundred exist in total at any one time.

*"It may be better to rule in Hell than to serve in Heaven, but it's still Hell, dip shit."  
-Evelynn "Midnyte" Cambridge*

**What follows are the insights of Prophet of the Risen.**

**Genetic Deviance:** A recent, and uncommonly amusing, addition to the empowered battles which rage across this world. Still, it is these relative children who have granted us the opportunity to move this war into the light of day.

**Arcane Influence:** Ages ago, sorcerers and wizards might have boasted the power to turn even the likes of Angeles and Twilight away, but their dependence on these "ilsusiel agates" has reduced them beneath our notice.

**Extra-Terrestrial Enhancement:** There seems to be no limit to the endowment capabilities offered by creatures beyond our world. Still, they currently lack the raw power necessary to rival our own, and few if any possess a desire to do battle with the Inspired.

**Ancestral Legacy:** If the past confers such talents as these "*Hoshiko*," then I am left but to consider the miracles one might accomplish of blood and Heaven looked upon

oneself with equal fervor. Inspired *Ying-Lung* could answer many questions...

# LEGACY CROSSING MERITS, BACKGROUNDS, AND FLAWS

or

## I'M EVEN MORE SPECIAL NOW

As no game should be without, Legacy Crossing comes with an extensive list of Merits to be used when playing a game in the Legacy Crossing setting. These Merits function exactly the same as Merits found in the Lucid Gaming System with the exception that all of the below Merits may be purchased with meta-experience in addition to normal experience. These may be taken in lieu of, or in

addition to, any Merits found in the Lucid system. Experimentation is encouraged, however, consult with your GM before attempting to use any Merits from another World Setting or Supplement to see if it is appropriate for use with Legacy Crossing, and more importantly their story.

## BACKGROUNDS

### **Unbridled Power**

You begin the game with an additional Metaspecial that possesses 1 Power and 1 Control.

*Tier Upgrade:* You receive 20 mxp.

### **Versatile Gene-Freak**

The cost for you to acquire benefits is reduced by 5 exp, up to a limit on total benefits equal to your Power in a particular field. For example, if you had Power 3 in Destruction: Blast, you would be able to purchase up to 3 Benefits at a reduced cost. This exp reduction cannot reduce the cost of a benefit by more than half. You also begin with one free benefit that does not count towards your exp reduction.

*Tier Upgrade:* You receive 1 free benefit in one of your Metaspecials that does not count against your total benefits for purposes of the exp reduction.

### **Iron Will**

All Metaspecials you acquire begin with 2 Control instead of 1, including your starting Metaspecial. You receive a +3 bonus on all rolls to avoid having your Metapowers used or stymied against your will, such as resisting a Metamagic special that reduces your effective Power or Control rating, or to resist a Deep Dive poison that prevented you from having access to your Powers while the drug was in your system.

*Tier Upgrade:* You receive 1 free Control rank.

### **Irresistible**

The difficulty in resisting your Metaspecials is increased by 2.

*Tier Upgrade:* The difficulty increases by +1 per tier.

## GENERAL MERITS

### **Diversity**

Ranks: -

Cost: 15xp

Choose one of your Metaspecial Fields. You may choose a second Governing Stat for this Field. For purposes of that Special you use the highest of your Governing Stats. This Merit may be selected multiple times. Each time this Merit is purchased it may either add an additional Governing Stat to that Metaspecial Field, or choose a new Field. You do not have to choose the same Governing Stat for each new field.

### **Mental Fortitude**

Ranks: 1-8

Cost: 20xp

Requirements: Ranks 1 and 2 have no requirement. Ranks 3 and 4 require the character to possess a Heroic statistic. Ranks 5 and 6 require the character to possess an Epic statistic. Ranks 7 and 8 require the character to possess a Legendary statistic.

Each Rank of this Merit increases your Active Power Pool by 1.

### **Singular Adaptation**

Ranks: 1+

Cost: 10xp

Requirements: Knowledge 4, Int or Wits 3

With great effort and dedication, you have mastered the skills necessary to make use of some remarkably advanced technology. You may use Technological Adaptations equipment with a reduced chance of the item exploding in your hand. Reduce the total Tech Points of used items by 1 per rank for purposes of determining botch chance.

### Sustained Powers

Ranks: -

Cost: 20xp

Choose a single Field you possess. After successfully using an ability from that Field on a target, the maximum distance between you and the target no longer need apply in order for you to sustain the ability. This Merit is used primarily with Active Powers in order that they remain upon their targets after they leave the range of your Metaspecial.

## METAFLAWS

Flaws in Legacy Crossing come in two primary formats. The first are the standard flaws that grant experience points each session in which the character is hindered. The second and more common flaws affect the character's metaspecials and offers a reduction in the cost of exp. A flaw nominally affects either Power, Control, or Benefits, and the character is granted an experience point reduction whenever he purchases such for as long as he retains the flaw.

*Example: Flamebright grabs the Restricted Domain, Light flaw, worth 5 exp, and attaches it to his Destruction: Blast (Fire) metaspecial. Flamebright determines that this flaw will make him unable to use his Blast power while he is soaked with water. Because of this flaw, Flamebright will only have to pay 35 exp for his initial Power points, instead of the normal 40.*

A character can grab multiple flaws if they desire, though regarding exp reduction Flaws, only the highest value applies per type (Power, Control, or Benefit flaw). In any case, unless an ability states otherwise, no Flaw or combination of Flaws can reduce the experience point cost of an ability by more than half, rounded up to the nearest 5 exp.

*Example: A character with a 10 exp Control flaw purchases a rank of Control. Normally this would cost 15 exp and be reduced to 5 with the flaw. However, this would reduce the cost by more than half, and so the character must pay 10 exp for the rank of Control instead.*

### **Restricted Domain, Light**

Power, 5xp

For some reason or another, you do not have access to your full metaspecial. Either a small portion of it is unusable for you, it doesn't affect certain targets, or there is a common circumstance that you must meet or avoid in order to access it. For example, your special might require that you be wearing a ring somewhere on your person, or that you have to vocalize everything you do. Alternatively, your power might cease to function in a rare environment,

such as coming within 10 feet of a diamond, or it can't work in near complete darkness (anything dimmer than a match-head of light). Your special might also lose access to certain abilities or cannot affect certain targets. The circumstance is something readily navigable, whereas the restricted metapowers loses about 10-20% of its functionality or targets.

### **Restricted Domain, Moderate**

Power, 10xp

Like Restricted Domain, Light, except that the circumstance is harder to avoid and the loss of targets increases. Examples of circumstances include only being able to use your power while carrying a specific type of instrument, or it ceases to function while any part of your character is covered in clothing. Conversely, you could lose between 25-40% of your functionality or targets. Your Restoration power might be unable to heal yourself, or your Super Strength only happens while you're damaged.

### **Restricted Domain, Major**

Power, 15xp

Like Restricted Domain, Moderate, except that it is harder to gain access to your metaspecial. Your power might only function while outdoors, or your Telepathy ability might only affect males. The restricted metapower loses between 50-70% of its functionality or targets.

### **Restricted Domain, Critical**

Power, 20xp

Like Restricted Domain, Major, except that it is terribly difficult to gain access to your metaspecial at even the best of times. Examples include only having access to your metaspecial for 12 hours after you've slain a sapient being and a Destruction metaspecial that only affects inanimate objects. Your restricted metapower loses between 75-90% of its functionality or targets.

### **Slow Activation**

Power or Control, 10xp

Your metaspecial requires more time to activate. An ability that requires a free action now requires a quick

action, a quick action to activate now takes an action, an action requires an exclusive action, and anything longer than an exclusive action now requires twice the amount of time. This flaw cannot be taken for metaspicals that are

always on, such as Augmentation Powers, and the GM should be careful about allowing it for metaspicals that are heavily dependant upon Active Powers usable long beforehand, such as Enhancement.

## ITEM CREATION MERITS

### TECHNOLOGY

#### **Advanced Design and Creation**

Ranks: 1-5

Cost: 50

Requirements: none

You have a gift for the development of new technologies, and creative ways to implement them. This Merit is required to build many of the items peculiar to the Legacy Crossing supplement, known as Advanced Items.

#### **Intricate Design**

Ranks: 1-5

Cost: 40

Requirements: *Advanced Design and Creation*

From microchips to nanobots, you have a mastery of esoteric and itsy-bitsy technology - the smaller the better really. This Merit is required to craft certain Advanced Items. Note that you may not possess more ranks of Intricate Manipulation than you have of Advanced Design and Creation.

#### **Macro Design**

Ranks: 1-5

Cost: 40xp

Requirements: *Intricate Design*

While your contemporaries are content to play with single systems and lone technologies, you see the bigger picture - networks of advanced parts and protocols all working in conjunction towards a unified, unprecedented leap forward in your field. This Merit is required to craft certain Advanced Items. Note that you may not possess more ranks of Macro Manipulation than you have of Intricate Manipulation.

#### **Grand Design**

Ranks: 1-5

Cost: 40

Requirements: *Macro Design*

Science. There is no greater force in all of creation, as far as you're concerned. Airplanes to space stations, radar yachts to space cruisers, your mastery of technology and all of its wonderful possibilities know no boundaries. If you can imagine it, you can build it, given the time and resources, and the raw power of your inventions rival those of mythical gods. This Merit is required to craft certain Advanced Items. Note that you may not possess more

ranks of Grand Manipulation than you have of Macro Manipulation.

#### **Chemical Design**

Ranks: 1-5

Cost: 40

Requirements: *Advanced Design and Creation*

While those around you amuse themselves with thoughts of their boring, everyday existences, your mind is abuzz with sodium peptides, catalysts, inhibitors, all the expensive glassware money can buy, and the miracles you can accomplish with them. This Merit is required to craft certain Advanced Items. Note that you may not possess more ranks of Chemical Manipulation than you have of Advanced Design and Creation.

### MAGICAL APPARATUS

#### **Arcane Design**

Ranks: 1-5

Cost: 40

Requirements: *Magus*

Through ancient spells and efficient exenditure of mana, the more capable magi still practicing throughout existence are capable of working their most powerful magics into physical shells, crafting powerful arcane artifacts from grimoires to golems, and everything inbetween. This Merit is required to craft certain Magical Apparatus.

#### **Legendary Metallurgy**

Ranks: 1-5

Cost: 40

Requirements: *Arcane Design 1*

With long practice, endless study and great difficulty, you have uncovered the long lost secrets of Transmutation and now hold the power to convert simple, everyday metals into arcane materials of the most exotic, and valuable, sorts.

#### **Stat Upgrade**

Rank: 1-5

Cost: 25xp

Requirements: *Accomplished Artificer*

You may choose to add one Rank in a Statistic of your choice to your construct at the time of creation to a maximum of your Rank in Stat Upgrade.

### **Defense Upgrade**

Rank: 1-5

Cost: 10xp

Requirements: *Accomplished Artificer*

You may choose to add an amount of Resilience to your construct up to your Rank in Defense Upgrade at the time of construction.

### **Size Upgrade**

Rank: 1-3

Cost: 50xp

Requirements: *Accomplished Artificer*

Each Rank allows you to increase the Size of your construct by 1 at the time of its creation. Using Size Upgrade increases the number of components necessary to create the construct by 200 per Size increased.

### **Wood Manipulation**

Rank: 1

Cost: 40xp

Requirements: *Arcane Design 1*

Purchasing Wood design allows you to create constructs out of Wood. A Wooden Construct has Resilience 3 and a number of Structure Points equal to  $40+10*\text{Size}$ .

### **Stone Manipulation**

Rank: 1

Cost: 60xp

Requirements: *Wood Design, Arcane Design 2*

Purchasing Stone design allows you to create constructs out of Stone. A Stone Construct has Resilience 5 and a number of Structure Points equal to  $80+20*\text{Size}$ .

### **Metal Manipulation**

Rank: 1

Cost: 80xp

Requirements: *Stone Design, Arcane Design 3*

Purchasing Metal design allows you to make constructs out of different types of mundane metals. A Metal Construct has Resilience 8 and a number of Structure Points equal to  $120+30*\text{Size}$ .

### **Legendary Manipulation**

Ranks: 1

Cost: 120xp

Requirements: *Metal Design, Arcane Design 4*

The metallic components of legend, Adamantine, Mithril, Orichalcum and others, are at your disposal for the purpose of crafting - assuming you can find enough of the stuff to work with. A Legendary Construct has a base Resilience of 12 and a number of Structure Points equal to  $160+40*\text{Size}$ . When crafting a Legendary Construct, no less than one-quarter of the Composites required must be of Legendary Metal.

### **Aether Manipulation**

Ranks: 1

Cost: 120xp

Requirements: *Legendary Design, Arcane Design 5*

Giant magical robots that smash through walls and pummel enemies is so passe. Those few that remain are artifacts of a more barbaric, less refined time, and the Modern Magus prefers a more delicate approach. An Aether Construct has Frailty (3) in addition to any other Frailties it might have, and a number of Structure Points equal to  $20+5*\text{size}$ . In addition, an Aether Construct may become Ephemeral, Invisible and/or Silent by expending a charge of its fuel source and a Primary Action. The durations of these effects are as follows: Ephemeral 1 Round, Invisible/Silent 30 minutes. If deactivated before the duration expires, the fuel charge lost. When crafting an Aether Construct, no less than half of the Composites required must be Sortilege - a single charge of Sortilege counts as 1 Composite for this purpose.

### **Accomplished Artificer**

Ranks: 1-5

Cost: 50xp

Requirements: *Arcane Design 5*

1: Any Wands you craft grant an additional +1 bonus to the skill they assist. At 3 ranks, this bonus increases to +2, and +3 and 5 ranks.

2: Any Staves you craft have 1 extra charge for every 2 ranks you possess in Accomplished Artificer.

3: Any Golems you craft may have either +10 Skill Points **or** +2 Statistic Points **or** it may wield a weapon of the appropriate size.

4: You may sacrifice a +1 bonus on your wands to make them apply to an additional skill. You may do this as many times as you wish.

5: Your Illusien Crystals may be linked to 2 meta-specials, instead of just the normal 1.



# ORIGIN AND OFFSHOOT MERITS

## ORIGIN: ANCESTRAL LEGACY

### **Ancestral Legacy**

Ranks: -

Cost: -

Requirements: At least 2 ranks of Power in at least 1 Meta-Power with a minimum Control value of 1 or no Origin.

The source of your power is an ancient fount, a well of near infinite might that courses through your veins, as it has your father's, and his father's, and his father's before him, all the way back through time. Over the generations, these godlike abilities have become diluted, but even so, they grant you strength enough to see all your goals accomplished, and your enemies undone - if you so desire. The spirits of your ancestors come at your calling, bringing with them a sampling more of their power: Spend a point of Willpower, and gain +1 point of Power for 1 hour. This ability can be used to add Power to existing meta-powers, or even manifest new ones for the duration, but if used more than once, the latter use supercedes the former. Use of this ability funnels the personality of a distant ancestor into your consciousness, one of the GM's choosing, and you take a -2 penalty to all rolls which defy its motivations. Ancestral Legacy is an Origin, meaning that any Meta-Powers used to qualify for the Merit: Ancestral Legacy, cannot be used to qualify for any other Origin.

### **Ancient Truth**

Ranks: 1

Cost: 25xp

Requirements: Ancestral Legacy

Through the eyes of your ancestors, all is clear. The wisdom of those who came before you grants you insight into the very workings of creation. When channeling the spirit of your ancestors, you automatically pass any resistance roll to detect illusion, and may see Invisible creatures as normal.

### **Lifecycle**

Ranks: 1

Cost: 40xp

Requirements: Ancestral Legacy

As the heritage of your ancestors has passed down through the generations, so shall your legacy be left to your descendants. If you succumb to the Status Effect: Death, your consciousness is transferred to your next of kin, overriding his or her own, pending a failed Resolve resistance roll, at a difficulty equal to 12 plus twice your Resolve. If the new vessel succeeds in this resistance roll, you are Dead, otherwise, your soul enters their body, instantly superceding their Statistics, Skills, Merits, Metaspecials and all other qualities - along with your very consciousness - over their own in a single, blindingly painful moment of mental, physical and spiritual

transformation. Your new body retains its over all appearance (hair color, complexion, gender, etc) but every moment of its former occupant's memory and understanding is scrubbed clean, the very soul that once inhabited it severing all ties to the mortal realm and drifting onward to the next life. Note that Lifecycle may be purchased multiple times, and each purchase allows Lifecycle to be performed exactly once.

### **Ancestor Lore**

Ranks: 1-5

Cost: 10xp

Requirements: Ancestral Legacy

Over the countless generations that have come and gone before you, an unimaginable wealth of understanding has been gathered, and by channeling the souls of your ancestors, you have learned to tap that wellspring of near infinite knowledge. In addition to all other benefits you gain while channeling your ancestors, you gain a number of Skill ranks equal to your ranks in the Merit: Ancestor Lore to distribute as you see fit. Similarly to the dots of Power granted by the Merit: Ancestral Legacy, these Skill ranks may add to Skills you already possess, or grant you access to whole new Skills and are assigned each time you channel Those Who Came Before.

### **Progenitor's Perfection**

Ranks: 1

Cost: 10xp

Requirements: Ancestral Legacy

Those who came before you lived out their lives as models of human perfection, and their beauty flows into you, their radiance pouring out and washing over all those who bear witness to your glory. While channeling the spirit of your ancestors, you gain the benefits associated with the Merit: Appearance (5). This effect stacks with those of the Merit: Appearance and the Background: Super Model.

### **Imperial Majesty**

Ranks: 1-3

Cost: 20xp

Requirements: Ancestral Legacy

Those Who Came Before you were men of great strength, indomitable resilience and unconquerable will - women of unmatched cunning, powerful intellect and unrivaled grace - all of which you have inherited. While channeling the spirit of your ancestors, you gain a bonus to all Resistance Rolls equal to your ranks in the Merit: Imperial Majesty.

### **Touch of Legends**

Ranks: 1-3

Cost: 30xp

Requirements: Ancestral Legacy

Giving ever more of yourself over to the spirits that flood through your consciousness, you obtain greater mastery of the powers they bring with them. In addition to the dots of Power garnered from channeling your ancestors, you gain a number of Control ranks to distribute equal to your ranks in the Merit: Touch of Legends.

### **Bestow Honor**

Ranks: 1

Cost: 40xp

Requirements: Ancestral Legacy

As the ancient dragons who shared the power of their blood with your ancestors, you have mastered the art of imparting a fraction of your power unto those who serve you. You may grant the effects of any single Merit you possess, at one or more ranks you possess. This effect lasts for as long as you continue to channel your ancestral spirit, or until you choose to end it. Performing Bestow Honor requires a point of Willpower and a Primary Action. You may only perform Bestow Honor while channeling your ancestral spirit.

### **Power Unfathomable**

Ranks: 1-2

Cost: 65cp

Requirements: Ancestral Legacy

Opening the gates which separate you from those whose blood flows through your veins, ever greater power works its way into your soul as you commune with the spirits of the long dead. When channeling the spirits of your ancestors, you gain a number of additional Power ranks to distribute as you see fit equal to your ranks in the Merit: Power Unfathomable.

### **Spirit Warrior**

Ranks: 1-5

Cost: 30xp

Requirements: Ancestral Legacy

Those who came before you have fought countless battles, raging across all of existence, and they bring with them an artful comprehension of war that no one person could ever accumulate. When channeling the spirit of your ancestors, you gain a bonus to all attacks equal to your ranks in the Merit: Spirit Warrior. In addition, the difficulty to resist your Metaspecials is increased by a value equal to your ranks in the Merit: Spirit Warrior.

### **Spiritual Cleansing**

Ranks: 1-5

Cost: 30xp

Requirements: Ancestral Legacy

As the souls of Those Who Came Before flood through you, the spirits of your ancestors cleanse you of your afflictions. When channeling the spirit of your ancestors, your Status Effects are removed, based on your ranks in the Merit: Spiritual Cleansing. Note that the effects of Spiritual Cleansing do not grant you immunity to future Status Effects.

- 1: Depravation, Fatigue and Stun
- 2: Blind, Deaf and Mute
- 3: Charm, Stupidity and Fear

4: Dominate, Immobilize and Hemorrhage

5: Immobilize, Incapacitate and Gease

### **Guardian Infusion**

Ranks: 1-5

Cost: 20xp

Requirements: Spiritual Cleansing

Steeling your mind, body and soul with the strength of your ancestors, you become immune to the ailments of humanity. You are immune to the following Status Effects, based on your ranks in the Merit: Guardian Infusion, while channeling your ancestral spirit. Note that Guardian Infusion does not cure you of existing Status Effects.

- 1: Depravation, Fatigue and Stun
- 2: Blind, Deaf and Mute
- 3: Charm, Stupidity and Fear
- 4: Dominate, Immobilize and Hemorrhage
- 5: Immobilize, Incapacitate and Gease

### **Commanding Stare**

Ranks: 1

Cost: 60xp

Requirements: Aura of Seduction

With the wisdom of the ages comes an authority which no mortal mind can deny. When channeling your ancestor spirit, you may Dominate any single creature within 100ft and inside your line of sight (Resolve Resistance roll, difficulty 10 + Intelligence + Resolve) for 1d6 turns. Performing Commanding Stare requires a point of Willpower and a Primary Action. You may only perform Commanding Stare while channeling the spirit of your ancestors.

### **Ancient Authority**

Ranks: 1

Cost: 30xp

Requirements: Commanding Stare

So ancient is your blood line, so venerated are your ancestors, that those who submit themselves to your will would rather die than dishonor themselves by defying you. The Charm effect from your Aura of Seduction is now permanent and the duration of the Dominate effect from your Commanding Stare is increased to a full minute.

### **Will of the Ages**

Ranks: 1

Cost: 50xp

Requirements: Ancient Authority

The voices of long dead emperors boom within you, their decrees passed into the world of the living through your words and their commands issued like thunder in the mountains, brooking no disobedience. You may place a Gease on a single creature that can hear your voice. A successful Resolve Resistance roll, difficulty 4 + Intellect + Resolve, negates the effect. Performing Will of the Ages requires a point of Willpower and an Exclusive Action. You may only perform Will of the Ages while channeling the spirit of your ancestors.

### **Aura of Seduction**

Ranks: 1

Cost: 30xp

Requirements: Ancestral Legacy

Ancient and charismatic, your ancestors draw others to themselves with ease, nudging even the most reluctant soul forward and stirring passion in the hearts of all around them. When channeling the spirit of your ancestors, Charm all creatures within 20ft of you, unless they pass a Resolve Resistance roll at a difficulty equal to 7 + Intellect + Wits. This effect lasts until a Charmed creature leaves the 20ft radius. A creature entering the radius must fail the resistance roll to succumb to the Charm effect, regardless of whether or not it has been affected before.

## **Off-Shoot: Half-Breed**

### **Half-Breed**

Ranks: -

Cost: 40xp

Requirements: Ancestral Legacy

For most, the "ancestor" from which they inherited their powers is removed by hundred, if not thousands, of generations. You, on the other hand, are the descendant of a more recent power - a direct descendant, in fact. One of your parents was a creature of myth, a demon, an elf, even a unicorn, a leprechaun or even a dragon, and from that lineage, power runs thick in your veins. Choose 1 of the following: +5 to attack for 1 round, +8 on your next Skill roll, grant a +4 bonus to the next roll of any one individual within 300 feet of you, Flight Speed of 40 for 10 minutes or perform a Suggestion (Resolve resist, difficulty 7+Wits+Intellect) at a range of 100 feet. You may perform the chosen Special by expending a point of "Fae Insight," from a pool equal to your Resolve. These points restore at a rate of 1 for every hour you sleep. However, with this mystical potency comes the weaknesses of the father as well. Choose 1 relatively common substances to which you gain Frailty(2). Examples include: Cold iron, silver and wood. Note that Half-Breed is an Off-Shoot. You no longer qualify for any other Off-Shoot with the Requirement: Ancestral Legacy.

### **Dark Vision**

Rank: 1

Cost: 15xp

Requirements: Half-Breed

No depths, no shadow, no night is dark enough to obscure your vision. Regardless of lighting, or the source of darkness - whether it be magical, natural or otherwise - you see in perfect detail.

### **Unnatural Addition**

Rank: 1

Cost: 15xp

Requirements: Half-Breed

The blood of your supernatural parent flows strong in your veins, manifesting blatantly on your person, but unlocking new potential within yourself. Choose an additional Fae Insight from the list given in the Merit: Half-Breed. You may now perform this Special as normal, in addition to the Fae Insight gained from your original

purchase of the Merit: Half-Breed. Unnatural Addition may be purchased multiple times, but each purchase adds a distinctive feature to your appearance, such as scaled flesh for a half-dragon, or drastically pointed ears for the son of an elf. These physical alterations are purely cosmetic, but do add a +1 to any rolls which involve recognizing or remembering you.

### **Mystical Speed**

Ranks: 1

Cost: 30xp

Requirements: Half-Breed

As your father may have scampered over the hills, galloped through the forests or soared above the clouds, so too do you. You may spend a point of Fae Insight to add a single additional movement when taking multiple movements. This additional movement does not add to the penalty for taking additional moves.

### **Special Language**

Rank: 1

Cost: 5xp

Requirements: Half-Breed

With the inheritance of power, comes the ability to perceive the subtle nuances peculiar to supernatural language. You may comprehend, write and speak in the language of your mythical parent. Note that the Merit: Language cannot be used to purchase these languages within the context of Legacy Crossing. Such effects are limited exclusively to the Merit: Special Language.

### **Fae Reserve**

Ranks: 1

Cost: 25xp

Requirements: Half-Breed

The ancient, mystical potency of your blood transfers all too easily into the boundaries of reality with you as a conduit. You may spend two points of Fae Insight to restore a single point of Willpower.

### **Unique Blood**

Rank: 1

Cost: 30xp

Requirements: Half-Breed and Unnatural Addition

More than simply a fluid to sustain your own life, your blood bears a mystical potency, granting it unique powers to harm or heal those who come into contact with it. The Merit: Unique Blood may be purchased multiple times. Choose one effect from the following list:

Contact with your blood cleanses all disease or poisons from the subject.

Contact with your blood sears flesh and scorches bone, granting you Retributive Strike (1) of a predetermined Energy Damage type. You may purchase this effect of Unique Blood multiple times to increase the value of your Retributive Strike by +1.

Contact with your blood imparts a mutagenic disease, imparting the effects of Hemorrhage (2) as their body warps and twists under the effects of the illness. The disease itself is communicable by touch, requiring anyone who comes into physical contact with an infected individual or corpse to pass a difficulty 20 Constitution Resist, or succumb to

the disease themselves. You may purchase this effect of Unique Blood multiple times to increase the Hemorrhage effect by 2 each time. In addition, each additional purchase increases the difficulty to resist by +5.

Contact with your blood poisons the mind and eliminates inhibition. Anyone who consumes your blood, even in the smallest of doses, must pass a difficulty 20 Resolve Resist, or succumb to a permanent Charm effect. You may purchase this effect of Unique Blood a second time to upgrade this to a Dominate effect, and a third time for a Gease effect. In addition, each additional purchase increases the difficulty to resist by +5.

### **Changeling Passion**

Ranks: 1

Cost: 40xp

Requirements: Half-Breed

Those mystical creatures who often place the touch of their love among mortals are renowned for their passion, a burning, unyielding vigor that knows no bounds - and it is this legacy, this smoldering desire to go beyond the limits of what any mortal might ever accomplish. You may spend any number of Fae Insight points to add an enhancement to any single roll equal to the number of points so spent.

### **Blinding Hate**

Rank: 1-4

Cost: 60xp

Requirements: Half-Breed and Unnatural Addition

All your life, you've been different. While most Half-Breeds blend physically with the humans around them, certain characteristics of their unusual parentage often bleed through, making them outcasts for their viewpoints and mannerisms. This sense of rejection can all too frequently bleed over into full blown rage, and while such reactions often times serve only to alienate you further, they still serve a purpose from time to time. You may spend a point of Fae Insight to enter into the effects of Hatred for a single target within sight. While suffering from this Hatred effect, you gain an enhancement to all attacks equal to twice your ranks in the Merit: Blinding Hate, your Metaspecial gain an enhancement to their resistance difficulty equal to your ranks in the Merit: Blinding Hate, you gain an enhancement to Toughness equal to your ranks in the Merit: Blinding Hate and you take a penalty to Defense equal to twice your ranks in the Merit: Blinding Hate. The effects of Blinding Hate last for a number of rounds equal to your Resolve, or until the target of your hate is rendered Dead. Performing Blinding Hate requires a Fae Insight point, and a Quick Action.

### **Mystical Presence**

Rank: 1

Cost: 35xp

Requirements: Half-Breed

While you may have been born into the body of a human, or at least mostly human, the potency of your blood allows you to manifest as a true descendant of your mystical heritage. Expending a point of Fae Insight, you manifest the appearance of your supernatural parent, appearing to all who behold you as a unicorn, elf, or whatever the source of your power may be. The effect, however, is little more

than an illusion, and while you may appear as a six-story tall draconic menace to those around you (pending the failure of an Intellect Resistance roll, difficulty 7 + Resolve + Intellect), nothing has really changed. The Illusion may not take your Size below -3, nor may it take your Size above +3.

### **Mystical Transformation**

Ranks: 1-5

Cost: 30xp

Requirements: Mystical Presence

Slowly, the illusion of heritage about which you cloak yourself has grown ever more concrete, cementing within you ever more impressive qualities as the legacy of your father evolves into your own. When channeling the spirit of your ancestors, you automatically assume the shape associated with your Mystical Presence. In addition, you gain a number of qualities while making use of your Mystical Presence through the Merit: Mystical Transformation, based on your ranks in the Merit: Mystical Transformation.

1: You may make use of your Fae Insights, as afforded by the Merit: Half-Breed and the Merit: Unnatural Addition, without the expenditure of Fae Insight Points or Willpower.

2: Your Size may decrease by 1. At the third rank, your size may decrease by 2, and at fourth rank, by 3.

3: You gain a +1 bonus to place among your Statistics as you see fit. At the fifth rank, this bonus increases to +2.

4: You may use one additional Fae Insight, as though you had purchased the Merit: Unnatural Addition.

5: Your Size may increase by 1.

## **Off-Shoot: Sired**

### **Off-Shoot: Sired**

Ranks: -

Cost: 50xp

Requirements: Ancestral Legacy

Your inheritance is not one of mortal birth, but the generations of super natural entities that have come before you. Rather than some distant relative possessed of great, mystical power, you have been inducted through ritual and sacrifice into a new family, escorted from the mundane world and into a new life. You gain the following special qualities: Spend 1 Willpower to assume the shape of a predetermined, natural creature from Size -2 to Size 0 and remain in that shape until you spend another point of Willpower to return to normal. While in this alternate shape, your physical stats are eclipsed by those of the animal, if those of the animal are superior to your own, but you cannot make use of any Metaspecials you possess. In addition, choose a single, relatively uncommon substance (such as blood, steel dust or moonshine) which restores 1 Willpower when consumed over an exclusive action. With this power, however, comes an inherent weakness, as the balancing weight of the supernatural world pushes down on you from all sides - choose a common circumstance which deal 1d6 Mystic damage every turn you are subjected to it. Examples include running water, sunlight and silver. Note

that Sired is an Off-Shoot. You no longer qualify for any other Off-Shoot with the Requirement: Ancestral Legacy.

### **Immortal**

Rank: 1

Cost: 20 xp

Requirements: Sired

The unusual circumstances of your rebirth have granted you the gift of everlasting life. Your character will no longer age, cannot die unless reduced to fatal Wounds, and is immune to disease and poison.

### **Animal Compendium**

Rank: 1

Cost: 20xp

Requirements: Sired

Through careful study and long practice at your supernatural abilities, you have achieved mastery of a new bestial shape. You may select an additional animal to assume the shape of when making use of the Specials afforded by your Sired Merit. Animal Compendium may be purchased multiple times.

### **Unnatural Alteration**

Ranks: 1-5

Cost: 20xp

Requirements: Sired

Infusing the shapes of animals with your unnatural power, you gain abilities far beyond those of a mundane creature. When you purchase the Merit: Alteration, assign its effects to a single animal form obtained through the Merit: Sired or Merit: Animal Compendium. When assuming that form, you may spend an additional point of Willpower to activate Unnatural Alterations to that shape. For Example: Sevine, a Sired capable of transforming into a wolf, possesses the Merit: Unnatural Alteration at 4 ranks. When she transforms into a wolf, she spends 1 point of Willpower, but may spend another to give that form Silence, another to give it Ephemeral and another to give it Terror. Unnatural Alteration may be purchased multiple times, with each purchase applying to a different form.

1: Silence - A terrible quiet surrounds your animal form. You gain the affects of the Status Effect: Silence

2: Fear - With a howl, chitter or screech, you inspire Fear in the hearts of those around you. You cause Fear in a 10ft Radius, Resolve Resistance, difficulty 7+Resolve\*2 to overcome. While in a form that causes Fear, you are considered to cause Fear for the purposes of ignoring Fear and Terror.

3: Ephemeral - Only brushing against the threshold of reality, you are immune to most sources of harm that might be unleashed against you.

4: Terror - The snarl on your lips and the glint in your eye is enough to send even seasoned warriors clamoring over one another to escape your wrath. You cause Terror in a 10ft Radius, Resolve Resistance, difficulty 10+Resolve\*2 to overcome. While in a form that causes Terror, you are considered to cause Terror for the purposes of ignoring Fear and Terror.

5: Invisible - Moving freely, unseen by mortal eyes, there is nowhere you cannot go, and no prey you cannot bring down. You gain the affects of the Status Effect: Invisible.

This effect disperses if you deal or are dealt Damage of any type, regardless of whether or not it penetrates Damage Reduction and Toughness, as the mystical barriers separating you from reality shatter under the weight of conflict.

### **Resistance**

Rank: 1-5

Cost: 20xp

Requirements: Sired

Long, painful exposure has brought with it a resilience peculiar among those suffering from your unending affliction. Reduce the amount of Mystic Damage taken by exposure to your weakness by an amount equal to your ranks in the Merit: Resistance.

### **Novel Transformation**

Ranks: 1

Cost: 75xp

Requirements: Animal Compendium

Reaching deep into your mystical reserves, you may assume shapes other than common animals, transforming into mist, water, or even swarms of locusts. Choose any form you wish, as you would when obtaining the Merit: Animal Compendium. You may assume this shape whenever you wish, as you normally could with the form of an animal, but your Statistics, Skills, Size, Merits and all other qualities remain unchanged. Choose a single quality from the list below, which you will gain so long as you remain in this form. Novel Transformation may be purchased multiple times, but each purchase grants access to a new form, rather than adding new qualities to a previous form.

Ephemeral - You are intangible, unable to be harmed, or harm another.

Invisible - You cannot be seen, but in the end, it's little more than illusion. A successful Intellect Resistance roll (difficulty 7 + Intellect + Wits) reveals your presence.

Innumerable - You transform into a host of insects or other, tiny creatures of Size -3. The total number of these creatures is equal to 20\*Constitution plus 50\*Size, and while you cannot attempt Skill Rolls or deal Damage in this form, you cannot be rendered Dead until all these creatures are destroyed.

Leap - Your speed quadruples.

Retributive Strike - Any contact with your Novel form deals an amount of pre-determined Energy Damage equal to your Resolve.

### **Contingent Transformation**

Ranks: 1

Cost: 150xp

Requirements: Novel Transformation

The nature of your condition allows you to escape the clutches of death. If reduced to 0 or less Wounds, you automatically assume one of your Novel Transformation shapes, dispersing and remaining inert, but alive, until you are given a dose of the substance which grants you Willpower. While in this state of quasi-existence brought on by Contingent Transformation, you do not perceive the world around you, nor may you interact with it through any means, and even members of your Soul Chain believe you

to be deceased. If the shape of your Contingent Transformation is somehow destroyed, then you are rendered Dead.

### **Commune**

Rank: 1

Cost: 30xp

Requirements: Sired

A mastery of subtle nuances and simple expression has gifted you with the uncanny ability to communicate with any creature whose shape you can assume, even when in human form.

### **Beckon**

Ranks: 1-10

Cost: 25xp

Requirements: Commune

With little more than a gesture, you summon the creatures of the earth to your side, ready and willing to do your bidding. When you purchase Beckon, select an animal into whom you may Transform via the Merit: Sired or the Merit: Animal Compendium. You may spend a point of Willpower to call a number of these creatures to you, varying on the Size. If the creatures are Size 0, you summon as many as your ranks in the Merit: Beckon. If the creatures are Size -1, you summon 1.5 times your ranks in the Merit: Beckon. If the creatures are Size -2, you summon twice as many as your ranks in the Merit: Beckon. These beasts have a tendency to follow you at a distance, even venturing beyond their natural habitat and into dangerous, possibly life threatening circumstances, simply to be near you. Even if the creatures are unable to answer your call, they will readily destroy themselves, pounding against thick glass or razor wire attempting to reach you. If, however, the creatures can reach your side, they will do quickly, erupting into combat wherever you choose to position them within 1 full round of the turn during which you activate Beckon. Note that you may never have command of more Beckoned creatures than determined by your ranks in the Merit: Beckon. Performing Beckon requires a point of Willpower and a Quick action.

### **Willpower Overload**

Rank: 1-5

Cost: 15xp

Requirements: Sired and Resistance 1

As a creature of unfathomable mystic potential, you've found yourself unbound by the same constraints which bind humanity, allowing you to tap new depths of power. Your maximum Willpower pool increases by 1 for every rank you possess in the Merit: Willpower Overload.

### **Soul Chain**

Rank: 1-5

Cost: 30xp

Requirements: Sired

Within your veins flows a power as old as creation - a mythical potency linking you to all those like you back unto the beginning of time. By sharing the smallest hint of this power with those your trust expressly, you enter into an unending state of communion with your most faithful allies. A Soul Chain is accomplished by sharing a drop of your blood with another intelligent being. The drop, or more, is consumed, linking both souls together for eternity, and across all distances. What follows is the information exchanged openly between the Soul Chained individuals, based on the Sired character's ranks in the Merit: Soul Chain. Note that attempting to hide any information from the Soul Chain requires a Resolve Resistance at a difficulty of 7 plus twice the highest Resolve score on the Soul Chain. You may add a number of individuals to your Soul Chain equal to 1 + your Resolve + Intellect. Once added, a member of the Soul Chain remains linked until they are rendered Dead. If the Sired responsible for creating the Soul Chain is killed, the link remains intact, but no new members may be added.

1: Life - Without hesitation, all members of the Soul Chain know when a member of the link is struck down, and rendered Dead.

2: Mood - Simple mood descriptors, such as anger, fear and bliss, flood through the Soul Chain, filling the linked individuals with echoes of their counterparts, often disorienting less experienced members of the chain to confuse these emotions with their own.

3: Location - A sense of disembodiment billows through the Soul Chain, as each member feels an innate, and often disturbing, impression of presence not only in their own body, but those of the others linked to their mind.

4: Thoughts - In a constant flood of thoughts and impressions, the members of the Soul Chain are in unending communication with one another. In addition, members of the Soul Chain may choose to Assist one another on any Skill roll that involves Intellect, Wits or Resolve, regardless of their distance from one another.

5: Tactics - Instinctually, each member of the Soul Chain knows what the next is about to do, and how they intend to accomplish it. Each member of the Soul Chain may choose to declare their attacks at the beginning of the Round. Each member attacking the same object or creature gains either a +2 enhancement to Attack or +1 difficulty to Resist any Metaspecials they may employ against the target that round, for every other member assaulting the same target, as each works in tandem to aid the others.

# ORIGIN: BASELINE HUMAN

## **Baseline Human**

Ranks: -

Cost: -

Requirements: No Origin

All mXP gains are converted to XP while Baseline Human remains your only Origin, as well as any MXP that your character might currently possess when this Origin is gained. You do not begin with the free rank of Power that normal Legacy Crossing characters begin with, and instead receive one additional statistic point. Baseline Human can only be chosen as your Origin if you possess no other Origins - this Origin may not normally be selected at any point after character generation.

While it is possible for your character to acquire access to Metaspecials, a Baseline Human finds it more difficult than most. You may purchase Metaspecials at an increased XP cost, but do not gain access to them until after you have fulfilled the requirements for and gained another Origin (such as Genetic Deviance); this increase is 20 XP for Ranks of Power and 5 XP for Ranks of Control. Once a second Origin has been selected, you retain the benefits and Specials afforded by any Merits already purchased with the Requirement: Baseline Human, but you may no longer purchase any further Merits with the Requirement: Baseline Human, or any of its Offshoots.

**Vitality:** As a Baseline Human, you are granted Vitality equal to twice your combined Base Statistics. For example, a character with a 1 in each of their six Base Statistics would have a total of 12 Vitality. You retain this bonus to Vitality, even if you gain a new Origin; as well, it continues to increase in proportion to your total Base Statistics.

**Heroic Caliber:** The purchase of Heroic statistics costs your character 20 less XP, granting them the same XP cost as Mortal Statistics, or 50 XP per rank. Epic and Legendary statistics continue to cost the standard 90 and 110 XP costs, respectively. You retain the XP reduction of Heroic Caliber, even if you gain a new Origin.

## **Seen It All Before**

Ranks: 1-8

Cost: 30 exp

Requirements: Baseline Human. Additionally, ranks 3 and 4 require the character to possess a Heroic statistic. Ranks 5 and 6 require the character to possess an Epic statistic. Ranks 7 and 8 require the character to possess a Legendary statistic

You gain a Bonus on all resistance rolls equal to your ranks in the Merit: Seen It All Before.

## **Indomitable**

Ranks: 1-3

Cost: 25 exp

Requirements: Baseline Human

You gain immunity to certain mental status ailments. At rank one, you are immune to Charm and Fear; at two, Dominate and Terror; at three, Geas and Hatred.

## **Second Wind**

Ranks: 1

Cost: 20 exp

Requirements: Baseline Human, Resolve 3

As a quick action on your turn, you may expend up your normal maximum of Zoe. Each point of Zoe expended in this way restores Vitality equal to your Resolve + Constitution. Second Wind may only be used once per minute.

## **Recuperate**

Ranks: 1-3

Cost: 15 exp

Requirements: Baseline Human, Resolve 3, Second Wind

When you use Second Wind to recover Vitality, each rank of Recuperate increases your recovered Vitality by 2 points per expended Zoe. For example, a character with 3 ranks of Recuperate would restore an additional 6 Vitality per expended Zoe point.

## **Tenacity**

Ranks: 1-8

Cost: 15 exp

Requirements: Baseline Human. Additionally, ranks 3 and 4 require the character to possess a Heroic statistic. Ranks 5 and 6 require the character to possess an Epic statistic. Ranks 7 and 8 require the character to possess a Legendary statistic

Your character gains a +1 Bonus to Toughness per rank of Tenacity.

## **Unwavering**

Ranks: 1-3

Cost: 10 exp

Requirements: Baseline Human.

Whenever your character is knocked to 0 Wounds or less, and would have to expend Willpower points to stay conscious, each rank of Unwavering allows your character to remain conscious for one round without having to expend Willpower. For example, a character with two ranks of Unwavering that was knocked to -5 Health could remain conscious for two rounds before having to expend Willpower. These rounds reset once your character returns to 1 or more total Wounds.

## **Dogged Persistence**

Ranks: 1-3

Cost: 10 exp

Requirements: Baseline Human.

Each rank of Inner Reserves increases your maximum Negative Wounds by 15.

## **Mitigation**

Ranks: 1

Cost: 30 exp

Requirements: Baseline Human, Constitution 3.

Whenever you are dealt damage by an attack, you may expend a Willpower point in order to minimize the damage.

