

Advantages

Advantages and Disadvantages that are opposing