### **Combat Tactician**

Ranks: 1

Cost: 15 exp

Requirements: Baseline Human

Choose a single Combat Skill that has a normal critical rate of +10, such as Aim, Demoralize, or Distract. That Combat Skill now has a crit rate of +5. This crit bonus does not stack with any other crit modifiers. This merit may be taken multiple times, each time choosing a different Combat Skill.

### **Resilience**

Ranks: 1

Cost: 30 exp

Requirements: Baseline Human, Constitution 2.

On your character's turn, whether he is permitted to perform free actions or not, your character may expend a Willpower point as a free action in order to ignore the effects of *stun* or *witless* for one round. As well, this Willpower point expenditure allows you ignore the effects of *immobilize* and *incapacitate* for one round, but only if the *immobilize* or *incapacitate* status effect had permitted a mental resistance roll. Resilience cannot be used to ignore the effect of any status ailment that was caused by your own character, such as the result of using the Baseline Human Merit: Last Ditch Effort.

### **Guided Fury**

Ranks: 1+

Cost: 10 exp

Requirements: Baseline Human

You receive a +1 Bonus to damage on all attacks. This damage is of the same damage type as that dealt by the attack used. You cannot have more ranks of Guided Fury than the combined score of your Base Physical Statistics (Strength, Agility, and Constitution).

### **Slayer**

Ranks: 1+

Cost: 5 exp

Requirements: Baseline Human

Your ranged, melee, and unarmed attacks ignore an amount of Protection equal to your ranks in the Merit: Slayer, beginning with DR if applicable. Slayer only ignores the amount of Protection required in regard to your damage type. For example, if you were to perform an attack that dealt Energy damage, Slayer would not ignore any DR and instead only ignore any applicable Toughness. You may not possess more ranks in the Merit: Slayer than the combined score of your Base mental Statistics (Intellect, Wits, and Resolve).

*Example: Fighting an armored metahuman with seeming spiritual protection, Deep Dive agent Reeves pulls out his favored heavy pistol, loaded with Incendiary rounds; with no other modifiers, it deals 3d6 piercing and 1d6 Fire to*

*any struck target. Reeves possesses 7 ranks of Slayer, which will allow him to ignore up to 7 total points of Protection. Reeves fires accurately with his weapon, its round piercing into the hide of his foe. The rogue metahuman is wearing a bulletproof vest worth 6 DR and has a metaspecial providing an enhancement of 4 Toughness. Reeve's shot ends up rolling a decent 12 physical damage and 2 Fire. Slayer takes effect, reducing all 6 DR from the bulletproof vest, and 1 point of Toughness from the enhancement, leaving a mere 3 Toughness as the metahuman's Protection. The final tally is a total of 9 physical damage and 2 Fire from Reeve's pistol, before critical hits are taken into account.*

### **Worthwhile Endeavor**

Ranks: 1 - 3

Cost: 10 exp

Requirements: Baseline Human, Resolve 3

Whenever you expend a Willpower Point to change a d10 roll to a 5, add a +1 Bonus to the roll per Rank of Worthwhile Endeavor your character has.

### **Last Ditch Effort**

Ranks: 1-2

Cost: 25 exp

Requirements: Baseline Human.

A number of times per session equal to your ranks in the Merit: Last Ditch Effort, you may choose to add a +5 bonus to any d10 roll or to increase the Difficulty of any of your specials by 5, as long as the ability requires no more than an exclusive action to perform. Afterwards, however, you are rendered *witless* for one round. You may not use Last Ditch Effort on any roll that is considered an extended action, such as Crafting.

### **Pinnacle**

Ranks: 1

Cost: 45 exp

Requirements: Baseline Human, Last Ditch Effort 1, a Heroic Statistic

Whenever you perform Last Ditch Effort on a d10 roll, such as an Attack or Skill roll, treat your roll as if you had rolled a 10.

## Off-shoot: Technological Adaptation

### **Technological Adaptations**

Ranks: -

Cost: 100xp

Requirements: Baseline Human, and either Intellect 3 or Wits 3.

Technological Adaptations are connoisseurs of theoretical science, taking ideas from the realm of What Might Be and bringing it into What Is. Each Tech-Adapt is given a number of Tech Points with which to purchase their chosen technologies, such as advanced armors or weapons, based upon their Base Intellect and Wits. If a Technological Adaptation later increases their base Intellect or Wits, they



receive the corresponding Tech Points. Many technologies can be chosen multiple times, up to the maximum number of ranks available to the Tech-Adapt based upon his Base Intellect and Wits.

Tech Points: Intellect + Wits + 3.

Max Ranks: (Intellect + Wits)/2, minimum 1.

Components: When this Off-Shoot is gained, each Tech-Adapt is granted 100 Grade 2 crafting Components each of Circuitry, Bio-Engineering, and Mechanical component types, for a total of 300 Components.

*Example: Aries has just acquired the Technological Adaptations Off-Shoot. He possesses an Intellect of 6 and a Wits of 2. His Intellect gains him 6 Tech Points, and his Wits grants an additional 2 Tech Points. When added to the base of 3 Tech Points that all Techno-Adapts begin with, we arrive at a final total of 11 Tech Points with which to purchase technologies. The maximum number of ranks that can be gained in a single Technology for Aries is  $(6 + 2)/2$ , or 4.*

#### Using Tech

A Tech-Adapt can always use any Tech that he creates himself. Others, however, have a hard time figuring out quite how the items or enhancements work, no matter how simple the Tech-Adapt makes it.

*You just point and click! How hard can it be to fire a wave rifle? No, Sam... that was the chamber eject switch. Again.*

When using Tech that was not crafted by themselves, a Tech-Adapt can use any found gear whose combined Tech equals no more than their Maximum Rank, or  $(Int + Wits)/2$ , minimum 1. Each Tech point required by the items above this value grants a cumulative 10% chance that the item will seriously malfunction when it is used, or for each full hour that an object is in use (such as Powered Armor). Non Tech-Adapts suffer the botch chance for each Tech Point above 0; using a Stun Baton that possesses 8 Tech Points of enhancements would result in an 80% chance of a malfunction each time it were used to make an attack, for example.

#### Applying Technologies

In order to make use of their technologies, each Tech-Adapt must, in most cases, spend time and materials in order to apply the Technologies to existing objects. For example, many Armor Technologies are applied to armor, such as spending a few hours tinkering in the lab to grant a bullet-proof vest the ability to resist and dampen fires. Each Tech Point applied to an object requires 2 hours of work and ten Grade 2 Components of a type suitable for the item design. These are typically mechanical, circuitry, or bio-engineering components. The mind of a Tech-Adapt is in a place all on its own, however, so GM's should be lenient when allowing certain Component types if the player can come up with a plausible excuse.

#### Armor Tech

*Advanced Armor (1 Tech)*

Repeatable. Each rank of this Technology grants the armor a +2 enhancement to DR.

#### *Energy Damp (1 Tech)*

Repeatable. Each rank of this Technology grants the armor a +1 enhancement to Toughness.

#### *Elemental Resistance (1 Tech)*

Repeatable. Each rank of this Technology grants the wearer +5 Bonus Toughness versus a single energy type, chosen when this Technology is purchased. You may select either Fire, Frost, or Electrical. This Technology is considered repeatable for each Energy type. For example, a Tech-Adapt with a Maximum Rank of 3 could purchase this ability 3 times for each Fire, Frost, and Electrical.

#### *Deflection Array (1 Tech)*

Repeatable. Each rank of this Technology grants the chosen armor a +1 enhancement to Defense.

#### *Pulse Shields (1 Tech)*

Repeatable. When worn, a Pulse Shield grants its wearer a surrounding shield that reduces incoming physical and energy damage until the shield is completely gone. Each rank grants 5 structure to the shield. If a Pulse Shield has its structure reduced to zero, it remains inoperable for 1 hour, after which it is recharged fully. A destroyed Pulse Shield leaves energy residue around the formerly-protected subject for twenty minutes, preventing a new Pulse Shield from protecting that same subject until the residue fades. Activating or deactivating a Pulse Shield requires a quick action. A Pulse Shield recovers all lost damage after 5 minutes, if not destroyed.

*Early attempts by Tech-Adepts to create Pulse Shields resulted in a residue with a lifespan of several millennium when the Pulse Shield was destroyed. They're quite pleased with their current level of advancement and swear that it's just a matter of time of removing all residue entirely*

#### *Knit Underlay (1 Tech)*

Repeatable. Usually crafted within a full body suit, each rank of this Technology removes up to 5 *hemorrhage* per round, before *hemorrhage* damage is applied.

#### **Arsenal Tech**

##### *Targeting Program (1 Tech)*

Repeatable. Each rank of this Technology grants its user a +1 enhancement to Attack rolls.

##### *Overclock Weaponry (1 Tech)*

Repeatable. Each rank of this Technology increases the damage of the weapon by an enhancement of +2.

##### *Tech-Blade (1 Tech)*

Repeatable. The Tech-Adapt crafts a new melee weapon from scratch, such as a vibrating blade, titanium-coated chainsaw, or a sonic-powered lash-knife. Each crafted weapon deals 3d6 physical damage of a type chosen by the Tech-Adapt when the item is first made, and can be either Strength-Based or finesse. The crit rate on the weapon is 9.

Many tech-blades consume a small amount of energy when used, but their usage is so efficient that a single charge can run for several years before needing recharged. Each additional rank of this Technology increases the attack and damage of the weapon by +1. A Tech-Blade is considered its own weapon type for purposes of merits, such as if a Tech-Adapt decided to purchase the merit Weapons Master: Tech-Blade.

#### *Modify Tech-Blade (1 Tech)*

Requires Tech-Blade. This Technology teaches the Tech Adapt how to better customize their Tech-Blade. As a quick action on their turn, the Techno-Adapt can adjust the form of their tech-blade to any one of the following pre-configured shapes: two-handed, arming, adaptive, chain weapon, reach weapon, or can split the weapon into two smaller (though no less deadly) forms. When split, the Tech-Adapt must retain both weapons in order to modify it again

#### *Energy Cannon (1 Tech)*

Repeatable. The Techno-Adapt crafts a new ranged weapon from scratch. Your Cannon deals 1d6 + (1d6\*Rank) energy damage of a type chosen by the Techno-Adapt when each item is first crafted. The range on the Cannon weapon is 60 feet, and does not crit. Your Cannon can use either Agility, Intellect, or Wits for Attack rolls, chosen by the Techno-Adapt when the item is first created. Energy Cannons have 15 charges, and each shot requires 1 charge. Each minute of inactivity recovers one charge of fire.

Note: Merits which affect your ability with weapons, such as Marksmanship, Weapon Master, and Stances, can apply to your usage of the Tech Adept items Tech Blade and Energy Cannon, as appropriate for the type of weapon.

#### *Charged Shot (2 Tech)*

Requires Energy Assault. When using an Energy Cannon with this Tech added to it, the Techno-Adapt can, as a Quick Action, expend an additional 3 charges in order to perform an attack that deals maximized damage. You may activate Charged Shot and Barrage with the same Quick Action. Using both Charged Shot and Barrage on the same attack requires a total of 7 charges.

#### *Barrage (2 Tech)*

Repeatable. Requires Energy Cannon. By expending 3 additional charges as a Quick Action, the Techno-Adapt may fire their Energy Cannon with this Tech at additional targets. The first rank grants the Techno-Adapt either one additional target, a 5' radius target area, a 15' cone, or a 25' line, chosen each time you apply Barrage to your Cannon. Each rank of Barrage you apply to your weapon after the first increases the additional targets by 1, increases the radius by 5', the cone by 10', or the line by another 25' (which can take the range of the weapon beyond the weapon's normal maximum range). Only one type of Barrage Tech may be applied to your Cannon at one time,

so you could fire in a 50' line or a 10' radius but not a 25' line with a 5' radius. You may activate Charged Shot and Barrage with the same Quick Action. Using both Charged Shot and Barrage on the same attack requires a total of 7 charges.

#### *Perpetual Activity (1 Tech)*

Requires Energy Cannon. Your Energy Cannon recovers its energy at a greatly increased rate. Your Energy Cannon regenerates 1 shot per round regardless of whether it was shot that round or not.

#### *Sonic Disruptor (1 Tech)*

You can customize any weapon that deals energy damage to become, for the most part, non-lethal. The output of the weapon, rather than any fire or electrical damage or the like, instead becomes Energy: Typeless. Damage dealt by the weapon harms targets as normal, but doesn't kill them when dropped to negative wounds or apply a *hemorrhage* effect when reduced to 0 or less Wounds. The damage dealt recovers at a rate of 1 per hour with no lasting permanent damage (at least according to official records). A weapon augmented to be a Sonic Disruptor cannot harm any object or creature that does not possess a central nervous system. All but the most sensitive of inanimate objects and extra-terrestrial beings are thus immune to this weapon.

#### **Utility Tech**

##### *Velocity (1 Tech)*

Repeatable. When applied to a worn item, the wearer has his speed increased by an enhancement of 10 feet per rank.

##### *Flight (2 Tech)*

This grants the wearer a basic fly speed of 15 + (Wits/2)\*5 feet.

##### *Aerial System Upgrade (1 Tech)*

Requires Flight. Repeatable, max ranks 3. Each rank of this Technology increases by base fly speed of the Flight ability by 5' and grants the wearer +1 Bonus rank of Improved Flight for purposes of using this Technology.

##### *Physical Upgrade: Agility (2 Tech)*

Repeatable. Each rank of this Technology increases the Agility of the user by an enhancement of +1.

##### *Physical Upgrade: Constitution (2 Tech)*

Repeatable. Each rank of this Technology increases the Constitution of the user by an enhancement of +1

##### *Physical Upgrade: Strength (2 Tech)*

Repeatable. Each rank of this Technology increases the Strength of the user by an enhancement of +1.

##### *Social Preceptors (1 Tech)*

Repeatable. Using sensors that observe nearby individuals and relay the information to your character with an easily understood interface, coupled with a voice modulator that is primed towards affecting the euphoric areas of the brain, a Tech Adapt with this Technology need no longer fear the dreaded first impression. Each rank of this Technology

grants the Tech Adapt a +1 Bonus on all Socialize and Persuasion rolls. Unfortunately, it does not work over telephone, camera, or other remote transference.

#### *Vision Enhancers (1 Tech)*

Repeatable. Each rank grants your Technological Adaptation the ability to create two of the following: infrared, sonar up to 100 feet, x-ray vision good through 6 inches, or magnification up to 1,000 times (this may take several rounds of calibration to find the right level of zoom). Easily fitted into goggles, shades, or contact lenses.

#### **Weapons on Overload**

Ranks: 1

Cost: 15 exp

Requirements: Technological Adaptation

With a simple crossing of wires, the formation of a feedback loop and the liberal application of a little more techno-jargon, you can turn even a plasma cutting tool into a small, improvised explosive. You may set any weapon which makes use of Fusion or Energy Charges to explode at any point between 1 round to 3 hours. When this explosion occurs, it deals 1d6 Fire Damage for every remaining Charge when the weapon explodes, max of 20d6. This damage is dealt to all creatures and objects within 5ft for every Hardpoint category of the weapon, minimum 5 feet, and may be avoided pending a successful Agility Resistance roll at a difficulty of 6 + Intellect + Wits.

#### **Chemical Dependency**

Ranks: 1

Cost: 10 exp

Requirements: Technological Adaptation

A constant stream of performance enhancers, or even less desirable chemicals, floods your veins, saturating every cell in your body. When an Advanced Chemical is used on you, its effect is doubled. However, the percentage change you will become addicted increases by 10 percent.

#### **Personal Upgrade**

Ranks: 1-3

Cost: 30 exp

Requirements: Technological Adaptation

Your nervous system has been carefully, meticulously integrated to a series of upgrade ports located throughout your body. The changes to your physical appearance can be somewhat jarring, but the power it grants you is well worth the exchange. You gain 1 Upgrade Port for every rank you possess in the Merit: Personal Upgrade, which may be outfitted with any Armor or Vehicle Upgrade.

#### **Weapons Engineer**

Ranks: 1-2

Cost: 20 exp

Requirements: Technological Adaptation, Overclock Weaponry (Technology) 1.

You can apply the a number of ranks of the Technology "Overclock Weaponry" to a weapon without it counting against the botch chance for non-Technological Adaptations to use it for each rank of Weapons Engineer that you possess. For example, if you possessed two ranks of Weapons Engineer, you could increase the damage of

normal weapons by a +4 enhancement without the resulting 20% botch change that would normally occur when a character used such armory.

#### **Tech Training**

Ranks: 1+

Cost: 20 exp

Requirements: Technological Adaptation, and either Craft 1 or Knowledge 1

Each time Tech Training is acquired, you gain an additional Tech Point. This merit may be purchased a number of times up to your combined ranks in Craft and Knowledge.

## Off-shoot: Psychic

#### **Psychic**

Ranks: -

Cost: 60 exp

Requirements: Baseline Human, Constitution 1, and 3 ranks in a single Mental Statistic.

You are the evolution of humanity - not an artificial leap in some random direction as those infected with the Bedlam Virus, but a purposeful and directed step forward proposed by countless thousands of generations before you. Your mind is a thing of beauty and power, unrivaled even by the endless variations forced upon humanity in recent years. Through this medium, your character can move objects distantly, create bursts of raw energy, and tap into others' minds.

When this Off-Shoot is first gained, you are granted two Force points to divide up as you choose between the three Psychic categories; ESP, Psychokinesis, and Telekinesis. Each Force point grants you one rank in the chosen category. For example, if you placed both points into Psychokinesis, you would be able to use that Psychic power as if you had two ranks in it. You cannot use a category if you possess no ranks in it.

Each Psychic category is associated with one mental Statistic, which helps determine the strength of your ability. ESP works off of the mind's creative Wits, Psychokinesis uses inner power, or Resolve, and Telekinesis uses a character's logical Intellect to make changes in the world. A Psychic category cannot have more Force ranks than the character possesses in the associated Base Statistic. A character with 2 ranks of Resolve, for example, could only have up to two Force ranks in Psychokinesis.

The normal difficulty to resist a particular Psychic special is equal to Constitution + Associated Statistic + 6.

**ESP:** Mind reading, associated Statistic is Wits. As an action, your character can link to another's mind for communication purposes. You and the target can speak to each other freely, so long as you can understand each other's language. Minor emotional and visual impressions can be passed along, increasing in clarity until your 5<sup>th</sup> rank

of Force makes transference crystal clear. You may sustain a number of communication links equal to your Wits at one time.

You also have the ability to read surface thoughts with ESP. By targeting a thinking individual, you may glean what they're currently in thought about. If your Force ranks are greater than the target's Intellect or Resolve, whichever is higher, you may learn thoughts beneath the surface, such as deeply held secrets. One force rank greater will find out minor legal infractions and embarrassments. Three ranks greater can learn darker secrets such as an affair or embezzlement, whereas Five force ranks greater can learn any single thing the subject knows. You may expend up to 5 Wounds when using this mind reading ability to treat your Force ranks as if were 1 higher per Wound sacrificed for a single usage. Involuntary targets can resist both the communication and mind reading aspects of ESP with a successful Intellect resistance roll. A target that successfully resists your communication or mind reading attempt cannot be targeted by you for one hour, unless you expend 1 Wound. The range of your ESP is equal to  $100 * \text{Constitution feet}$ .

**Psychokinesis:** Broad energy transference, Associated Statistic is Resolve. As an action, your character can strike out at a single target within range with Physical damage of a type of your choice. The damage dealt is equal to  $(1d6 * \text{Force}) + \text{Resolve}$ . The range on this special is equal to  $25 * \text{Constitution feet}$ . When using this special, you may, anytime before damage is rolled, sacrifice 1 Wound to cause a single die of damage to be maximized. You may sacrifice multiple Wounds to maximize multiple dice, if you choose. Targets are allowed an Agility resistance roll to avoid the damage.

**Telekinesis:** Movement with the mind, Associated Statistic is Intellect. As an action, your character can choose a single 5 foot area and lift one or more targets of your choosing that might occupy that space. Your effective Strength is equal to your Force ranks. For example, if you had 3 ranks of Force, your telekinesis would have Strength 3. Those that fail a Resolve resistance can then be moved up to  $10 * \text{Intellect feet}$ . You may sustain this levitation, if you choose, but you may only keep one usage of Telekinesis active at one time, and involuntary targets cannot be maintained aloft. If you choose to do so, on subsequent turns you may spend up to one quick action in order to move the levitated targets another  $10 * \text{Intellect feet}$ . When using Telekinesis, you may sacrifice 1 Wound in order to treat yourself as if you were in Heavy Lift for one usage of this ability, or 2 Wounds in order to treat yourself as if you were in Extreme Lift. The range on Telekinesis is equal to  $50 * \text{Constitution feet}$ .

With devoted practice, a Psychic can improve his facility with his powers. By expending experience points, a Psychic can increase the Force rank of one of his three categories. The cost is determined by the desired rank. To increase a category up to the 5<sup>th</sup> Force rank, it costs 30 experience per rank. To increase a category up to the 10<sup>th</sup> Force rank, it costs 45 experience per rank. To increase a

category up to the 15<sup>th</sup> Force rank, it costs 60 experience per rank. And to increase a category above 15 Force ranks, it costs 75 experience points per rank.

*Example: Quentin, a Baseline Human working as a troubleshooter for the Canadian government, has just developed Psychic powers. As a new Psychic, he is granted 2 free Force points. He wants to place them both in Psychokinesis, and after checking that his Associated Statistic is high enough to contain the Force Points--he has a Resolve of 4, more than enough to satisfy the requirement--he does so. Later, Quentin wishes to improve his strength with his Psychokinesis and spends 30 experience points to first raise his Force to 3, then another 30 experience to raise it to rank 4. Quentin cannot raise his Psychokinesis any further without first raising his Resolve, so he decides instead to branch out and spend 30 experience to grant him one Force rank of Telekinesis. His Intellect of 1 is just high enough to allow this diversity.*

### ESP Training

Ranks: 1+

Cost: 20 exp

Requirements: Psychic, ESP Force (1)

Each rank of this merit grants you one of the following abilities. You may purchase this merit multiple times, up to a number of times equal to your ESP Force rank, each time selecting a new ability or one that says it allows multiple selections.

**Familiar Hallways:** When communicating with voluntary targets whom you have previously used ESP on before, the range on your ESP special is increased to 1,000 miles per rank of Constitution.

**Sense Mind:** As an extended action, your character can reach out and roughly locate nearby minds. The effect of this special begins at a radius of 10 feet centered on you, and expands by 10 feet for each round you sustain this ability, up to a maximum range of  $1,000 * \text{Constitution feet}$ . Once found, you may attempt to use the communication aspect of your ESP on those individuals.

**Postcognition:** Your character can glean information from localizations. By spending one minute concentrating upon an area, you can learn generalizations of what may have occurred there in the last day. The smaller the designated area, the more you learn, sounds and images flitting through your head. Actions and events charged with emotion leave a more lasting impression and are clearer than everyday events, such as when comparing murder to breakfast. This ability may be selected multiple times, each time increasing how far back you can scry by a multiple of 10. It takes a full minute to scan a day's worth of impressions, so unless you specify exactly how far back you wish to scan, it can take hours or longer to find even one event of note.

**Projection:** By expending an exclusive action and 1 Wound, you may extend your senses directly outside of your body, akin to astral projection. Moving as an unseen ghost, your senses travel at a rate of  $\text{ESP} * 100$  feet per round, but cannot travel further than  $1,000 * \text{Constitution feet}$  from your body's position. Your body is considered *helpless* while using Projection. Projection lasts for 1

minute, but you may expend an additional Wound to extend this time by 1 minute each time it expires. You may select this ability multiple times, each time increasing the maximum distance you can travel by a multiple of 10. While Projecting, you cannot perform any specials or abilities apart from the communication aspect of ESP. You may end Projection any time as a free action.

**Fueling:** For any ESP special or ability, you may choose to expend an equal amount of Zoe in the place of sacrificing Wounds.

**Mental Focus:** When determining the default resistance difficulty of ESP related abilities, you may choose to use Intellect or Resolve in place of Wits. For example, you might cause the resist difficulty to be Constitution + Intellect + 6.

### **Psychokinesis Training**

Ranks: 1+

Cost: 20 exp

Requirements: Psychic, Psychokinesis Force (1)

Each rank of this merit grants you one of the following abilities. You may purchase this merit multiple times, up to a number of times equal to your Psychokinesis Force rank, each time selecting a new ability or one that says it allows multiple selections.

**Burst:** By expending a Willpower point when using Psychokinesis, you may affect all targets within a 10 foot radius of your initial target, yourself excluded. This ability may be selected multiple times, each time increasing the radius by 10 feet.

**Draw Heat:** If there is a suitable heat or electrical source within range of your Psychokinesis, such as an oven, campfire, outlet, or power line, you may add your Constitution to the amount of damage dealt.

**Pyrokinesis:** When you use your Psychokinetic special or any of its abilities, you may sacrifice two Wounds in order to have the damage be either Fire or Electrical damage instead of the normal physical damage.

**Reflexive Lash:** With almost unconscious effort, you can levy spiteful energy at nearby irritants. As a quick action, you may deal 2\*Force + Resolve damage to a single target within 5\*Constitution feet.

**Fueling:** For any Psychokinesis special or ability, you may choose to expend an equal amount of Zoe in the place of sacrificing Wounds.

**Mental Focus:** When determining the default resistance difficulty of Psychokinesis, you may choose to use Intellect or Wits in place of Resolve. For example, you might cause the resist difficulty to be Constitution + Wits + 6

### **Telekinesis Training**

Ranks: 1+

Cost: 20 exp

Requirements: Psychic, Telekinesis Force (1)

Each rank of this merit grants you one of the following abilities. You may purchase this merit multiple times, up to a number of times equal to your Telekinesis Force rank, each time selecting a new ability or one that says it allows multiple selections.

**Juggler:** You may select this ability multiple times. Each time it is selected, you may sustain one additional usage of

your Telekinesis special at one time. Each sustained target can be moved independent of one another, or in tandem.

**Binding:** Your uses of Telekinesis may now be sustained on involuntary targets. Targets held aloft are considered *immobilized*, but get a degrading resistance roll each round to break free.

**Kinetic Defense:** The enemy may come at you from all sides, but the power of your mind is nothing to be trifled with. As a quick action, you may expend either a Willpower point or 5 Wounds to grant yourself an enhancement to defense for one minute equal to your Telekinetic Force ranks.

**Kinetic Ward:** As a quick action, you may grant a single target an enhancement to DR equal to your Telekinesis Force ranks. You may sustain this ability, if you choose, but it counts against the total number of Telekinesis uses you may keep active at one time. You may end Kinetic Ward as a free action at any time. Targets affected by this special that move further than 50\*Constitution feet away from your character lose this enhancement until they return within range.

**Fueling:** For any Telekinesis special or ability, you may choose to expend an equal amount of Zoe in the place of sacrificing Wounds.

**Mental Focus:** When determining the default resistance difficulty of Telekinesis, you may choose to use Wits or Resolve in place of Intellect. For example, you might cause the resist difficulty to be Constitution + Resolve + 6.

### **Psionic Titan**

Ranks: 1

Cost: 35 exp

Requirements: Psychic, ESP Force (1)

As an action, choose a single target within 100\*Constitution feet. If that target fails a resistance roll against a difficulty of your Constitution + Wits + 6, they are rendered *witless* for one round and suffer a -2 penalty on all resistance rolls for a number of rounds equal to your ESP Force rank. When using Psionic Titan, you may sacrifice a number of Wounds up to your Wits. If you do so, Psionic Titan also affects all foes within 5 feet of the original target per Wound sacrificed. For example, if you expended 3 Wounds, it would also affect all foes within 15 feet of the target. Psionic Titan is considered an ESP special for purposes of Psychic abilities.

### **Unleash**

Ranks: 1

Cost: 55 exp

Requirements: Psychic, Psychokinesis Force (1)

Brimming with the energy of your psychic might, the temptation to release it all at once has been painfully resisted--until now, that is. As an exclusive action, you may expend three Wounds to strike all targets within Constitution\*10 feet of yourself with your Psychokinesis ability. On subsequent turns, you may expend another exclusive action and one Wound in order to repeat this special, with the radius increasing by a cumulative 20 feet per round. You may perform this additional channeling up to a number of times equal to your Psychokinesis Force rank. Immediately after you have reached your maximum uses, or during any of your turns beforehand, you may

spend a free action, a Willpower point, and a number of Wounds equal to the number of rounds spend channeling, including the first round. If you do so, the released energy is drawn back into yourself, then aimed at a single target within range of your Psychokinesis special and released in a destructive psionic storm. If the chosen target fails a Constitution resistance roll against your special, they suffer the normal damage of your attack, plus an additional 1d6 damage per round spent channeling. For purposes of specials, each channeled wave is considered its own use of Psychokinesis, such as for expending Wounds to maximize the dice. You may expend a Willpower point when you first use this ability in order to avoid striking a number of designated targets equal to your Constitution for the full duration of Unleash. After using this ability, the difficulty to resist any of your Psychokinesis specials is reduced by 5 for one minute. Unleash is considered a Psychokinesis special for purposes of Psychic abilities. The difficulty to resist Unleash is equal to your Constitution + Resolve + 6.

*Example: Everything has hit the fan for Quentin and his partner, Raffé, as not only are there several genetic deviants raining death upon their heads, but a horde of golems have closed in and are attempting to render flesh and bone. On his turn, Quentin calls for Raffé to stand at his back, then uses Unleash. On the first round, he expends an exclusive action and three Wounds to activate this ability, as well as a Willpower point in order to avoid decimating his partner with his barely controlled fury. Possessing a Constitution of 3, Quentin's first shockwave razes out to strike all targets within 30 feet of his position. With a current Psychokinesis Force rank of 5 and a Resolve of 5, this blast deals 5d6 + 5 Crushing damage to all nearby targets. On his next turn, Quentin continues to channel by expending another exclusive action and a single Wound, and a second blast quakes the earth at a range of 50 feet. Lost in the process of channeling his Psychic powers, Quentin continues sending wave after wave of raw might outwards for another four rounds, the sixth and final blast having reached a radius of 130 feet. Coming back to himself, he finds one genetic deviant still standing. With the echoes of imploding air still sounding, Quentin reigns in his power, spending a Willpower point and 6 Wounds to send the cumulative energy at the target. Crushing damage equal to 11d6 + 5 strikes the unfortunate that had dared raise a hand against him. Drained of energy and suffering from 14 self-inflicted Wounds, Quentin staggers and blinks away a growing haze as he regards the broken golems, ruined earth, and the fearful expression on his partner's face.*

### **Telekinetic Display**

Ranks: 1-10

Cost: 10 exp

Requirements: Psychic, Telekinesis Force (1)

Tiny objects hover about you -often without your willing them to - performing all the tasks ordinarily associated with them in a sort of telekinetically compulsive multitasking. Pencils scrawl merrily over any nearby surface, sheets of paper fold themselves into intricate shapes, and cell phones place calls without regard for night and weekend minutes. With practice, you've learned to control these unconscious

manifestations of your psionic power, and doing so isn't without its advantages. As a quick action, you may turn on or off the effects of Telekinetic Display. While the effects of Telekinetic Display are active, you gain a Retributive Strike equal to your ranks of this merit + Intellect, of a physical damage type of your choice, as small objects prick, crush, and slice reflexively at your enemies. In addition, while Telekinetic Display is active, you cause *fear* in all nearby beings that observe the effect, for as long as the effect remains in use. The difficulty to resist the *fear* is equal to your Intellect + 6 + ranks in the Merit: Telekinetic Display. People tend to get acclimated to the display after prolonged or repeated exposure, however, which mean close allies and arch-nemesis are usually immune to the effect. Once activated, Telekinetic Display requires no maintenance, but the perturbations only support objects weighing no more than a few pounds each. Objects under the influence of Telekinetic Display are not under the complete control of the Psychic manipulating them, drifting and acting almost at random, accepting no more direction from others than the occasional "Stop poking me."

### **Energy Transference**

Ranks: 1

Cost: 35

Requirements: Psychic, ESP Force (3), Telekinesis Force (2)

The strength of your psychic prowess combines with innate sensory to create veritable juggernauts out of you and your allies. As a quick action, declare Energy Transference, choosing a target within 100\*Constitution feet. That target receives an enhancement to Attack and Defense equal to your (ESP Force ranks + Telekinesis Force ranks)/2. Each usage of Energy Transference counts as one target of your ESP communication special, which is limited by your Wits. Energy Transference is considered an ESP special for purposes of Psychic abilities.

### **Brain Burn**

Ranks: 1

Cost: 25 exp

Requirements: Psychic, Psychokinesis Force (3), ESP Force (2)

With the flip of a mental ignition switch, you can rend a person's mind, causing their own thoughts to self-perpetuate and damage themselves. As an exclusive action, choose a single target within 25\*Constitution feet. If the target fails a Wits resistance roll against a difficulty of your Constitution + Resolve + 6, they are dealt an amount of Typeless damage equal to (2\*Psychokinesis Force + Intellect + the target's Intellect). They suffer half this damage again at the start of each of their turns for 1d10 rounds. After the final round, the target's brain finally snaps and, if they fail a second resistance roll, they are rendered *berserk* for one minute. Brain Burn is considered a Psychokinesis special for purposes of Psychic abilities.

### **Singularity**

Ranks: 1

Cost: 40 exp

Requirements: Psychic, Telekinesis Force (3), Psychokinesis Force (2)

Reaching out with your mind, you can firmly grasp unwilling subjects, then send them soaring violently through the air to impact into each other at a singular point. As an exclusive action, choose a number of targets up to your Telekinesis Force rank that are within 50\*Constitution feet. As long as each individual target doesn't weigh more than what you can pick up with your Telekinesis, that target is levitated into the air and then launched towards a single point designated by you, no further than 50 feet from your position. Levitated targets navigate around most obstacles between them and the point, if possible. If at least two targets are affected by this ability, or a solid object is designated as the target point, those targets crash into each other, each taking 2\*Psychokinesis Force rank + Resolve Crushing damage. If the target point is above ground level, the targets then settle slowly towards the earth, suffering no harm from the first 50 feet of falling that might occur as a lingering kinetic well conflicts with earth's gravity. Targets are allowed a Resolve resistance roll against a difficulty of your Constitution + Intellect + 6 to avoid being affected by this special. If a creature, rather than a wall or empty space, is designated as the target point, that creature is allowed an Agility resistance roll to avoid taking damage as the levitated creatures attempt to crash into it. You may expend one Wound to treat your usage of Singularity as if you were in Heavy Lift, or two Wounds to treat your telekinetic power as if it were in Extreme Lift. Singularity is considered a Telekinesis special for purposes of Psychic abilities.

#### **Break**

Ranks: 1

Cost: 35 exp

Requirements: Psychic, ESP Force (2), Psychokinesis Force (2), Telekinesis Force (2)

Exemplifying your total Psychic learning, you can summon up a mental assault that devastates both mind and body. As an action, choose a single target within 100\*Constitution feet and expend a Willpower point and any number of Wounds. If the target fails a Resolve resistance roll against a difficulty determined by your Constitution + Highest Mental Statistic + 6, their mind begins deteriorating at a rapid rate, forgetting what it is normally capable of. The target suffers a combined erosion to their Statistic points equal to Force/2, where Force is equal to the combined Force ranks you possess in all three Psychic categories. You may divide these erosion points up as you see fit, but a statistic cannot be reduced below zero in this way. A single target can only be affected by one effect of Break at a time. Break lasts for a number of hours equal to the number of Wounds sacrificed when you attempt this special. A target affected by break can expend a Willpower point to ignore the effects of Break for one round. Break is considered an ESP special for purposes of Psychic abilities.

*Example: Finally coming face to face with an Empowered wanted for mass murder, Quentin doesn't hesitate and lets loose with a Break special. He expends a Willpower point and 7 Wounds, and gets lucky when his bounty fails the resistance roll. Quentin's combined Force ranks for his three Psychic categories is 11, which means he can levy a total of 5 points of erosion to his target. Quentin chooses 4 points to apply to Resolve, and 1 to apply to Constitution. The target, an Ancestral Legacy by the nickname "Jaded," possesses both a Constitution and Resolve of 3. His Constitution is reduced to 2, and his Resolve is reduced to 0. Jaded will be subject to this erosion for the next 7 hours without additional resists, assuming that he lives that long.*

# ORIGIN: EXTRA-TERRESTRIAL ENHANCEMENT

## Extra-Terrestrial Enhancement

Ranks: -

Cost: -

Requirements: At least 5 ranks of Power in at least 1 Meta-Power or no Origin.

Whether through experimentation or purposeful alteration, the very molecules of your body are fundamentally different from those of the humanity milling on all sides. This is the source of your power - your brain, your bones, every muscle in you is simply different, although not necessarily better. With these uncanny powers, these super-human abilities, comes new threats to your lively hood, even your life; new toxins and allergies, new blights and maladies, new weaknesses. Choose one of the following: Disease - You take a -1 penalty on attacks and Defense as your immune system constantly struggles to fight off new infections. Substance - You take 1d6 Mystic damage each turn you are in direct contact with a common substance such as water, amethyst or creamed corn. Chink - There is a spot on your body of size -2 or greater which, when struck, deals double damage. Damage dealt to the 'chink' ignores DR and Toughness. In exchange, you gain a number of "Extra-Terrestrial Feat Points (ETP)" equal to 1+ 1/2 Resolve. These "ETP" restore at a rate of 1 every 24 hours, and may be spent to automatically upgrade a successful melee or unarmed strike to a critical strike. If the hit would already be a critical strike, the ETP increases it to a double, critical, and so on. Note that only 1 ETP may be spent to augment a single attack, and the expenditure must be declared before damage is rolled, but may be announced after a successful hit is registered. Extra-Terrestrial Enhancement is an Origin, meaning that any Meta-Powers used to qualify for the Merit: Extra-Terrestrial Enhancement, cannot be used to qualify for any other Origin.

## Confidence

Ranks: 1-5

Cost: 15xp

Requirements: Extra-Terrestrial Enhancement

The bravado and pseudo-invincibility with which you perform your day to day activities inspires confidence in those around you. You may spend an ETP to grant a bonus to the next Skill roll of any single ally within sight of you. This bonus is equal to your ranks in the Merit: Confidence.

## Heroics

Ranks: 1-3

Cost: 20xp

Requirements: Confidence 3

Your enemies fall like leaves in the wind before you, slaughtered by the dozens, or perhaps simply incapacitated and left to regain consciousness in due time. The unconquerable efficiency with which you lay waste to the enemy has brought an air of invincibility to your every assault - one easily shared with your compatriots. After successfully dealing damage, you may spend an ETP to add

a bonus to hit, or a bonus to the difficulty to resist Metaspecials performed by your allies within 30ft. This bonus is equal to your ranks in the Merit: Heroics.

## Substance

Ranks: 1-5

Cost: 10xp

Requirements: Extra-Terrestrial Enhancement

The experiments performed upon you have given your flesh a resilience unlike that of even the mightiest creatures of the Earth. You may spend an ETP to gain an amount of Vitality equal to 10 \* your ranks in the Merit: Substance. This Vitality may take you above your normal maximum, but any Vitality above this limit is lost the next time you fall Unconscious. In addition, you may perform Substance more than once, and its effects do stack. Performing Substance requires an ETP and a Quick Action.

## Elite

Ranks: 1

Cost: 15xp

Requirements: Extra-Terrestrial Enhancement

With a mind like Quick Silver and lightning reflexes, the alterations made to your every molecule allow you to drink in the details of a situation, consider all the options and react with unshaken confidence - all before most individuals could even recognize a problem exists to begin with. You may perform 1 Skill Roll every round as a Free Action.

## Assimilate

Ranks: 1-5

Cost: 10xp

Requirements: Extra-Terrestrial Enhancement

For some, the phrase, "Dead men tell no tales" is simply less true than for others. With a passing glance at the exposed cortex of a human being, or any other sapient life form from across the universe, you gain insight into their capabilities and all the wisdom garnered throughout their lifetime. You may Assimilate a number of Skill points from deceased creatures you have come into direct contact with, equal to your ranks in the Merit: Assimilate. These Skill points must be in excess of those you possess natively, and are stored in reserve until you choose to perform Assimilate, at which time you have access to these Skill points as though they were your own for 24 hours. You may abandon Assimilated Skills to make room for new skills at any point, but reacquiring abandoned skills requires that you repeat the process as normal. Assimilating Skills requires a full minute of examination of the corpse. Performing Assimilate requires an ETP and an Exclusive Action. Note that Assimilate may be used to lpeel memories directly from the corpse, without expending Assimilate Skills.

*Example: Jacob, an alien abductee with enhanced intellectual capacity, comes across the corpse of a doctor in the desert of Mexico. Choosing to Assimilate from the*



doctor, he compares the deceased's Skills with his own. Jacob has Athletics 1, Knowledge 1, Perform 1, and Socialize 2, in addition to 5 Ranks of the Merit: Assimilate. The doctor has Athletics 1, Craft 2 and Knowledge 3. Jacob may Assimilate up to 5 Skill points in excess of his normal Skills. The doctor has the same Athletics score as Jacob, making those Skills worthless for the purpose of Assimilation. However, the doctor's Knowledge score is 2 points higher than Jacob's, and so he Assimilates the second and third point. The doctor also possesses 2 ranks of Craft - a Skill Jacob is utterly untalented in, and so Jacob Assimilates both the first and second point. Now, Jacob has 4 of his 5 Assimilated Skills filled and may activate them at any time by performing Assimilate as described above.

### **Reflexive Iron Hide**

Ranks: 1-5

Cost: 15xp

Requirements: Extra-Terrestrial Enhancement

Each strike, every blow directed against you brings an all but indistinguishable shimmer to your flesh as muscle and bone harden to the likeness of Oriculum. When you are successfully struck by a melee, unarmed or ranged attack, you may spend a point of Willpower to increase your Toughness by an amount equal to your ranks in the Merit: Reflexive Iron Hide. This increased Toughness lasts until the beginning of your next turn, but does reduce damage dealt by the attack which initiated the performance of Reflexive Iron Hide. Reflexive Iron Hide may only be performed by you once each round and its effects do not stack.

### **Untouchable**

Ranks: 1-4

Cost: 20xp

Requirements: Extra-Terrestrial Enhancement

Weapons fall still against your flesh, or zip harmlessly past your cheek, unable to bring their dangers effectively to bear against you. The next melee, unarmed or ranged attacks against you that would otherwise be successful have a 15% chance to fail. Untouchable continues to function until it has directly caused the failure of a number of attacks equal to your ranks in the Merit: Untouchable. The percentage chance is employed only after all reflexive efforts to foil the effect have failed. Performing Untouchable requires a Quick Action and an ETP.

### **Unbreakable**

Ranks: 1-4

Cost: 25xp

Requirements: Untouchable

Even the mightiest weapons and powers in existence fall impotent, as waves breaking on the coast, against you and the uncanny abilities at your disposal. On the next occasions you would have to make a Physical Resistance Roll you have a 15% to automatically succeed. The effects of Unbreakable continue to function until it has been used to cause the success of a number of Resistance Rolls equal to your ranks in the Merit: Unbreakable. The percentage chance is employed only after all reflexive efforts to foil the effect have failed. Performing Unbreakable requires a

Quick Action and an ETP. Note that you may not possess more ranks in the Merit: Unbreakable than you possess in the Merit: Untouchable.

### **Unstoppable**

Ranks: 1-4

Cost: 30xp

Requirements: Unbreakable

Few threats in all of existence are enough to give you pause, few dangers great enough to bring you down. The next attacks, Metaspecials, qualities, Skills or any other effects directed against you have a 20% chance to automatically fail. The effects of Unstoppable continue to function until it has been used to foil a number of effects equal to your ranks in the Merit: Unstoppable. The percentage chance is employed only after all reflexive efforts to foil the effect have failed. Performing Unstoppable requires a Quick Action and an ETP. Note that you may not possess more ranks in the Merit: Untouchable than you possess in the Merit: Unbreakable.

### **Bravado**

Ranks: 1

Cost: 15xp

Requirements: Unstoppable

The air of complete indestructibility about which you surround yourself has become infectious, and your allies have begun to imagine themselves nearly so invincible as you appear. Your allies within 100 feet may perform Untouchable, Unbreakable or Unstoppable on themselves, while you are under the effects of one, both or all of those Merits. By spending a point of their own Willpower, and one of their own Quick Actions, any single ally within range may gain the benefits of your Merits. All allies taking advantage of Bravado make use of your pool of uses for each Merit, rather than gaining uses of their own. Once all charges have been expended, you must activate it again, before your allies may perform Bravado on themselves once more.

### **Uncanny Intuition**

Ranks: 1

Cost: 5xp

Requirements: Extra-Terrestrial Enhancement

The laws of physics, the concept of molecular forces and even the most advanced principles presented in trans-dimensional calculus are an open book to you. Nothing is hidden, and that truth grants you insight into every action you take. You gain a single Focus to any Skill, even if that Skill could not ordinarily make use of a Focus.

### **Peculiar Toxicology**

Ranks: 1

Cost: 20xp

Requirements: Extra-Terrestrial Enhancement

The same elemental and compound chemicals which might have proven fatal before your enhancement now give you little more than an irritating rash, if you have any reaction at all. You are immune to all Poisons, and cannot become Addicted to any Advanced Chemical, although they otherwise affect you normally.

### **Translator**

Ranks: 1

Cost: 15xp

Requirements: Extra-Terrestrial Enhancement

Densely packed and twisted into all manner of unearthly designs, the neurons of your brain instantly translate the meaning of every word, phrase and even complex sentence uttered into your native language. You understand any language spoken within ear shot. You cannot translate the written word, nor can you communicate back, but every the meaning of every word is clear as though you spoke the language natively.

### **Polyglot**

Ranks: 1

Cost: 25xp

Requirements: Translator

The words of every race, not only upon the Earth, but throughout all of existence, flood your mind. There is no sound your throat cannot utter, and no symbols you cannot interpret with ease. You may read, write and speak any language in the whole of the universe, no matter how alien - assuming, of course, the language is spoken using faculties with which you can relate. Speaking with a telepathic alien organism devoid of ears to comprehend your vocal utterances could be a somewhat difficult task.

### **Final Moments**

Ranks: 1

Cost: 10xp

Requirements: Extra-Terrestrial Enhancement

The experiments performed upon you are unstable, requiring the energies of your life force to contain and modulate their effects. When you are rendered Dead, you may execute one last Metaspecial as a Free Action. The difficulty to resist this last Metaspecial is doubled.

## **Offshoot: Symbiote**

### **Symbiote**

Ranks: -

Cost: 75xp

Requirement: Extra-Terrestrial Enhancement

The depths of space swarm with unimaginable multitudes of life - and very little of it is amicable towards humanity. You are one such entity, a symbiotic organism cast to Earth for anything from a right of passage to a punishment for unspeakable evils. Regardless of your reasons for making the voyage across the stars, you find yourself in need of the mono-form flesh-tubes milling about this mudball to even survive, let alone accomplish your ultimate goals. As a Symbiote you need a host to function or use your meta-abilities. Without a host you cannot make use of any abilities and with further deprivation of a host you will begin to starve - dying a long, laborious death. You lose a Wound every ten minutes that you are without a host, receive Frailty (5) and lose all Vitality, Toughness and DR. In addition, damage taken while unbonded cannot be healed until you acquire a new host, or prevented in any

way. Without a host, your total movement speed reduces to 5, and you cannot take a multiple movement, however you can move freely from one host to the next, leaving a trail of terrified humanity, fond friends, or just a pile of corpses a mile high, behind you. When attempting to seize a new host, you must succeed on a contested Resolve+Constitution Roll - a roll that must be repeated every (24 - host's Resolve) Hours, unless you can convince the poor creature to willingly submit itself. When melded with a host, you do not have access to its memories or thoughts, nor may you make use of any meta-powers the host possesses, but its physical stats supercede your own, unless yours are higher. The average host will have Strength 1, Agility 1, Constitution 1, Intellect 1, Wits 1 and Resolve 1, granting it 0 in all skills, 3 points of Willpower and 15 Wounds. Melding or un-melding with a host requires 15 full minutes. If a host dies after you have melded with it, but before you have un-melded with it, you are shunted from the body at the instant of Death and automatically Stunned for 1d6 rounds. Note that Symbiote is an Off-Shoot. You no longer qualify for any other Off-Shoot with the Requirement: Extra-Terrestrial Enhancement.

### **Blood for Power**

Ranks: 1-3

Cost: 10xp

Requirement: Parasite rank 1

Draining away at the very life force of your host, you have discovered a way to adapt the creature's energies to fuel your own. You may drain Wounds from your host to increase the Power of a single Metaspecial by 1, for a number of rounds equal to your Constitution. Blood for Power may be performed multiple times, but each performance applies to a different Metaspecial. Using Blood for Power requires the expenditure of a Quick Action.

1: 12 Wounds for 1 Power

2: 6 Wounds for 1 Power

3: 3 Wounds for 1 Power

Example: Grik'nar the All-Dark has Blood to Power rank 2 so he can sacrifice six of it's host's health for one power in any meta power or twelve health power to give himself 2 power in any power.

### **Brainwash**

Ranks: 1 - 3

Cost: 30xp

Requirement: Mind Whisper Rank 3

Warping the lines between your host's consciousness and your own, you have learned ever more effective means by which to control its mind, and gained ever greater access to its thoughts, emotions and, most importantly, powers. Note that a Host that has been Broken by the Merit: Broken, cannot be subjected to any effect of the Merit: Brainwash.

1: You gain a bonus to all rolls to take or keep a host, equal to your ranks in the Merit: Brainwash

2: You may access a single memory of your host, no matter how deeply buried, by succeeding on a contested Resolve + Wits roll.

3: You may access a single Metaspecial your host possesses, for a single use, pending a successful, contested

Resolve + Wits roll, to which the host may add his Control value.

### **Broken**

Ranks: 1

Cost: 75xp

Requirements: Mind Whisper Rank 3

Reducing your host to little more than a meat puppet, you have shattered its will and left nothing but an empty husk to fill with your own consciousness, unimpeded by that of a lesser organism. The effects of Broken take effect after you have been in possession of a host for no less than 24 hours. After this point, you may choose to begin the process of Breaking the Host, and its mental statistics (Intellect, Wits and Resolve) begin to decay at a rate of 1 point, from either Intellect, Wits or Resolve, every 24 hours. Once all three mental statistics have been reduced to 0, the host is considered Broken. You may access a Broken host's Metaspecials (at normal Power, with a Control of 0) and memories (what little remains after this terribly process) freely, but a broken Host loses 1 point of Constitution every three days, and once a Broken host's Constitution score reaches -4, it is rendered Dead, and expells you from its body. Note once the process of Breaking a host has begun, it cannot be stopped unless the Symbiote is expelled from the host body. Lastly, a Broken Host cannot be effected by the Merit: Brainwash.

### **Malignant**

Ranks: 1

Cost: 30xp

Requirements: Symbiote

Sealing yourself away beneath the flesh of your host, you are undetectable to the naked eye. Only those empowered capable of reading minds, and the worlds most advanced scanning technology is capable of detecting your presence at a glance, although X-Rays, MRIs and other tools of internal medicine will readily expose you, given enough time to examine the images. Note that, even while the outside world may be oblivious to your existence, the host is not, and will likely continue his unending struggle for freedom.

### **Mind Whisper**

Ranks: 1-4

Cost: 20xp

Requirement: Malignant

Gentle nudges and quiet suggestions have long proven a more capable tool for the manipulation of men than an iron fist clenched around a heavy stick. You have learned this lesson well, and are now able to hide within the body and mind of your host, leaving him none the wiser. At the moment of bonding, and every 24 hours later, make a contested Intellect + Wits roll with your host. You gain a bonus to this roll equal to your ranks in the Merit: Mind Whisperer. If successful, check the chart below to see how well you have hidden from the host, and your capabilities within it, based on the total value by which you succeeded the host's roll. Note that if a Host ever succeeds this contested roll, Mind Whisperer cannot be used on it again. In addition, if you ever exert direct control on a host, Mind Whisper may not be performed on it again.

0: Extreme discomfort plagues the host, but you may add or remove single words from the statements he or she hears or says.

3: Moderate discomfort and nausea, but in addition to the previous effects, you may add or subtract your Intellect to any rolls the host makes.

5: A subtle, nervous tick, but in addition to the previous effects, you may spend a point of Willpower to make use of a single Metaspecial the host possesses for a single action.

7+: You exhibit complete control over what the host says and hears, even manipulating where he goes and what he does, and even though you must still spend Willpower to access his Metaspecials, he is none the wiser to your presence.

### **Mutualism**

Ranks: 1

Cost: 40xp

Requirements: Relax Control, Symbiotic Synergy Rank 3

Over time, host and Symbiote may grow close, learning from one another and adapting to form a truly symbiotic relationship. No less than a week after the melding of the Symbiote and its new host, the effects of Mutualism may be taken. Both the Host and Symbiote share Willpower pools, and the host gains Regeneration at a value equal to 2 plus the Symbiote's Resolve. Note that Mutualism cannot be active on a host that has been subjected to the Merit: Broken, and once the process of Breaking a host begins, the benefits of Mutualism are lost. Mutualism does not void Mind Whisper.

### **Parasite**

Ranks: 1-3

Cost: 10xp

Requirements: Symbiote

Bleeding the veins of the host to preserve its own life, a Symbiote may consume its host's Wounds to heal itself. For every rank of Parasite, the Symbiote heals 2 Health for every 1 Wound it drains from the host. Example: Grik'nar The All-Dark has Parasite (2). He drains 1 Wound from his host, and heals 4 Health to himself, 2 from the Host to heal 8 to himself, and so on. Healing derived from Parasite will heal the Symbiote's Wounds, before any Vitality he may possess. The effects of Parasite void Mind Whisper. Use of Parasite requires a point of Willpower and a Quick Action.

### **Relax Control**

Ranks: 1

Cost: 50xp

Requirements: Symbiote

Relinquishing the iron grip you hold upon your host for a time, you lose the ability to control your host's every action, but gain the ability to use your Metaspecials in addition to any actions the flesh-tube itself may undertake. Your host acts as it normally would, gaining its own Primary and Quick actions and acting on your Initiative, for as long as you maintain Relax Control, but you maintain a Primary Action of your own each turn with which you may make use of Metapowers as normal. Performing Relax Control requires only a Quick Action, but regaining the upper hand once the effect has begun requires a contested

Wits + Resolve roll and an exclusive action and the part of the Symbiote. Two consecutive failures ejects the Symbiote from the host body. Activating Relax Control does not void Mind-Whisper. Ending Relax Control voids Mind Whisper.

#### **Sustain host**

Ranks: 1

Cost: 15xp

Requirements: Symbiote

Using its own, alien metabolism to sustain its living, breathing home, the Symbiote may expend one of its ETPs to remove the effects of Depravation and reset the timer for that effect as though the host had just eaten or drunk, restart the time before the host drowns, or remove the effects of Fatigue and reset the timer for that effect as though the host had just recieved 8 hours of sleep. The removal of Fatigue does not restore Willpower, Vitality, Wounds or have any other affect associated with sleeping, other than the removal of the status ailment: Fatigue. Use of Sustain Host requires an ETP and a Quick Action. Sustain Host does not void Mind Whisper.

#### **Symbiotic Synergy**

Ranks: 1

Cost: 20xp

Requirements: Symbiote

Weaving every fiber of its being into that of the host, a generous Symbiote may offer a shard of its uncanny abilities up to the complete control of its host. You may opt to suspend all use of a single Metaspecial, granting the host full access to that ability as though the host possessed the Metaspecial at the same Power/Control score as you. Regaining control of the power requires a contested Wits + Resolve roll. Initiating or ending Symbiotic Synergy does not void Mind Whisper.

## **Off-Shoot: Visitor**

#### **Visitor**

Visitor

Ranks: -

Cost: 75xp

Requirements: Extra-Terrestrial Enhancement

The depth of space are your home, and Earth is just a pit stop along the way - or the final destination in our long exile. Here, you are truly alone. There are fewer than a dozen other visitors on the planet humanity calls home, and in all likely hood, none of them are like yourself, but still, there is much to be done here, and mankind is more than welcoming, so long as you keep them in the dark about just who you really are. Choose one of the following: +3 Toughness, Immunity to a single Energy Damage type or spend 1 Willpower to become Ephemeral for 1 round. Remember that if a character ceases to be Ephemeral while inside a solid object or creature, both take 1d6 Mystic damage for every turn they occupy the same space, until one or the other is destroyed, or the character becomes Ephemeral again. Note that Visitor is an Off-Shoot. You

no longer qualify for any other Off-Shoot with the Requirement: Extra-Terrestrial Enhancement.

#### **Visitor's Rage**

Rank: 1-5

Cost: 20xp

Requirements: Visitor

Releasing the full brunt of your fury against an unsuspecting opponent, you may spend an ETP to increase the damage dealt by your next successful melee or unarmed attack by 1d6 for every rank you possess in the Merit: Visitor's Rage.

#### **X-Ray Vision**

Ranks 1

Cost: 10xp

Requirements: Visitor

Your gaze penetrates any barrier, allowing you to see through substances that any normal eye would find impossible to witness events beyond. You may spend a point of Willpower to make use of your X-Ray Vision for up to an hour. You may end the effect as a Free Action, but if you end X-Ray Vision early, all remaining time is lost. While X-Ray Vision is in effect, you may see through an amount of solid material equal to your Resolve in feet, and may see through this material in layers (Clothing, then skin, then muscle) all at once (looking through the guard and the brick wall behind him) or may choose to shift through any options in between. The vision is in full color, but is not joined by sounds you ordinarily could not hear. Activating X-Ray Vision requires a point of Willpower and a Quick Action.

#### **Explosive Finaly**

Ranks: 1

Cost: 25xp

Requirements: Visitor and Final Moments

The energies released in your Final Moments are pure, untainted by humanity. When making use of your Metaspecials through the Merit: Final Moments, the area of effect or maximum number of targets, whichever you prefer, is doubled.

#### **Self-Destruct**

Ranks: 1

Cost: 20xp

Requirements: Explosive Finale

Seeing the end drawing near, you have the option to draw the distinctly alien energies within yourself outwards, resulting in an explosion of power the likes of which few have ever seen. When making use of your Metaspecials through the Merit: Final Moments, treat that Special as though the ranks of Power associated with it were doubled.

#### **Richochet**

Rank: 1-5

Cost: 30xp

Requirements: Visitor

Your hide is like dense as Adamantine, and capable of reflecting blows back onto your opponents with the ease. For every rank you possess in the Merit: Richochet, you have a 20% chance to reflect all ranged attacks directed

against you, and fully absorbed by your Toughness and DR, back on an opponent of your choice within a number of feet equal to 10 \* your ranks in the Merit: Richochet. The effects of Richochet may be evaded with a successful Agility Resistance equal to 15 + Intellect + Wits. Damage is re-rolled against the new target. Activating Richochet requires a Quick Action, and an ETP, and must be done before an attack is announced against the Visitor. The effects last until your next turn.

*Example: Kal'kei, a Visitor from the planet Nimbobal, possesses 4 ranks in the Merit: Richochet, a Toughness of 10 and has a gunman and a knife-wielding criminal standing in front of him. Seeing an inevitable attack coming, Kal'kei spends an ETP and his reserved Quick Action to activate Richochet. The gunman fires a shot, dealing 8 Piercing damage which is absorbed by Kal'kei's Toughness. Kal'kei now has a 80% chance to direct the gunshot at either the knife-wielding criminal, or the gunman.*

### **Seeker**

Rank: 1-5

Cost: 5xp

Requirements: Visitor

Utilizing senses distantly alien to the planet Earth, you have adapted yourself to the detection and tracking of other empowered around the globe. You instantly know when an Empowered enters within 1 mile of your current location, if they possess a minimum total Power ranks equal to 5 - your ranks in the Merit: Seeker. Ie: With 1 rank in this Merit, you may sense any meta-human with at least 4 ranks of Power in all of his Metaspecials; at Seeker 2, 3 Power; Seeker 3, 2 Power, so on and so forth. You may even perform an Intellect + Alertness + Seeker roll to determine the Field associated with the powers of a specific entity within your range (difficulty 15), or those of an entity who has been in a location currently within your range (difficulty 20). Beyond this information, you know only what general direction - North, East, South, West, North-By-North-East, etc - the empowered creature may be found.

### **Body Change**

Rank: 1

Cost: 40xp

Requirements: Visitor

Through a complex relationship between your nervous, cardio-vascular and immune systems, you are able to sever the link which binds various organs and extremities of your body from one another, replacing them with similar organic tissue harvested from another source. Whether it's swapping your thumb out for that of a security guard to bypass a scanning lock, or ripping out your own, cancerous lung to exchange it for a fresh one, the applications for this ability are infinite for a creative mind. Note that no Wounds or Vitality may be gained or lost when performing Body Change. In addition, while your brain may be placed in a new body, the brain itself may not be replaced. Lastly, the replacement source must be "alive" but not connected to a functioning nervous system. Fetid tissue cannot be used with Body Change, nor can you use Body Change to pluck the hand from an opponent in combat, although once you've severed the hand from his wrist, all bets are off.

Performing Body Change requires 3 consecutive Exclusive Actions.

### **Sub-Space Passage**

Ranks: 1

Cost: 40xp

Requirements: Visitor

The very corridors of space and time open their mouths to grant your way through even the most impassable obstacles. You may spend an ETP to become Ephemeral, Invisible and Silent for a number of turns equal to your Resolve.

### **Bone Play**

Rank: 1-5

Cost: 20xp

Requirements: Visitor

Unlike the creatures native to this mudball upon which you find yourself, your skeleton is adjustable at a whim, dislocating and shifting painlessly through your body to accomplish any number of gruesome feats.

1: Your broken bones reset instantly, fractures mending even as they occur.

2: You may expend a Quick Action to gain or remove a Retributive Strike in Piercing Damage equal to your ranks in the Merit: Bone Play, as spikes penetrate your skin, or retract with ease.

3: Shifting your internal skeleton into an external, chitinous carapace, you gain an amount of DR equal to your ranks in the Merit: Bone Play. Activating or deactivating this Special requires a point of Willpower and a Primary Action.

4: Twisting your own skeleton into a deadly weapon, your unarmed attacks deal an additional 2d6 Damage, and the choice of Crushing, Piercing or Slashing Damage.

5: Sending fragments of bone erupting from your body, your unarmed attacks gain a range of 10/20/40. When using your unarmed attacks at range, you do not receive the damage bonus from Bone Play 2, all Physical Damage is converted to Piercing Damage and must use your Agility instead of Strength, but all other Merits, Specials or other qualities which improve your unarmed attacks apply as normal.

### **Stunt Double**

Rank: 1

Cost: 100xp

Requirements: Visitors

Warping the very laws of reality, you are no longer bound to a single location in space/time. By expending an ETP, you create an exact duplicate of yourself, capable of acting independently of your primary self, anywhere in the universe. This double possesses the same Statistics and Skills as you, but does not gain any Merits, Metaspecials or any other qualities you may possess. As your Statistics and Skills increase, so do those of your Stunt Double, and you may expend XP or mXP to purchase Metaspecials and Merits for the Stunt Double, independently of your own. The Merit: Stunt Double may be purchased multiple times, but each subsequent purchase costs an additional 50 experience. You may have a maximum number of Stunt Doubles active at any one time equal to the number of

times you have purchased the Merit: Stunt Double, and each Double must have its Metaspecials and Merits purchased independantly from one another. Creating a Stune Double requires a point of Willpower, an ETP, an Exclusive Action and reduces your Constitution by 1 until the Double is destroyed by outlasting its duration, or is killed. Once created, a Stunt Double lasts for a number of

days equal to your Resolve, or until it is rendered Dead - in either case, it is reduced to a lifeless corpse to which life cannot be restored by any means. Once created, a Stunt Double acts exactly as the character would, even going so far as attempting to preserve its own life, at the expense of any mission it may be set upon.

# ORIGIN: GENETIC DEVIANT

## **Genetic Deviant**

Ranks: -

Cost: 50 exp

Requirements: One metaspecial possessing at least one rank of Power.

Special: If Genetic Deviant is your first Origin, you may ignore both the Cost and the Requirements.

You didn't ask to be like this, but never the less, you are. The Bedlam Virus has made its way through your body, warping your genes until only the barest vestiges of humanity remain, and while these changes may have left your physical form intact - or just as likely, it may have not - they have left you with abilities far beyond those of the mortals who fear you and your kind. The question, then, is just what will you do with this newfound strength?

As a Genetic Deviant, you have the ability to perform a Gene Tap. Using this special requires a quick action to perform, and lasts for a duration of one round, plus an additional round for each point of Zoe you expend when using this special, up to your normal Zoe limit. Gene Tap allows you to increase the Power of one target metaspecial you possess by a bonus of 1, or the Control of the metaspecial by a bonus of 2. You may only have one Gene Tap special active at one time, and may end it as a free action at any time.

## **Rivers of Power**

Ranks: 1-3

Cost: 25 exp

Requirements: Genetic Deviant

When performing Gene Tap to increase the Power of your metaspecial, the bonus Power increases by 1 for each rank of this merit that you possess.

## **Clarity**

Ranks: 1-4

Cost: 20 exp

Requirements: Genetic Deviant

When performing Gene tap to increase the Control of your metaspecial, the bonus Control increases by 2 for each rank of this merit that you possess.

## **Chaotic Generation**

Ranks: 1+

Cost: 20 exp

Requirements: Genetic Deviant

Choose one of your metaspecials. Whenever you perform Gene Tap on the chosen metaspecial, you receive one free benefit of your choice affecting that metaspecial, such as Pincushion or Leech for a Destruction metaspecial. You may not select a Cross-Training benefit when using Gene Tap in this way, though each time you use Gene Tap you may select a different benefit. You must fulfill all requirements of the benefit in order to select it, and note that the bonus Power and Control ranks granted by Gene

Tap do not count towards fulfilling any requirements. This merit may be selected multiple times, each time choosing a different metaspecial.

## **Charged Genes**

Ranks: 1-3

Cost: 10 exp

Requirements: Genetic Deviant

The base duration of your Gene Tap ability is increased by one round for each rank of Charged Genes you possess.

## **Empower**

Ranks: 1-3

Cost: 15 exp

Requirements: Genetic Deviant, Rivers of Power 1, Clarity 1

When you use Gene Tap, you may expend a Willpower points in order to have your Gene Tap ability affect a second metaspecial, or to affect the same metaspecial with a different ability of Gene Tap. For example, you might spend a Willpower point in order to have Gene Tap affect both the Power and Control of a metaspecial simultaneously. You may expend a number Willpower points in this way up to the number of ranks you have in Empower.

## **Inure**

Ranks: 1

Cost: 20 exp

Requirements: Genetic Deviant

Whenever your character is subject to a metaspecial from a target, you receive a cumulative +2 bonus on all resistance rolls to resist further metaspecials from that target for one hour, up to a maximum bonus of +4 after two such instances. Additional metaspecials from the foe after this point simply renews the hour duration of Inure.

## **Blaze**

Ranks: 1

Cost: 35 exp

Requirements: Genetic Deviant, one metaspecial possessing at least 4 Power

Unfurling the breadth of your power, you can command the prowess of empowered might. As an action and with the expenditure of a Willpower point, you may use two metaspecials of your choice that don't take longer than an action to activate, such as two uses of Destruction: Blast or one usage of Blessing: Restoration paired with a usage of Curse: Decay. Using Blaze is draining, and can only be performed once until your character has rested for at least 15 minutes.

## **Feedback**

Ranks: 1

Cost: 40 exp

Requirements: Genetic Deviant

After successfully resisting a metaspecial, you may, as a free action, expend a Willpower point or three Zoe and sacrifice an amount of Health equal to the combined Power and Control of the resisted metaspecial in order to cause the foe to feel the brunt of his own attack. Whether or not you can sense the foe's location, he must make a resistance against his own special. If the metaspecial can be sustained, you may expend an Active Power point to sustain the ability no matter the distance, up to a total time of one hour. You may choose not to expend a Willpower point or Zoe when using Feedback, but if so, you are rendered *stunned* for one round, despite any immunities. Feedback may only be used once per round.

### **Absorb**

Ranks: 1-5

Cost: 20 exp

Requirements: Genetic Deviant

The powers granted by the Bedlam Virus are precious, and nothing to be wasted on the dead. You may absorb to a limited degree the special qualities of deceased empowered that you come across. Performing Absorb requires an action and physical contact with the dead, and cannot be done more than 24 hours after the metahuman has died. When using Absorb, the first rank allows you to acquire one rank of Power and one rank of Control from the metahuman in a single metaspecial. Each additional rank grants you either one additional rank of Power or up to two additional ranks of Control, up to a limit equal to the Power and Control ranks that the deceased possessed. Maintaining Absorb requires an Active Power point, which you can sustain even while unconscious. Once you release the Active Power, however, you lose access to the borrowed Metaspecials. You may sustain any number of Absorbed specials, so long as you have the Active Power points to spare.

### **Devour**

Ranks: 1+

Cost: 10 exp

Requirements: Genetic Deviant

The extraordinary abilities you have Absorbed become melded into your DNA, making them all the easier to maintain. As an exclusive action, you can Devour any metaspecial you have Absorbed, up to a number of different metaspecials equal to your ranks in this merit, holding such metaspecials in reserve until you need them. A Devoured metaspecial lies dormant and cannot be accessed until you spend a quick action and an Active Power point to resurface the ability, at which point you have full access to it for as long as you sustain the Active Power (you can sustain Devoured abilities even while unconscious). Once you end the Active Power, the Devoured metaspecial returns to reserve. You can release a Devoured metaspecial from reserve to make room for new metaspecials as you choose, but once released the only way to reacquire the metaspecial is to once again Absorb it from the dead host and Devour it anew, assuming that 24 hours have not yet passed.

## **Off-Shoot: Aberration**

### **Aberration**

Ranks: -

Cost: 45 exp

Requirements: Genetic Deviant, Flaw: Alien Appearance (Moderate)

Special: Aberration is an Off-Shoot. After acquiring it, you no longer qualify for any other Off-Shoot with the requirement: Genetic Deviant.

The hand dealt you by the Bedlam Virus has been an unkind one. The power granted you is strong, but it has come at a terrible price, rendering you utterly incapable of blending in with human society. You possess a special Aura that inspires *fear* in all creatures that glance at you, even briefly, and lasts for as long as they remain in your presence plus one minute afterwards, an effect commonly ignored only by longtime companions who have grown accustomed to your visage - and even they likely grow queasy around you. The difficulty to resist this baleful Aura (as well as many other Aberration specials) is equal to 6 + Highest Physical Statistic + Resolve, with a Resolve resist successfully negating the effect. This effect may also be nullified by hiding yourself completely, allowing no part of your body to be seen, lest the world react violently to your presence. Against those whose nerves allow them to successfully resist your Aura, you can expend a quick action focusing your monstrous personality upon them to force an additional resistance roll against your Aura. As well, the mass of distorted flesh that covers your body hides the true location of your vital organs and provides a fleshy buffer against harm, increasing your Wounds by 15.

### **Putrescence**

Ranks: 1-4

Cost: 15 exp

Requirements: Aberration

The difficulty to resist your Aura increases by 1 for each rank of this merit you possess.

### **Exude**

Ranks: 1

Cost: 15 exp

Requirements: Aberration

The full monstrosity of your appearance can scarcely be described, but fortunately your nauseating countenance has enlisted the other bodily senses to help clarify matters. As you desire, the sound of your voice can become a distressing cacophony, your scent can become a roiling stench capable of wilting plants, and the touch of your flesh--let alone taste--causes a person to physically recoil and empty their stomach. At will, your natural aura of *fear* now affects anyone that come within (Constitution + 1)\*20 feet, regardless of whether or not a creature can see you.

### **Gibbering Madness**

Ranks: 1-3

Cost: 25 exp

Requirements: Aberration



Your visage has transcended the unspeakable, terrifying and stupefying any that gaze upon it at a subconscious level as the mind ravages itself in a vain attempt to escape the sight.

1: As a quick action, choose a single target within range of your Aura. If the target fails a Wits resistance roll against a difficulty of your Aura, you may choose to render them either *immobilized*, *witless*, or afflicted with *hatred* towards you, with a degrading resist each round.

2: You may expend a Willpower point as a quick action to affect all foes affected by your Aura with either *witless*, *immobilization*, or *hatred* towards you if they fail a Wits resistance roll against a difficulty of your Aura, with a degrading resist each round.

3: As a quick action and with the expenditure of a point of Zoe, you may cause a single target within 25 feet that is currently affected by *fear* to be affected by either *stun* or *terror* for one round, no resist. Conversely, you may expend an action and a Willpower point in order to levy this effect against all targets affected with *fear* within 40 feet, instead. A given target can only be affected by this special once per hour; after staring into the face of insanity, the mind becomes momentarily numb to further blasphemies.

### **Despairing**

Ranks: 1-3

Cost: 30 exp

Requirements: Aberration

Your body is the noxious rot from which nightmares spawn, and simply being in your presence is enough to cause legs to turn to jelly and spines to dissolve. Any time you deal damage to a creature or they fail a resistance roll against one of your specials (including your Aura), they suffer a cumulative -1 erosion to their Resolve, up to a maximum erosion equal to your ranks in Despairing. This erosion remains for as long as they stay within your presence, and for one minute afterwards.

### **Sin Eater**

Ranks: 1

Cost: 20 exp

Requirements: Aberration, Resolve 1.

As a quick action, you may choose a target ally within your presence. For as long as you sustain this ability, any time that ally would lose Health, you may take a portion of the lost Health upon yourself as unavoidable damage. You may take an amount of damage to yourself up to (10 + Highest Physical Statistic) from a given attack, per person affected by Sin Eater. This damage is treated as if you were an additional target of the damaging attack for purposes of Retribution or specials such as the Aberration Merit: Sympathy (a special that damages multiple allies protected by your Sin Eater special only activates these abilities once). You may sustain a number of Sin Eater specials at one time equal to your Constitution or Resolve, whichever is higher. If an ally leaves your presence, they no longer gain the properties of Sin Eater, but regain it once they reenter your presence.

### **Sympathy**

Ranks: 1+

Cost: 5 exp

Requirements: Aberration

As a quick action, choose a target currently affected by your Aura. That target is now affected by Sympathy for as long as they remain in your presence, and for one minute afterwards, no resistance roll. Whenever your character loses Health from intentional harm by a source other than yourself, the target affected by your Sympathy is dealt 1 Mystic damage for each point of damage you suffer (after Protections are taken into account), up to a maximum equal to your ranks in this merit. You can use Sympathy on targets that are not currently affected by your Aura, such as ones immune to *fear* or that had successfully resisted the Aura, but they receive a Resolve resistance roll against a difficulty of your Aura to avoid being affected by Sympathy. You may only sustain one usage of this special at a time, and may end it as a free action.

### **Virulent Rejuvenation**

Ranks: 1-15

Cost: 10 exp

Requirements: Aberration

For most people, their bodies recover from injuries by using the previous blueprint... skin forms like so, breaks mend evenly, cells align themselves in specific patterns, and so forth. For the Aberration, where injuries likely become commonplace from the derision that humanity affords them, their bodies can't spare the time to be so precise. As such, a few shortcuts are taken. Why mend damaged muscles when new ones can be grown over them? A broken bone can become the place for a new joint, and a replacement eye can be grown a few inches over when one is lost. The recuperative properties of the Aberration are greatly enhanced, but each suffered bruise or wound adds yet another abominable display to your flesh. Any time your character recovers Health, such as through rest, healing specials, or regeneration, you restore an additional amount of Health equal to your ranks of Virulent Rejuvenation. Virulent Rejuvenation does not affect specials that specify that they only recover Vitality.

### **Degeneration**

Ranks: 1

Cost: 40 exp

Requirements: Aberration

As a quick action, you may levy a *hemorrhage* effect against a single target within 50 feet equal to your Highest Physical Statistic if they fail a Constitution resistance roll against your Aura difficulty. As well, all foes affected by your Aura suffer a perpetual effect equal to your Highest Physical Statistic that reduces all healing they receive, as if affected by *miasma*. For example, if you possessed Constitution 4, all foes affected by your Aura would restore four less Health any time they were affected by a healing special, *regeneration*, or rest. Creatures immune or resistant to *miasma* ignore this secondary ability.

## **Off-Shoot: Anthroanime**

## **Anthroanime**

Ranks: -

Cost: 40 exp

Requirements: Genetic Deviant

Special: Anthroanime is an Off-Shoot. After acquiring it, you no longer qualify for any other Off-Shoot with the requirements: Genetic Deviant.

You are one of the first wave of animals in the world to be infected with the bedlam virus. It has twisted your mind, reorganizing your neural structure to more closely resemble that of humanity. This mental transformation has left your physical body more or less intact and gifted you not only with sapience, but powers unlike anything your kind could have ever imagined. You receive two ranks to place as racial bonuses in any physical statistic, either both in the same Statistic or divided up between two different Statistics. You suffer a -1 racial penalty to Intellect and Wits, however. In addition, you cannot read, write, or speak any human language without first purchasing a knowledge focus of the appropriate language, though you may communicate with the type of animal from which you descended (a wolf may speak to canines and lupines, a house cat to all felines, and so forth).

Like other genetic deviants, you have been gifted with unusual and sometimes awe striking powers. Unlike other genetic deviants, something in your animalistic nature allows you to intuitively understand not only what you are, but what you might become. While for now you appear as a “mere” animal, you can clearly see that in future generations, through evolutionary jumps from the Bedlam Virus, your breed might achieve one of many different, naturally competitive forms. For you, it is a simple measure to reach out to that possibility present in your genes and temporarily bring it forth. As a free action on your turn, you can Liberate your recessive genes, shifting into one of several forms. You can remain in the selected form for up to ten minutes every hour, at which point you revert to your base form, or you may return by spending a free action at any time. You can only shift into or out of the forms once per round, and only on your turn, akin to a stance. When needed, you may expend a Willpower point to shift into your forms for a full hour duration, whether or not you have time remaining. Liberation cannot be sustained while your character is asleep.

**Liberate Warrior-Caste:** This form is larger and more bestial than the base form, increasing in Size up to Size 0 if you did not possess it before, a +1 bonus to Strength, and oftentimes opposable thumbs or other digits capable of fine manipulation. A savage knowledge increases the damage you deal on all attacks and specials by 1d6, so long as the attack normally deals damage.

**Liberate Noblesse:** Possessing of a regal countenance and a commanding air, the noble form is primed to lead others, both socially and in the heat of combat. The noble evolution gains many of the same strengths that humanity owns, and it isn't unusual for this form to appear very human-like, even so far as to walk upright on two legs. A captivating aura or perhaps overwhelming pheromones

cloak your form, and the majority of beings you encounter find nothing odd about your animal heritage, and none question why a fox or avian hybrid might be out purchasing coffee or a new handgun--at least not while still mesmerized by your lingering presence, that is. While in this form, you gain a +2 bonus on all Persuasion and Socialize rolls and a +1 bonus to Intellect.

**Liberate Wise-One:** Shrewd foresight and a knack for understanding all things complex allow this form to be the potential engineer, doctor, or shaman as called upon. The Wise-One most often resembles your normal animal form, albeit with new, striking markings, though just as commonly the Wise-One might appear as something wholly unique to the Anthroanime. While in this form, you receive a +2 bonus on all Craft, Knowledge, and Alertness rolls, as well as a +2 bonus to your Defense.

## **Genetic Fortitude**

Ranks: 1-5

Cost: 10 exp

Requirements: Anthroanime

Through repeated usage, you have managed to extend the time in which you can Liberate your potential evolutions. Each rank of this merit increases the time you can spend Liberated each hour by 10 minutes, and with all five ranks you may now spend every waking moment in your alternative forms.

## **Ferocity**

Ranks: 1-3

Cost: 15 exp

Requirements: Anthroanime

When needful, even a timid runt can muster the strength necessary to back down a larger foe. You gain the ability to expend Zoe as a free action in order to increase your physical Statistics. You may expend an amount of Zoe up to your ranks in Ferocity in order to increase your Strength, Agility, or Constitution by an equal enhancement for one round, and you may spend Zoe separately for each Statistic. For example, an Anthroanime with two ranks of Ferocity might spend a total of six Zoe on their turn to grant themselves a +2 enhancement to each of their physical statistics.

## **To the Last**

Ranks: 1

Cost: 30 exp

Requirements: Anthroanime

When knocked into negative Wounds, your character does not need to spend Willpower to stay conscious for the first minute, though you do suffer a -2 penalty on all rolls while remaining conscious in this way (you may spend a Willpower point to ignore the penalty for one round). As well all *hemorrhage* caused by being knocked into negative wounds is postponed by one minute.

## **Ravage**

Ranks: 1-4

Cost: 15 exp

Requirements: Anthroanime

Animals do not always fight, but when they do, it is with intense savagery. Your destructive attacks leave gaping wounds in your foes, so that even the largest of opponents can eventually be brought down with time. Any time you deal at least 5 damage to a target through damaging attacks or specials, the target receives 1 rank of *hemorrhage* per rank of Ravage you possess, stacking with other forms of *hemorrhage* but not with itself. As well, while you have Warrior-Caste Liberated, you deal an additional +1 bonus damage on all damaging attacks and specials per rank of Ravage.

### **Herding**

Ranks: 1

Cost: 15 exp

Requirements: Anthroanime

At their best, mobs of humans are little more than roaming cattle with no clear direction, and at their worst they're ants caught aboveground during a rainstorm, scurrying around pointlessly and futilely. During such times, it's a simple matter for one with any kind of backbone to take command. During any mass crisis or while affected by *fear*, and creature with Resolve equal to or less your own Resolve is automatically considered under a limited *charm* towards your character. They will follow your instructions to the best of their ability, believing that your command has their best interest at heart, until such time as rational thinking returns to them. While you have Noblesse Liberated, Herding affects those with Resolve equal to or less than your highest mental statistic, instead.

### **Easy Prey**

Ranks: 1

Cost: 20 exp

Requirements: Anthroanime

Humans and other foes come in all shapes and sizes, but experience and wisdom allow you pick out the weaknesses a foe presents from his every action. As an action, choose a target within 50 feet that you have either observed for one minute, or that you have seen act in combat for at least one full round. You may choose to learn either the foe's Defense value, which statistic would be his weakest physical resist, or which statistic would be his weakest mental resist (such as whether his Intellect, Wits, or Resolve would be his lowest resistance roll). If there would be a tie for the weakest resist, either can be supplied in answer. When learning resistances, you do not learn the value, merely which statistic provides the weakest resist. While you have Wise-One Liberated, using Easy Prey only requires a quick action to perform.

### **Rallying Command**

Ranks: 1-4

Cost: 25 exp

Requirements: Anthroanime

As long as your character isn't affected by *fear*, *terror*, or rendered *helpless*, all allies other than yourself within 100 feet gain a bonus to their Defense equal to your ranks in Inspiring Command. As well, while you are Liberated, all allies including yourself within 100 feet recover Vitality equal to your ranks in this merit during your turn.

### **Grim Cry**

Ranks: 1

Cost: 50 exp

Requirements: Anthroanime

A dismal war cry heralds an untimely demise, a keening sound that pierces through any intervening noise. As an action, expend a Willpower point and choose a target foe within range of your voice. If the target fails a Resolve resistance roll against a difficulty of your Highest Physical Statistic + Resolve + 6, they are rendered *immobilized*, with a degrading resist. Whether the foe succeeds or not, all attacks and specials made against the chosen foe for the next three rounds are granted a +3 bonus on the attack roll and to the difficulty to resist any special. Note that this bonus only affects the chosen foe in the case of specials that affect multiple targets. Grim Cry can only be used against one opponent at a time, and cannot be used again until either the duration expires or the foe is defeated.

### **You and Yours**

Ranks: 1

Cost: 50 exp

Requirements: Anthroanime

Many animals form bonded allegiances with others, be it packs, hives, or flocks, and even those with solitary tendencies understand that in this human world, trust is something worth at least deep consideration. Fie to those that mishandle this bond, or underestimate the lengths at which you would go to protect your own, whether they are yours through friendship, mutual respect, or because you have extended your protection over them as a liege lord. As long as a trusted friend, pack mate, or ally otherwise under your leadership is nearby and fighting fit, your character is immune to outside sources of *fear* and *terror*, and no *charm* or *dominate* effect can force you to harm your allies. Further, any time you witness one of your friends or "servants" being damaged or obviously harmed by a foe, you recover 1 Vitality, up to a limit of 10 Vitality each round.

# ORIGIN: MAGUS

## **Magus**

Ranks: -

Cost: 50 exp

Requirements: Two different metaspecials that each contain at least 2 Power and 2 Control.

Special: If Magus is your first Origin, you may ignore both the Cost and the Requirements.

Genetics and uncanny origins are the stuff of the unenlightened. Magic courses through your veins, begs you to warp it, twist it into the fundamentals of nature and pleads with you to accomplish your ends with its sweet kiss tingling at the nape of your neck. Ancient chants and long lost incantations call to you, whispering your name in sleep and walking, funneling the most primal of forces through your body and leaving sublime warmth in its passing. You can no longer make use of your Metapowers without an attuned Ilsi Agate within 5' of you, however these crystals increase your abilities greatly. All Magi begin with one Ilsi Agate possessing 12 Vim. For more information, see the Ilsi Agate description in the Advanced Items chapter.

## **Arcane Craftsman: Accouterments**

Ranks: 1

Cost: 20 exp

Requirements: Magus

With especial talent or years of study, you've divined the means of working raw magic into items usable by any Magus, such as the Ilsi Agates and the energy source known as Sortilege. You may now craft any arcane wonder designated an Accouterment.

## **Arcane Craftsman: Curio**

Ranks: 1

Cost: 20 exp

Requirements: Magus

From tinkling bells that grant flight to marble platters that conjure food, from old parchments that rend foes with thunder and fire to a thatched cottage that restores the wounded that rest within, the secrets of taking existing magic and giving it a concrete focus rests within your mind. You may now craft any arcane wonder designated a Curio.

## **Arcane Craftsman: Golems**

Ranks: 1

Cost: 20 exp

Requirements: Magus

Ancient recipes as old as magic surge through you head, designs for the building of guardians both great and inspiring. You may now craft any arcane wonder designated a Golem.

## **Arcane Craftsman: Staves**

Ranks: 1

Cost: 20 exp

Requirements: Magus

As a blacksmith knows the art of sword-forging, you have learned how to craft the greatest weapon of magic, the Staff. You may now craft any arcane wonder designated a Staff.

## **Elsewhere**

Ranks: 1-5

Cost: 10 exp

Requirements: Magus

Magic is Magic, so the saying goes, and this is as much a natural law as it is an adage. With some small concentration, you may send a limited number of arcane items to rest in the ether, waiting to be called upon in times of need. As an action, you may take any Staff, Curio, Golem, Ilsi Agate or similar arcane item and turn it into magic, where it promptly vanishes from the normal world. At any time thereafter, you may expend an action to summon any one such dismissed item back into your hand (or touching your hand, in the case of large golems). You may keep up to a number of items sent Elsewhere equal to your ranks in this merit. You may only use Elsewhere on items that you possess, and that would not normally be given a resistance roll (for example, you cannot grab an opponent's Staff of the Magus or Golem and send it Elsewhere, only ones you control). Arcane items that you crafted yourself are always considered susceptible to your usage of Elsewhere, no matter who might currently be in control of them, and it only requires a quick action to dismiss or summon such items.

## **Energy Blossom**

Ranks: 1

Cost: 35 exp

Requirements: Magus

In a cascade of arcane energy that reaches out to your allies, you can shed a mixture of emboldening life and protective magic. As an exclusive action, expend a Willpower point and choose a single metaspecial that you possess. For the next minute, all allies within 100 feet gain bonus Toughness equal to half of the metaspecial's Power. As well, all affected allies other than yourself gain three temporary Zoe that may be used any time within the next minute, at which point any remaining, temporary Zoe is lost. After using Energy Blossom, it cannot be used again until after the Magus has had sustained rest, such as a good night's sleep.

## **Essence Theorist**

Ranks: 1-12

Cost: 5 exp

Requirements: Magus

Deep study of Ilsi Agates has granted you a greater affinity with the crystals, allowing you to more efficiently channel the energy provided by the crystals. Any Ilsi Agate attuned to you is treated as if its maximum Vim were increased by your ranks of Essence Theorist.

### **Ilsiel Mark**

Ranks: 1

Cost: 20 exp

Requirements: Magus

Complete reliance upon Ilsiel Agates to utilize their arcane powers has led to the death of many Magi over the years as their Agates are lost or stolen from them. A decade of diligent research and experimentation led to the creation of a formula that, when used, binds arcane energy irrevocably to the Magus. A marking or tattoo is birthed somewhere upon the Magus's body, a visible illustration of this connection. The Magus no longer requires an Ilsiel Agate to utilize their metaspecials, but there is a small cost. The Magus must consume one unit of Sortilege every 24 hours, or the mark fades into obscurity until such time as the Magus consumes the liquid mana. A Magus with an Ilsiel Mark can transfer the properties of an Ilsiel Agate into the mark with an hour of concentration, consuming the Agate in the process. Afterwards, as long as the Ilsiel Mark is present, the Magus can customize the Mark as if it were itself an Ilsiel Agate with Vim equivalent to that of the sacrificed crystal. A Magus can sacrifice additional Ilsiel Agates, each time overwriting the one previously consumed by the Mark, a process usually reserved for when the Magus finds an Agate with a greater Vim capacity.

### **Machinist of Spelled Works**

Ranks: 1-5

Cost: 20 exp

Requirements: Magus

As a skilled mechanic of the arcane, magical energy crafts itself to your desires as easily as one can work putty. You've shown especial skill in the crafting of Curio.

1: When crafting a Curio, you may now grant the chosen special one free Benefit of your choice, so long as any prerequisites are met.

2: Either for protection or retribution, you can cause a Curio to activate itself based upon a predetermined circumstance. Choose a single Curio in your possession. As an exclusive action, you may define a single circumstance that, when met, causes the Curio to activate. For example, you might have a Restoration Curio heal you whenever you suffer damage, you might have a Flight Curio activate itself whenever you fall more than 5 feet, or you might have a Blast Curio launch an energy assault against the first person that harms you. After activating, the command fades, though you may expend another exclusive action to define another circumstance. You may only have one command active at a time, though you may end this special command at any time as a free action.

3: When crafting new Curio, you are only required to give the ability a Moderate Flaw, instead of the normal Critical Flaw.

4: You may now sustain up to two Curio automatic responses at a time, either on the same Curio or on different Curio.

5: Whenever you activate a Curio, (or when your Curio are activated automatically), treat its Power as if it were one greater.

### **Master Engineer of Functioning Ether**

Ranks: 1-5

Cost: 20 exp

Requirements: Magus

Time-old rituals and formulae that craft the servants of magic, the golems, are all well and good for novices, but you've stepped past such mundane recipes for the unimaginative and have discovered more efficient means of casting the arcane spells that grant sentient animation.

1: Any time you craft a new Golem, or by spending 10 minutes retooling a Golem's animation spell, it receives a number of bonus Traits equal to your rank in this merit. A Golem can only benefit from the bonus traits of a single Magus at one time, and multiple uses of this ability simply replace previous bonus traits.

2: For purposes of determining how many Golems you can command at one time, treat your highest mental statistic as if it were two greater.

3: While in your immediate presence, usually no further than a few hundred feet, any Golem you are in command of receives bonus Regeneration equal to your Constitution or Resolve, whichever is higher.

4: As a quick action, you can attempt to remove the leash of command from a single Golem. Choose a single target within 100 feet and make an opposed Wits + Resolve roll against the Golem's current commander. If you are successful, the Golem becomes a Rogue Golem. A given golem can only be targeted with this effect up to once per hour, per Magus. You also gain the ability to, as a quick action, give a command to a Rogue Golem. It will obey this command to the best of its ability until it either completes the task, a second command is given to it, or an hour passes, whichever comes first.

5: You've learned how to craft a Defender Golem. Choose a single Sentinel golem under your command, spending 10 minutes retooling the animation spell to grant it the Defender status. This chosen Golem can never have your command removed from it, by any means. It becomes immune to *charm*, *dominate*, *geas*, *fear*, *terror*, *hatred*, and involuntary *berserk* status effects, and receives a +2 bonus on all resistance rolls. Any time you take damage, you may transfer up to half of this damage, rounding down, to your Golem, which it takes as unavoidable damage. You cannot transfer damage that would take the Golem below 0 Structure. You may only have a single Golem designated as a Defender Golem at one time. If you attempt to retool a second Defender, the first Golem loses its Defender status.

### **Receptor**

Ranks: 1-4

Cost: 15 exp

Requirements: Magus

Like a flower in the sunlight, your character soaks up the surrounding arcane energy, drawing strength from the world and from other Magi in the area. Your character gains bonus Damage Reduction equal to the number of ranks you possess in this merit. As well, for each other allied Magus in your presence, the difficulty to resist any of your specials increases by a bonus of 1, up to a maximum equal to your rank in this merit. Non-magi can provide similar support, but on a reduced scale; any allied individual in your presence that possesses a metaspecial in the same Realm as one of your own increases the difficulty

to resist specials from that Realm, such as if you both possessed Destruction metaspecials. For example, if a Magi with a Curse metaspecial and all four ranks of this merit were surrounded by two friendly Magi and two other Genetic Deviants that each possessed their own Curse metaspecial, the difficulty to resist his Curse metaspecial would be increased by 4, while any other special the Magi possessed would have its difficulty increased by 2.

### **Tailor of Small Marvels**

Ranks: 1

Cost: 20 exp

Requirements: Magus

Once, any Magus could spin magic into grandiose displays of life and energy. The greatest efforts of today's Magi, however, are pale reflections of the might of bygone years. Still, what little they can do draws murmurs of awe and fearful appraisals from onlookers. As an action and with the expenditure of a point of Zoe, your character can create a very minor display or alteration in the world. You might conjure a single rose, levitate a nearby glass of wine a few feet towards you, or give yourself a clean shave and a haircut. The Legacy Crossing Merit: Parlor Trick lists several other examples that might be an acceptable usage of this ability. A marvel that affects another person with something other than a minor cosmetic change automatically fails except in extreme situations, determined by the GM.

### **Warden**

Ranks: 1-5

Cost: 20 exp

Requirements: Magus

As a Warden, you are the right arm of Magic, gifted with the usage of the arcane weapon that is the Staff.

1: Any time you use charges from a Staff of the Magus, the number of charges consumed is reduced by 1, to a minimum of one.

2: All Staves you wield are treated as if they were one rank higher.

3: You may now expend one or more points to Zoe to maximize any d6 dice from an activated Staff, such as damage or healing dice. As well, anytime you would suffer damage, you may choose to expend charges from the Staff as a free action to absorb 3 points of damage per expended charge, plus an additional point of damage per charge for each Heroic, Epic, or Legendary tier that you might possess in Statistics. You are still limited on the number of expended charges per round based upon the Staff's rank, however.

4: You may now activate a Staff as a quick action.

5: You can now empower a Staff with your essence, granting it exceptional defensive power. Using an arcane ritual that requires three hours to perform and the expenditure of a permanent Willpower point, you may imbue a single Staff with your personal energy. While imbued in this way, the Staff may no longer be used by another entity without your permission, and gains a number of customizable points equal to the Staff's rank (including the bonus rank granted by the Merit: Warden). These points may be divided among the following bonuses, which affect the Magus whenever he is in possession of his Staff:

a bonus to Defense, a bonus to Toughness, a bonus on all physical resistance rolls, a bonus on all mental resistance rolls, or a bonus to Regeneration\*2. For example, a character with a rank 4 Staff could grant themselves a +2 bonus to Defense and a +4 bonus to Regeneration. Redistributing these assigned points may be done as an exclusive action. You may only have one Staff imbued in this way at a time. You may end this imbue at any time as an exclusive action, no matter the Staff's location, and the imbue ends if the Staff is ever destroyed. When this occurs, you recover the expended Willpower point, increasing your maximum Willpower pool by one.

## **Off-Shoot: Arcane Construct**

### **Arcane Construct**

Cost: 70 exp

Requirements: Magus

Special: Arcane Construct is an Offshoot. After acquiring it, you no longer qualify for any other Off-Shoot with the requirement: Magus.

Carved from wood, wrought from stone, or forged of iron, you are the pinnacle of magical artifice - a golem granted free will and insight into your own purpose and the world around you. Few of your kind remain in the modern day, and even fewer Magi remain capable of building more, but your goals have never been clearer. Whatever purpose you were built for, the time has come to accomplish it.

The majority of ancient Constructs were "born" when a Magus used an arcane ritual upon a golem, crafted by hand from the greatest sculptors around. Modern Magi tend to cheat in this regard, altering the arcane ritual so that even crude semblances made from the cheapest materials reform themselves into the desired shape. With some skillful application of paint and makeup, it is even possible for a Construct to go unnoticed in public. Other Constructs, though decidedly rarer, occur when a skilled or desperate Magus transforms his own flesh into inanimate matter. While the promise of quasi immortality is certainly tempting, the act is considered greatly taboo, and much power is lost to a mage that does such a deed, with some Magi believing that the overall level of magic in the world becomes lessened by the act.

All Constructs possess the following features: they possess Health and Wounds rather than Structure like other inanimate objects; healing abilities, rest, and specials recover only half as much Health as normal when used to heal the Construct, with the exception of Regeneration that restores the full amount, and specials that restore Structure heal a Construct an amount of Health equal to one tenth of the restored structure, to a minimum of one; they are immune to fatigue and exhaustion; a Construct does not need to consume normal food, but they must instead consume a unit of Sortilege each day or suffer a cumulative -1 penalty to all physical Statistics for each day missed (consumption of a unit of Sortilege can recover one day's

worth of penalties); despite the density of the materials that make them up, a certain accommodation magic causes Constructs to only weigh between 500 to 1,000 pounds, with a rare few weighing in as much as a single ton--it wouldn't do to have heavy footfalls tearing up polished marble flooring, after all; the additional mass of a construct grants them a +2 on all strength-based skill rolls, including Grappling.

Each Construct is relatively unique to itself, though there are several popular schematics that determine the Construct's form. A new Construct is created from one of the following rituals, which determines the material that the Construct is made of and provides additional abilities.

**Clay:** This time-old recipe takes common clay and grants it a flesh-like semblance. Clay Constructs receive a +2 bonus on all resistance rolls, and the difficulty to resist any of their specials increases by +2, but they gain Frailty (1).

**Stone:** Formidable guardians, Stone Constructs were commonly used to protect blessed shrines and havens. Stone Constructs receive a +5 bonus to Toughness and a +1 racial bonus to Constitution.

**Wood:** Often carved into long, sinewy forms and dedicated to the protection of great stretches of land, Wood Constructs have been, on occasion, the source of many elfin and lupine myths in the Emerald lands. Wooden Constructs receive a +2 racial bonus to Agility, a +1 bonus to Toughness, and a +10 bonus to movement, though they gain Frailty (Slashing): 3.

**Jade:** Defenders against the demonic and spiritual forces that blight the world, Jade Constructs are a rare and prized treasure, most often used in the eastern lands and shaped into majestic animal forms such as tigers, dragons, and cranes. Jade Constructs receive a +3 bonus to Toughness, a +1 racial bonus to Resolve, and any Frailty or Toughness that they might possess applies to any Mystic damage that they take.

**Marble:** Opulent simulacrum that appear the most life-like of all Constructs. Marble Constructs receive a +1 racial bonus to Intellect, a +2 maximum bonus to Zoe, and a +2 bonus to Toughness.

**Iron:** As iron was used to create unmatched weaponry across the ages, so too were Iron Constructs used to meet out wrath on the battlefield. Iron Constructs receive a +2 bonus to Attack, Defense, Toughness, and all physical resistance rolls, but suffer a -2 penalty on Wits resistance rolls.

**Titanium:** A more modern formula, Constructs crafted with this ritual might not possess the rolling weight of centuries of magical effort and refinement, but the cutting edge of knowledge provides its own power. Titanium Constructs receive a +1 racial bonus to Strength, a +3 bonus to Toughness, and all melee, ranged, and metaspecial damage they deal is increased by a +2 bonus.

### **Imbuement: Gemstone**

Ranks: 1

Cost: 50 exp

Requirements: Arcane Construct

An addendum to the arcane ritual used to craft the Construct can be performed with an inclusion of a precious gemstone or like material. Such a gemstone, set within the body of the construct, provides the entity with additional protections. When this merit is selected, choose one gemstone formula to imbue the Construct with. Once chosen, this decision cannot be changed. Real gemstones are commonly used, but if none can be found, a Construct can grow one with the consumption of a unit of Sortilege; faux gemstones in this case rapidly turn to dust when removed from the Construct.

Ruby: Immunity to Fire damage.

Sapphire: Immunity to Frost damage.

Lapis Lazuli: Immunity to Electrical damage.

Emerald: Immunity to Rotting damage.

Diamond: +4 bonus to Toughness.

Hematite: Immunity to *hemorrhage* and *miasma*.

Opal: Immunity to the *death* status effect from specials, +2 bonus Regeneration.

Amethyst: Immunity to *hatred* and *berserk*, and any *dominate* command that forces the character to directly harm a target can be ignored.

### **Imbuement: Words of Creation**

Ranks: 1

Cost: 40 exp

Requirements: Arcane Construct

Runes and phrases enhanced with arcane meaning can be painted or tattooed across the surface of the Construct, granting them additional powers. Destroyed runes can be renewed with the consumption of a single unit of Sortilege. When this merit is first taken, choose one word or set of words to inscribe upon your flesh. Once chosen, this decision cannot be changed.

Truth: Your character receives a +3 bonus on any skill or resistance roll to see through illusions, lies, or other deceptions, and he can see *invisible* targets normally.

On the Path to Heaven: As a quick action, your character can expend up to your normal amount of Zoe to heal a single target other than yourself an amount of Health equal to your Resolve + Constitution per point of Zoe. You can only use this ability up to once per target, per minute. This ability can be used in conjunction with another healing special you possess, such as Blessing: Restoration, in which case this ability only takes a free action to use. In this case, Zoe is expended separately for each target affected by your healing special, such as if your Restoration metaspecial affected more than one ally.

Tearing Sideways: As a quick action, your character can expend a Willpower point or three points of Zoe to render himself *invisible* for up to one minute. This *invisibility* ends prematurely if you perform any attack or offensive ability.

Upon the Frosted Edge of Winter: Your character gains Armor Penetration (5) for all attacks and damaging specials.

Demise: As a quick action and with the expenditure of a Willpower point, you may conjure a swarm of hungry

spirits. These spirits are swift to assail any foe within 25 feet, rendering *immobilized* for three rounds any target that fails an Agility resist against a difficulty of your Constitution + Highest Mental Statistic + 6.

Lightrender: As a quick action, you may choose a single target. If that target fails a Resolve resistance roll against a difficulty of your Constitution + Highest Mental Statistic + 6, it is rendered *blind* for one round.

### **Imbuement: Legendary Substance**

Ranks: 1

Cost: 55 exp

Requirements: Arcane Construct

Sortilege: Completely immersing yourself in a Sortilege bath, the influx of arcane energy enwraps you with the soft glow of the liquid magic, painting your body in a myriad display of runes and symbols. You no longer need to consume Sortilege each day, and you may now create a single unit of Sortilege by expending a quick action and a point of Zoe. Any Staff you wield is treated as if it were two ranks higher, any Curio you activate is treated as if it had one more rank of Power, and all Staves and Curio on your person recover three charges each round at the start of your turn.

Meteorite: To the common mortal, meteors are nothing more than chunks of debris from outer space. To the Magi, however, these items are imbued with strange hints of magic not found on this planet. Blending with a Meteorite tends to give the Construct a darker hue, and often time metallic adornments and armor pieces are grown. You receive a +2 bonus to the Control of all metaspicals you possess (this bonus Control does not help fulfill any requirements), and you receive a +3 bonus on any roll to resist having your metaspicals affected by outside sources.

Adamantine: Any directed, harmful metaspical that affects you has a 10% chance to fail without result (non-directed attacks, such as destroying the bridge that you're standing on and causing you fall into the river below, still affect your character normally). As well, all foes within 50 feet of your character suffer a -1 erosion to the Power of all of their metaspicals while they remain in this radius. Your character is no longer affected by the Power draining effect of other Adamantine.

Orichalcum: Attunement with this magical ore makes a startling change in your form. Roughly one quarter to one half of your body turns into a luminescent, blue mist, though the connected parts of your body maintain their proper relation to you. It isn't unusual to see an Orichalcum Construct with no arms or head, yet still hear it speak and watch as it manipulates tools with finesse. An Orichalcum Construct can see and affect *ephemeral* targets as if they were corporeal, and there is a 20% chance that any physical damage dealt to the Construct will be ignored (energy and superior damage affects the Construct normally). Lastly, the chosen parts of your body that turn into mist are immune to Crippling, Coup de Grace, and other Precision maneuvers that deal only physical damage.

Neutronium: You receive a +1 bonus to Defense and a +5 bonus to movement. You may also, as a movement action, move up to your full movement speed (suffering any appropriate penalties to your Defense for fast movement)

through all physical and energy barriers, in any direction, forming at your target destination. If you would appear inside of a physical object at the end of your movement, you are shunted backwards until you appear in open space large enough for your form, suffering 1d6 Typeless damage for every 10 full feet that you are moved backwards, and appearing in the air causes you to fall.

### **Imbuement: Arcane Heart**

Ranks: 1

Cost: 45 exp

Requirements: Arcane Construct

An invocation crafts within you a beating heart, a pulsating bit of ether that grants you a greater connection to life. When this merit is first taken, choose one Construct Stance from the list below. Once chosen, this decision cannot be changed.

*Heart of Gold* (Construct Stance): While in this stance, you gain a +2 bonus to Toughness. As well, any time any creature within 25 feet of your position is dealt damage, you may take up to (10 + Current Toughness) of that damage upon yourself as unavoidable damage.

*Heart of Tin* (Construct Stance): While in this stance, you and all allies within 25 feet gain bonus Retribution (Mystic) equal to your highest statistic. This Retribution affects any foe that attacks you or your allies with any damaging attack or special, no matter the distance.

*Heart of Ivory* (Construct Stance): While in this stance, you gain a +3 bonus to Regeneration. Up to once per round, as a quick action, you may heal up to two allies other than yourself within 15 feet an amount of Health equal to your current Regeneration.

*Heart of Ice* (Construct Stance): While in this stance, all of your damaging attacks and specials deal an additional 1d6 Frost damage. As well, you may grant this bonus damage to all allies within 25 feet of your position by expending a quick action, with a duration of one round.

## **Off-Shoot: Elemental Entity**

### **Elemental Entity**

Ranks: -

Cost: 45xp

Requirements: Magus

You are an entity of living energy, the spirit of an elemental force sent out into the world to spread the influence of your kind, purify a contaminated source, avenge wrongs committed against your lesser brethren, or any other of a near infinite number of reasons. Select two energy damage types. You gain Damage Absorption of the first energy type, Retributive Strike (1) of the appropriate



energy damage type and may be manipulated by the Manipulation field of meta-powers that governs the same energy. You take double damage from the second damage type. Note that Elemental Entity is an Off-Shoot. You no longer qualify for any other Off-Shoot with the Requirement: Magus.

### **Elemental Connection**

Rank: 1-5

Cost: 5xp

Requirements: Elemental Entity

As an entity of living energy, your body is capable of twisting, warping, dissolving and reshaping in a thousand different ways that a normal creature could never imagine.

1: Shedding physical form, you take on the simplest beginnings of transcendence to a pure, energy state. You may become Silent at will.

2: Energy pours from you, freezing the blood of your enemies in their veins, searing the muscles upon their bones or rotting the flesh from their bodies at a simple touch. The value of your Retributive Strike increases by 1/2 your Resolve. In addition, you may deal an amount of Damage - of the same Type as your Retributive Strike - equal to twice your Resolve to any object or creature in physical contact with you by spending a point of Willpower. A successful Constitution Resist, difficulty 10 + Con + Resolve, avoids this Damage.

3: While the very weight of the earth may bind mortal man to the ground, as a force of nature, you are not so easily contained. You may spend a point of Willpower to dissolve the majority of your physical form, allowing you to take flight at your normal movement speed, and function as though you possessed the Merit: Advanced Flight 3, for a round. Use of this Special is a Free Action, but does require a point of Willpower.

4: A torrent of wrathful nature, you lash out at the shackled world around you, transforming, briefly, into a typhoon, a blazing inferno, a howling blizzard or even nuclear fallout, dealing an amount of Damage equal to your Resolve to all objects and creatures within 40 ft without a resistance chance. Damage so dealt is of the same type as your Retributive Strike. Use of this Special requires a point of Willpower and an Exclusive Action.

5: Dissolving away the physical bonds which bind you to reality, you become Ephemeral, slipping between the thinnest cracks of a structure and - perhaps more importantly - may only be struck by Energy and Superior Damage types. Use of this Special requires a point of Willpower and a Primary Action to activate. In addition, maintaining this Ephemeral effect require that you spend a point of Willpower at the beginning of each subsequent turn.

### **Conduit**

Ranks: 1-10

Cost: 20xp

Requirements: Elemental Connection 2

Focusing elemental energies through yourself, the value of your Retributive Strike increases by 1 for every rank you possess in the Merit: Conduit.

### **Primal Influx**

Rank: 1-5

Cost: 30xp

Requirements: Elemental Entity

Tapping into the fundamental energies which compose yourself, and creation, you freely wrap yourself in a shroud of elemental authority - the effects of which vary with the Energy Damage type associated with your Retributive Strike.

Fire: You may choose to set flame to any creature or object you deal Fire Damage to, dealing an amount of Fire Damage to that same target every turn for a number of turns equal to your Resolve. The amount of Damage dealt by this effect is 1 for each rank you possess in the Merit: Primal Influx.

Frost: If you succeed in dealing enough Frost Damage to a creature to reduce its Defense for a round, the amount of Defense so reduced increases by 1 for every rank you possess in the Merit: Primal Influx.

Electric: The conductive damage effect of your Electrical Damage has its range increased by 5ft for every rank you possess in the Merit: Primal Influx. Meaning, at rank 5, all creatures within 25ft of the original target take half the Electrical Damage dealt to the original target.

Rotting: When determining the Miasma effect of your Rotting Damage, roll an addition 1d6 for every rank you possess in the Merit: Primal Influx.

Typeless: Every odd rank you possess in the Merit: Primal Influx increases any Typeless Damage dealt by you, by 3. Every even numbered rank you possess in the Merit: Primal Influx increases the difficulty to resist your effects which deal Typeless Damage by 1.

### **Consume**

Ranks: 1-5

Cost: 25xp

Requirements: Elemental Entity

The energies which compose your physical form course through reality, mending your wounds and tending your gravest injuries. While in contact with a persistent source of Energy Damage of the same Type as that which you absorb (such as a lick of flame or a block of dry ice) you gain an amount of Regeneration equal to twice your ranks in the Merit: Consume.

### **Elemental Healing**

Rank: 1

Cost: 40xp

Requirements: Elemental Entity

Where magic is concerned, little is as predictable as it first seems. The elements themselves compose creation, and with it, the bodies of all creatures therein. Cold soothes away the aches and pains of the wounded, fire warms the heart of the injured and the healing light of creation itself is indelible - even the power of death itself may rot away contagions and infections. You may lay hands upon any creature which does not possess a quality that bestows increased damage when struck by your elemental type (A Fire Elemental which takes double damage from Frost, for example, may not be healed in such a way by a character whose Retributive Striks deals Frost damage). That creature then heals an amount equal to your Retributive

Strike damage. Use of Elemental Healing requires a Primary Action.

### **Touchable**

Rank: 1

Cost: 10 xp

Requirements: Primal Influx 1

Through self control and great effort, you may suspend or resume the effects of your Retributive Strike as a Free Action.

### **Primal Communication**

Rank: 1-5

Cost: 25xp

Requirements: Elemental Entity

Fine tuning your connection to the primal world, you have developed an incessant dialogue with your elemental brethren.

1: You may sense the presence of a pure source of your element within 10 miles. A campfire, a lake, a fetid corpse and a power plant are all good examples of such "pure" sources. You may not, however, use this ability to sense "impure" sources, such as the water in a human's body or the engine heat of a car. This effect is always active.

2: By speaking directly with a pure source of your element within your normal detection range, you know the exact location of every object and creature within it, from all the fish and old boots in a lake, to all the children trapped in a burning orphanage. Although you receive no details about these "consumed" objects or individuals, the element will tell you whether or not they are alive, allowing for last minute rescues, pin-point assaults or even just accurate attempts to delve after treasure. Use of this Special requires a point of Willpower and a Free Action.

3: With longer practice comes the reward of greater detail when communing with your shard of the natural order. The information gleaned from pure sources, regarding "consumed" objects and creatures now comes with a single word attached - "Fish," "Fish," "Fish," "Boot," "Fish," "Corpse." This ability is always active.

4: Opening yourself to commune with primal forces, you may select a single target within 200ft which is composed, at least in part, of your element in order to learn details of that creature or object's status. For example, an element of water (frost) may target a human with this ability to learn the answer to a single question regarding its status, from "Is he happy," to "How much Vitality does he have left?" The answers are rarely 100% accurate, and almost never involve numbers ("He has a lot of Vitality left."), but the information so gleaned is often enough warrant the time spent to gather it. Use of this Special requires a Primary Action.

5: With concentration and practice, you have fine-honed your ability to commune with nature to such a point that the most impure sources of your element call to you. Even the electrical impulses in the human brain, or the condensate of a passing car's air conditioner are strong enough to speak with you. Although you are unable to tell exactly what this elemental shard composes a grain of at first glance, you may track the presence of your primal force regardless of amount or purity within 300ft for a number of turns equal

to your Resolve. Activating this Special requires a point of Willpower and a Quick Action.

### **Extract**

Rank: 1-5

Cost: 30xp

Requirements: Primal Communication

Beckoning the primal components of reality forward, you may summon your element to yourself, peeling flames from a burning building, draining flood waters or drawing the current from power lines. Each rank you possess in the Merit: Extract increases the volume of element you call with a single attempt, and the range at which you may do so. Note that once an element has been Extracted from the normal circumstances of its appearance (eg, Fire plucked from a burning log or water from a lake) it disperses, returning to the natural cycle (fire becomes heat; water becomes vapor). You may only Extract from "pure" sources, as described in the Merit: Primal Communication. Performing Extract requires a point of Willpower and an Exclusive Action.

Range:

1: 20 yards

2: 100 yards

3: 500 yards

4: 2,500 yards

5: 12,500 yards

Volume: You may summon up to 1 Size Category of element away from for every rank you possess in the Merit: Extract.

1: 9 cubic feet

2: 13 cubic feet

3: 19 cubic feet

4: 27 cubic feet

5: 40 cubic feet

### **Cleanse**

Rank: 1

Cost: 15xp

Requirements: Elemental Entity

Burning away infections, washing away disease or even stifling an ailment towards the formation of anti-bodies, you cure all poisons and diseases from your target with little more than a touch. Performing Cleanse requires a Willpower and an Exclusive Action.

### **Consume**

Rank: 1-5

Cost: 20xp

Requirements: Primal Communication and Extract

Opening yourself to the fundamental energies of creation, you join with the elements brought forth by your Extract ability, using them to heal yourself, or containing them within your body, holding them in wait for the right opportunity to release them in a torrent of primal force. You may store a total Size value of element within your body equal to your ranks in Merit: Consume. (eg. 9 cubic feet at 1, 13 cubic feet at 2, etc.) These values may be stored for as long as you wish, and may be spent as a Quick Action to accomplish the following effects:

**Healing:** For every Size of stored elemental energy you Consume, you heal yourself for a value equal to 1d6 plus your Ranks in the Merit: Consume.

**Damage:** With a successful melee or unarmed attack, you may deal an amount of damage to your target equal to 1d6 for each Size you expend.

**Area of Effect:** You may deal 1d6 plus your Ranks in the Merit: Consume to all creatures and objects in a radius of 10, 15, 20, 30 or 40 feet, based on the Size value you expend.

Note that all damage dealt by Consume is of the same type as your Retributive Strike.

## ORIGIN: SPIRITUAL INSPIRATION

### **Spiritual Inspiration**

Ranks: -

Cost: 50 exp

Requirements: At least 6 ranks of Power in at least 1 meta-special

Special: If Spiritual Inspiration is your first Origin, you may ignore both the Cost and the Requirements.

The war between light and dark, good and evil, the righteous and the profane, is a conflict without end and for so long as mankind exists, demons and angels will continue to reduce each other to dust and ash in bout after bout for the future of humanity. In this eternal battle, you are a prized soldier, a creature of sunlight or shadow, placed on the front lines by fate and the powers that be to accomplish a mission that will doubtlessly consume your very essence. Still, the cause is well worth the price.

When this Origin is acquired, choose a side - light or dark. This choice determines whether your powers draw strength from the heavenly or fell planes of existence, and may not be changed once chosen. Either through design or fate, those that glimpse Heaven tend to be virtuous in some regard, while those that find their senses assailed by the cacophony of Hell's domain are often tainted by vice and already well on their way to that destination when their mortal life ends. This is not always the case, however, and over time some visitors of Hell find themselves walking the narrow path as they try to avoid the wrath that they know exists, while good folk become jaded by the suffering that permeates the world, with hands that seem increasingly too small to fix the troubles that they see.

The near death experience or sudden enlightenment that marks the birth of a Spiritually Inspired grants their soul a foothold in the afterlife. Each Spiritually Inspired begins with a new pool of points, termed Resonance, which represents how in tune with Heaven or Hell that they might currently be. A greater pool shows itself as an almost palpable aura that surrounds them and touches those others that they come across, while an exhausted pool represents a soul at rest. This pool begins with a base maximum of three, and restores two points each morning as the character's soul gradually realigns itself with the spiritual plane. An Inspired can expend one or more Willpower points at any time as a quick action in order to restore two Resonance per expended Willpower point. As an Inspired, you automatically sense those possessing Resonance within 100 ft, and know without a second thought to which faction on the grand conflict that they subscribe. An Inspired with

a current Resonance pool of zero cannot be sensed in this manner except through touch.

All Spiritually Inspired may expend Resonance in one of two ways, determined by their affinity. Those that favor Heaven may expend any amount of Resonance as a free action when they perform a helpful special targeting a creature other than themselves, such as with a Restoration or Enhancement metapower, and each expended Resonance point heals that subject 5 + (Greatest Mental Statistic) Health; an Inspired may also activate this ability as a quick action with a range of 50 ft, for when they do not possess or choose not to use a benign special. Those that favor Hell may expend any amount of Resonance as a free action when they successfully deal damage, levy an ill effect, or otherwise inflict agonizing physical or emotional pain to a target other than themselves, and each expended Resonance restores the Inspired 5 + (Greatest Mental Statistic) Health.

Those mortals that are marked by the divine and profane are touched by a glimmering of the boons and frailties that affect such creatures. If your character is a servant of Heaven, you regain an extra Willpower point each day when you rest on holy ground, and while walking upon unhallowed ground, you suffer a -4 penalty to all resistance rolls. If your character is a servant of Hell, you regain an extra Willpower point each day when you rest on unholy ground, and while walking on holy ground your resistance rolls suffer a -4 penalty. Spiritually Inspired is an Origin, meaning that any Meta-Powers used to qualify for the Merit: Spiritually Inspired, cannot be used to qualify for any other Origin.

### **Exalted Heights / Depths of Depravity**

Ranks: 1-5

Cost: 15 exp

Requirements: Spiritually Inspired.

You are more in touch with the plane of origin for your powers. Each rank of this merit increases your maximum Resonance by one.

### **Consecration / Desecration**

Ranks: 1

Cost: 15 exp

Requirements: Spiritually Inspired.

Your presence alone is enough to purify (or corrupt) the ground on which you rest. Any room (or 40 square foot area) in which you sleep for eight hours or more becomes Hallowed Ground (if you are a servant of Heaven) or Unhallowed ground (if you are a minion of Hell), and

remains so until you fail to sleep in the same area for more than a week. Often times, this transformation alters the physical world as Holy (or unholy) energies course into a creation that would have forgotten them. In Hallowed ground formed by the presence of a Spiritually Inspired, Holy icons weep, and the whispers of angels touch the slumbering ears of those with the faith to hear. Within the Unhallowed ground shaped the by the presence of an Inspired, revered symbols of faith invert themselves, demons chitter quietly in unseen corners and moving shadows are cast seemingly without a source.

### **Communion**

Ranks: 1

Cost: 25 exp

Requirements: Spiritually Inspired

Even your allies swell with your divine or profane power, regaining additional Willpower as you do while resting on Hallowed or Unhallowed ground with you, as appropriate. As well, any nearby, willing ally may allow you to consume their Willpower in addition or instead of your own Willpower when you attempt to restore your own Resonance pool. For example, you might expend a quick action and two Willpower from a voluntary ally to regain four Resonance.

### **Evoke Spirit**

Ranks: 1

Cost: 25 exp

Requirements: Spiritually Inspired

Things do not always end how they should be, and sometimes the human spirit can be frail when it needs to be strong. By encouraging a person's inner spirit, or through promised threats as a result of failure, you can cause a person to marshal flagging energy to throw off a bedazzlement. As a quick action and with the expenditure of one or more Resonance, you may choose a target within 25 feet affected by a status effect or similar ailment as a result of a failed resistance roll. That target receives an additional resistance roll with a +2 bonus per expended Resonance against the original difficulty of the effect, with a success treating the character as if he had rolled a successful resist. A character can only benefit from Evoke Spirit once per given ill effect.

### **Devastation**

Ranks: 1-4

Cost: 15 exp

Requirements: Spiritually Inspired

Channeling divine or profane energies through your body, you wrack your foes with the wrath of Heaven or the fires of Hell. Whenever you deal damage to a target, or are subject to a damaging attack or special, you may expend a number of Resonance points up to your ranks in Devastation. If you are the one dealing damage, you may add 1d6 Holy damage (for servants of Heaven) or 1d6 Mystic damage (for servants of Hell) for each expended Resonance to your damage roll, plus one damage per rank of Devastation that you possess. If you are the one subject to an attack or special from a target within 25 feet, whether the attack hits you or not, each expended Resonance deals the opponent 1d6 Holy or Mystic damage, as appropriate,

plus an additional point of damage per rank of Devastation that you possess. You do not gain a damage bonus if you do not expend a Devastation charge.

*Example: Dimitri, an Inspired that acts as a paramedic for a Metahuman Threat Response Team, arrives in the middle of an ensuing conflict between the local law enforcement and what appear to be arcane golems run amok. Dimitri pulls out his issued handgun, sets his sights, and fires at a nearby construct. With three ranks of Devastation, Dimitri decides that he will spend two Resonance, which will increase his damage by 2d6 + 3 Holy damage. Later, when an enraged golem deals him a glancing blow, Dimitri expends one Resonance to deal 1d6 + 3 Holy damage to his assailant.*

### **Longinus / Azraiyne**

Ranks: 1-10

Cost: 10 exp

Requirements: Spiritually Inspired

Focusing your power into a simple object, you craft for yourself a weapon of the On High or an implement of the Prince of Darkness, bringing your wrath to bear against your enemies. Any object of Size -2 or greater may be transformed into a Longinus or Azraiyne. If you serve Heaven, the weapon produced may be a long spear (2d6 + Str damage, Piercing, +9 Crit, Reach, Two-handed). If you serve Hell, the weapon produced may be a scythe (2d6 + Str damage, Slashing, +9 crit, Reach, Two-handed). Either side may produce a long sword (2d6 + Str damage, Slashing or Piercing, +8 Crit). Performing this special requires a point of Resonance and a quick action, and the summoned weapon remains in existence for up to one hour. If this weapon ever leaves your hand, it immediately vanishes, but you may conjure it back as a quick action if the hour duration has not yet expired. Each time you summon this spiritual weapon (though not when you simply conjure back after dropping it), it comes customized towards your current situation. Each rank of Longinus / Azraiyne that you possess grants you one Manifestation Charge (MC) with which to choose abilities from the following list. Unless otherwise stated, you may only select a given ability once.

Rejuvenating (1 MC): +1 bonus Regeneration. Can be chosen multiple times.

Smiting (1 MC): +2 bonus damage with this weapon. Can be chosen up to three times.

Warding (1 MC): +1 bonus Defense while wielding this weapon. Can be chosen up to three times.

Accurate (1 MC): +1 bonus on attack rolls made with this weapon. Can be chosen up to three times.

Fluid (1 MC): Your weapon changes shape to incorporate a different facet of battle, becoming finesse-based.

Echo (1 MC): One weapon, but it may exist in two or more locations. Your weapon may now be wielded in as many hands or appendages as you have available.

Hurling (2 MC): This weapon can now be thrown, striking distant targets. When done so, Longinus / Azraiyne gains a range of 50 ft (close), 100 feet (long), 300 feet (extreme), Aerodynamic. Longinus remains in existence after leaving

your grasp long enough to strike your target, then immediately reappears in your hand.

**Blighting (2 MC):** Azraiyne only. Anyone damaged by your weapon suffers Miasma damage, as if your weapon had dealt an equivalent amount of Rotting damage, in addition to any other existing weapon properties.

**Shielding (3 MC):** +2 bonus on all Mental Resistance rolls while wielding this weapon.

**Flaming (3 MC):** The weapon now deals Energy (Fire) damage, instead of its normal physical damage. This weapon crits as normal.

**Wrathful (5 MC):** Up to once per round, when you perform an attack with the weapon, whether it strikes your target or not, all foes within 10 feet of you take 1d6 unavoidable Holy damage (for servants of Heaven) or unavoidable Mystic damage (for minions of Hell). Unless otherwise specified, this damage is not increased by any other specials or abilities that you may possess.

**Blessed (5 MC):** Longinus now deals Holy damage. Heavenly Inspired only.

**Fiendish (5 MC):** Azraiyne now deals Mystic damage. Hellish Inspired only.

### **Angel's Hand / Demon's Fist**

Ranks: 1

Cost: 25 exp

Requirements: Spiritually Inspired, Longinus / Azraiyne (1)  
After performing a successful attack against a target with Longinus / Azraiyne, you may expend quick action and a Resonance point in order to affect that target with one of your metaspicals that requires no longer than an exclusive action to cast. The metaspecial affects that chosen target only, even if the metaspecial normally strikes multiple foes or covers an area. They receive any appropriate resists, but suffer a penalty on the resistance roll equal to one plus the number of critical hits you scored.

### **Hand of God / Devil's Talon**

Ranks: 1

Cost: 20 exp

Requirements: Spiritually Inspired, Longinus / Azraiyne (1).

You may now summon Longinus / Azraiyne without having to expend Resonance.

### **Balm of Paradise / Hellish Fortitude**

Ranks: 1

Cost: 35 exp

Requirements: Spiritually Inspired

Being one of the Inspired, your soul remains only partially within the physical realm, and as such you are not subject to the normal harm that other mortals might suffer. You gain bonus Toughness equal to your current Resonance, up to a maximum bonus of 5.

### **Martyr's Will / Lingering Demise**

Ranks: 1

Cost: 20

Requirements: Spiritually Inspired

The good health and wellbeing of others is a mantle of responsibility that you have chosen to don, or perhaps an unfortunate situation that you wish to rectify. If you are a

servant of Heaven, you may expend a quick action targeting any creature within 100 feet. Any damage the target has suffered, you may take onto yourself, losing an equal amount of Health while the target heals the same. The damage you take may not be prevented, mitigated, or shared through any means, and if you choose to take so much damage that your character dies from using this ability, your chosen target is restored to full Health. As a minion of Hell, you may transfer part of your being to others, a maliciousness that eats away at flesh and spirit. As a quick action, you may choose a target within 100 feet, expending up to 3 Resonance. If the target fails a Resolve resistance roll against a difficulty of your Highest Mental Statistic + Maximum Resonance + 6, then for each expended Resonance point, the target suffers 3 *hemorrhage* and 2d6 Miasma. No Resonance is expended if the target successfully resists.

### **Divine Guidance / Profane Whispers**

Ranks: 1

Cost: 30 exp

Requirements: Spiritually Inspired

Angels (or, perhaps, demons), whisper within the recesses of your mind, alerting you to all and sundry. You receive a bonus on all Alertness rolls equal to your current Resonance.

### **Impassion**

Ranks: 1-5

Cost: 10 exp

Requirements: Spiritually Inspired

With a few quick words and an energetic display, you inspire your compatriots to greatness (or terrify them with the thought of your outrage, should they fail). As a quick action, you may expend a Resonance point to grant all allies within sight a +3 bonus to attack rolls and damage rolls. This bonus lasts a number of rounds equal to the your ranks of Impassion.

### **Angel Light / Dark Guardian**

Ranks: 1

Cost: 45 exp

Requirements: Spiritually Inspired, Exalted Heights / Depths of Depravity (2).

The Heavenly Chorus itself (or the Legions of Hell) wraps its wings (or their battered, iron shields) about you, protecting your physical body from all harm, that your mission should continue onward. As a free action, you may expend five Resonance to become *invincible* for a single round. You may not perform this ability while on Unhallowed ground (for servants of Heaven) or on Hallowed ground (for minions of Hell), and if you enter such ground your *invincibility* immediately fades. This ability may be used immediately following a successful attack against your character or a failed resistance roll to negate the effect, activating the *invincibility*.

### **Time Beyond Memory**

Ranks: 1

Cost: 50 exp

Requirements: Spiritually Inspired

Some things in creation are eternal, certain few, certain wondrous things. If we but listen for a short breath with that little inner voice that rallies angels and commands demons, surely these few, wondrous, eternal things can be both felt and experienced. Any time a creature within 500 feet of you dies, other than yourself, and if you have at least one Resonance, you may expend all of your current Resonance. If you do so, that creature instead awakens from their slumber with full Wounds and zero Vitality, is granted *invincibility* for a number of rounds equal to half of your expended Resonance, and if trapped in a dangerous position (such as within a crushed vehicle, or beneath rubble), unseen assistants escort them to safety. This ability may be used on any loved one of the Inspired no matter the distance or location. After using this ability, the Inspired is rendered *stunned* for one round, and they are unable to use this ability again until they have rested one night on holy or unholy ground, as appropriate.

## **Off-Shoot: Phantoms**

### **Phantom**

Ranks: -

Cost: 120 exp

Requirements: Spiritually Inspired

Special: Phantom is an Offshoot. After acquiring it, you no longer qualify for any other Off-Shoot with the requirement: Spiritually Inspired.

Without corporeal form, you drift idly across the world in search of any advantage that may at long last give your faction the edge it needs to end the eternal stalemate that is the unending war of creation. Dispatched to gather information and search the darkest, hidden corners of reality for lost artifacts and reliquaries of ancient power, you are a whisper on the wind, a ghost with the Glory of Heaven at your side or the fury of Hell at your back.

As a Phantom, your native state is that of an *invisible, ephemeral* entity that floats around unobserved, unable to affect the normal world in any way (most metaspecials and actions, for example, may not be used). Any creature you lay your ghostly hand upon while in this state may hear your voice, and you may expend a Resonance point to allow all others to perceive and hear you for up to ten minutes. Your real power, however, manifests when you have managed to find a host to share experiences with.

You may acquire a host in one of two ways. First, a host may be willing. If this is the case, no rolls are necessary and both the host and Phantom share body and mind equally. While within a host, your actions are shared. In any given round, one of you controls the body to a greater degree, allowing either the host or the Phantom to perform their normal Primary, Movement, and Quick actions. Whomever is not in control, however, is allowed one quick action each round, as long as it does not interfere with what the current lead spirit is doing; many Phantoms that take the back seat spend their quick action alerting the host to danger, or performing the abilities granted to them by right of their origin to guard the host. Other times, the host may

turn the body over to the Phantom, especially in times of danger if the host is inexperienced in conflict.

Alternatively, the host may resist this intrusion, in which case a contested Resolve + Wits roll is made. If the Phantom is victorious, it gains complete control of the host and access to its surface thoughts, but not its memories - otherwise, it is expelled and the host is immune to further attempts at possession performed by that particular Phantom for 24 hours. Many hosts possessed in this way actively antagonize the Phantom, levying a penalty to all rolls made by the Phantom equal to the Resolve of the host. Anytime an unwilling host is put into physical danger, or about to commit a grave sin that they would not normally perform, they receive a new contested Resolve + Wits roll, with a +1 to +10 circumstantial bonus on the roll based upon the severity of the apparent danger or crime, with murder granting a +6 or +7, and outright suicide granting the full +10.

While within a host, willing or unwilling, incredible strength is afforded by the spiritual connection and by the brush of the Infinite that your presence affords. The host's statistics are used, while your own Base Statistics grant an equivalent and matching enhancement to the host's Statistics. For example, if the Phantom possessed a Base Strength of 3, the host would be granted a +3 enhancement to Strength. Defense, Initiative, Resistances, and other derived statistics are determined with the host's statistics, as are the usage of any specials performed by either the host or the Phantom. The Phantom may expend Zoe on any roll that the host makes, as if it were his own body. In combat, the Phantom always acts on the host's turn, being of one body and mind.

This strength comes with some drawbacks, however. If a host body dies while you are possessing it, you die as well. Anytime the body suffers superior damage, either the host or the Phantom is unable to act on their next turn as one or the other must concentrate on sustaining the merging, chosen when the Phantom's turn begins. Anytime the host sustains Superior damage, the Phantom loses an equal amount of Health, and vice versa, unless the assailant specifically declares that he is choosing not to harm the other, which often requires knowledge of the Phantom's existence. Status effects and the like affect both the host and Phantom concurrently, such as *fear, terror*, and so forth. Any person of faith brandishing a holy (or unholy) symbol may attempt to force a Phantom from a host with an opposed Wits + Resolve roll, though the Phantom receives a +5 bonus on the roll if the host is willing. If ejected, the host may not repossess the body for 24 hours, and a successful resistance roll prevents that person from attempting another exorcising against the Phantom for 24 hours. Entering Hallowed ground (for minions of Hell) or Unhallowed ground (for servants of Heaven) applies the same attempt at banishment if the host is unwilling, using the host's own Resolve + Wits roll, with a +5 bonus. While not in a host, a Phantom may not attempt to enter land sacred to the opposing faction.

### **Dirge**

Ranks: 1

Cost: 20 exp

Requirements: Phantom

When a death occurs, be it from natural causes or the result of malicious intent, the separation between the mortal realm and the lands immortal becomes transparent for a short time. Anytime a sapient creature dies within 100 feet of your character, you recover 1 Resonance.

### **Insight**

Ranks: 1-3

Cost: 10 exp

Requirements: Phantom

The vast majority of artifacts around the globe, both Holy and Profane, appear innocuous at first glance. You, unlike the mortal population of the Earth, have been granted a sort of "second sight," allowing you to recognize these objects as the reliquaries of ancient power they really are.

1: At a moment's glance, you can identify famous relics of Faith - Shards of the Cross, the Shroud of Turin, even the Mysterium Satanica and the Holy Grail - as well as instantly identifying frauds.

2: You on occasion have "dreams" through the eyes of your host, detailing the location of lesser relics, such as the Stone of Gabriel and Ushaigan's Tooth.

3: Even the least famous, and often least guarded, of relics reveal themselves to you, beckoning you towards them in the night.

### **Seduction**

Ranks: 1-5

Cost: 10 exp

Requirements: Phantom

With soothing words and gentle promise (whether or not they are true), you can wheedle your way into the heart, mind, and eventually the soul of any host you come across. You gain a bonus on all attempts at seizing an unwilling host or of avoiding exorcism equal to your ranks of Seduction. In addition, an unwilling host becomes willing after a number of days equal to twice the host's Resolve score, with a minimum of one day.

### **Pale Lantern**

Ranks: 1

Cost: 60 exp

Requirements: Phantom

As a quick action, you may conjure a single lantern that sheds faint light out to a range equal to 10\*Current Resonance feet. Within this radius, all obstructions to visibility fade, such as smoke, fog, darkness, and glare, and all allies gain a sureness of step, treating all footing as if it were firm ground (this grants a +5 bonus on all balance skill rolls, and no penalties for difficult terrain are sustained). As well, all allies within this field gain a +2 bonus on mental resistance rolls. The lantern may be carried with you or by one individual at a time that you designate, but cannot be touched by any other. The Lantern remains in existence until you choose to dismiss it as a free action.

### **Soul Rending**

Ranks: 1

Cost: 20 exp

Requirements: Phantom

While a ghost, you may now visit harm upon those in the mortal realm. As an action, you may attempt to deal Holy damage (Mystic damage for Infernally Inspired) to a single target within 5 feet. If the foe fails a resolve resist equal against a difficulty of your Highest Physical Statistic + Highest Mental Statistic + 6, they suffer damage equal to your Highest Statistic. For three rounds after using Soul Rend, however, you are susceptible to Energy Damage despite your normally *ephemeral* nature. This special may only be used while outside of a host.

### **Pulse**

Ranks: 1

Cost: 25 exp

Requirements: Phantom, Soul Rending

As a quick action, no more than once per round, you may deal unavoidable Holy damage (for those attuned to Heaven) or unavoidable Mystic damage (for those attuned to Hell) to all foes within 5 feet. You deal an amount of damage equal to your current Resonance + Highest Statistic, unmodified by any other specials or abilities that affect damage. This special may only be used while inside of a host.

## **Off-Shoot: Drifter**

### **Drifter**

Ranks: -

Cost: 60 exp

Requirements: Spiritual Inspiration

Special: Drifter is an Offshoot. After acquiring it, you no longer qualify for any other Off-Shoot with the requirement: Spiritually Inspired.

A secret agent in the armies of Heaven; a primal weapon in the arsenal of Hell, you are the physical manifestation of a truly mighty soul - an angel or demon given flesh. Perhaps you were created as you are, a servant of some higher-or lower- power, or perhaps you have transcended your mortal bonds. Regardless, there are few alive or who have ever been that could be said to match you. As a Drifter, your base Resonance Pool is increased by 2, and you recover an additional point of Resonance each day and for each Willpower point that you expend to recover Resonance. If you are a servant of Heaven, you gain Damage Reduction (Holy) equal to your current Resonance. Contact with any profane item, such as an unholy altar, or while walking on Unhallowed ground, causes you suffer 1d6 Mystic damage each round of contact as long as you retain at least one Resonance point. If you are a minion of Hell, you gain Damage Reduction (Mystic) equal to your current Resonance. Contact with any holy item, such as a symbol of faith, or while walking on Hallowed ground, causes you to suffer 1d6 Holy damage each round of contact as long as you retain at least one Resonance point.

### **Supernal Warding / Iron Guard**

Ranks: 1-4

Cost: 20 exp

Requirements: Drifter

As a quick action, expend a point of Resonance, choosing one target within 50 feet for each rank of this merit you possess. For the next minute, all affected targets gain limited protection against a single energy type of your choice., gaining an amount of bonus Energy Resistance against the selected energy type equal to your ranks in Supernal Warding / Iron Guard. As well, the first time that each target would be dealt damage from the chosen energy type during this minute (after Energy Resistance and other protections are taken into account), the target instead is considered immune to the chosen Energy Type. Afterwards, the Energy Resistance remains, but the subject no longer benefits from any sudden immunities. Multiple uses of Supernal Warding / Iron Guard can be used to grant protection against multiple energy types or to refresh the duration and the one-time immunity if it is used.

*Example: A Drifter with all four ranks of this merit can bestow upon himself and three allies an Iron Guard against fire, granting them all Energy Resistance (Fire): 4 for one minute so that they can walk relatively safely through a burning building. If, however, a sudden explosion of heat engulfs the party, dealing 12 Fire damage after Toughness and Iron Guard are taken into account, they instead take no damage, but their one-time immunity is lost. They each retain the Energy Resistance (Fire): 4, however, until the minute expires.*

### **Purifying Flame / Ebonfire**

Ranks: 1-6

Cost: 10 exp

Requirements: Drifter

The vestiges of divine or infernal flame surround your body and attend your will anytime your passion is enflamed. Whenever you deal damage to a target, you deal an additional amount of Holy damage (for servants of Heaven) or Mystic damage (for minions of Hell) equal to your ranks of Purifying Flame / Ebonfire. You lose access to this merit whenever your current Resonance is at zero.

### **Pathfinder**

Ranks: 1

Cost: 20 exp

Requirements: Drifter

None may bar the path of a Drifter with a purpose. Choose a target area or direction within 200 feet, expending a quick action and a Resonance point. All physical obstacles between you and the chosen area move out of the way of your passage and that of your allies', though not necessarily that of any pursuers. Trees bend out of your path, even so far as to uproot themselves and step to the side. Water parts before you, doors open at your touch, and walls collapse momentarily as you pass. Even the living moves away before you, animals being unable to approach you or your path, while humans shift quickly to the side lest they happen to disgrace your footsteps with their low presence. Creatures are allowed a resistance roll to bar your path, if they choose, an Intellect resist at a difficulty of your Greatest Mental Statistic + Maximum Resonance + 6, with

failure resulting in being affected by *fear* with regards to remaining upon the path.

### **Angel's Caress / Demon Spittle**

Ranks: 1

Cost: 40 exp

Requirements: Drifter

Your touch is a soothing warmth, or else an acidic decay that blinds the senses to anything but what you desire. Anyone you are in direct physical contact with is considered *charmed*, no resist, as long as you possess at least one Resonance point. This *charm* effect is largely ignored in the thick of combat, though exceptions may occur such as when attempting to placate a foe by initiating a grapple.

### **Supplication**

Ranks: 1

Cost: 25 exp

Requirements: Drifter

Whether through mercy or cool rationality, aiding your friends and allies when they call is something that concerns many Drifters. Any creature entrusted with your true name may spend ten minutes in prayer, beseeching your aid. At the end of the prayer, your character knows that he is being called by an individual, and whom if you have met before. Within the next minute, you may choose to spend three Resonance as an exclusive action to immediately transport yourself to the supplicant's location, slipping between realms like a shadow. You may not transport yourself in this way while on Hallowed or Unhallowed ground of the opposing faction, nor while you are circled by holy or unholy symbols or markings that are harmful to you.

### **Divine Presence / Profane Aura**

Ranks: 1

Cost: 45 exp

Channeling a small portion of your former majesty into your current mortal shell, you can have your true, spiritual nature billow forth, and all who bear witness to it know you for what you are as your visage fills them with inescapable dread. As an action, expend a Resonance point. Any foe within your presence that is capable of sensing you and that fails a Resolve resistance roll against a difficulty of your (Constitution or Resolve) + Maximum Resonance + 6 is affected by *terror* for one round, knocked *prone*, and affected by *fear* for the next minute.

### **Judgment / Damnation**

Ranks: 1

Cost: 45 exp

Requirements: Drifter

With the sound of gentle weeping, a small measure of the final judgment is levied upon the crown of a sinner. The unrepentant soul is laid bare, and all mortal trespasses against it are felt keenly for a brief moment. As an action, expend three Resonance and choose a single target within 50 feet, other than yourself. Until the end of your next turn, all damage dealt to the target is considered Holy (if you are a servant of Heaven) or Mystic (if you are a minion of Hell). The target is allowed a Resolve resistance roll



against a difficulty of the Drifter's Greatest Mental Statistic + Maximum Resonance + 6 to avoid the effect. A target can only be successfully affected by Judgment / Damnation once a day from any given Drifter (multiple Drifters can use this special on the same target, however).

### **Clarion Note / Dragon's Bellow**

Ranks: 1

Cost: 60 exp

With a championing peal that invigorates allies, or a dreadful roar that shakes the firmament, your voice resounds with the terrifying splendor of the Thereafter. Expend a Willpower point and an exclusive action. If you are a servant of Heaven, all allies within 500 feet gain bonus Regeneration equal to your current Resonance + (Greatest Mental Statistic/2), and may choose to ignore one of the following effects for one round, selecting the same or a new effect each round: *witless*, *stun*, *fear*, *terror*, or *dominate*. If you are a minion of Hell, all foes within 200 feet suffer *hemorrhage* equal to your current Resonance + (Greatest Mental Statistic/2), no resistance roll, and, optionally, any or all unattended earthen or metal objects suffer the same damage each round, bypassing any Resilience. This ability lasts for one round, but you may expend a quick action each round to sustain the ability, up to a total time of one minute. You may expend a Resonance point each round instead of a quick action to sustain the ability, if you desire--this Resonance expenditure may not be reduced below one, such as with the Merit: A Familiar Place.

### **A Familiar Place**

Ranks: 1-2

Cost: 30 exp

Requirements: Drifter, Exalted Heights / Depths of Depravity (5)

For one whose soul makes up more than part of their flesh, the afterlife is never further away than a look over one's shoulder. When occasion demands it, a gifted Drifter can entrench themselves briefly in their home plane, even as they fight the battle upon the mortal realm. As a free action on your turn, you may activate this special. For the next minute, all your uses of Resonance cost one less per rank of this special, to a minimum of zero. This special only reduces the Resonance cost of a specific ability up to once

per round, though different abilities can each benefit from the reduction. After the minute expires, your character's Resonance pool is reduced to zero. A Familiar Place cannot be used again until your Resonance pool recovers completely.

*"Ashes and adder-tongues," Mimroth swears through gritted teeth, spitting out a bit of blood. He runs his fel gaze over the surviving assassins from the Third Hand, then chuckles humorlessly as he activates A Familiar Place. With two ranks in the merit, Mimroth's Spiritually Inspired abilities all have their Resonance costs decreased by two. Choosing the closest target, he speaks harsh, exacting syllables, using his quick action to cast Damnation upon him. Normally this would cost three Resonance, but A Familiar Place reduces it to a mere one Resonance point, all that Mimroth has left. His foe fails the resistance roll, and Mimroth activates his basic Spiritually Inspired ability that allows him to Recover health when he affects a target with an ill effect, choosing to spend two Resonance--which gets reduced to zero, and recovers him a good 22 Health. For his primary action, he charges forward and strikes out with Azraiynne, spearing the self-righteous ass through the belly. Mimroth sees that his foe has not quite expired, so he activates Devastation, spending two Resonance which again gets reduced to zero, adding more Mystic damage on top of that dealt by his sword. Mimroth would activate his basic Health recovering ability again, but as he had already used A Familiar Place to affect it this round, any further use would cost Resonance that he does not have. Still, the restoration he got from Damning the prick for his sins was enough to mend broken bones and stop him from coughing up his own blood. Mimroth turns a shrewd eye to the remaining pair as he plants a boot on the corpse, pushing it off of his blade to let fall with a dull thump. "Let's make a deal," he says. "You two turn around, run away and crawl back under your pope's skirt, and I promise to only stab one of you in the back while you're fleeing like craven hyenas. Devil's honor." His bellowing laughter deepens as he sees the Third Hand crusaders eying each other suspiciously as they consider it with the small, shallow parts of themselves.*

# LEGACY CROSSING EQUIPMENT

or

## YOU SAID THAT'S A *WHAT?*

With the arrival of abnormally-empowered people across the world, there has never been a greater desire in the common man to arm himself, or a for those so empowered to defend himself. Though it is still a highly restricted trade, weapons of all shapes and sizes have found their way into the hands and homes of the people of the world with remarkable frequency.

As if the lethal capacity of normal weapons were not enough, companies across the world have begun to produce arms and armors that just a few years ago would have been decade's worth of advancements away. Forays into advanced cybernetics, autonomous drones, plasma technology, and fusion technology have been made, produced, and are working on their second generation.

Characters in Legacy Crossing begin with game with a scant few, but crucial, possessions. Your character begins the game with \$2,000, some way of getting around (usually a well-worn car of some sort), and someplace to live. Other than that, you are on your own.

When purchasing equipment, characters may choose from the Archaic or Modern weapons and armors from the Lucid Gaming System. In addition, you may also purchase equipment from the Advanced Items, found later in this chapter. These items represent the best, or most ridiculous, of the technologies available. Like with many normal weapons and armors, not all of the Advanced Items are available for purchase from your corner gun shop. As far as that goes, none of them are. Even the least of the items from the Advanced Items are items that serve a singular purpose and cost thousands of dollars per unit. The companies, and in most cases armies, who use these weapons are not going to give them up easily or allow civilians to possess them if at all possible.

### **The Nature of Components/Chemicals**

In the hand of a capable scientist, even a toaster can be dangerous. Aside from purchase(at a tune of \$5-\$50 each,

depending on where the characters look), at the GM's discretion. Components and chemicals are found primarily through three different means.

First, players may salvage. To do this, they scrounge around their houses and in junk yards, searching for pieces of technology that may be bent to their uses. In this case, it is entirely up to the GM how many Components/Chemicals the players find. Inside an average house, they are unlikely to discover more than a handful (12-40), while in one of the many NYC junkyards, they could easily find enough for any moderate task (500-1,000)

Secondly, players can break down their existing equipment, primarily Advanced Items, to recycle the parts. Cannibalizing equipment in such a fashion is not always the best course of action, but it tends to get the job done. When cannibalizing a piece of gear, make an Intellect+Craft(Advanced) Roll. If the roll is equal to the combined skill requirements for the object's crafting, the player receives 50% of the item's components/chemicals. If the roll is less, the player receives 25%. For every 10 points over, increase this value by 5%. *Example: Nascent, a Genetic Deviant with a penchant for technology, is cannibalizing a Disintegration Torch. He rolls his Intellect+Craft and comes up with a 23 after spending a point of Willpower. The combined crafting score of the item is 11, so Nascent gets 60%, or 360 Components.* Of course, you can never get more out of something than the sum of its parts, so no roll can take the Cannibalize value above 100%.

Lastly, robotic and toxic enemies have a tendency to leave behind components and chemicals after they have been destroyed. In these cases, the GM should decide how many components/chemicals the players receive from scrapping their fallen adversaries - anywhere from almost nothing (20) to an honest-to-goodness truck load (3,000), depending on the difficulty of the encounter, and the GM's generosity.

## ADVANCED ITEMS: WEAPONS

Weapon categories are named for the size of Hardpoint into which they fit.

### LEAST WEAPONS

#### **High Yield Discharge Unit (HYDU)**

Price: \$2,000

Weight: 5lbs

Skill: none

Dependencies: Size 0 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 5 (Electronics, Advanced Weapons)

Composites: 100

Time: 48 hours

Credentials: Advanced Design and Creation 1

#### **Special:**

Range: 15ft, line

Charges(max): 3(3)

Rate of Fire: 1

**Electric Outburst:** With a trembling screech and a clap of thunder, the HYDU can release an incredible burst of electricity in a contained and directed explosion, dealing 3d6 Electric damage to any creatures or objects in a 15ft line of the weapon. This damage may be avoided with a successful Agility Resistance roll, at a difficulty of 17.

**Recharge:** Unlike conventional weaponry which must be reloaded manually, the HYDU recharges itself using the electrons in the air, and does so at a rate of 1 charge every three turns.

**Hardpoint, Least:** The HYDU may be mounted on a Least Hardpoint of any armor or vehicles, or employed as a small arm.

#### **Disintegration Torch**

Price: \$1,200

Weight: 11lb

Skill: none

Dependencies: Size 0 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 6 (Electronics), Knowledge 5(Physics)

Composites: 60

Time: 72 hours

Credentials: Advanced Design and Creation 2

#### **Special:**

Range: 10 ft, line

Rate of Fire: 1

**Disintegrate:** While normally used for construction with highly resilient materials, the Disintegration Torch may be modified to extend its matter dissolving beam for short bursts of destructive power, making it an effective weapon against even the toughest opponents. All targets within a 10 ft line of the Disintegration Torch must pass a difficulty 15 Agility Resistance, or suffer 4d6 Typless damage.

**Fusion Fueled:** Because of its unique power source, the Disintegration Torch will never run out of charges, nor does it require a 'cooldown' period between uses. While it was designed for civilian use, these characteristics make the Torch a valuable weapon in the human arsenal against

any meta-powered threat, and it sees frequent issue among Deepive agents and other, equally well equipped soldiers the world over.

**Hardpoint, Least:** The Disintegration Torch may be mounted on a Least Hardpoint of any armor or vehicles, or employed as a small arm.

#### **Power Lens**

Price: \$4,000

Weight: 6lbs

Skill: none

Dependencies: Destruction meta-power

#### **Crafting:**

Score(focus): Craft 3 (Advanced Weapons), Knowledge 2 (Physics)

Composites: 200

Time: 12 hours

Credentials: Advanced Design and Creation 3

#### **Special:**

**Destructive Focus:** By channeling the energies at your disposal through the Power Lens, their effectiveness is increased dramatically and still more of your destructive potential is unleashed upon your targets. Add 1d6 damage of the appropriate type when making use of your Destruction powers. If multiple Power Lenses are equipped to a single armor or vehicle, their effects stack.

**Hardpoint, Least:** A Power Lens may be mounted on a Least Hardpoint of any armor or vehicles, or employed as a small arm.

### LESSER WEAPONS

#### **Pulse Rifle**

Price: \$3,000

Weight: 5lbs

Skill: Ranged Attack, +10 Crit

Dependencies: Size 0 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 5(Advanced Weapons), Knowledge 3(Physics)

Composites: 150

Time: 16 hours

Credentials: Advanced Design and Creation 3

#### **Special:**

Range: 100/200/300 ft

Charges(max): Fusion(30)

Rate of Fire: 3

**Hardpoint, Lesser:** The Pulse Rifle may be mounted on a Lesser Hardpoint of any armor or vehicle, or employed as a small arm.

**Fusion Pulse:** Specially designed to face down the meta-human threat, Pulse Rifle have proven remarkably capable of dropping even the most resilient deviant at a safe range. The Pulse Rifle deals 3d6 Piercing Damage, plus 4d6 Typless Damage with a +9 Crit.

**Upgradeable:** The Pulse Rifle has a single Upgrade Port which may be outfitted at the owner's discretion.

## AVERAGE WEAPONS

### Beam Cannon

Price: \$4,000

Weight: 110lbs

Skill: none

Dependencies: Size +1 w/o Hardpoint

#### Crafting:

Score(focus): Craft 7(Advanced Weapons), Knowledge 3(Physics)

Composites: 200

Time: 24 hours

Credentials: Advanced Design and Creation 4

#### Special:

Range: 40ft, line

Charges(max): Fusion (10)

Rate of Fire: 1

Warp Beam: Beam Cannons were designed to fill any number of roles in active combat with the infinite variations of meta-beings currently inhabiting the Earth. To that end, different Beam Cannons are constructed to deal different types of Energy Damage. When a Beam Cannon is created, choose 1 Energy Damage type. The Warp Beam of the weapon then deals 6d6 of that Energy Damage to all creatures and objects in a 40ft line. Agility Resistance roll, difficulty 18 to avoid. The internal mechanisms cannot be reworked to fire a different Energy Type, without rebuilding the entire cannon, a process that takes exactly the same skills and dependencies, and just as long to complete as building the weapon in the first place, although no additional Components are consumed in the process.

Heavy Discharge: Firing the Beam Cannon expends all 10 of its charges.

Upgradeable: The Beam Cannon has two Upgrade Ports which may be outfitted at the owner's discretion.

Hardpoint, Average: The Beam Cannon may be mounted on an Average Hardpoint of any armor or vehicle, and may not be used as a small arm by any creature of size 0 or smaller.

## GREATER WEAPONS

### AGL-414/V R10 Battery

Price: \$500,000

Weight: 40lbs

Skill: none

Dependencies: Size +3 w/o Hardpoint

#### Crafting:

Score(focus): Craft 5(Advanced Weapons, Explosives), Knowledge 3(Physics, Rocketry)

Composites: 25,000

Time: 24 hours

Credentials: Advanced Design and Creation 2

#### Special:

Rate of Fire: 2

Independant Target Acquisition: Each rocket fired from the AGL-414 Rocket Battery may be aimed at a different target.

Maximum Range: 4,000 meters or 13,120 feet

Charges(max): AGL-414 Series Rockets (10)

AGL-414A "Blitz" Rocket - 10d6 Fire Damage, 10 foot radius, Agility Resist(diff 15), \$10,000 or 500 components.

Air to Surface Missile (ASM) - The AGL-414A "Blitz" Rocket is only effective against ground or water based targets.

Semi-Active Laser Homing (SALPH) - The AGL-414A is susceptible to Electronic Countermeasures (ECM).

Upgradeable - Each AGL-414A "Blitz" Rocket has 1 Upgrade Port

AGL-414Ph "Nimbus" Rocket - 5d6 Fire Damage, 10 foot radius, Agility Resist(diff 15), \$10,000 or 500 components.

Air to Surface Missile (ASM) - The AGL-414Ph "Nimbus" Rocket is only effective against ground or water based targets.

Semi-Active Laser Homing (SALPH) - The AGL-414Ph is susceptible to Electronic Countermeasures (ECM).

Phosphorus Cloud - After striking the target, the AGL-414Ph released a cloud of deadly chemicals, granting 20% cover in a 20ft radius.

Upgradeable - Each AGL-414Ph "Nimbus" Rocket has 1 Upgrade Port

AGL-414F "Sparrow" Rocket - 10d6 Fire Damage, 5 foot radius, Agility Resist(diff 15), \$10,000 or 500 components.

Air to Air Missile (ATA) - The AGL-414A "Sparrow" is only effective against aerial targets.

Heat Seeking - The AGL-414A "Sparrow" is immune to ECM.

Upgradeable - Each AGL-414A "Sparrow" Rocket has 1 Upgrade Port

Hardpoint, Greater: The IAM-7 ATA Missile Battery may be equipped to the Greater Hardpoint of any vehicle or armor.

## GREATEST WEAPONS

### C320 Legion Chaincannon

Price: \$250,000

Weight: 248lbs

Skill: none

Dependencies: Size +2 w/o Hardpoint

#### Crafting:

Score(focus): Craft 6 (Advanced Weapons), Knowledge 4 (Physics)

Composites: 25,000

Time: 80 hours

Credentials: Advanced Design and Creation 5, Macro Design 2

#### Special:

Charges(Max): 30mm Caseless (250)

Damage: 8d6 Fire

Rate of Fire: 250 charges/minute or 31 charges/turn

Moving Target Accuracy: Originally designed to destroy vehicles and other large targets, the Legion Chaincannon suffers greatly when fired at smaller, more maneuverable targets. Fortunately, the weapon's uncanny rate of fire compensates for this inaccuracy with ease. To determine the number of rounds which actually connect with a target of a given size, use the following formula:  $1 + 3 * \text{size}$ .

Size -1: 0 rounds/turn

Size 0: 1 round/turn

Size +1: 4 rounds/turn

Size +2: 7 rounds/turn  
Size +3: 10 rounds/turn

...

Ranges: Because of its design as a long range, air to ground assault weapon, the C320 functions differently from the majority of weapons. Any target within the Effective to Maximum range of the Chaincannon is struck automatically by the number of charges defined above. In addition, any target between the C320's Minimum and Effective range may attempt an Agility Resistance roll (difficulty 15), to avoid damage, and any target closer than the weapon's Minimum, or further than its Maximum range cannot be struck under normal circumstances.

Minimum Range: 300 feet

Effective Range: 4,920 feet

Maximum Range: 13,120 feet

Saturate: The single barrel, automatic cannon design of the C320 Legion Chaincannon, and the four horsepower loading motor that boasts a 250+-25 rounds per minute rate of fire, allows for a true saturation of the battlefield with explosive discharges of high impact shells, reducing whole swaths of terrain and armor to rubble and slag. Any objects or creatures inside of a 60 square foot formation (or 12 adjacent squares) within the C320's effective range take 12d6 Piercing Damage. Agility Resist, difficulty 25 to avoid.

Upgradeable: The C320 has two Upgrade Ports which may be outfitted at the owner's discretion.

Hardpoint, Greatest: The C320 Legion Chaincannon may be mounted on a Greatest Hardpoint of any armor or vehicle.

### **GAM-141 Balefire Missile Battery**

Price: \$700,000

Weight: 400 lbs

Skill: none

Dependencies: Size +3 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 4 (Advanced Weapons, Explosives), Knowledge 3 (Physics, Rocketry)

Composites: 70,000

Time: 72 hours

Credentials: Macro Design 3

#### **Special:**

Rate of Fire: 1

Range: The GAM-141 Balefire Missile was engineered with long distance, highly armored targets in mind. Because of this, the Balefire Missile is capable of locking and engaging a target well beyond its capacity to reach in a single turn. When firing a Balefire Missile over long ranges, keep track of its movement on a turn-by-turn basis, using its Velocity.

Minimum Range: .5 meters or 2 feet

Maximum Range: 8,000 meters or 26,245 feet

Velocity: 950 mph or 4,179 feet/turn

Charges(max): GAM-141 Balefire Missiles (4)

GAM-141A Basic Balefire - 30d6 Fire Damage, 10 foot radius, Agility Resist(difficulty 25), \$25,000 or 2,500 composites

Air to Surface Missile (ASM) - The GAM-141 series is only effective against ground or water based targets.

Semi-Active Laser Homing (SALPH) - The GAM-141 Balefire Missile is susceptible to Electronic Countermeasures (ECM).

Upgradeable - Each GAM-141A "Basic Balefire" Missile has 2 Upgrade Ports

GAM-141F Interim Balefire - 40d6 Fire Damage, 5 foot radius, Agility Resist(difficulty 25), \$40,000 or 4,000 composites

Air to Surface Missile (ASM) - The GAM-141 series is only effective against ground or water based targets.

Semi-Active Laser Homing (SALPH) - The GAM-141 Balefire Missile is susceptible to Electronic Countermeasures (ECM).

Upgradeable - Each GAM-141F "Basic Balefire" Missile has 2 Upgrade Ports

GAM-114K Balefire II - 40d6 Fire Damage, 10 foot radius, Agility Resist(difficulty 25), \$65,000 or 6,500 composites

Air to Surface Missile (ASM) - The GAM-141 series is only effective against ground or water based targets.

Electro-Optical Countermeasures Hardening - The GAM-114K is immune to ECM

Target Reacquisition - If a target is lost, the AGM-14K may regain the target on the next turn, or select a new one.

Upgradeable - Each GAM-114K "Balefire II" Missile has 2 Upgrade Ports

Hardpoint, Greatest: The GAM-141 Balefire Missile Battery may be equipped to the Greatest Hardpoint of any vehicle or armor.

### **IAM-7 ATA Missile Battery**

Price: \$700,000

Weight: 400 lbs

Skill: none

Dependencies: Size +3 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 4 (Advanced Weapons, Explosives), Knowledge 3 (Physics, Rocketry)

Composites: 7,000

Time: 72 hours

Credentials: Macro Design 3

#### **Special:**

Rate of Fire: 1

Range: The IAM-7 ATA Missile series was engineered with long distance, aerial targets in mind. Because of this, the IAM-7 series is capable of locking and engaging a target well beyond its capacity to reach in a single turn. When firing an IAM-7 missile over long ranges, keep track of its movement on a turn-by-turn basis, using its Velocity.

Minimum Range: 200 meters or 655 feet

Maximum Range: 4,500 meters or 14,760 feet

Velocity: Mach 2.2 or 14,760 feet/turn

Charges(max): IAM-7 Series Missiles (4)

IAM-7 "Viper" - 40d6 Fire Damage, 10 foot radius, Agility Resist(difficulty 30), \$85,000 or 8,500 components.

Air to Air Missile (ATA) - The IAM-7 series is only effective against aerial targets.

Heat Seeking - The IAM-7 "Viper" is immune to ECM.

Upgradeable - Each IAM-7 "Viper" Missile has 2 Upgrade Ports

IAM-7 "Scorpion" - 20d6 Fire Damage, 5 foot radius, Agility Resist(difficulty 30), \$35,000 or 3,500 components.

Air to Air Missile (ATA) - The IAM-7 series is only effective against aerial targets.

Surface to Air Missile (SAM) - The IAM-7 "Scorpion" may be fired from a specially designed, ground based battery.

Passive IR Guidance - The IAM-7 "Scorpion" has a 70% chance to avoid detection by radar, but is susceptible to ECM.

Upgradeable - Each IAM-7 "Viper" Missile has 2 Upgrade Ports

Hardpoint, Greatest: The IAM-7 ATA Missile Battery may be equipped to the Greatest Hardpoint of any vehicle or armor.

### **AGL-414 R20 Battery**

Price: \$200,000

Weight: 40lbs

Skill: none

Dependencies: Size +3 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 7(Advanced Weapons, Explosives), Knowledge 4(Physics, Rocketry)

Composites: 20,000

Time: 36 hours

Credentials: Advanced Design and Creation 4

#### **Special:**

Rate of Fire: 2

Maximum Range: 4,000 meters or 1,320 feet

Charges(max): AGL-414 Series Rockets (20)

AGL-414A "Blitz" Rocket - 10d6 Fire Damage, 10 foot radius, Agilty Resist(diff 15), \$10,000 or 1,000 components.

Air to Surface Missile (ASM) - The AGL-414A "Blitz" Rocket is only effective against ground or water based targets.

Semi-Active Laser Homing (SALPH) - The AGL-414A is susceptible to Electronic Countermeasures (ECM).

Upgradeable - Each AGL-414A "Blitz" Rocket has 1 Upgrade Port

AGL-414Ph "Nimbus" Rocket - 5d6 Fire Damage, 10 foot radius, Agilty Resist(diff 15), \$10,000 or 1,000 components.

Air to Surface Missile (ASM) - The AGL-414Ph "Nimbus" Rocket is only effective against ground or water based targets.

Semi-Active Laser Homing (SALPH) - The AGL-414Ph is susceptible to Electronic Countermeasures (ECM).

Phosphorus Cloud - After striking the target, the AGL-414Ph released a cloud of deadly chemicals, granting 20% cover in a 20ft radius.

Upgradeable - Each AGL-414Ph "Nimbus" Rocket has 1 Upgrade Port

AGL-414F "Sparrow" Rocket - 10d6 Fire Damage, 5 foot radius, Agilty Resist(diff 15), \$10,000 or 1,000 components.

Air to Air Missile (ATA) - The AGL-414A "Sparrow" is only effective against aerial targets.

Heat Seeking - The AGL-414A "Sparrow" is immune to ECM.

Upgradeable - Each AGL-414A "Sparrow" Rocket has 1 Upgrade Port

Hardpoint, Greatest: The IAM-7 ATA Missile Battery may be equipped to the Greatest Hardpoint of any vehicle or armor.

## **SUPREME WEAPONS**

### **GzV 2013 "Nike" Cannon**

Price: \$1,000,000

Weight: 600 lbs

Skill: Ranged Attack, +12 Crit

Dependencies: Size +4 w/o Hardpoint

#### **Crafting:**

Score(focus): Craft 8 (Advanced Weapons, Neutronium, Rifiling, Explosives), Knowledge 4 (Physics)

Composites: 75,000 and 10lbs Neutronium

Time: 72 hours

Credentials: Advanced Design and Creation 5, Grand Design 1

#### **Special:**

Range: 14 miles or 73,920 feet

Velocity: 3,000 ft/second or 9,000 ft/turn

Rate of Fire: Due to the Nike Cannon's complex firing and reloading mechanisms, this unfathomably powerful weapon may only be fired once every 1d6 rounds. If attached to a Hardpoint complimented with a Loading Bay Upgrade, this delay may be reduced to 1d6-1 rounds. Multiple Loading Bays do not improve this reduction.

Artillery Piece: The Nike Cannon is a weapon of land and naval warfare, making it completely useless against aerial targets more than 300 ft off the surface, or while the attacker is in flight. In addition, firing the Nike Cannon during a round in which either the target or attacker makes a move imparts a cumulative -5 penalty to the attack.

Charges: The modern answer to siege warfare, the GzV 2013 "Nike" Cannon sports 78 glorious inches of neutronium alloy in a barrel capable of delivering a punch 14 miles away - and these guns have proven the decisive factor in numerous engagements since it first left the Deepdive thinktank and Craike Enterprises' assembly line. Equipped with a discretionary auto-loading mechanism, the Nike's arching magazine can hold up to 10 shells of different varieties, and select one from among the options it is presented when preparing to load the next round.

GzV 2013a "Styx": 10d6 Crushing

Secondary Damage: 30d6 Typeless in a 30ft Radius

Cost: \$2,600 or 60 Components and 1lb Neutronium

Upgradeable: The GzV 2013a "Styx" shell has 1 Upgrade Port.

Standard Ammunition: The primary ammunition employed by the Nike Cannon, GzV 2013a "Styx" Shells serve as the brunt of this mighty weapon's arsenal, slamming into its target with a greater kinetic potential than most meteors, before erupting in a massive explosion orchestrated to inflict massive damage to even the most heavily armored targets and facilities.

GzV 2013s "Mole": 20d6 Crushing

Secondary Damage: 20d6 Typeless in a 15ft Radius(Agi Resist, difficulty 15)

Cost: \$2,800 or 80 Components and 1lb Neutronium

Upgradeable: The GzV 2013s "Mole" shell has 1 Upgrade Port.

Delayed Fuze: Designed to burrow deep beneath the surface of the earth and into enemy bunkers before detonating, the GzV 2013s "Mole" will continue down through any substance of Toughness 10 or less at a velocity of 40 ft/turn for 1d3 turns before its Secondary Damage takes effect.

GzV 2013k "Javelin": 20d6 Crushing

Secondary Damage: 20d6 Typeless in a 10ft Radius(Agi Resist, difficulty 15)

Cost: \$1,800 or 80 Components and 1lb Neutronium

Upgradeable: The GzV 2013k "Javelin" shell has 1 Upgrade Port.

Armor Piercing(AP): Packing more than 400,000 Newtons behind a fist of Neutronium, there is little on Earth capable of enduring such an assault. The Javelin ignores the first combined 20 points of combined DR and Toughness of its primary target. Remember to always reduce DR before Toughness. The benefits of Armor Piercing do not affect the weapon's Secondary Damage.

GzV 2013h "Hazard": 40d6 Piercing Damage, 200ft Radius(Agi Resist, difficulty 18)

Secondary Damage: 5d6 Fire Damage in a 200ft Radius(Agi Resist, difficulty 15)

Cost: \$2,000 or 10 Components and 1lb Neutronium

Upgradeable: The GzV 2013h "Hazard" shell has 1 Upgrade Port.

Delay Fuze: Rocketing high overhead, the GzV 2013h explodes, raining hot shrapnel across the battlefield and cutting the enemy to ribbons. As effective as the Hazard shell is against infantry and other lightly armored targets,

## ADVANCED ITEMS: ARMOR

### Ares System

Price: \$75,000

Weight: 200lbs

Skill: none

Dependencies: none

#### Crafting:

Score(focus): Craft 5(Electronics, Advanced Armor)

Composites: 7,500

Time: 100 hours

Credentials: Macro Design 1

#### Special:

DR: 8

Toughness: 4

Structure: 200

Assistant Array: A collection of advanced sensors, personal guidance controls and sophisticated communications equipment sewn together amid ceramic armor plating and polymer suit, the Ares System provides its wearer with little more than cursory protection by comparison to other, more powerful armors. Even so, it is the standard issue for soldiers in the American Military, and Deepdive Agents alike. The Ares' advanced equipment affords its wearer with the following Enhancements: +1 Strength, +1 Agility, +1 Constitution, +2 On ranged attacks and +1 Defense. In addition, Ares System wearers can easily communicate with and track the exact location of other friendly Ares clad soldiers within a 100 mile radius, and the suit constantly monitors the occupant's life signs, automatically sending out a call for medical assistance if the operator falls

its effects are severely diminished, however, when brought to bear against tougher obstacles. Any creature with combined DR and Toughness of 15 or more is considered immune to the primary damage caused by a GzV 2013 "Hazard" round.

GzV 2013Td "Zelus": 20d6 Crushing Damage

Secondary Damage: 15d6 Typeless Damage in a 40ft Radius(Agi Resist, difficulty 18)

Cost: \$2,400 or 40 Components and 1lb Neutronium

Upgradeable: The GzV 2013d "Zelus" shell has 1 Upgrade Port.

Proximity Charge: After burrowing several feet into the ground, or falling to the sea floor, the GzV 201Td "Zelus" lays in waiting for its victim, still beneath the surface for up to a month before disarming itself. The next object or creature of size -1 or larger to move within 20 feet of the buried shell will activate the weapon's Secondary Damage - likely committing itself, and those nearest it to an early grave.

Upgradeable: The Nike Cannon has 2 Upgrade Ports, which may be outfitted as the owner sees fit.

Hardpoint, Supreme: A device of magnificent proportions and unrivaled destructive potential, as well as the complex technology which enables it to perform its function on the battlefield, the GzV 2013 "Nike" Cannon may only be mounted on the most powerful vehicles and armors to date.

unconscious. Lastly, the Ares System automatically stems Hemorrhaging at a rate of 1/turn.

Upgrade Ports: The Ares system houses one port into which upgrades may be placed.

### Powered Armor

Price: \$3,000,000

Weight: 200lbs

Skill: none

Dependencies: none

#### Crafting:

Score(focus): Craft 6(Electronics, Advanced Armor),

Knowledge 3(Physics)

Composites: 300,000

Time: 100 hours

Credentials: Macro Design 2

#### Special:

DR: 16

Toughness: 5

Structure: 3,000

Hardpoints: Form fitting, all encompassing, fighting in Powered Armor is more akin to riding in a tank than marching across the field of battle, and that is an advantage few are disinclined to use. Powered Armor has a number of Hardpoints which may be filled at the owner's discretion. To reload the weapons occupying these hardpoints, the weapon must be removed (requiring an exclusive action), reloaded (requiring an exclusive action) and replaced (requiring an exclusive action). Powered Armor Hardpoints are as follows: 2 Hardpoints, Least; 2

Hardpoints, Lesser. Firing a Hardpoint is a Standard Action.

Upgrade Ports: Powered Armor houses one port into which upgrades may be placed.

Enhancement: Specially designed to assist the wearer in every basic capability, most notably the basics of physical combat, Powered Armor grants its wearer a +2 Enhancement to Strength and Constitution, as well as a +1 to Agility for the purposes of ranged attacks.

Fusion Cells: The Fusion Cells which compose the Powered Armor's energy reserves contain 15 charges of energy, and the suit requires 5 charges for a single hour of operation.

### **Minerva System**

Price: \$300,000

Weight: 50lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 6(Electronics, Advanced Armor, Mithril), Knowledge 3(Physics)

Composites: 30,000 and 3 components of Mithril

Time: 100 hours

Credentials: Macro Design 3

#### **Special:**

DR: 14

Toughness: 5

Structure: 300

Assistant Array: Similarly to the Ares System, the Minerva System is intended for use by military regiments, as opposed to the "one-man army" philosophy that stands as the back bone of powered armor systems. The staple combat gear for special and covert operations soldiers in both the modern military and Deepdive, the Minerva System offers unparalleled freedom of movement, along with the same protective and enhancing properties of its predecessor. The Minerva's advanced equipment affords its wearer with the following Enhancements: +1 Strength, +2 Agility, +1 Constitution, +3 On ranged attacks, +2 on melee attacks, +3 Defense and a +4 on Athletics (Stealth Foci) rolls. In addition, Minerva System, like the Ares System before it, affords its wearers continuous communication with, and the ability to track the exact location of, other friendly Ares and Minerva clad soldiers within a 100 mile radius, and the suit constantly monitors the occupant's life signs, automatically sending out a call for medical assistance if the operator falls unconscious. Lastly, the Minerva System automatically stems Hemorrhaging at a rate of 3/turn.

Stealth: Outfitted with a unique system of optical fibers and unique alloys developed by Ord Manufacturing and put to use by Craike Enterprises, the Minerva System is capable of rendering its occupant all but undetectable to the naked eye. By expending a charge from the unit's power cells, the Minerva System may grant its wearer Invisibility for up to 30 minutes. Although hostile actions, a successful attack directed against the wearer or any damage dealt will suspend this effect for 1d6 rounds, the Invisibility will return thereafter without need to expend another charge. Time spent under the effects of the Minerva's "Stealth"

ability need not be contiguous, but always round up when considering partial minutes of activity.

Upgrade Ports: Powered Armor houses one port into which upgrades may be placed.

Fusion Cells: The Fusion Cells which compose the Powered Armor's energy reserves contain 5 charges of energy.

### **Proto Armor**

Price: \$9,000,000

Weight: 200lbs

Skill: none

Dependencies: Technological Adaptation

#### **Crafting:**

Score(focus): Craft 7(Electronics, Quicksilver, Quicksteel, Advanced Armor), Knowledge 5(Physics, Theoretical Physics)

Composites: 900,000 and 10 components of Quicksilver and 14 components of Quicksteel

Time: 200 hours

Credentials: Macro Design 4

#### **Special:**

DR: 18

Toughness: 5

Structure: 4,000

Hardpoints: A step above the more common "Powered Armor" in very way, Proto Armor utilizes advanced electro-organic receptors and more efficient energy distribution, making it an all around superior weapons platform. Proto Armor has a number of Hardpoints which may be filled at the owner's discretion. To reload the weapons occupying these hardpoints, the weapon must be removed (requiring an exclusive action), reloaded (requiring an exclusive action) and replaced (requiring an exclusive action). However, a single charge from the unit's Fusion Cells may also be used to reload 10 charges into the armor's Fusion Weapons, divided up at the player's discretion. Powered Armor Hardpoints are as follows: 2 Hardpoints, Least; 2 Hardpoints, Lesser; 1 Hardpoint, Average. Firing a Hardpoint is a Standard Action. Firing a Hardpoint requires a Primary Action.

Upgrade Ports: Proto Armor houses three ports into which upgrades may be outfitted as the owner sees fit.

Enhancement: Specially designed to assist the wearer in every basic capability, most notably those of physical combat, Proto Armor grants its wearer a +2 Enhancement to Strength and Constitution, as well as a +1 to Agility for the purposes of ranged attacks.

Fusion Cells: The Fusion Cells which compose the Proto Armor's energy reserves contain 30 charges of energy, and the suit requires 5 charges for a single hour of operation.

### **Efficacy Armor**

Price: \$12,000,000

Weight: 200lbs

Skill: none

Dependencies: Technological Adaptation

#### **Crafting:**

Score(focus): Craft 10(Electronics, Advanced Weapons, Advanced Armor, Oriculum, Quicksilver, Quicksteel), Knowledge 8(Physics, Theoretical Physics)



Composites: 1,000,000 and 40 components of Quicksilver and 40 components of Quicksteel and 10 components of Oriculum  
Time: 350 hours  
Credentials: Macro Design 5

**Special:**

DR: 24

Toughness: 15

Structure: 6,000

Hardpoints: The pinnacle of modern armor technology, Efficacy Armor employs the most advanced interface and weapons technology in existence to create a combat ready set of hardware of unparalleled capability and responsiveness in even the most outlandish conditions imaginable. Efficacy Armor has a number of Hardpoints which may be filled at the owner's discretion. Unlike Power Armor, Efficacy Armor possesses the ability to store up to 4000 rounds of assorted ammunition and 10 rockets, in addition to the fully loaded weapons, and may reload any 1 weapon as a free action each turn. A single charge from the unit's Fusion Cells may also be used to reload 30 charges into the armor's Fusion Weapons, divided up at the player's discretion. Efficacy Armor Hardpoints are as follows: 2 Lesser Hardpoints; 2 Average Hardpoints; 1 Greater Hardpoint. Efficacy Armor allows 2 Hardpoints to be fired

as a standard action. Note that when firing multiple Hardpoints, all Hardpoints must affect a single target.

Upgrade Ports: Efficacy Armor houses six ports into which upgrades may be placed.

Bio-Field: In addition to all the physical protections offered by the Efficacy Armor's impact plating, the suit itself employs a unique energy field to harden the tissues which compose the body of its operator, while maintaining the user's vitals. The effect, is to increase the operator's Toughness to 10 without the painful after-effects of addiction and withdrawals associated with the Adaman Serum. Unfortunately for those empowered already endowed with such resilience, the Bio-Field is incapable of raising Toughness any higher, but will increase the value of any operator with 0 to 9 Toughness, up to a full 10.

Enhancement: Specially designed to assist the wearer in every basic capability, most notably the basics of physical combat, Efficacy Armor grants its wearer a +3 Enhancement to Strength and Constitution, as well as a +2 to Agility for the purposes of ranged attacks.

Fusion Cells: The Fusion Cells which compose the Efficacy Armor's energy reserves contain 60 charges of energy, and the suit requires 5 charges for a single hour of operation.

## ADVANCED ITEMS: DRONES

**MV-9 Raptor**

Price: \$400,000

Weight: 40 lbs

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 4 (Electronics, Advanced Devices, Robotics), Knowledge 4 (Avionics)

Composites: 40,000

Time: 72 hours

Credentials: Macro Design 2

**Special:**

Reconnaissance Drone: Originally designed to function as a medium range, stealthy reconnaissance device, the MV-9 "Raptor" is equipped with a wide array of sensory equipment designed to pick up and record every range of the electro-magnetic spectrum. This remarkable outfitting enables the Drone to detect even objects and creatures affected by the Invisible status and relay all that it perceives to a hand-held monitoring and control station up to 450 miles away.

Upgradeable: The MV-9 "Raptor" possesses 2 upgrade ports that may be outfitted as the owner sees fit.

Hardpoints: The MV-9 possesses a single Least Hardpoint that may be equipped as the owner sees fit.

Statistics: Strength -2, Agility 4, Constitution 0, Intellect 0, Wits 2, Resolve 0

Defense: 15

Toughness: 6

Structure: 35

Speed:

Cruise: 81 mph or 355feet/turn

Maximum: 103 mph or 450 feet/turn

Do-Not-Exceed(DNE): 135 mph or 594 feet/turn

Stall Chance: Every turn the X429 surpasses its DNE speed, it has a 20% chance to Stall.

Hover Drone: Equipped with with some of the most advanced propulsion equipment on the plane, the MV-9 "Raptor's" palm sized, spherical form is capable of flying as though it possessed the Merit: Advanced Flight 3.

**CGC-6 "Patriarch" and "Matriarch"**

Price: \$1,000,000

Weight: 2.3 tons

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 5 (Electronics, Advanced Devices, Robotics, Mithril), Knowledge 4 (Energy Distribution)

Composites: 100,000 and 10 components Mithril

Time: 72 hours

Credentials: Macro Design 4

**Special:**

Service Drone: Designed to act as an aid for the disabled, the infirm or those simply burdened by more money than most people will ever see, the basic programming for a CGC-6 series includes the following skills: Alertness 6, Craft 2 (Household Maintenance, Household Electronics) and Knowledge 1 (Emergency Medical).

Independent Operation: Enhanced behavioral processes capable of mimicking horror, pain, fear and even love

combine with a realistic poly-flesh coating and well proportioned, realistic anatomy to create the illusion of humanity in the CGC-6 series of drones. All this, in addition to advanced regulatory programming and the relative obscurity of this model of drone allow it to blend almost seamlessly into the masses.

Upgradeable: The CGC-6 possesses 4 upgrade ports that may be outfitted as the owner sees fit.

Hardpoints: The Patriarch possesses two Least Hardpoint that may be equipped as the owner sees fit, and my wield small arms as a human might.

## ADVANCED ITEMS: VEHICLES

### **N1B2 "Washington" Main Battle Tank**

Price: \$4,300,000

Weight: 61.4 tons

Skill: Athletics

Dependencies: Technological Adaption

#### **Crafting:**

Score(focus): Craft 12(Advanced Weapons, Advanced Vehicles, Plastics, Electronics, Alloys, Computers, Vehicles)

Composites: 430,000

Time: 500 hours

Credentials: Grand Design 1

#### **Special:**

Crew: 3 (commander, gunner, driver)

Size: +4

Toughness: 40

Structure: 800

Resistances: Strength 24, Agility -1, Constitution 24

Defense: 2

Speed:

Road: 42 mph

Off-Road: 30 mph

Acceleration: When beginning from a dead stop, the N1B2 accelerates at the following rates: 0 mph(0 feet/turn) to 5 mph(20 feet/turn) to 15 mph(70 feet/turn) to 30 mph(130 feet/turn) to 42 mph(185 feet/trn). The N1B2 may also decelerate to a dead stop in a single round, sliding 15 feet from its previous location.

Hardpoints: The N1B2 "Washington" Main Battle Tank comes equipped with 1 Greater Hardpoint and 1 Supreme Hardpoints Firing a Hardpoint requires a Standard Action, and firing the Greater Hardpoint requires the gunner to be exposed.

### **AB46 "Arapajo" Attack Helicopter**

Price: \$4,300,000

Weight: 2.3 tons

Skill: Athletics

Dependencies: Technological Adaption

#### **Crafting:**

Score(focus): Craft 14(Advanced Weapons, Advanced Vehicles, Plastics, Electronics, Alloys, Computers, Propulsion, Rotary Wing Aircraft), Knowledge 9(Avionics)

Composites: 430,000

Time: 500 hours

Credentials: Grand Design 2

Statistics: Strength 4, Agility 0, Constitution 3, Intellect 4, Wits 2, Resolve 0

Defense: 15

Toughness: 6

Structure: 100

Speed: 30

#### **Special:**

Crew: 2 (gunner, pilot)

Size: +3

Toughness: 40

Structure: 200

Resistance: Strength 18, Agility 4, Constitution 12

Defense: 3

Speed:

Cruise: 165 mph or 630feet/turn

Maximum: 182mph or 800 feet/turn

Do-Not-Exceed(DNE): 227mph or 1000 feet/turn

Stall Chance: Evey turn the AB46 surpasses its DNE speed, it has a 20% chance to Stall.

Hardpoints: The AB46 comes equipped with 2 Greater Hardpoints, 2 Greatest Hardpoints and an c320 Legion Chaincannon . Firing a Hardpoint requires a Standard Action.

### **Jovian Station**

Price: \$15,500,000

Weight: 400+ tons

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 15(Advanced Weapons, Advanced Vehicles, Plastics, Electronics, Alloys, Computers), Knowledge 9

Composites: 1,550,000

Time: 1,000 hours

Credentials: Grand Design 3

#### **Special:**

Crew: 1-6 (Engineer, Guest Compliment)

Size: +6

Toughness: 20

Structure: 800

Saves: Strength 20, Agility -10, Constitution 20

Orbital-Construction: A device of truly gargantuan proportions, the Jove Station can only be constructed while actually in orbit around planet or planetoid. Once built, the Jove Station enters a geo-synchrinous orbit over a single continent size area and can only be moved with a successful Intellect + Knowledge (Computers) roll, difficulty 17. Such movement requires 10 minutes for the Jove Station to reach its destination, and another 5 minutes before it can fire again.

**Broad-Coverage:** With pin-point accuracy, the Jove Station can unleash a devastating barrage of firepower on any exposed target within the continent it is stationed over.

**Jovian Cannon:** The original purpose of the Jove Station was as a powerful anti-missile defense system, and although it now finds more common employment as an orbital laboratory and training facility, the station itself still possesses the capacity to annihilate the field of battle, safely from the heavens. Once every four turns, the station may fire its colossal Jovian Cannon, dealing 20d6 Typeless Damage (Agility Resist, difficulty 25 avoid) to every object or creature inside a 30-foot diameter column.

### **X-429 Orbital Fighter**

Price: \$30,500,000

Weight: 2.7 tons

Skill: Athletics

Dependencies: Technological Adaptation

#### **Crafting:**

Score(focus): Craft 18(Advanced Weapons, Advanced Vehicles, Propulsion, Fixed Wing Aircraft, Plastics, Electronics, Alloys, Computers, Theoretical Design, Oriculum, Mithril, Quickilver, Quicksteel, Adamantine, Neutronium), Knowledge 13(Rocketry, Theoretical Physics, Avionics)

Composites: 350,000 and 3,000 components of Neutronium and 2,000 components of Adamantine and 2,000 components of Mithril and 1600 components of Quicksilver and 1400 components of Quicksteel and 1000 components of Oriculum.

Time: 672 hours

Credentials: Grand Design 4

#### **Special:**

Crew: 2 (Pilot, Gunner)

Size: +3

Toughness: 40

Structure: 600

Resistance: Strength 18, Agility 23, Constitution 12

Defense: 12

**Hardpoints:** The X-429 Orbital Fighter comes equipped with 4 Greater Hardpoints, 2 Greatest Hardpoints, and a pair (2) or C320 Legion Chaincannons. Firing a Hardpoint requires a Standard Action, but both C320s may be discharged at the same time.

**Super-Polymer Plating:** Both the X-429 Orbital Fighter and its crew of two are defended by the most advanced, and expensive, armor plating in the world. The Orbital Fighter has a Toughness of 25 and a Structure score of 800. Targeting the cockpit (+4 Defense) may allow an opponent to ignore this Toughness, but not the Structure. Note that, as with all damage reductions, Superior Damage types ignore this defense, and strike directly at one of the crew,

or the Orbital Fighter itself. In addition, while Holy damage can harm the Orbital Fighter, Mystic cannot, as it has no soul to dissolve.

**Defensive Protocols:** Built with a state of the art computer and hyper advanced flight path justification programs, in the hands of a capable pilot, the X-429 Orbital Fighter is an almost impossible target to hit. The defense value of the X-429 Orbital Fighter is equal to 6 plus the pilot's Wits plus the pilot's Athletics (the additive value of which may not exceed his Wits score). In addition, the Orbital Fighter's resistances are determined as follows: Strength 18, Agility 8 plus the pilot's Wits, and Constitution 24 - as normal, all Intellect, Wits and Resolve resistances are made by the pilot, although the Orbital Fighter grants a +2 bonus to Intellect and Wits resistances as its computer attempts to compensate for any error in the pilot's judgement.

**Warp Field Generator:** Utilizing some of the most advanced theory physics has to offer, the Orbital Fighter is capable of making broad leaps from one cosmic body to the next in the span of just moments. Unfortunately, this process consumes a nearly unfathomable amount of energy, reducing the Orbital Fighter's energy reserves by 30 for a leap capable of carrying it from Earth to a Martian orbit in less than four seconds. Note that the Orbital Fighter cannot use its Warp Field Generator inside the atmosphere of a planet.

**Fuel Reserves:** The X-429 Orbital Fighter makes use of a dual fuel system. First, is traditional jet fuel that gives the X-429 a maximum operational range of 6,225 miles without refueling, although mid-air refueling is a possibility. Secondly, the Orbital Fighter employs a solar energy matrix that charges at a rate of 1 charge every 30 minutes in an atmosphere, or 1 charge every 10 minutes in space, with a maximum of 30 charges. These charges may be expended as a quick action to recharge any of the X-429's weapons that utilize Energy charges at a rate of 1:60, divided as the craft's gunner sees fit, in addition to the vessel's Warp Field Generator.

**Fixed Wing:** As a fixed wing aircraft, the Orbital Fighter will Stall if not moving at least is Cruise speed(see below) while operating inside an atmosphere. When operating in space, however, the Orbital Fighter may move as slowly as its pilot desires. Recovering from a Stall requires a Wits+Athletics roll, difficulty 15 and an immediate return to operational speed. If this roll fails, the vehicle crashes.

**Speed:**

Cruise: 165mph or 630feet/turn

Maximum: Mach 1 or 761mph or 1,020 feet/turn

Do-Not-Exceed(DNE): Mach 4 or 3,044mph or 4,080 feet/turn

Stall Chance: Every turn the X429 surpasses its DNE speed, it has a 20% chance to Stall.

## **ADVANCED ITEMS: DEVICES**

### **Weapons Platform**

Price: \$200 (Least), \$2,000 (Lesser), \$4,000 (Average), \$6,000 (Greater), \$8,000 (Greatest), \$10,000 (Supreme)

Weight: 5lbs (Least), 10lbs (Lesser), 20lbs (Average), 60lbs (Greater), 180lbs (Greatest), 460lbs (Supreme)

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 4(Advanced Weapons)

Composites: 10 (Least), 30 (Lesser), 50 (Average), 70 (Greater), 90 (Greatest), 110 (Supreme)

Time: 6 hours

Credentials: Advanced Design and Creation 1

**Special:**

Spontaneous Hardpoint: Wielding the larger weapons is typically impossible for the average human being. They weapons themselves are simply too heavy and offer far too much resistance when fired to be discharged in the hands of even the broadest soldier. To compensate for this, Weapons Platforms were devised to allow anyone as small as an 80 lb girl to saturate the field of battle with a C-320 Legion Chaincannon or use a Nike Cannon to rain death down on an enemy encampment. Positioning a Weapons Platform requires three minutes, and once placed it cannot be moved, but does allow any weapons mounted to it to be fired normally. A Weapons Platform may also be mounted on a vehicle, such as a car or truck, capable of carrying both the weight of the Platform, and the weapon, and then moved as the vehicle moves. Changing or equipping the weapon mounted to a Platform requires 30 seconds, or 10 rounds, for each category up to Average, 10 minutes for Greater, 30 minutes for Greatest and 90 minutes for Supreme.

## UPGRADES

### Power Cells(PCs)

Price: \$500(Weapon), \$1,000(Armor)

Weight: 15lbs

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 4(Electronics)

Composites: 50(Weapon), 100(Armor)

Time: 6 hours

Credentials: Advanced Design and Creation 1

**Special:**

Upgrade, Weapon: Power Cells may be added to any upgradeable weapon that requires Fusion Charges, and increase the weapon's maximum charges by +10. Power Cells use up 1 upgrade port.

Upgrade, Armor: Power Cells may be added to any upgradeable armor, and increase that armor's maximum charges by +5. Power Cells use up 1 upgrade port.

### Quick Modulator(Q-Mod)

Price: \$10,000

Weight: < 1 lbs

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 6(Electronics, Quicksilver, Quicksteel), Knowledge 1(Energy Distribution)

Composites: 1,000 and 5 components of Quicksilver and 5 components of Quicksteel

Time: 12 hours

Credentials: Advanced Design and Creation 1

**Special:**

Upgrade, Universal: The electric impulses which govern the state of Quick metals need to be carefully measured and deployed in order to generate the desired response. A Q-Mod allows for these carefully discerned electric pulses to be emitted safely and efficiently.

### Neutronium Reinforcement (N307 Plates)

Price: \$4,000

Weight: 3lbs

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 4(Neutronium)

Composites: 30 and 1 lb Neutronium

Time: 6 hours

Credentials: Advanced Design and Creation 2

**Special:**

Upgrade, Weapon, Armor, Vehicle, Drone: Power Cells may be added to any upgradeable Weapon, Armor, Vehicle or drone, and use up 1 Upgrade Port.

Neutronium Armor Plating: By adding thick plates of the mysterious alloy discovered by Ord Manufacturing, known as Neutronium, to existing devices, their ability to function and endure improves dramatically. Any device equipped with N307 Plates has its Toughness increased by 1 and its maximum Structure increased by 4+5\*Size. In addition, armors equipped with N307 Plates also receive a +2 bonus to the DR they afford.

### Targetting System(TgtS)

Price: \$600(Weapon), \$1,500(Armor/Vehicle)

Weight: 4lbs

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 4(Electronics)

Composites: 60(Weapon), 150(Armor)

Time: 6 hours

Credentials: Advanced Design and Creation 1

**Special:**

Upgrade, Weapon: A Targetting System may be added to any upgradeable weapon, and increases all attack rolls made with the weapon by +1. A Targetting System uses up 1 upgrade port, and multiple Targetting Systems may be applied to a single weapon.

### Retrofit(Rt-F)

Price: \$4,000

Weight: Twice the original

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 6 (Advanced Armor)

Composites: 400

Time: 72 hours

Credentials: Advanced Design and Creation 2

**Special:**

Upgrade, Armor: A Retrofit may be added to any upgradeable armor. A Retrofit uses up 1 upgrade port.

Upgrade, Vehicle: A Retrofit may be added to any upgradeable vehicle. A Retrofit uses up 1 upgrade port.

Double the Power, Double the Fun: With some heavy remodeling, even a powerful weapon can be made still more dangerous. Equipping a Retrofit to an existing armor or vehicle Hardpoint increases the size of a single hardpoint by one category - eg. Least becomes Lesser, Great becomes Greatest and Greatest becomes Supreme. This effect cannot take a Hardpoint above Supreme.

### **Life Support System(LSS)**

Price: \$600

Weight: 100 lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 4 (Advanced Armor)

Composites: 60

Time: 48 hours

Credentials: Advanced Design and Creation 4

#### **Special:**

Upgrade, Armor: A Life Support System may be added to any upgradeable armor. A Life Support System uses up 1 upgrade port.

Upgrade, Vehicle: A Life Support System may be added to any upgradeable vehicle. A Life Support System uses up 1 upgrade port.

Insulation: A Life Support System endows the armor or vehicle which it is ported to with a pressurized oxygen atmosphere that allows it to function easily in vacuumous and sub-marinal environments. Perhaps more importantly, a Life Support System is designed to shield its wearer from cosmic radiation, granting a Damage Immunity for Rotting Damage.

### **Propulsion System(Prop-Sys)**

Price: \$6,000

Weight: 50lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 6 (Advanced Armor, Quicksteel), Knowledge 3(Physics, Rocketry)

Composites: 600 and 30 components of Quicksteel

Time: 60 hours

Credentials: Macro Design 2

#### **Special:**

Upgrade, Armor: A Propulsion System may be added to any upgradeable armor. A Propulsion System uses up 1 upgrade port.

Flight: Readily integrated into any existing power armor design, Propulsion Systems have been employed by the most daring armor pilots the world over. Reliable and simple, the system feeds on the armor's fuel cells to power short bursts of flight at remarkable speeds. Expend 1 charge from your armor's power reserves and gain a Flight Speed of 40ft for 30 minutes that functions as though the operator possessed the Merit: Advanced Flight 3.

### **Anti-Gravity Module (AGM)**

Price: \$2,000

Weight: n/a

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 6(Adamantine, Mithril), Knowledge 3(Theoretical Physics)

Composites: 200 and 20 components of Mithril and 10 components of Adamantine

Time: 20 hours

Credentials: Macro Design 4

#### **Special:**

Upgrade, Weapon: An Anti-Gravity Module may be added to any upgradeable armor. An Anti-Gravity Module uses up 1 upgrade port.

Free Weight: Salvaged from a wrecked alien craft, quickly adapted for human technology, and now commonly found attached to weapons on board powered armors - notably heavy weapons that would otherwise be impossible to carry - an Anti-Gravity Module reduces the weight of any weapon it upgrades by 500 lbs. Multiple AGMs may be used to upgrade a single weapon, and their effects do stack, but AGMs cannot be used to take an item's weight below 0.

### **Elemental Shielding (E-Shields)**

Price: \$100,000

Weight: n/a

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 6(Adamantine, Mithril), Knowledge 3(Theoretical Physics)

Composites: 10,000 components and 40 components of Adamantine

Time: 48 hours

Credentials: Macro Design 4

#### **Special:**

Upgrade, Armor: E-Shields may be used to upgrade any upgradeable Armor, and consume 1 Upgrade Port.

Upgrade, Drone: E-Shields may be used to upgrade any upgradeable Drone, and consume 1 Upgrade Port.

Upgrade, Vehicle: E-Shields may be used to upgrade any upgradeable Vehicle, and consume 1 Upgrade Port.

Energy Shielding: Using a fluxuating energy field to disperse various elemental assaults, E-Shields grant Damage Resistance (25%) vs. all Energy Damage types.

### **Electro-Magnetic Interference(EMI) System**

Price: \$12,000

Weight: < 1 lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 10 (Electronics, Advanced Technology, Mithril), Knowledge 4(Theoretical Physics)

Composites: 1,200 and 10 components of Mithril

Time: 60 hours

Credentials: Intricate Design 5

#### **Special:**

Upgrade, Weapon: An Electro-Magnetic Interference System may be added to any upgradeable armor. An EMI uses up 1 upgrade port.

Dimensional Resistance: Utilizing dimensional physics based on barely plausible theories, the EMI system manages the unthinkable - rendering an entire field of meta-specials totally ineffective. Any weapon outfitted

with an EMI is rendered immune to the effect of Blink, as is any charges it fires.

### **Energy Capacitor (ECap)**

Price: \$4,000

Weight: 3lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 4(Mithril), Knowledge 6 (Energy Distribution, Physics, Theoretical Physics)

Composites: 30 and 13 components of Mithril

Time: 6 hours

Credentials: Advanced Design and Creation 2

#### **Special:**

Upgrade, Weapon: An Energy capacitor be added to any upgradeable Weapon and use up 1 Upgrade Port.

Energy-Fusion Conversion: Through a complex, and fully automated, process of conversion, an ECap allows a weapon which makes use of Energy or Fusion charges to be powered by either Energy or Fusion, rather than only one or the other.

### **Loading Bay**

Price: \$4,000

Weight: 40 lbs (unloaded)

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 4 (Electronics, Advanced Armor)

Composites: 400

Time: 72 hours

Credentials: Macro Design 3

#### **Special:**

Upgrade, Armor: A Loading Bay may be added to any upgradeable armor. A Loading Bay uses up 1 upgrade port.

Upgrade, Vehicle: A Loading Bay may be added to any upgradeable vehicles. A Loading Bay uses 1 upgrade port.

Self-Loading: A Loading Bay stores up to 1000 rounds of assorted ammunition and 5 rockets (in addition to the fully loaded weapons and the armor or vehicles normal payload) and may reload any 1 weapon (in addition to the armor/vehicle's normal reload rate) as a free action each turn **or** a single charge from the unit's Fusion Cells may also be used to reload 10 charges into the armor's Fusion Weapons (in addition to the armor/vehicle's normal Fusion reload rate), divided up at the player's discretion. Armors and Vehicle may be equipped with multiple Loading Bays, and their effects stack.

### **Assisted Firing Mechanism (AFM)**

Price: \$14,000

Weight: < lbs (unloaded)

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 4 (Electronics, Advanced Armor)

Composites: 1,400

Time: 24 hours

Credentials: Macro Design 4

#### **Special:**

Upgrade, Armor/Vehicle: A Loading Bay may be added to any upgradeable armor or vehicle. A Loading Bay uses up 1 upgrade port.

Automatic Acquisition: Through an integrated system of protocols and sensors, an AFM makes it possible to unleash even more firepower than ever before. When expending a Primary Action to fire a hardpoint or hardpoints mounted on a vehicle or armor, you may fire 1 additional hardpoint at the same target. The effects of multiple AFMs do not stack.

### **Open-Target Acquisition Module (OTA-Mod)**

Price: \$20,000

Weight: < 1 lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 4 (Electronics, Advanced Armor)

Composites: 2,000

Time: 62 hours

Credentials: Macro Design 5

#### **Special:**

Upgrade, Weapon: An OTA-Mod may be added to any upgradeable weapon. A Loading Bay uses up 1 upgrade port.

Free Fire: Multiplying the capabilities of a weapon's targetting computer exponentially, an Open-Target Acquisition Module allows the operator to select a target other than the primary when discharging more than one Hardpoint with a Primary Action.

### **Bent Light Shield Array (BLShields)**

Price: \$20,000

Weight: 40 lbs

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Craft 6 (Electronics, Advanced Armor, Mithril), Knowledge 3 (Theoretical Physics)

Composites: 2,000 and 20 components of Mithril

Time: 24 hours

Credentials: Macro Design 2

#### **Special:**

Upgrade, Armor, Vehicles, Drones: BLShields may be added to any upgradeable Armors, Vehicles or Drones, and use up 1 Upgrade Port.

Defensive Adjustment: While all-encompassing shields are considered the staple of modern, advanced personal defense, the brilliant minds at Craike Enterprises' Deepdive have designed the Bent Light Shield Array to compliment the more energy intensive T-Shields. Instead of producing a single, arched barrier of energy, BLShields create a number smaller shields with adjustable positioning which allows them to reorganize themselves to block incoming attacks. When an attack is declared against the operator of BLShields, he may choose to readjust the positions of his shields to compensate and shed the blow. If this choice is made (a free action), then the operator receives a bonus to Defense equal to the number of shields currently in orbit around him. The first BLShield array affords 3 shields, while any additional BLShields increase this number by 4, and do consume additional Upgrade Ports, but are not

considered individual Upgrades, apart from the original array. Each time BLShields are employed to avoid an incoming attack, and that attack misses, a single shield is destroyed. Note that, due to the intense energy requirements, no more than 11 shields may be supported by an array, making all additional BLShields after the third obsolete.

Tesla-Generation: Using the electricity in the air to power itself, BLShields may be powered down to restore their shields. The Array may be powered down as a Quick Action, and while powered down, the unit restores 1 shield every turn. Arming the Shield requires a Quick Action, but as the shields flicker back into life over time, the Defensive Adjustment ability cannot be used until 1 round after the unit is armed.

**Tesla-Shields (T-Shields)**

Price: \$100,000

Weight: 60 lbs

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Craft 6 (Electronics, Advanced Armor, Quicksilver), Knowledge 3 (Theoretical Physics)

Composites: 10,000 and 20 components of Quicksilver

Time: 76 hours

Credentials: Macro Design 5

**Special:**

Upgrade, Armor, Vehicles, Drones: T-Shields may be added to any upgradeable Armors, Vehicles or Drones, and use up 1 Upgrade Port.

Electric Barrier: Making use of revolutionary methods for the bending of light and energy across three dimensions,

Ord Manufacturing beat Craike Enterprises to the first reliable personal shielding units, capable of shedding even the most devastating blows while leaving the operator unharmed and able to continue the fight. When activated, T-Shields surround the operator in an invisible, all encompassing dome of energy that crackles wildly when struck. The barrier lasts for twenty minutes, or until it has absorbed 100 total points of Physical and Energy damage, and while active, it grants the operator a Retributive Strike (5) in Electrical Damage. Note that any effect which deals more damage than the barrier can absorb continues through to the operator, dealing the rest of its damage as normal. In addition, any effect which does not require either an attack roll on the part of the attacker, or a Strength or Agility resistance roll on the part of the defender is not absorbed by the T-Shield, as it does not need to as through the barrier. Lastly, because the fluxuating energy which composes a T-Shield must be carefully modulated and maintained, no more than a single T-Shield may be equipped at one time, lest the fields they compose interact poorly with one another, leading to an over-all system failure - and the operator's all but inevitable electrocution.

Tesla-Generation: Using the electricity in the air to power themselves, T-Shields may be powered down to restore their protective reserves. The unit may be powered down as a Quick Action, and while powered down, the unit restores 10 points of damage absorption every turn. Arming the T-Shields requires a Quick Action, but as the energy flicker back into life over time, the Electric Barrier ability cannot be used until 1 round after the unit is armed.

## ADVANCED ITEMS: IMPLANTS

Weight: < 1 oz

Skill: Knowledge (Medicine)

**Crafting:**

Score(focus): Craft 4 (Finite Electronics, Medical, Nano Technology), Knowledge 7 (Chemistry, Medicine)

Composites:

Chemicals:

Time:

Credentials: Chemical Manipulation 3, Intricate Design 2

**Special:**

Implant: An Implant is a technological device planted beneath the skin or into muscle and bone through surgical means. The Skill requirements of an Implant must be met in order to place the device in yourself, or another, but are not required for the Implant to function normally.

Lifespan: Once grafted, the vast majority of Implants begin to affect the host instantaneously, but will only function for a limited amount of time before they go dead and must be replaced.

Side Effects: A number of Implants make use of chemicals not native to the bodies of organic life forms. Because of this, a few Implants impose drawbacks on their users which can, in some cases, counterbalance the beneficial effects entirely.

**Inhibitor Array**

Price: \$8,000

Weight: < 1 oz

Skill: Knowledge 5 (Medicine)

**Crafting:**

Score(focus): Craft 4 (Finite Electronics, Medical, Nano Technology, Adamantine), Knowledge 7 (Chemistry, Metaspecials, Medicine)

Composites: 400 an 3 components of Adamantine

Chemicals: 400

Time: 94 hours

Credentials: Chemical Manipulation 3, Intricate Design 2

**Special:**

Implant: An Implant is a technological device planted beneath the skin or into muscle and bone through surgical means. The Skill requirements of an Implant must be met in order to place the device in yourself, or another, but are not required for the Implant to function normally.

Lifespan: Due to the intense energy requirements necessary to bind the abilities of the empowered, a single Inhibitor Array lasts only for two-weeks before it must be replaced.

Binding: Through a complex network of chemicals, electromagnetics, nano-technology and all other manner of scientific goodies, the Inhibitor Array succeeds in reducing the effective Power rating of a single Metaspecial by 1. The effects of multiple Inhibitor Arrays do stack, and may reduce an effective Power rating below 0.

## ADVANCED ITEMS: CHEMICALS

**Dose**

Price: \$1,200(+1), \$2,000(+2)

Weight: < 1lb

Complex Integration: Because of the multi-faceted nature of the Inhibitor Array, the device itself is composed of over 40 different implants all working in conjunction with one another. This means that the Inhibitor Array may be adapted to function normally without a component over which an empowered may exhibit control or immunity. Unfortunately, the Inhibitor Array also requires at least an eight hour, highly invasive, surgical procedure to implement and remove.

**Regenerative Elixer**

Price: \$6,000

Weight: < 1 oz

Skill: Knowledge 3(Medicine)

**Crafting:**

Score(focus): Craft 4 (Finite Electronics, Medical, Nano Technology), Knowledge 7 (Chemistry, Physiology, Medicine)

Composites: 200

Chemicals: 400

Time: 72 hours

Credentials: Chemical Manipulation 3 (+1), 4 (+2), 5 (+3), Intricate Design 2 (+1), 3(+2), 4(+3)

**Special:**

Implant: An Implant is a technological device planted beneath the skin or into muscle and bone through surgical means. The Skill requirements of an Implant must be met in order to place the device in yourself, or another, but are not required for the Implant to function normally.

Lifespan: Using the host body's own electrical currents and nutrients to fabricate the unusual chemicals responsible for the Regenerative Elixer's curious properties, the Implant itself can last for as long as six months before it must be replaced.

Side Effects: A creature functioning under the effects of the Regenerative Elixer must consume unimaginable amounts of nutriment in order to sustain the constant flow of Elixer in its blood, and must eat double the normal amount or suffer the Depreavation Status.

Regeneration: Secreting a miraculous substance into the bloodstream of its host, the Regenerative Elixer Implant grants its host recuperative faculties unparalleled outside of the empowered. Any host to the Regenerative Elixer gains Regeneration of a value equal to the Regeneration Elixer's + value. The effects of Regeneration Elixer do not stack with those of the Augmentation: Regeneration metaspecial, or any other method of attaining the Regeneration Status.

Skill: none

Dependencies: none

**Crafting:**



Score(focus): Knowledge 8(+1), 9(+2)(Chemistry, Medicine)

Chemicals: 120(+1), 200(+2)

Time: 3 hours

Credentials: Chemical Design 4(+1), 5(+2)

**Special:**

Charges: 3

**Power Boost:** A heat in the blood and a rush of god like strength, there's no greater rush for the meta-powered than those first, sweet moments after the needle leaves skin, and Dose courses through their veins. When injected with Dose, a meta-being may raise the Power rating of any meta-powers it possesses by a total amount equal to the + value of the dose. *For example, a Sorcerer with Manipulate(Heat) 2 and Damage(Typeless) 5 may inject herself with Dose (+2) and raise her Manipulate Power score to 4, or her Damage to 6 and her Manipulate to 3.* Dose only affects powers that the character already possesses, and cannot be used to manifest new abilities. Multiple uses of Dose do not stack, and only the highest + value is applicable.

**Withdrawals:** Queezy tremors and cold sweats, the hours after Dose can be the most sickening of even an experienced junkie's life. For the first scene after the effects of Dose have worn off, the character takes a penalty equal to the + value of the Dose, divided among her meta-powers as she sees fit. The scene after, this penalty is reduced by 1 and by 2 the scene after that, until the penalty is 0. The effects of Withdrawl cannot take a meta-power's value below 0. If more Dose is injected to alleviate the effects of Withdrawls, there is a 25% chance that all the character's meta-powers will be reduced by 1 Power, permanently.

**Addiction:** Whenever a character makes use of Dose, there is a 25% chance she will become Addicted to this euphoric substance and the power it grants. A character suffering from Dose Addiction must receive an injection of the substance at least once every 24 hours, or suffer a cumulative -1 penalty to all her Meta-Powers until she receives another dose, at which point the penalty resets to 0. If the Addiction penalty ever reaches -7, the Addiction is cured, and the penalty decrease at a rate of 1 per day. An use of Dose during this recuperative period restores the Addiction in full.

**Super Serum**

Price: \$800(+1), \$1,200(+2), \$1,600(+3), \$2,000(+4)

Weight: < 1lb

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Knowledge 6(+1), 7(+2), 8(+3), 9(+4)(Chemistry, Medicine)

Chemicals: 80(+1), 120(+2), 160(+3), 200(+4)

Time: 3 hours

Credentials: Chemical Design 2(+1), 3(+2), 4(+3), 5(+4)

**Special:**

Charges: 3

**Super Boost:** When injected with Super Serum, a character may raise the score of its Strength, Agility and Constitution Statistucs by a total amount equal to the + value of the Serum. *For example, a soldier with Strength 2 and*

*Constitution 5 may inject herself with Serum (+3) and raise her Strength score to 5, or her Constitution to 6 and her Strength to 4, or any other combination she chooses.* Multiple uses of Super Serum do not stack, and only the highest + value is applicable.

**Withdrawals:** For the first scene after the effects of Super Serum have worn off, the character takes a penalty equal to the + value of the Serum, divided among her Strength, Agility and Constitution as she sees fit. The scene after, this penalty is reduced by 1 and by 2 the scene after that, until the penalty is 0. The effects of Withdrawl cannot take a Statistic's value below -4. If more Serum is injected to alleviate the effects of Withdrawls, there is a 25% chance that the character's Strength, Agility or Constitution will be reduced by 1, permanently.

**Addiction:** Whenever a character makes use of Super Serum, there is a 15% chance she will become Addicted. A character suffering from Serum Addiction must receive an injection of the substance at least once every 24 hours, or suffer a cumulative -1 penalty to her Strength, Agility and Constitution until she receives another dose, at which point the penalty resets to 0. If the Addiction penalty ever reaches -7, the Addiction is cured, and the penalty decrease at a rate of 1 per day. An use of Super Serum during this recuperative period restores the Addiction in full.

**Stim Pack**

Price: \$400(1d6), \$800(2d6), \$1,200(3d6), \$1,600(4d6), \$2,000(5d6)

Weight: < 1lb

Skill: none

Dependencies: none

**Crafting:**

Score(focus): Knowledge 5(1d6), 6(2d6), 7(3d6), 8(4d6), 9(5d6) (Chemistry, Medicine)

Chemicals: 40(1d6), 80(2d6), 120(3d6), 160(4d6), 200(5d6)

Time: 3 hours

Credentials: Chemical Design 1(1d6), 2(2d6), 3(3d6), 4(4d6), 5(5d6)

**Special:**

Charges: 3

**Revitalize:** Injection of a Stim Pack heals the recipient for an amount of Health equal to the Sim Pack's value. If the amount healed goes over the character's maximum Health, and the character possesses any Vitality, the left over healing restores Vitality as normal - otherwise, all excess healing is lost.

**Addiction:** Whenever a character makes use of a Stim Pack, there is a 10% chance she will become Addicted to the substance. If taken more than once in a scene, this 10% chance becomes cumulative: 20% for 2 injections, 30% for 3 injections and so on. A character suffering from Stim Pack Addiction must receive an injection of the substance at least once every 24 hours, or suffer a cumulative -1 penalty to all rolls until she receives another injection, at which point the penalty resets to 0. If the Addiction penalty ever reaches -4, the Addiction is cured, and the penalty decrease at a rate of 1 per day. An use of Stim Packs during this recuperative period restores the Addiction in full.

### **Adaman Serum**

Price: \$600 (+1) \$1,000 (+2) \$1,500 (+3) \$2,000 (+4)

Weight: <1lb

Skill: none

Dependencies: none

#### **Crafting:**

Score(focus): Knowledge 6(+1), 7(+2), 8(+3), 9(+4)  
(Chemistry, Medicine)

Chemicals: 60(+1), 100(+2), 150(+3), 200(+4)

Time: 3 hours

Credentials: Chemical Design 2(+1), 3(+2), 4(+3), 5(+4)

#### **Special:**

Charges(max): 3

Thick Skin: Using this item gives you an upgrade in your Toughness allowing you to take more damage than normal as your skin gains a secreted extra layer. It lasts for 1 hour, and you gain Toughness depending on the + on the item. +2 gives you an extra 2 toughness etc.

Withdrawals: After taking Adaman Serum for the next round all your defense goes down by the amount of the +, and goes down by one till there is none left. If you use a +2 the rounds after its over you take a -2 on defence then the next round take a -1.

Addiction: After using you have a 15% chance per + at getting addicted to the substance. If taken more than once in a scene, this 15% chance becomes cumulative: 30% for 2 injections, 45% for 3 injections and so on. A character suffering from Adaman Addiction must receive an injection of the substance at least once every 48 hours, or suffer a cumulative -1 penalty to Defense until they receive another injection, at which point the penalty resets to 0. If the addiction penalty reaches -5 the addiction is cured and the penalty is reduced by 1 per 2 days. If injected again the addiction is fully back.

## ARCANE WONDERS: ITEMS AND CONSTRUCTION

:

Arcane Wonder creation functions similar to Crafting, but rather than requiring intimate knowledge of earthly physics and engineering, a mind capable of innovation in the realm of creativity and personal expression makes for a true artisan of magical goods.

An artisan's crafting score for Arcane Wonders is based primarily upon their Performance or their Knowledge skill. To determine your score, take your Performance, Craft, or Knowledge score, choose a single mental statistic, add in one focus aligned towards magic, a second focus of your choice appropriate to the magical crafting, and then add 5 to the result.

**Effective Crafting Score: 5 + Performance + Mental Statistic + Focus (Rituals) + Focus (Any)**

or

**Effective Crafting Score: 5 + Knowledge + Mental Statistic + Focus (Magic) + Focus (Any)**

or

**Effective Crafting Score: 5 + Crafting + Mental Statistic + Focus (Exotic) + Focus (Any)**

Arcane Wonders come in four primary forms; accoutrements, golems, staves, and curio. In order to create one of these items, a minimum ECS is required, as well as specialized knowledge of how to make the item. The Origin: Magus possesses four merits that allow for the creation of these items. For example, to create a Golem, the artisan would need to possess the Merit: Arcane Craftsman (Golems).

### Sortilege (Accoutrement)

A multi-purpose energy source for all things arcane. The crafting of this fuel involves a relatively easy transmutation ritual that alters the properties of a normal liquid, turning it into a faintly luminescent, clear water. To make Sortilege, an artisan must take an Ilsi Agate and immerse it in eight ounces of any liquid, though water is by far the most

common. The artisan spends one hour performing, drawing arcane energy into the crystal, which in turn affects the liquid, much like a magnet affects iron when kept in close proximity. At the end of the ritual, the liquid has become Sortilege, possessing a number of units equal to (Effective Crafting Score)/5. An unusual property of Sortilege is that, to a certain degree, no matter how many units might remain it always takes of eight ounces of space; when two containers of Sortilege are poured into each other, it does not take up more space, but instead becomes more dense, with diminishing returns on increased mass. Likewise, when Sortilege is divided between two containers, the divided volumes of Sortilege expand to once again take up eight ounces of space. Sortilege that is somehow prevented from taking up its proper space becomes useless, and Sortilege does have a limit of 144 units in one location (this maximum value weighs approximately 15 pounds).

### Ilsi Agate (Accoutrement)

A gem whose usage allows Magi to access the full breadth of their specials. For the item itself, see Ilsi Agates below. Cutting an Ilsi Agate requires aligning the cords of arcane potential that run through the gemstone in the most efficient manner.

An artisan can "cut" a raw Ilsi Agate into a higher quality form. Uncut Agates possess 10 Vim. Each additional class of cut adds 2 Vim to the Agate. The difficulty in cutting a particular class is equal to  $10 + (\text{Class} * 5)$ . For example, an artisan with an EFC of 28 could cut a class 3 Agate, which would possess 16 Vim. The number of crafting hours required to complete a cut is equal to the Agate's new  $(\text{Class} * \text{Class})$ . An Ilsi Agate that is already cut cannot be recut until after it has been returned to a raw state. Doing so requires an arcane wonder ritual with a difficulty of 10 and requires one hour, after which the Agate becomes a raw Agate once again.

### **Staff of the Magi (Staff)**

Crafting a Staff requires a number of hours equal to the Staff's (Class\*Class). The difficulty to create a Staff is equal to 0 for a Class 1 Staff, +10 for each additional Class. A Class 4 Staff would have a difficulty of 30, for example. All crafted Staffs possess a maximum of 10 charges, though this may be increased by increasing the difficulty of the staff by 1 per charge. For example, a class 4 Staff (Difficulty 30) could be granted +5 maximum charges by increasing the difficulty of the Staff by 5 (Final Difficulty 35).

**Using Staves:** In order to use a Staff, a Magus must first be attuned to it. Attuning one to a staff requires one minute of concentration. A Magus can only be attuned to one staff at a time. Activating a staff requires a primary action, and all abilities have a range of 25 feet. You may expend up to a number of charges in any given round equal to the staff's Class (see below on what charges may be spent on). Restoring a staff's charges may be done by either: a magus can expend a quick action and any amount of Zoe to restore an equal number of charges, or two, allowing a staff to absorb Sortilege by dipping it in it, which it does so at a rate of one charge per minute. Any person may attempt to use a staff that they are not attuned to, but it requires a point of Willpower to do so, and any remaining charges in the Staff after the activation are lost, depleted by the clumsy touch of a non-Magus or hasty mage.

**Damage:** May deal  $1d6 * \text{Charge} + \text{Mental Statistic}$ . Damage is a single energy type of the user's choice.

**Healing:** Costs 1 charge. Any damage from the staff is instead converted to Healing.

**Range:** Each charge spent on range increases the distance of the effect by 250 feet.

**Area:** Each charge spent on area grants the staff a 10' radius effect.

**Supreme:** Costs 1 charge. All damage is converted is Mystic.

**Motion:** The user may levitate a single target weighing no more than  $200 * \text{Charges}$  pounds and move it 10 feet. This effect may be maintained, requiring 1 charge per round.

### **Wands (Curio)**

Using an arcane ritual that requires an hour to perform and the expenditure of a Willpower point, the artisan may craft a single item that functions in a manner similar to a metaspecial. The artisan requires a physical or liquid substance from a creature that possesses a metaspecial, which is consumed in the ritual and cannot have been separated from its host for longer than a week.

The strength of the Curio is based upon the crafting skill of the artisan. Curio begin with a base difficulty of 5, which grants 1 Power and 1 Control in a Field that the substance donor possesses, and three charges. For example, a genetic deviant that possessed Destruction: Blast could foster a Destruction: Blast Curio. Additional Power may be gained by increasing the difficulty by 10. Control may be gained by increasing the difficulty by 5. Additional charges may be gained by increasing the difficulty by 5. Benefits may be gained by increasing the difficulty by 7. All Curio are

crafted with one serious flaw of the artisan's choice, such as the Curio only affects its user, or else it might only work in moonlight. Activating a Curio requires an action. Curio may be used by any Magus. If a non magus wishes to use a Curio, they may do so by expending a Willpower point. A non Magus that uses a Curio expends all of its charges.

## **TOOLS OF THE ARCANE**

### **Ilsiel Agate**

**Price:** \$400 (10 points—Raw), \$1,300 (12 points—Novice), \$5,500 (14 points—Apprentice), \$17,000 (16 points—Journeyman), \$50,000 (18 points—Steward), \$125,700 (20 points—Master), \$440,000 (22 points—Enlightened)

**Weight:** Varies

**Skill:** none

**Dependencies:** Magus

**Crafting:**

**Score(focus):** Knowledge (Arcane 8(Least), 9(Average), 10(Greater))

**Composites:** Any shard of crystal, of Size -6 or larger.

**Time:** 72 hours

**Credentials:** Arcane Design 3(Novice's), 4(Adept's), 5(Master's)

**Special:**

**Influx:** Such power as these mysterious crystals afford is beyond the imagination of the modern magician. Offering a source of arcane energies that almost rivals mortal belief, each crystal is a priceless relic from a long gone age, a treasure guarded by ancient spells and mighty constructs. Still, as word of these peculiar minerals spreads across the globe, more and more spell casters are uncovering the process of their creation, and breathing new life into the world of magic. Commonly woven into clothing or braided into hair, worn on chains as amulets about the neck or embedded into jewelry upon the hands or wrists, Ilsiel Crystals come in every size and shape imaginable. Rumors even speak of great statues lining the halls of long dead magical orders, wrought entirely from this material, the pinnacle of arcane construction. Once brought into the possession of a Magus, an Ilsiel Crystal may be bonded to the magician's meta-powers. Each Agate holds an amount of power in reserve. This crystallized belief, known as Vim, has any number of uses, derived from the Resonance of the Agate.

**Resonance:** Each Ilsiel Agate vibrates with power, humming an almost silent hymn of the arcane. Most individuals cannot sense this vibration, even if they were to hold the crystal in their hands. To a Magus, however, this Resonance is a beacon of the arcane and a fount of unrivaled power. Any Magus becomes immediately aware of any Ilsiel Agate within 100ft of himself, and may pinpoint the location of the crystal with a Quick Action. In addition, a Magus may alter the Resonance of any Agate to which she is attuned. This process takes an hour, during which the Magus may divide the Vim of her crystal as she sees fit, among the following abilities:

**Force:** The energy contained within an Ilsiell Agate may be consumed by an adequately attuned and trained magus to fuel a sudden and dramatic increase in metaphysical power. When adjusting the Resonance of an Agate, you may allocate 8 points of Vim to gain a +1 enhancement to Power to a single MetaSpecial of your choice while attuned to the Agate.

**Illumination:** All the power in all the world is worth nothing without the ability to control it. When adjusting the Resonance of an Agate, you may allocate 3 points of Vim to gain a +1 enhancement to Control to a single Metaspecial of your choice while attuned to the Agate.

**Brilliance:** The true strength of the Ilsiell Agates and the precious Vim which they contain is in the versatility of their power – power that skilled Magi understand how to tap for great effect. When adjusting the Resonance of an Agate, you may allocate 2 points of Vim to gain a +1 enhancement to a chosen skill. You may not gain greater than a +4 enhancement for any given skill in this way, though you may gain up to a +4 enhancement for multiple skills if you have the points to allot.

**Attunement:** In order to make use of an Ilsiell Agate, or to allocate its Vim, a Magus must first bind the crystal to himself. By spending one minute concentrating on a crystal, he can become attuned to it. A Magus can only attune a currently unbound crystal, but if so desired a Magus may attempt to remove another's attunement. Doing so requires one hour of extended effort, after which the Magus and the crystal's current owner make opposed Resolve + Wits rolls, with the acting Magus receiving a +3 bonus on his roll. If successful, the crystal becomes unbound and the magus may then spend one minute attuning it to himself. If the Magus fails on this roll, however, he cannot make another attempt to unbind that crystal from its owner for three days. A Magus may unbind one of his own crystals by spending one minute concentrating on it. A Magus can only bind, unbind, or otherwise affect crystals that are within 5' of their character, and if a Magus dies, all Ilsiell Agates currently attuned to that mage become unbound. A Magus can have as many Ilsiell Agates attuned to himself as he desires, but only one crystal may be active at a time, granting the Magus its bonuses. Switching between crystals can be done as a quick action.

*Example: Shianti, a budding Magus, has uncovered a new Ilsiell Agate possessing of 16 Vim, which is greater than her own Agate of 12 Vim. She attempts to attune the crystal, but discovers that it already belongs to somebody else. With leisure time at her disposal, she spends an hour focusing on cutting that connection, and her subsequent opposed Resolve + Wits rolls succeeds. Now with an unbound crystal before her, she spends one minute laying her arcane fingerprint upon its surface.*

*Allocating the Agate's resources takes little thought. Shianti chooses her only metaspecial, a Destruction ability with 4 Power, and assigns all 16 Vim to Force over the*

*course of an hour. This grants her a +2 enhancement to her metaspecial, raising its effective Power to 6. Her previous Agate is going to waste, however, as it currently has 1 rank of Force and one rank of Illumination. Making her decision, Shianti spends another hour working its resonance, assigning all 12 points to Brilliance. She divides the Vim up between Persuasion and Socialize, six and six points respectively, which will give her a +3 enhancement to both. Now, Shianti spends the majority of her time with her older Agate active, ideal for her social life, and when threatened simply spends a quick action to make her new combat Agate her active crystal.*

#### **Sortilege**

Price: \$20

Weight: none

Skill: none

Dependencies: Arcane Construct

#### **Crafting:**

Score(focus): Knowledge 3 (Arcane, Spell Works, Chemistry)

Chemicals: 2

Time: 2 hours

Credentials: Arcane Design 1

#### **Special:**

Liquid Mana: A lesser fuel source than Ilsusien Crystals, Sortilege offers insufficient power for working magic, but acts as an ideal substance for maintaining functioning constructs of the arcane variety.

#### **Wand**

Price: \$1,000 (+1), \$2,000 (+2), \$3,000 (+3), \$4,000 (+4), \$5,000 (+5)

Weight: < 1lb

Skill: none

Dependencies: Magus

#### **Crafting:**

Score(focus): Knowledge 2 (+1), 3 (+2), 4 (+3), 5 (+4), 6 (+5) (Arcane, Spell Works)

Composites: The wand to-be

Time: 12 hours

Credentials: Arcane Design 1 (+1), 2 (+2), 3 (+3), 4 (+4), 5 (+5)

#### **Special:**

Mystical Aid: By imbuing an object with an arcane link to primal forces, cunning and talented Magi have long constructed wands to aid them in the day to day affairs of their existence. With a swish of these powerful, magical tools, locks unbind, engine blocks repair themselves and maidens swoon with the briefest flick of a concealed wrist. Whenever a Magus attempts a skill roll, he may use a wand to assist the roll, gaining a bonus to the roll equal to the wand's + value. Each wand is tied to a single skill, although legends speak of lost artifacts of the ancient Magi capable of working greater benefits, or even aiding all skills alike.

## GOLEMS

**Bottle Golem**

Price: \$1,000

Weight: 2lbs to 20lbs

Skill: none

Dependencies: Magus

**Crafting:**

Score(focus): Craft 6 (Golem), Knowledge 3(Spell Works, Arcane)

Composites: 100

Time: 72 hours

Credentials: Arcane Design 2, any 1 Manipulation Merit

**Special:**

**Animate:** So named for the frequently prominent liquid mana bottle that fuels it, the Bottle Golem is a size -2 wood carving shaped like anything from a yard-gnome to a cowboy riding a dragon, depending on the crafter's fancy, without anything that resembles free will. They react swiftly to direction, and perform to the best of their ability, but will only do exactly as commanded, after which time they shut down to conserve energy. A Bottle Golem has the following statistics: Str -3, Agi 0, Con 1, Int 1, Wit 1, Res 0. It moves at a speed of 5ft and cannot take an increased move. A Bottle Golem's attacks deal 0+Str Crushing Damage, without a Critical Range, and it has the following qualities: Frailty (3). A purchased Bottle Golem is always made out of wood, but when crafted it may be composed of any material the crafter possesses the appropriate Merit to Manipulate.

**Liquid Mana:** All Golems are fueled by an unusual substance known as Sortilege. Crafted from distilled mana, it is this liquid that allows golems to function and persist in a world that would deny them all sustenance. A Bottle Golem may hold as much as 4 charges of Sortilege, and may remain active for as much as an hour off a single charge. This activity need not be continuous, but consists of increments no smaller than a minute - always round up when considering partial minutes of activity.

**Mystical Guardian**

Price: \$10,000

Weight: 100lbs to 600lbs

Skill: none

Dependencies: Magus

**Crafting:**

Score(focus): Craft 8 (Golem), Knowledge 4(Spell Works, Arcane)

Composites: 1,000

Time: 100 hours

Credentials: Arcane Design 3, Stone Manipulation

**Special:**

**Animate:** Crafted to defend ancient treasures and long forsaken holy ground, Mystical Guardians were a common sight millennia ago. Today, what few remain have been reworked to defend the most powerful active practitioners of the arcane, and do so with all the strength and fervor of ages gone by. A Mystical Guardian is size 0 and has the following statistics: Str 3, Agi 0, Con 4, Int 1, Wit 1, Res 0. It moves at a speed of 10ft and cannot take an increased move. A Mystical Golem's attacks deal 2d6+Str Crushing Damage, without a Critical Range. A purchased Mystical Guardian is always made out of stone, but when crafted it

may be composed of any material the crafter possesses the appropriate Merit to Manipulate.

**Liquid Mana:** All Golems are fueled by an unusual substance known as Sortilege. Crafted from distilled mana, it is this liquid that allows golems to function and persist in a world that would deny them all sustenance. A Mystical Guardian may hold as much as 10 charges of Sortilege, and may remain active for as much as an hour off two charges. This activity need not be continuous, but consists of increments no smaller than a minute - always round up when considering partial minutes of activity.

**War Golem**

Price: \$50,000

Weight: 800lbs to 1,600lbs

Skill: none

Dependencies: Magus

**Crafting:**

Score(focus): Craft 9 (Golem), Knowledge 5(Spell Works, Arcane)

Composites: 5,000

Time: 130 hours

Credentials: Arcane Design 4, Metal Manipulation

**Special:**

**Animate:** Massive tools of destruction, War Golems are rarely built with any other intention other than the destruction of their maker's enemies in mind. Each is built with the mark of its creator inscribed upon it, a blazon of power for its victims to remember as long as there is time. A War Golem is size +1 and has the following statistics: Str 6, Agi 0, Con 5, Int 1, Wit 1, Res 0. It moves at a speed of 15ft and cannot take an increased move. A War Golem's attacks deal 3d6+Str Crushing Damage, without a Critical Range and has the following qualities: Toughness (1). A purchased Mystical Guardian is always made out of metal, but when crafted it may be composed of any material the crafter possesses the appropriate Merit to Manipulate.

**Liquid Mana:** All Golems are fueled by an unusual substance known as Sortilege. Crafted from distilled mana, it is this liquid that allows golems to function and persist in a world that would deny them all sustenance. A War Golem may hold as much as 15 charges of Sortilege, and may remain active for as much as an hour off three charges. This activity need not be continuous, but consists of increments no smaller than a minute - always round up when considering partial minutes of activity.

**Arcane Assistant**

Price: \$50,000

Weight: 80lbs to 1,200lbs

Skill: none

Dependencies: Magus

**Crafting:**

Score(focus): Craft 7 (Golem), Knowledge 6(Spell Works, Arcane)

Composites: 5,000

Time: 110 hours

Credentials: Arcane Design 4, Metal Manipulation

**Special:**

**Animate:** Designed primarily to assist their builders in the creation of others like themselves, Arcane Assistants are one of the more common golem designs still in use. Few bear

more than an even cursory resemblance to humanity - multiple arms, each grafted with precise tools, broad, telescoping eyes and dozens of legs for stability and grace are all common. Practical and capable, a single Arcane Assistant can be set alone in a room with ample Sortilege, Composites and an order to build an army of bottle golems while it's master goes out for a vacation in the Carribean. While these remarkable arcane devices are more or less self-reliant, they still require some measure of guidance, or a city could drown in golem bits. An Arcane Assistant is size 0 and has the following statistics: Str 2, Agi 0, Con 2, Int 3, Wit 1, Res 0. It moves at a speed of 10ft and cannot take an increased move. An Arcane Assistant's attacks deal 1d6+Str Crushing Damage, without a Critical Range and has the following qualities: Knowledge 5(Arcane, Spell Works, Geology, Chemistry, History), Craft 8(Golem, Metalworks, Stoneworks, Woodworks, Weaponsmithing, Armorsmithing, Electronics, Calligraphy). A purchased Arcane Assistant is always made out of metal, but when crafted it may be composed of any material the crafter possesses the appropriate Merit to Manipulate.

Liquid Mana: All Golems are fueled by an unusual substance known as Sortilege. Crafted from distilled mana, it is this liquid that allows golems to function and persist in a world that would deny them all sustenance. A Mystical Guardian may hold as much as 15 charges of Sortilege, and may remain active for as much as an hour off a single charge. This activity need not be continuous, but consists of increments no smaller than a minute - always round up when considering partial minutes of activity.

#### **Simulacrum**

Price: \$100,000  
Weight: 120lbs to 2,000lbs  
Skill: none  
Dependencies: Magus

#### **Crafting:**

Score(focus): Craft 9(Golem), Knowledge 9(Spell Works, Arcane)  
Composites: 10,000  
Time: 150 hours  
Credentials: Arcane Design 5 and Legendary Manipulation

#### **Special:**

Animate: Unlike their more crudely rendered contemporaries, the Simulacra are mythical constructs, able to blend seamlessly into mortal society. Some were built to serve the families of their creators, others to infiltrate the houses of their enemies and see whole blood lines undone. They are far and away the most capable assistants and companions a practiced Magus could ever ask for, and more than a few of the most potent magicians have fought to uncover the secrets of their creation, just to experience that again. A Simulacrum is size 0, moves at a speed of 40ft and may take an increased movement as normal. A Simulacrum's attacks deal 1d6+Str Crushing Damage, with a +10 crit - although it may wield weapons - and has the following qualities: 12 points to divide among Statistics as normal, 10+4\*Int skill points spent as normal, Arcane Manipulation 5, Wood Design, Stone Design and Metal Design. A Simulacrum may only be constructed of a Legendary Metal - when building a Simulacrum 75% of the Components used must be of Legendary Metal. When

purchased, a Simulacrum's statistics and skills should be assigned randomly, or at the GM's discretion.

Liquid Mana: All Golems are fueled by an unusual substance known as Sortilege. Crafted from distilled mana, it is this liquid that allows golems to function and persist in a world that would deny them all sustenance. A Simulacrum may hold as much as 20 charges of Sortilege, and may remain active for as much as a day off a single charge. This activity need not be continuous, but consists of increments no smaller than an hour - always round up when considering partial hours of activity.

## LEGENDARY METALS

#### **Neutronium**

Price: \$1,000/pound or \$50/component  
Skill: Craft 1 (Neutronium)

#### **Crafting:**

Score(focus): Knowledge 6(Spell Works, Arcane, Transmutation)  
Composites: Aluminium  
Time: 6 hours  
Credentials: Legendary Metallurgy 1

#### **Special:**

Rediscovered: After more than two thousand years without even the simplest arcane materials at their disposal, Magi around the world reeled when researchers at Ord Manufacturing announced their discovery of "Neutronium" - an alloy with distinctly magical properties, from an inexplicable ability to accelerate objects passed along it when an electrical charge is run through the metal, to a density:weight ratio that defies physics. Since Neutronium's "discovery" it has been implemented in thousands of civilian and military designs, although its most notable contribution is to the CvZ 2013 "Nike" Cannon, a compact weapon capable of delivering an unthinkable punch across previously undreamt of distances.

#### **Adamantine**

Price: \$3,000/pound or \$150/component  
Skill: Craft 1 (Adamantine)

#### **Crafting:**

Score(focus): Knowledge 7(Spell Works, Arcane, Transmutation)  
Composites: Iron  
Time: 12 hours  
Credentials: Legendary Metallurgy 2

#### **Special:**

Ancient Prisons: With Ord Manufacturing's success in developing Neutronium, Magi throughout the world began to search in earnest for the long lost secrets of Transmutation in an effort to bring the artform back under their command. The first to reach success was Angela Garnet, a high school English teacher from Rhode Island whose discovery of a millennia old heirloom of her family lead to inspiration, and the rediscovery of Adamantine. Within hours, she plastered the "recipe" of the legendary substance's creation across the internet, successfully denying Ord Manufacturing exclusive rights over the metal's production, and inspiring countless Magi the world over to make their own attempts at the resurrected art of Transmutation. Ages ago, Adamantine's mystical

properties made it ideal for use in the imprisonment of dangerous artifacts and persons - and these same properties make it ideal for use in other, modern devices. Any object composed of at least 25% Adamantine gains a +3 bonus to its Toughness, a bonus to its Structure equal to 100+5\**size*. In addition, any empowered creature within 10 feet of an object composed of at least 75% Adamantine loses a number of Power points equal to 1+*Size* of the object. These Power ranks are divided up as the GM sees fit, and remain gone so long as the empowered creature remains within the 10 foot radius, but return as soon as the creature leaves.

### **Mithril**

Price: \$6,000/pound or \$300/component

Skill: Craft 1 (Mithril)

#### **Crafting:**

Score(focus): Knowledge 8(Spell Works, Arcane, Transmutation)

Composites: Silver

Time: 24 hours

Credentials: Legendary Metallurgy 3

#### **Special:**

Mana Flows: Once thought irretrievable, the secrets of this incredibly powerful arcane metal dried up with the ley lines that once criss-crossed the Earth. With do diligence, inspiration siezed from the successes of Nuutronium and Adamantine and a fair dose of luck, a pair of chemistry students uncovered the processes by which ages of magic solidified into this sleek, silvery metal. Like Angela Garnet before them, Matthew Woods and Christopher Hampton were both prepared to spread their recipe across the Internet. Unlike Miss Garnet, however, Woods and Hampton were approached by representatives of Ord Manufacturing and offered an impressive contract - which they both accepted with only moderate cohesion. Now, the secrets of Mithril, and the legendary metallurgical techniques built from it are the possession of Victor Ord and his properties. If, however, another could puzzle out the methods necessary, they would have access to a truly miraculous substance. Any device composed of at least 75% Mithril weighs only 50% of its normal weight and grants a bonus to the Power rating of a single Metaspacial for all empowered creatures within 5 feet. Lastly, Mithril has proven an unrivaled conductor of energy, making it ideal for use on some of the most advanced projects the world over - most notably Craike Enterprises' X-429 experiments, where over 12 Billion dollars have been spent on the purchase of Mithril from Ord Manufacturing alone.

### **Quick**

Price: \$9,000/pound or \$450/component

Skill: Craft 1 (Quicksilver) for Quicksilver, Craft 1 (Quicksteel) for Quicksteel

#### **Crafting:**

Score(focus): Knowledge 9(Spell Works, Arcane, Transmutation)

Composites: Mithril (Quicksilver) or Adamantine (Quicksteel)

Time: 48 hours

Credentials: Legendary Metallurgy 4

#### **Special:**

Metamorphosis: More and enrichment process resembling the creation of weapons grade Uranium than a true transmutation, the creation of Quick metals is nevertheless a complex procedure requiring an understanding of magical laws and properties all but unheard of in the modern day. Only about 6 lbs of combined Quicksilver and Quicksteel have been created in the two years since top researchers at Ord Manufacturing first "discovered" the process, and all but a fraction of that has been bought up by Craike Enterprises, in hopes that the metals will prove instrumental in the success of Experiment X-429 and other, even more impressive, feats of science. Quick metals are unusual materials, natural to a liquid state, regardless of temperature, but turning solid after a sizeable electrical current has passed through them and remaining that way until a second, precisely measured current returns them to a liquid. Quicksilver, similarly to the Mithril from which it is composed, grants any meta-human employing a device composed of at least 50% Quicksilver components a +4 to the difficulty to resist its metaspacials. Quicksteel, on the other hand, grants a +4 to resist any metaspacials used against the bearer. Lastly, any device composed of 25% or more of combined Quick metals and also equipped with a Quick Modulator Upgrade gains the ability to shift between one of the following benefits as a Free Action on the part of the device's user: +2 Toughness to the device, +1 DR bonus, +2 Attack, +1 Defense, +4 damage, +1d6 Physical Damage on a critical strike, or Regenerate (4) to the device. Note that while the beneficial effects of multiple Quicksilver and Quicksteel devices do not stack, the benefits from multiple Quick devices do.

### **Oriculum**

Price: \$12,000/pound or \$600/component

Skill: Craft 1 (Oriculum)

#### **Crafting:**

Score(focus): Knowledge 7(Spell Works, Arcane, Transmutation)

Composites: 2 parts Quicksilver, 2 parts Quicksteel, 3 parts Titanium and a grain of diamond dust

Time: 96 hours

Credentials: Legendary Metallurgy 5

#### **Special:**

Perfect Conduit: The most recent breakthrough in the secrets of Transmutation, Oriculum has replaced aggregated diamond nanorods (ADNRs) as the hardest and least compressible substance known to man. Once Transmuted, this unusual metal glows with an uncanny, pale blue light that can only be seen in darkness and seems to have no source in radiation, or any other known method of luminescence known to science. Slowly pulsating, like waves on the ocean, this glow undulates over the metal's surface in a hypnotic pattern that defies all attempts to predict its movement. In the six months since the first sample of Oriculum was produced in an Ord Manufacturing laboratory, only a pound and a half of the substance has been made, and all but a few ounces of that sold to Craike Enterprise at outrageous sums. Any object composed of at least 10% Oriculum components gains a +4 bonus to its Toughness and a bonus to Structure equal to 200+20\**size*. Any object composed of at least 40% Oriculum components also gains Damage Absorption to all Energy

Damage Types and any object composed of 80% or more Oriculum components transfers any healing left over from this Damage Absorption effect after its Structure is at maximum into its bearer. Lastly, Oriculum has proven the ultimate conduit for magical energies, allowing for unprecedented artifacts of mystical potency to emerge. If a component of Oriculum is added to the setting of an Ilsusien Crystal, the number of Metaspecials fueled by the Crystal increases by 1. If a component of Oriculum is integrated into a Stave of the Magus, that Stave's total + value increases by 1. Wands that incorporate Oriculum components affect two more Skills than they normally would, and Golems crafted with Oriculum components for eyes ignore Invisibility. Lastly, objects crafted with any Oriculum at all may interact with Ephemeral objects and creatures normally.





# LEGACY CROSSING CANON CHARACTERS

or  
THE BIG KAHUNA

## LEGACY CROSSING

### GABRIEL MARSH

The leader of Legacy Crossing is, on the surface, a completely normal man. In reality, his continued survival is a miracle unto itself, due to his immediate proximity to the explosion which resulted from Polycron's forced mutation. This is primarily due to the inexplicable powers at Marsh's disposal. He is able to drain away the very life essence from any nearby organism and funnel it into any other; including himself. After the Legacy Incident, Gabriel Marsh was summarily removed from his position with Craike Enterprises, which denies to this day any involvement in the explosion or subsequent genetic apocalypse. The good doctor chose then to vanish from the public eye, taking his successful experiment with him and disappearing into the American mid-west. From there, he formed his Legacy Crossing, and makes use of the super-powered men, women and abominations which he has indirectly created to further the adopted cause of self preservation.

A tall, elderly man, Doctor Gabriel Marsh cuts an imposing figure with his tailored suits and a salt-and-pepper goatee. Ordinarily charismatic and fatherly - especially when regarding the hosts of Genetic Deviants he considers his children - Marsh is more than capable of turning a sharp corner to devilously malevolent if left no other course of action. His cunning is matched only by his will to see this "new race" of his own creation rescued from the innumerable threats arrayed against them, and there are few alive with the foresight to predict his next plot in time to see it unraveled.

#### **Statistics:**

Attributes: Strength 1, Agility 1, Constitution 1, Intellect 3, Wits 3, Resolve 4

Skills: Alertness 2, Knowledge 6(Genetics, Medicine, Physics, Politics, Philosophy, History), Persuasion 6, Socialize 5

Merits: Contact Ring 4(Mercenary, Criminal, Arms, FBI), Status(Legacy Crossing) 5

Attacks: Handgun +1 (2d6 piercing)

Defense: 7

Armor/Toughness: 6/0

Initiative/Speed: +4/10

Health: 15 wounds, 11 Vitality

Willpower: 6

Classification: Genetic Deviant

#### **Equipment:**

Handgun, fitted bulletproof vest

#### **Special:**

Flaw: Moderate Limitation - Gabriel Marsh may only use his Bestow Health meta-special after making use of his Destruction(Rotting) meta-special. The amount healed by Bestow Health may not exceed the damage dealt by Destruction(Rotting).

Bestow Health: 4p, 3c (), Resolve

Destruction (Rotting): 4p, 3c (Focus, Line, Line 2.0, Ray), Resolve Based

### POLYCRON

The original Legacy mutation, Jack Taylor looks to Marsh as a father. Before the incident which led to his advanced state, the pseudo-human who would come to be known as "Polycron" was a troubled, angry child whose parents sold him to Craike Enterprises in exchange for a half a million dollars and a few flashy gifts. Now, he is the poster child for Legacy Crossing, jet-hopping the globe searching for more super-powered outcasts to join him at his "father's" side. Polycron possesses the uncanny ability to transmogrify his entire body into any form of plasma he desires, and back again.

Were it not for the crackle of electricity that effuses the air around him, Jack Taylor would blend seamlessly into any twenty-something crowd. His well groomed mane of dark curls and modest fashion tastes compliment the pleasant, if somewhat coy, demeanor of a man possessed of staunch loyalties and a passion for what he perceives as his people. This mask of the ordinary fades away, however, as Polycron's true power manifests and his body transforms into living energy - a pulsating, blue radiance that burns patches through his clothing and arcs out from the hem of his long coat.

#### **Statistics:**

Attributes: Strength 2, Agility 2, Constitution 3, Intellect 1, Wits 3, Resolve 2

Skills: Alertness 3, Athletics 3, Survival 3

Merits: Status(Legacy Crossing) 4, Reflexive Outburst, Broadened Transition

Attacks: Fist +2 (1d6+2 C), Plasma (14d6+6 E or F)  
Defense: 8

Armor/Toughness: 4/0

Initiative/Speed: +5/10

Health: 25 Wounds, 78 Vitality

Willpower: 4

Classification: Genetic Deviant

**Equipment:**

Kevlar Jacket

**Special:**

Protection: 10p, 4c, Agi Based

Destruction(Electrical): 20p, 5c (Burst, Burst 2.0, Wave, Wave 2.0, Line, Line 2.0, Ray, Broaden Scope, Focus12), Agi Based

## FEEDBACK

Before the Legacy Incident, Danielle Rice was an ordinary high school student, struggling with completely normal issues, but mere hours after the explosion which transformed Adam Taylor into Polycron a change came over the future "Feedback" which - four years later - she still has yet to master. Sound itself obeys Danielle's every command, allowing her to silence the crack of a gun with a thought, pulverize brick and mortar with a snap of her fingers or anything in between.

With a pleasant disposition, long, straight chestnut locks and a penchant for trendy clothing, Danielle Rice is the very definition of youth. She bears far less resentment over her pseudo-abduction into Legacy Crossing than might be expected. Like many in her position, Feedback seems almost to identify more with her powers than any other personal characteristic outside of them, but what little love she harbors for Gabriel Marsh, Polycron and those like them is hardly enough to guarantee an undying loyalty to the genetically deviant cause.

**Statistics:**

Attributes: Strength 1, Agility 1, Constitution 2, Intellect 2, Wits 2, Resolve 3

Skills: Alertness 3, Athletics 3, Knowledge 1(Economics), Persuasion 2, Socialize 1

Merits: Status(Legacy Crossing) 4, Empower 5, Enrichment 4, Enhancement 5, Quick Restoration, Casual Infusion, Magnificence, Coached Precision

Attacks: Aero Burst (6d6+5 C, 20ft radius), Sonic Blast (6d6+5 C, 300ft range, 5ft radius)

Defense: 8

Armor/Toughness: 0/0

Initiative/Speed: +3/10

Health: 20 Wounds, 60 Vitality

Willpower: 5

Classification: Genetic Deviant

**Special:**

Destruction(Crushing): 8p, 4c

Manipulation(Sound): 18p, 8c

## VELVET

Velvet's mind and body were drastically altered during a horrific explosion caused by a Legacy mutant. The girl consumed by that chaos was homely, ill-tempered and powerless to accomplish her goals, but the woman who emerged is gifted with a stunning physique and the ability to mystically alter and feed upon the emotions of anyone in her immediate vicinity. Unfortunately, this new found power does little for her disagreeable demeanor.

Unkind and equally unpleasant, Velvet is none the less the very model of womanly perfection. The combined worth of her clothing never dips below a thousand dollars, and she seems never to wear the same thing twice. Her hair is like black satin, and every curve of her body, from the slant of her waist to the corners of her dark, crimson lips is laid out as though by the hands of the greatest sculptors mankind has ever known. The lilting soprano of her voice echoes of her power, even as thinly veiled insults pour forth without hesitation, or even a wince of regret.

**Statistics:**

Attributes: Strength 0, Agility 1, Constitution 0, Intellect 2, Wits 2, Resolve 4

Skills: Alertness 2, Craft 1(Design), Knowledge 2(Electronics, Physics), Legerdemain 1, Perform 2(Theater, Dance), Persuasion 2, Socialize 2

Merits: Appearance 5, Status(Legacy Crossing) 4

Attacks: Unarmed +0 (1d6 C, +10 crit)

Defense: 6

Armor/Toughness: 0/0

Initiative/Speed: +3/10

Health: 10 Wounds, 10 Vitality

Willpower: 6

Classification: Genetic Deviant

**Special:**

Flaw: Extreme Limitation - Velvet's powers extend to all sapient creatures, but she can only manipulate emotions, creating such status effects as Charm, Hate, Fear and to a lesser degree, Gease.

Manipulation(Biological Sapients - Emotions): 9p, 7c, Resolve Based

## PHOBIA

Daniel Chaon was on the fast-track to law school, and the life that entails. That was until the mutant-spawned explosion which ripped a tiny hole between this dimension and another, filled with terrors of the most unspeakable sort. One of the many horrors to cross between realms that day was the entity which has come to be known as "Phobia" - a pseudo-sentient, trans-dimensional, symbiotic organism which affords its host the uncanny ability to change its shape into one that strikes fear in heart of any nearby life form that may threaten it. This organo-spiritual monstrosity bonded with Chaon, and now the young man finds his body twisting and warping without any warning, or any ability to stop the agonizing transformations. The tragedy of it all has taken away not only the man's future, but part of his mind as well.

Thin, almost sickly, Chaon is an unusually tall individual with a shock of black hair and glasses thick as dinner

plates. Ungainly even in his own body, Chaon rarely speaks even to those closest to him, and strangers are more likely to strike up a lively conversation with an armchair. The beast that is Phobia, however, is forceful and direct, a roiling blackness that spills over itself in the direction it seeks to move and assuming the shape of whatever those around it fear most - a bellowing collage of nightmarish images as it slops forward at terrifying speeds, devouring the fears of its prey without pause until its hunger has been sated, and tweed-clad Chaon is allowed to re-emerge.

#### **Statistics:**

Attributes: Strength 0(8), Agility 0(4), Constitution 0(6), Intellect 5(0), Wits 2, Resolve 1

Skills: Alertness 1(4), Knowledge 13(any)(0)

Merits: Fount of Knowledge, Hand to Hand 3, Status(Legacy Crossing) 4, Absorb 5, Devour, Chosen One 5, Empassion 5, Flesh Mask, Mystic's Grasp, Dissolution, Reflexive Iron Hide 5, Untouchable 4, Bone Play 5, Unbreakable 4, Unstoppable 4, Bravado, Peculiar Toxicology, Assimilate 5, Sub-Space Passage, Body Change, Explosive Finaly, Self-Destruct

Attacks: Unarmed +0 (1d6 C, +10 crit), Unarmed +16 (2d6+8 CPorS, +8 crit)

Defense: 5(13)

Armor/Toughness: 0/0(10)

Initiative/Speed: +2(+6)/5(15)

Health/Regeneration: 10(52)Wounds, 0(80) Vitality / 0(8)

Willpower: (2+Resolve)

Classification: Genetically Deviant, Profane, Phantasmal Visitor (Genetic Deviant; Profanely Inspired - Phantasm; Extra-Terrestrial Enhancement - Visitor)

#### **Special:**

Flaw: Power Switch - Daniel Chaon only has access to his powers while the symbiotic entity known as Phobia is in control of his body. This entity has its own agenda, which rarely coincides with Chaon or any other member of Legacy Crossing. Because of this, Phobia is never allowed to manifest without Velvet around to maintain control of the entity's emotion and guide its actions.

Super Strength: 8p, 0c, Alacrity x8

Super Agility: 4p, 0c, Quicken x4

Super Constitution: 6p, 0c, Toughness x6

Extra Limbs: 6p, 0c, Ambidextrous, Super Senses x5

Regeneration: 4p, 0c, Hardy x4

Curse(Corruption - Terror): 1p, 6c, Wave, Constitution Based

greater good - if only of more traditional humanity. Spencer is a gifted tactician and a crack shot, but as the team's leader - and token base-line human - he primarily serves as a charismatic face for the organization.

A soldier among soldiers, Chapel-One is a career warrior who blends into any crowd about as easily as any other tall, statuesque, and widely publicized individual - complete with sandy blonde hair, baby blue eyes and a jaw line chiseled from granite - might be expected to. Craike Enterprises has worked long and hard to make the name of Jonathan Spencer a household one, and their success has been total. Even when attempting to travel incognito, it is rare that Chapel goes more than an hour outside of a fight before someone asks for an autograph, or attempts to gain vengeance for some meta-powered criminal brought to justice by Spencer's command.

#### **Statistics:**

Attributes: Strength 4, Agility 4, Constitution 5, Intellect 2, Wits 3, Resolve 3

Skills: Alertness 3, Athletics 3, Craft 1(Ammunition), Knowledge 2(Tactics, Geography), Survival 4

Merits: Ambidextrous, Two Weapon Fighting 3, Status (Deepdive) 5, Hand to Hand 3, Martial Arts (Boxing) 5, Lucky 3, Rigors of Combat 2, Hardened Defense 2, Longshot, Marksmanship 5, Armor Affinity 5, Flash of Steel, Singular Adaptation (Efficacy Armor)

Attacks: Unarmed +6 (2d6+4 C, +8 crit), Assault Rifle +6 (3d6 P, +8 crit, 30/60/90 ft range, Single Fire, Triple Fire, Full Auto), Sniper Rifle +6 (2d6 P, +4 crit, 1/2/3 mile range), Handgun +6/+5 (2d6, +6 crit)

Defense: 12

Armor/Toughness: 14/0

Initiative/Speed: +7/15

Health: 35

Willpower: 5

Classification: Baseline Human

#### **Equipment:**

v-386 Body Armor, HYDU, bp250 Assault Rifle, Craike c432v11-a3 Handguns x4, GP7 Sniper Rifle

or

Saint's Plate (Efficacy Armor ; Beam Cannon (Typeless, EMI, OTA-Mod), R20 Battery (AGL-141 Blitz Rockets, EMI, OTA-Mod), IAM-7 ATA Missile Battery ("Viper"x4, EMI, OTA-Mod), GAM-141 Balefire Missile Battery ("Balefire II"x4, EMI, OTA-Mod), C320 Legion Chaincannon (EMI, OTA-Mod)x2 - PropSys, Rt-F x4, LSS, AFM)

## DEEPAIVE

### CHAPEL-ONE

The leader of Deepdive is one Jonathan Spencer, a former US marine honorably discharged from the military for the express purpose of serving in Craike Enterprises' super-experiment. Completely unaffected by the Legacy Incident, or any of the bizarre phenomena which followed, his actions are guided by a near obsession with justice and the

### APOSTASY-TWO

Before the Legacy Incident, Rachel Evans was the closest to "super" just about anyone could ever achieve. An Olympic multi-medalist, with the body of a super model to belie a classical intellect capable of rivaling that of the many great poets from the last century. But, the retro-virus cured young Rachel of all that. After her exposure, Evans began losing body mass at an astonishing rate as her body devoured itself to fuel the radioactive pulses generated inside her prefrontal cortex, erupting from her nose, eyes

and mouth on an uncontrollable, daily basis. The clock-work predictability of these bursts made it possible for Rachel to serve in Deepdive at all, but as her physical deterioration accelerates her valiant struggle to maintain the body mass required to subsist becomes less and less likely to succeed.

Trapped within the metal shell of her Apostate Armor - a suit of Power Armor modified by Werks for her particular condition - Rachel more closely resembles a robot with a thick, green plate for a face, than the woman she once was. The armor itself sparkles like polished silver, and the Deepdive handle "Apostasy" emblazoned upon her shoulder announces her identity to anyone who hasn't seen a newspaper in the last four years. On the rare occasion she leaves the armor behind, Rachel Evans appears as an elderly, wheelchair bound woman - despite her brief, thirty-two years - teetering on the very precipice of death, with a palpable aura of pain and courage to her every move.

**Statistics:**

Attributes: Strength 3, Agility 1, Constitution 4, Intellect 3, Wits 3, Resolve 4

Skills: Alertness 3, Athletics 3, Knowledge 2(Literature, History), Persuasion 1, Socialize 2, Survival 2

Merits: Rigors of Combat 3, Hardened Defense 2, Status(Deepdive) 4

Attacks: Radiation Beam (16d6+13 R, Agi Resist, diff 29), C320 Legion Chaincannon, Beam Cannon (Fire or Fost)

Defense: 9

Armor/Toughness: 16/0

Initiative/Speed: +4/10

Health: 30 Wounds, 42 Vitality

Willpower: 6

Classification: Genetically Deviant

**Equipment:**

Apostate Armor(C320 Legion Chaincannon (EMI, AGM, Power Lense x2, Beam Cannon (Fire, EMI, AGM), Beam Cannon (Frost, EMI, AGM), Loading Bay (Fusion))

**Special:**

Flaw: Unusual Appearance - Apostate Armor. A form-fitting suit forged from a unique alloy developed by Werks, the armor protects the world from the intense bursts of radiation emitted by Apostasy's abilities. In addition, the armor stores this energy, using it to fuel internal power cells for use in maintaining Apostasy's basic life functions and fearsome beams of radiation which serve as the Deepdive agent's primary offensive ability, along with the powerful cX3 "Revolt" plasma cannon mounted in the suit's right arm.

Extreme Limitation: Without the Apostate Armor, Rachel Evans would die in a matter of hours, and any eruption, each of which takes place at the beginning of every third hour, would drench anyone within a block in a lethal dose of radiation (6d6+5 rotting damage).

Destruction(Rotting): 16p, 0(3)c, Ray, Beam, Beam 2.0, Focus x13, Constitution Based

## WERKS-THREE

The genetic deviant named Alex Ross is a techno-path, capable of communicating with technology, and coaxing

any mechanical or digital device into performing tasks it would otherwise be incapable of - such as mending itself or functioning without a power source for a brief time. This uncanny ability makes Werks extremely useful to Deepdive, and Gabriel Marsh suspects that the mutant may be their unwilling guest.

Hardly the "super-geek" most would expect, Alex Ross routinely confounds efforts to note his presence not only by employing a vast array of remote-controlled androids featuring various characteristics distinctly dissimilar to Werks' own physique, rather than attending most functions in person, but also with a rather fortuitous appearance. As a man of intense scientific insight, possessing among his many doctorates a degree in genetic engineering, it is somewhat ironic that Werks refuses to dine on anything other than vegetables, fruits and grains, and then only the most organically grown and harvested he can find. While he's certainly no movie star, Ross' kempt brown hair, hazel eyes and almost obsessively well cared for general appearance are more than enough to gain him feminine attentions - were it that he ever found a woman more interesting than his laboratory, and all the precious toys therein.

**Statistics:**

Attributes: Strength 1, Agility 1, Constitution 1, Intellect 12, Wits 3, Resolve 2

Skills: Craft 6(Electronics, Arms, Armaments, Rocketry, Computers, Robotics), Knowledge 18(any), Persuasion 1, Socialize 2

Merits: Status(Deepdive) 4, Speed Coding, Weapons on Overload, Salvage Artist 4, Chemical Dependency, Technological Empathy, Weapons Engineer 3, Defensive Engineer 4, Diversity Engineering 2, Drone Manufacturer 4, Advanced Design and Creation 5, Intricate Design 5, Macro Design 5, Grand Design 5, Chemical Design 5.

Attacks: Unarmed +1 (1d6+1, +10 crit)

Defense: 7

Armor/Toughness: 0/0

Initiative/Speed: +4/10

Health: 15 Wounds, 11 Vitality

Willpower: 4

Classification: Technological Adaptation

**Special:**

Super Intellect: 8p, 0c

## THE MAJESTRIX

### HANNA MOORE

After the death of her grandfather, Hanna Moore becomes the sole remaining practitioner of magic in a family whose blood once ran thick with arcane power. By the time of the Legacy Incident, she is able to do little more than conjure a chill breeze or call a bird to perch on her shoulder, skills which do little more than fill the tip jar at County Line, a performance bar located just outside of

Dallas, Texas. Still, the power of the Silhouette Agate grants her abilities far beyond those of her sorcerous contemporaries, and she readily slips into the role of local sage and the city's guardian angel.

After trudging through every known synonym for the word "Wonder," the press has stumbled onto the nickname "Miracle Girl," and it seems to have stuck, despite Hanna's every effort to the contrary. In her opinion, one she'll gladly give anyone who listens, "being the prophesied savior of magic is hard enough - do ah have to do it with a cheesy code-name?" Still, as the Majestrix told of in countless millennia of arcane lore, Hanna's destiny requires her to make overt displays of magic towards the benefit of the people, while maintaining a certain level of secrecy to defend herself from those who would see her mission ended; two factors that combine to create the perfect image of a comic book hero.

Tall, blonde and buxom, with a rich, Texan twang, even Hanna's appearance fits the comic heroine bill, although she lacks for a costume, opting instead for the same bleach tumbled jeans and simple cotton tank she wears to work, with only a tattered cowboy hat pulled down over her face to protect her identity, and a dented wooden baseball bat for a magus' staff.

#### **Statistics:**

Attributes: Strength 1, Agility 2, Constitution 1, Intellect 1, Wits 2, Resolve 4

Skills: Alertness 2, Athletics 2, Craft 1(Drinks), Perform 2(Dance, Magic), Persuasion 1, Socialize 1

Merits: Appearance 2, Contact Ring 1(Arcane), Advanced Flight 4, Staff Mastery 5

Attacks: Unarmed +1 (1d6+1, +10 crit)

Defense: 7

Armor/Toughness: 0/0

Initiative/Speed/Flight: +5/15/25

Health: 15 Wounds, 55 Vitality

Willpower: 6

Classification: Magus

#### **Equipment:**

The Silhouette Agate: An ancient Ilsusien Crystal - rumored perhaps even to be the singular natural manifestation of such magical potential - the Silhouette Agate contains within it the souls of a thousand magi who have attempted to make use of its power across the centuries. Currently, the essence of Sylvia Grant holds dominion over them all, and makes use of her unrivaled arcane understanding to allow this single Ilsusien Crystal to fuel all of its bearer's Metaspecials, rather than just one or two. Still, as readily as Sylvia, who bears the moniker of "Silhouette" with pride, offers this power, she holds the mystical authority to revoke it as well, banning the use of the Agate's power to one or all of its bearer's metaspecials. The Atlantean Slugger (+7)

#### **Special:**

Manipulate(Weather): 3(8)p, 4c, Resolve Based

Manipulate(Fauna): 3(8)p, 4c, Resolve Based

Manipulate(Metamagic): 4(9)p, 3c, Hi-Jack, Nudge,

Target-Reacquisition, Turn Around, Resolve Based

Transformation(Metamorph): 5(10)p, 3c, Species, Alternate Form, Living Essence, Unliving Essence, Speedy Change, Resolve Based

Telepathy: 3(8)p, 2c, Telepath, Mob Control, Twitch, Delve, Resolve Based

Flight: 1(6)p, 0c, Speed, Resolve Based

Protection: 4(9)p, 5c, Barrier, Barrier 2.0, Barrier 3.0, Thick Barrier, Resolve Based

Destruction(Typeless): 5(10)p, 3c, Burst, Burst 2.0, Wave, Controlled Effect, Ray, Resolve Based

## SILHOUETTE

Sylvia Grant was the first to discover the true potential of the Ilsusien Agates, but her lack of discipline in tapping this source of arcane power resulted in a catastrophic explosion which destroyed the woman's body, but left her soul trapped inside the very crystal she tampered with. Now, the specter of Sylvia Grant is little more than a shade, venturing out from its crystalline prison to flit between the minds of anyone within her reach. Silhouette is able to take brief control of anyone within psychic arm's length, as well as tinkering with the memories and perceptions of her victims at will, and while this is a far cry from the arcane power she once wielded, it is the best and only tool at her disposal for freeing herself from the Illusen Agate that binds her.

#### **Statistics:**

Attributes: Strength 2, Agility 6, Constitution 5, Intellect 5, Wits 3, Resolve 10

Skills: Alertness 5, Knowledge 6(Arcane, History, Mythology, Rituals, Biology, Esoteric Organizations), Persuasion 5, Socialize 5

Merits: Arcane Design 5, Legendary Metallurgy 5, Advanced Construct, Stat Upgrade 5, Defense Upgrade 5, Size Upgrade 3, Wood Manipulation, Stone Manipulation, Metal Manipulation, Legendary Manipulation, Aether Manipulation, Elemental Damage Upgrade, Accomplished Artificer 5, Shard Conjuration, Empowerment Shard, Focus Shard, Warlock Tears, Nimen Shard, Chain Activation 3, Reshape Ilsusiel, Ilsusiel Mark, Linking Pieces, Voodoo Charm, Staff Mastery 5

Armor/Toughness: 0/4

Initiative/Speed/Flight: +4/10/20

Structure: 135

Willpower: 12

Classification: Magus

#### **Special:**

Extreme Limitation: Sealed away within the physical confines and arcane mists of an Ilsusiel Agate, Silhouette's uncanny powers are only available to her when Hanna Moore, or whoever possesses the Agate, is unconscious.

Extreme Appearance: Locked inside a vortex of mystical power and pale violet mineral deposits, Sylvia Grant's physical form is long lost to decay, dooming her to an eternity trapped within a piece of gaudy jewelry.

Manipulate(Weather): 5(10)p, 6c, Resolve Based

Manipulate(Fauna): 5(10)p, 6c, Resolve Based

Manipulate(Metamagic): 7(12)p, 6c, Hi-Jack, Nudge,

Target-Reacquisition, Turn Around, Resolve Based

Transformation(Metamorph): 5(10)p, 5c, Species, Alternate Form, Living Essence, Unliving Essence, Speedy Change, Resolve Based  
Telepathy: 7(12)p, 5c, Telepath, Mob Control, Twitch, Ride, Delve, Twitch, Puppeteer, Resolve Based  
Flight: 1(6)p, 0c, Speed, Resolve Based  
Protection: 6(11)p, 7c, Barrier, Barrier 2.0, Barrier 3.0, Thick Barrier, Energy Management, Burst, Resolve Based  
Destruction(Typeless): 6(11)p, 6c, Burst, Burst 2.0, Wave, Controlled Effect, Ray, Broaden Scope, Resolve Based  
Teleportation: 5(10)p, 4c, Teleport, Blink, Home Team Advantage, Open Portal, Split Infinity, Resolve Based

## THE HOSHIKO

### UMEKO KAIDA

A descendant of the *Ying-Lung*, Umeko's ancestors left China many generations past, destined for Japan. Because of this, many *Hoshiko* see the Kaida family as descendants of the *Tatsu*, for the clan has inevitably mingled with their Japanese hosts. After the massacre of her family in Kyoto, Umeko fled to America, hoping to escape the very battle which inevitably followed her to distant shores. Caught up in this ancient struggle, Umeko finds herself alone. The *Tatsu* smell the *Ying-Lung* in her veins, and all other *Hoshiko* believe her a traitor to her blood.

Built with the lean frame of an acrobat, Umeko blends easily into the background - even without her powers of invisibility. Of average height, smooth complexion and graced with the dark straight, dark hair of her ancestors. She dresses plainly, choosing comfort and maneuverability over fashion, often wearing a simple brown trench coat to conceal her weaponry. This, combined with a flawless mastery of Cantonese, Mandarin, Japanese and English, each spoken with only the faintest hint of an accent, leave Umeko with very little reason to stick out in a crowd beyond her distinctly asian origin.

#### **Statistics:**

Attributes: Strength 4, Agility 6, Constitution 4, Intellect 2, Wits 3, Resolve 4  
Skills: Alertness 4, Athletics 5, Legerdemain 1, Survival 3  
Merits: Ambidextrous, Two Weapon Fighting 3, Weapon Master(Yuen Yang Razor) 5, Adrenaline Rush, Blind Swordsman, Rigors of Combat 3, Hardened Defense 4, Ancient Truth, Touch of Legends 4, Power Unfathomable 2, Spirit Warrior 5  
Attacks: Tanto Daggers +10/+9(1d6 SorP, +5 crit, 5/10/15 ft range), Yuen Yang Razor +12/+11(2d6+2 SorP, +5 crit), Nine Section Chain +10/+9(3d6 C, +8 crit, 10/5/0 ft range)  
Defense: 23  
Armor/Toughness: 0/3  
Initiative/Speed: +9/20  
Health: 30 Wounds, 14 Vitality  
Willpower: 6  
Classification: *Ancestral Legacy*

#### **Equipment:**

Yuen Yang razors x2, nine section chain whip, tanto daggers x6

#### **Special:**

Benefit: 2p, 0c, Toughness x3, Quicken x2, Alacrity x1  
Super Agility: 3p, 0c, Quicken x3  
Enchantment(Invisibility): 3p, 4c, Resolve Based

### SHENG GOU

The water itself is Sheng's legacy. The power of his star-touched ancestors gives him mastery over the sacred element, a gift he uses to great and terrible effect in the conflict against the *Tatsu Hoshiko*. He is fiercely loyal to his cause, and sees the Kaida clan as traitors, no better than the *Tatsu* themselves.

With long hair the color of silver and eyes like crystal, little about Sheng Gou seems normal, even without his preference for the long, flowing, cerulean robes typical of his royal ancestry. Touched with soft, effeminate features and soft spoken, he is none the less extremely capable from a physical perspective and years of experience in hunting and eliminating what little remains of the *Tatsu* makes him a dangerous adversary for any meta-human, regardless of how strong they might be.

#### **Statistics:**

Attributes: Strength 2, Agility 2, Constitution 1, Intellect 1, Wits 2, Resolve 2  
Skills: Alertness 2, Athletics 2, , Survival 3  
Merits: Status(Mang) 2, Contacts 1(Hoshiko), Favors 1, Guardian Infusion 5  
Attacks: Wushu Broadsword +2(2d6+2 S, +8 crit)  
Defense: 7  
Armor/Toughness: 0/0  
Initiative/Speed: +4/10  
Health: 15 Wounds, 11 Vitality  
Willpower: 4  
Classification: *Ancestral Legacy*  
**Equipment:**  
Wushu Broadsword  
**Special:**  
Manipulation(Water): 6p, 4c, Resolve Based

### XUE GOU

Sheng Gou's sister, Xue is the necessary *yin* to her brother's *yang*. While Sheng's *Ying-Lung* blood gifts him with direct and forceful mystical abilities, Xue's talents lie in subtle manipulation of the very star-spirit residing within her. She is capable of summoning the soul of her draconic ancestor, and gently coaxing it to perform the tasks required. Xue is a loyal *Ying-Lung Hoshiko*, but reserves doubts about the betrayal of the Kaida clan. She is less interested in killing Umeko, than learning about why her family abandoned the mainland dragon-children.

Young and slender, Xue's physical appearance is exactly what one might expect from an early twenty-something Beijing native, complete with long, dark chocolate tresses

and deep, hazel eyes. Though, her preference for the semi-traditional Chinese styles now considered en-vogue and a somewhat stilted English vocabulary spoken with a heavy accent make her easy to pick out in a more Western setting. When her powers manifest, they take the shape of a lightning bolt, shaped only vaguely like a dragon, shimmering in all the hues of purple and silver as it twines up her body and around her arms, rimming her eyes in violet all the while.

**Statistics:**

Attributes: Strength 1, Agility 3, Constitution 2, Intellect 1, Wits 3, Resolve 3  
Skills: Alertness 2, Athletics 1, Craft 1(Caligraphy), Knowledge 1(History), Socialize 1, Survival 2  
Merits: Appearance 1, Status(Mang) 2, Favors 2, Hand to Hand 3, Spiritual Cleansing 5  
Attacks: Unarmed +3 (2d6 C, +8 crit)  
Defense: 9  
Armor/Toughness: 0/0  
Initiative/Speed: +6/15  
Health: 20 Wounds, 24 Vitality  
Willpower: 5  
Classification: Ancestral Legacy

**Special:**

Minor Limitation: The long dragon tattooed over the length of Xue Gou's body is the spirit of the star-dragon who sired her family line. This is the seat of her power, and while few alive would question Xue's uncanny wisdom, there are times when her ancestor deems her path unworthy, refusing to acknowledge or assist the *Mang Hoshiko* in any way.  
Restoration: 5p, 2c, Vaccinate, Reach, Sustained Health, Wave, Resolve Based  
Destruction(Electric): 5p, 3c, Controlled Effect, Ray, Focusx2, Resolve Based  
Protection: 4p, 2c, Protection 2.0, Barrier, Barrier 2.0, Wall, Resolve Based

## JIN HAE

The blood of Korean dragons flows heavily in the warrior-woman Jin Hae's limbs. Her *Mang* heritage has gifted her with incredible strength and resilience, as well as an uncanny mastery of *Shim Soo Do* - the Korean art of sword combat. Jin Hae's hatred for the *Tatsu* knows no bounds, and she will stop at nothing to bring an end to the Japanese dragons as a whole.

As a rule, Jin Hae feels no need to hide among the masses. In her mind, the laws of nations and propriety are nothing but an obstacle to be overcome, that destinies might be fulfilled, and true justice meted out to those who have wronged the innocent. She is a warrior, and dresses the part, in banded leather and form fitting cloth, with midriff and arms exposed for heightened maneuverability. Though lovely in appearance, with long, thick, cocoa locks and a stunning physique, Jin's beauty is readily off-set by numerous scars from her endless battles, and the pair of enormous blades slung across her back.

**Statistics:**

Attributes: Strength 9, Agility 3, Constitution 8, Intellect 1, Wits 2, Resolve 2  
Skills: Alertness 3, Athletics 4, Craft 1(Weapons), Survival 3  
Merits: Ambidextrous, Two Weapon Fighting 3, Spirit Warrior 5  
Attacks: Greatswords +9/+8(4d6+9 S, +10 crit)  
Defense: 8  
Armor/Toughness: 10/11  
Initiative/Speed: +5/15  
Health/Regeneration: 50 Wounds, 36 Vitality / 6  
Willpower: 4  
Classification: Ancestral Legacy  
**Equipment:**  
Breastplate, +1 Size Greatsword x2  
**Special:**  
Super Strength: 5p, 0c, Might, Toughness x4  
Super Constitution: 4p, 0c, Toughness x4  
Regeneration: 3p, 0c, Toughness x3

## SUOH KEITARO

A *Tatsu Hoshiko*, Suoh Keitaro has taken it upon himself to eliminate the last of the Kaida clan and the confusing position they occupy in the *Hoshiko* conflict. Keitaro has formed a small *Tatsu bosozoku* - a Japanese bike gang - that has brought untold *Ying-Lung* and *Mang* to their graves. Suoh is capable of channeling his Chii into any shape he desires, from lacing his weapons with mystic energy to protecting himself from blows.

With the back of his head trimmed close, only to remain long and bleached blonde to frame his face, Suoh cuts a distinctive figure. Broad shouldered and tall, his right arm bears the scars of his power - burns laced into an intricate pattern over his flesh, scorching dark lines into his distinctly American clothing when his anger stirs. Still, Suoh's mastery of the English language is severely limited, and he prefers to sit in the back and let his minions do most of the talking, while remaining distinctly enigmatic and intimidating at the rear of any conversation, and that technique has served him well.

**Statistics:**

Attributes: Strength 2, Agility 2, Constitution 2, Intellect 2, Wits 3, Resolve 3  
Skills: Alertness 3, Athletics 2, Knowledge 1(Tactics), Persuasion 2, Survival 3  
Merits: Contacts 3(*Tatsu*, Thug, Yakuza), Friend of Yakuza 3, Favors 3  
Attacks: Unarmed +2(1d6+2, +10crit)  
Defense: 8  
Armor/Toughness: 0/0  
Initiative/Speed: +5/10  
Health: 20 Wounds, 48 Vitality  
Willpower: 5  
Classification: Ancestral Legacy  
**Special:**  
Destruction(Fire, Electric, Cold): 9p, 3c, Focusx6, Broaden Scope x2, Liquid Fire, Resolve Based  
Destruction(Mystic Damage): 8p, 3c, Focusx8, Resolve Based



Protection: 5p, 3c, Barrier, Barrier 2.0, Wall, Protection 2.0, Healer

## AI HITOMI

Suoh Keitaro's second in command is, surprisingly enough, a woman. Gifted with complete mastery over fire, the *Tatsu* blood in Ai Hitomi's heart is thick, and her power seems only to grow stronger with each *ikebukuro* - or tattooed writing - she adds to her body with ink made from the blood of fallen *Mang* and *Ying-Lung*. These markings are designed to anchor her body more securely to the physical realm, adding the power of her enemies to her own. While there are only a handful of these tabooed markings desecrating her flesh, if Ai continues traveling alongside Suoh, they are bound to one day cover her completely.

Delicate and graceful, Ai is the far removed descendant of an ancient *Tatsu* royal family, and she carries that heritage with her proudly. Inciting Ai to strike at anyone or anything with her own hand is almost impossible, as is forcing a crack in her disturbingly stoic demeanor. She dresses in traditional kimonos with a modern touch, and adorns her waist-length, fiery hair with three long sticks of birch wood, and a single, crimson orchid.

### Statistics:

Attributes: Strength 0, Agility 2, Constitution 1, Intellect 3, Wits 4, Resolve 5

Skills: Alertness 4, Athletics 1, Knowledge 4(History, Mythology, Enigmas, Investigation), Persuasion 3

Merits: Appearance 2, Ancient Truth, Lifecycle, Ancestor Lore 5, Progenitor's Perfection 5, Imperial Majesty 5, Bestow Honor, Spiritual Cleansing 5, Guardian Infusion 5, Commanding Stare, Ancient Authority, Will of the Ages, Aura of Seduction

Attacks: Unarmed +2 (1d6 C, +10 crit)

Defense: 9

Armor/Toughness: 0/0

Initiative/Speed: +6/10

Health: 15 wounds, 44 Vitality

Willpower: 7

Classification: Ancestral Legacy

### Special:

Destruction(Fire): 8p, 9c, Resolve Based

Manipulation(Fire): 12p, 9c, Resolve Based

Inspired with the ability to mask the Divine/Unholy auras of other Inspired, thereby suppressing the enmity his flock might otherwise have for one another. While not necessarily an intelligent man, by any means, Perch is a cunning and devious individual who actively serves the armies of Darkness, and is, despite his claims to the contrary, using the Risen to form a cohesive organization similar to the Third Hand of Heaven.

Elderly and balding, with the features of a vulture on his sickly thin bones, Perch is one of the eeriest figures most people are ever likely to come across. Speaking with a heavy lisp, he dresses in courdory and flanel, and shuffles every step.

### Statistics:

Attributes: Strength 1, Agility 1, Constitution 2, Intellect 1, Wits 4, Resolve 4

Skills: Alertness 2, Athletics 1, Craft 1(Small crafts), Knowledge 2(Rituals, Mysticism), Persuasion 1, Socialize 3

Merits: Lucky 3, Contact Ring 3(The Dark Host, The Third Hand, Sorcerers), Friend of the Circle of Crows 3, Status(The Risen) 5, Favors 3

Attacks: Handgun +1 (2d6 P, +8 crit)

Defense: 8

Armor/Toughness: 0/0

Initiative/Speed: +5/10

Health: 20 Wounds, 12 Vitality

Willpower: 6

Classification: Profanely Inspired

### Special:

Flaw: Extreme limitation - Simon Perch's abilities only affect the innate senses that come with the Inspiration. He is utterly incapable of manipulating the perceptions of anyone not granted profane or divine powers, but the impressions made by the auras of their demonic or angelic inspirations are easily shifted.

Manipulate(Metamagic - Aura): 5p, 4c, Wits Based

## MIDNYTE

Before her Inspiration, the woman once called Evelyn Cambridge was the daughter of wealth, with a stock broker and a plastic surgeon filling ambiguous parental roles whenever time allowed. On the night of her twenty-first birthday, Evelyn Cambridge leapt from the third story window of her New York apartment, landing on the wrought iron pike-fence below. Pronounced deceased upon her arrival to the hospital, she remained so for a staggering ten minutes, before the body of Evelyn Cambridge surged back to life, occupied by the demon Enon who merged with the girl's soul to create the Inspired known as Midnyte. While more often than not, it is the remaining shards of Evelyn's personality which control Midnyte, every so often, Enon's likeness wrests control, amplifying her Inspired powers at the cost of all semblance of humanity. Midnyte believes - and not without good cause - that she is a full fledged demon, walking the earth in unwilling penance for sins she committed against Heaven when the Morning Star fell; a belief strengthened not only by her

## THE RISEN

### SIMON PERCH

The founder of The Risen, Simon Perch was clinically dead for over seven minutes after his truck plummeted into a ravine in the Appalachian mountains. His return to life appears to have brought no super-natural abilities with it, but Perch actively practices a form of magic-craft which resembles the traditional practices of voodoo. Unbeknownst to the other Risen, Simon is Profanely

routine "possessions" but the power which bends to her will as an Inspired.

Raven haired and beautiful, Midnyte is a woman of classical beauty, with a foul mouth that occasionally belies her dispassionate nature. Spouting off long chains of offensive phrases and scathing expletives, Evelyn Cambridge is a woman capable of antagonizing anyone she meets, and thoroughly amusing everyone else at the same time. She dresses with the fashions, only to obscure them beneath a long and tattered coat that reaches her ankles, and a pair of scuffed boots.

**Statistics:**

Attributes: Strength 1, Agility 3, Constitution 2, Intellect 1, Wits 3, Resolve 4  
Skills: Alertness 3, Athletics 1, Knowledge 1(Demons), Socialize 2  
Merits: Appearance 3, Status(The Risen) 4, Stipend 4, Devastation 5, Shadowscream 5, Depths of Depravity 5, Desecration, Profane Whispers 5, Chosen One 5  
Attacks: Unarmed +3 (1d6 C, +10 crit)  
Defense: 9  
Armor/Toughness: 0/0  
Initiative/Speed: +6/15  
Health: 20 Wounds, 60 Vitality  
Willpower: 6  
Classification: Profanely Inspired

**Special:**

Flaw: Moderate limitation - The shadows obey Midnyte's every command, swirling masses of inky black that obscure even the light of the sun, or tear a bus apart like an old shoe box. The only limitation Midnyte's power appears to struggle against is that she cannot banish light to create darkness. Once the shadow is present, her will may intensify it, turning day into night over a small area, but she must have something to begin the manipulation, no matter how faint.

Manipulation (Shadows): 25p, 6c, Resolve Based

## WARLOCKE

After spending almost three years in a coma - from being knocked off an overpass during a hit and run - Wesley Sharpe emerged with the ability to create and control a strange, violet fire with but a thought, and - he would later discover - a talent for manipulating the manifestations of other Inspired. Like Midnyte, Wesley was one of the first to heed the Risen's call, where he was given the name Warlocke, which he vehemently protests.

Clean cut and respectable, Wesley is a walking advertisement for the bleached washed jeans and trendy faux-vintage outlet stores that litter shopping malls across the planet. With a charming English accent and a disarming smile, he's a man who, nevertheless, works hard for the things he has, and feels a great disdain for those who do not believe they should as well.

**Statistics:**

Attributes: Strength 1, Agility 2, Constitution 1, Intellect 1, Wits 3, Resolve 3  
Skills: Alertness 4, Athletics 2, Persuasion 2, Socialize 1  
Merits: Status (The Risen) 4  
Attacks: Unarmed +2 (1d6 C, +10 crit), Angel Fire (11 Mystic Damage, Con Resist, Diff 18)  
Defense: 8  
Armor/Toughness: 0/0  
Initiative/Speed: +5/10  
Health: 15 Wounds, 44 Vitality  
Willpower: 5  
Classification: Divinely Inspired

**Special:**

Destruction (Mystic): 4p, 5c, Broaden Scope, Focus x3, Resolve Based

Manipulation(Metamagic): 18p, 4c, Resolve Based

## PROPHET

Unlike most of the Inspired, Prophet - Formerly Emily Vernon of New Jersey - has neither experienced an NDE, or a coma. In fact, Prophet has never set foot into a hospital. Her theory - which no one seems to be able to corroborate - is that she died at some point in the distant past, and was reincarnated into her current body. Since her powers have been manifested since birth, there really doesn't seem to be any way to refute this claim. The mystery of Prophet's origins is, above all else, ironic, as her own Inspired ability is that her knowledge borders on the omniscient.

When Simon Perch made it known in certain, shadowy circles that he would be forming the Risen, it was Prophet who not only seeded the concept into his mind, but stood behind him as the first two Inspired - Midnyte and Warlocke - rallied to Perch's cause. Prophet is completely aware of the old man's plots and schemes, but holds her tongue. As one of the Divinely Inspired, she has intentions for the Risen which not even Perch could dream of.

Fine boned and gray, the elderly Prophet walks, sits, even breathes with all the grace of the perfect, quaint little grandmother. Endlessly patient and always subdued, when she speaks, it is in soft tones, and often obscure metaphors which require those seeking her aid to look inward, and discover their own answers.

**Statistics:**

Attributes: Strength 0, Agility 1, Constitution 0, Intellect 40, Wits 4, Resolve 6  
Skills: Alertness 4, Knowledge 80(any), Persuasion 1, Socialize 1  
Merits: Status (the Risen) 4  
Attacks: Unarmed +1 (1d6, +10 crit)  
Defense: 6  
Armor/Toughness: 0/0  
Initiative/Speed: +5/5  
Health: 10 Wounds, 100 Vitality  
Willpower: 8  
Classification: Divinely Inspired

**Special:**

Flaw: Moderate Limitation - Prophet seems to know everything about everything, the only difficulty, of course, is that when one knows all there is to know about life, the universe and everything, one must sift through all of that knowledge to find specifics. Because of this, the luck of the draw is often to fault when Prophet can - or cannot - recall a piece of information which might be crucial to the Risen. From time to time, Prophet must succeed on a Control roll to make use of her power, which includes her Knowledge score.

Super Intellect: 30p, 4c, Intellect Based

Precognition: 10p, 4c

Post-cognition: 10p, 4c

## THEEF

Perch's grand niece, Theef was born Sarah Abigail Sweet in the back of an old, wood paneled sedan, on an unnamed beach somewhere on the coast of California. At the age of seventeen, she was struck by a passing motorist and hospitalized. In critical but stable condition, she was expected to make a full recovery, until her distant uncle entered the hospital at night, with the help of his newly formed Risen, and smothered the girl while she slept. The doctors were able to resuscitate her, but after almost three minutes on the other side, Sarah Sweet emerged from the ordeal as Theef, one of the Profanely Inspired with inconceivable, but otherwise impractical speed, the ability to become invisible at a whim, and perform any number of minor effects, all of which are utterly useless in the heat of battle. Perch writes his niece's Inspiration off as a failed experiment, but allows the girl to remain with the Risen, hoping that one day she might be of use to the cause.

Little more than bones, Theef, who refuses to answer to any other name when she possesses the mental state to refuse anything at all, is a creature of simple pleasures - the simplest really: Sweet treats, endless naps, sunsets, cigarettes and the myriad delights vended by "Jay" on the corner of Arbor and Nickle. An endless stream of chemicals and herbs have rendered her brain incapable of appreciating anything more complicated than the moment she lives in, stunted her vocabulary to the verge of incomprehensible babel, punctuated with a repetitive use of the word "man" as a punctuation and left the stick-thin twenty-something with a taste for old jeans, older sneakers and loose shirts silk-screened with nonsensical phrases.

### Statistics:

Attributes: Strength 1, Agility 6, Constitution 1, Intellect 1, Wits 2, Resolve 2

Skills: Alertness 3, Athletics 4

Merits: Party Trick 10, Hardened Defense 3, Status (The Risen) 1

Attacks: Unarmed +11 (1d6, +10 crit)

Defense: 29

Armor/Toughness: 0/0

Initiative/Speed: +36/160

Health: 15 Wounds, 44 Wounds

Willpower: 4

Classification: Profanely Inspired

### Special:

Enchantment(Invisibility): 1p, 3c, Wits Based

Super Agility: 6p, 0c, Speed x3, Quicken x3

Augmentation Benefit: 15p, 0c, Speed x25, Quicken x15, Alacrity x5

## ORIGAMI

The circumstances surrounding Tsuka Kubari's death are a mystery, as are the origins of her Inspired talents and which side of the Eternal War she has chosen to serve. Origami can recall every moment up to the hours prior to her death, as well as every second since she awoke, but nothing in between - including her own demise. Even the powers which she manifests as one of the Inspired defy easy identification. Origami, in the simplest of terms, breathes life into inanimate objects, most commonly folded paper cranes, foxes, dragons and other traditional paper creatures. This speaks of the Divine, but the eerie, inexplicable voids which pock her hands and abdomen - destroying anything that enters into them and returning their contents to existence only when Tsuka has need - cry out their Profane nature. In addition, Origami practices the obscure art of Paper Magic, which she uses to bind the vortexes which would otherwise destroy anything she came into contact with.

Half-Japanese, half-cuban, Tsuka's appearance is exotic, captivating and all her own, with high cheekbones, full curves and a natural tan that other many struggle away whole summers to achieve, even in the depth of an overcast, New York winter. Dressing with the middle class fashions, when she can afford to, Origami never the less goes to great pains to hide the rice-paper seals that consume her stomach and palms.

### Statistics:

Attributes: Strength 1, Agility 2, Constitution 2, Intellect 1, Wits 2, Resolve 2

Skills: Alertness 2, Athletics 1, Craft 1(Origami), Legerdemain 1, Persuasion 2, Socialize 2

Merits: Status (The Risen) 3, Appearance 3

Attacks: Unarmed +2 (1d6 C, +10 crit)

Defense: 7

Armor/Toughness: 0/0

Initiative/Speed: +4/10

Health: 20 Wounds, 84 Vitality

Willpower: 4

Classification: Divinely Inspired

### Special:

Flaw: Moderate Limitation - There are three blink portals inlaid into Origami's flesh, one in the palm of each hand, and another boiling away her lower torso in a swirl of multi-dimensional displacement. She cannot create more, and can only bind these portals using obscure, paper seals. She may only deal damage with her Open Rift Benefit after a successful unarmed attack.

Teleportation: 15p, 0c, Blink, Quicken Blink, Home Team Advantage, Open Rift, Larger Gradient x2, Constitution Based

Flaw: Moderate Limitation - Once Origami has breathed life into an inanimate object, the new creature is under no compulsion to obey her, although the vast majority of her creations serve her as best their tiny minds can imagine.

Manipulation(Life): 20p, 10c, Resolve Based

Health: 60 Wounds, 45 Vitality

Willpower: 6

Classification: Divinely Inspired

**Equipment:**

Handgun, Badges

**Special:**

Regeneration: 5p, 0c, Hardy x5

Destruction (Fire): 10p, 3c, Liquid Fire, Focus x9, Resolve Based

Flaw: Minor Limitation - The Toughness afforded by Angeles' armor must be summoned into place or dismissed away. Either requires a quick action as plates of divine steel crawl over her body, displacing clothing to bind with flesh and bone.

Augmentation(Benefit): 8p, 1c, Alacrity x4, Quicken x4, Toughness x16

## THE THIRD HAND

### ANGELUS

The leader of a chapter of the Third Hand which has been tasked with eliminating the dark threat posed by Simon Perch and his Risen, Michelle Blythe is one of the Divinely Inspired, able to conjure fiery weapons out of thin air, and surround herself in living steel at will. Angelus is a dangerous combatant, and a competent leader, making her a potent tool for the forces of Heaven.

Blonde and curvaceous, the saint-to-be who known to church officials as Angelus is a woman of beauty, passion and wavering faith. Frequently taking on the guise of either an NYPD detective, an agent of Inter-Pol or other figures of investigative authority, she walks the streets in comfortable, professional clothing of varying styles and expense, flashing one of no less than a dozen badges to anyone who might question her identity. However, when the time for battle is upon her, this casual visage disappears as plates of blessed steel are conjured about her well-proportioned frame, sealing her in an impenetrable shell of armor, and a spear in the style of ancient Rome takes shape from a gout of fire at her side.

**Statistics:**

Attributes: Strength 4, Agility 3, Constitution 5, Intellect 1, Wits 3, Resolve 4

Skills: Alertness 3, Athletics 2, Knowledge 2(Religion, Tactics), Persuasion 2, Socialize 1, Survival 3

Merits: Rigors of Combat 5, Hardened Defense 4, Status (Third Hand) 3, Weapon Master (Long Spear) 5, Appearance 3, Devastation 5, Holy Light 6, Conversion, Exalted Heights, Consecration, Communion, Imbue, Longinus 5, Angel Light 4, Guardian Angel 3, Righteous 5, Angel's Hand, Chosen One 5, Empassion.

Attacks: Long Spear +13 (2d6+4 P plus 10d6+9 F, +10 crit)

Defense: 17

Armor/Toughness: 0/16

Initiative/Speed: +6/15

## THE ARMIES OF HELL

### SHADOW PACT

Greasy and ill-kempt, the myserious Irishman known only as 'Shadow Pact' is a creature of shady alleyways, dank sewers and condemned structures - each the preferred environment of the unholy pets that swarm about him, an undulating, chittering, howling tide of darkness.

Granted the Inspired ability to drag lesser demons into the mortal world, at Shadow Pact's command, imps and other abominations are torn through the barriers between worlds and set loose upon the unsuspecting denizens of Earth. Shadow Pact is a powerful Inspired, but he is a relative new comer by comparison to Simon Perch, Angeles or even Midnyte, and, given enough time, he may very well grow strong enough to drag ever more terrible monsters under his will.

**Statistics:**

Attributes: Strength 1, Agility 1, Constitution 2, Intellect 1, Wits 2, Resolve 2

Skills: Alertness 4, Survival 2

Merits: Contacts 2 (Street Gangs, Profanely Inspired)

Attacks: Unarmed +1 (1d6+1, +10 crit)

Defense: 6

Armor/Toughness: 0/0

Initiative/Speed: +3/10

Health: 20 Wounds, 12 Vitality

Willpower: 4

Classification: Profanely Inspired

**Special:**

Dimensional(Summons): 6p, 4c, Resolve Based

### VOODOO

Whether or not Voodoo is actually one of the Inspired, or simply just an incredibly talented magician is debatable. Her powers consist of a number of potent hexes and curses unleashed via a ridiculous number of charms she keeps

sewn into the hems of her clothing, hanging from her jewelry, stuffed into her pockets and crammed into the six satchels she adorns herself with. Regardless of her supernatural state, Voodoo is a terrible force of evil, and fiercely loyal to the Profane powers that have promised her unimaginable rewards for her service.

Elderly and decrepit, young, raven haired and beautiful, or statuesque and resplendent, Voodoo shifts without warning from one stage of life to the next, clothing herself in loose robes that frame her curves or obscure her rattling bones with each shape donned, obscuring her face beneath a tall peaked and wide brimmed hat of faded velveteen.

#### **Statistics:**

Attributes: Strength 0, Agility 1, Constitution 2, Intellect 3, Wits 2, Resolve 5

Skills: Alertness , Athletics , Craft (), Knowledge (), Legerdemain , Perform (), Persuasion , Socialize, Survival  
Merits: Party Trick 15, Devastation 5, Depths of Depravity 5, Desecration, Chosen One 5, Unholy, Revelations 4, Hell's Revenge 3, Linking Pieces, Voodoo Doll

Attacks: Unarmed +1 (1d6, +10 crit)

Defense: 6

Armor/Toughness: 0/0

Initiative/Speed: +3/10

Health: 20 Wounds, 60 Vitality

Willpower: 7

Classification: Demonic Magus (Magus, Profanely Inspired - Drifter)

#### **Equipment:**

Bag of Tricks x6, Ilsusiel Crystal (+4) x6

#### **Special:**

Flaw: Moderate Limitation - All of Voodoo's powers depend on the charms secreted away in her Bags of Tricks. Without these satchels and their contents, her magics are useless.

Transform: 3(7)p, 3c, Maiden, Mother, Crone

Teleport: 5(9)p, 5c, Teleport Ally, Extend Range, Open Portal, Split Infinity, Home Team Advantage, Resolve Based

Blink: 5(9)p, 5c, Home Team Advantage, Quicken Blink, Slide, Open Rift, Larger Gradient, Resolve Based

Decay: 4(8)p, 5c, Resolve Based

Malformation: 4(8)p, 5c, Resolve Based

Corruption: 4(8)p, 5c, Resolve Based

## THE CHRYSALIS

### ADAM BRIDGES

An everyday man, there is nothing extraordinary about Adam Bridges. Before the Chrysalis artifact crashed into his life, he struggled through a few college courses and crappy minimum wage job, while trying to sort out where the rest of his life would go from there on out. Uncertain how he feels about things as simple as marriage, children or even occupation, Adam is utterly unprepared for the

earthshattering conflicts and decisions that now present themselves on a regular basis.

Now, every military man from the central US to the California coastline can recognize his chiseled jawline from briefing photographs, and more than a few women and children along the way recall his brunette trim and baby blue eyes staring down at them after being pulled from a burning building, or returning a satched purse. With every breath, Adam is trying to play the hero, but things (like genetically deviant terrorists and Washington Tanks) just keep getting in the way.

#### **Statistics:**

Attributes: Strength 16, Agility 10, Constitution 13, Intellect 1, Wits 1, Resolve 2

Skills: Alertness 2, Athletics 4, Survival 3

Merits: Hand to Hand 3, Martial Arts(Boxing) 5, Improved Charge, Push, Demoralize, Confidence 5, Heroics 3, Substance 5, Reflexive Iron Hide 5, Untouchable 4, Unbreakable 4, Unstoppable 4, Bravado, Final Moments

Attacks: Unarmed +29(8d6+16 C, +8 crit), One-Two +29/+26(8d6+16 C, +8 crit)

Defense: 27

Armor/Toughness: 0/29

Initiative/Speed: +11/125

Health: 75 Wounds, 230 Vitality

Willpower: 4

Classification: Extra-Terrestrial Enhancement

#### **Special:**

Super Strength: 14p, 0c, Might x4, Toughness x10

Super Constitution: 10p, 0c, Toughness x10

Super Agility: 8p, 0c, Speed x8

Regeneration: 6p, 0c, Toughness x6

Grand Punch: 3p, 0c, Might x3

Augmentation Benefits: 13p, 0c, Speed x10, Quicken x13, Alacrity x13

## CELIA JACOBS

After spending the first twenty years of her life devoted to stellar grades and social standing, Celia has just begun to notice that there is more to life. Having wasted the last six months as Adam's arm ornament, she has finally grown tired of the same old games, and is ready to start looking out towards the future with a new optimism - only for her world to be turned upside down by the chrysalis artifact, and the ancient Krin experiment unfolding between herself and Adam.

Comely and fashionable, Celia struggles endlessly against her all but irrepressible desire to fight Adam over every decision. Still, for all the Chrysalis has done to her mind, she is a woman of character, honor and dependability, fighting side by side with Bridges - or, more accurately, adding her intellect to his brawn and giving something that resembles a chance against the conflicts arrayed against them.

Still, her irritation with Adam's foolish, bull headed and often inconceivably dangerous actions is palpable, and with

every passing day the likely hood that Celia will split off and go her own way looms taller.

**Statistics:**

Attributes: Strength 1, Agility 2, Constitution 2, Intellect 23, Wits 13, Resolve 3

Skills: Alertness 4, Athletics 4, Craft 4(Electronics, Mechanics, Arms, Gadgets), Knowledge 6(Computers, Investigation, Security, History, Tactics, Medicine), Legerdemain 4, Perform 4(Song, Saxophone, Illusion, Trumpet), Persuasion 4, Socialize 4, Survival 4

Merits: Wealth of Knowledge, Appearance 1, Translator, Polyglot, Assimilate 5, Unconventional Influx, Empower 5, Enrichment 4, Quick Restoration, Enhancement 5, Casual Infusion, Absorb 5, Coached Precision, Weapons on Overload

Attacks: Unarmed +2 (1d6 C, +10 crit)

Defense: 15

Armor/Toughness: 0/0

Initiative/Speed: +15/10

Health: 20 Wounds, 72 Vitality

Willpower: 5

Classification: Extra Terrestrial Technological Adaptation (Extra-Terrestrial Enhancement, Genetically Deviant - Technological Adaptation)

**Special:**

Super Intellect: 20p, 0c, Mathematician, Concentration

Super Wits: 11p, 0c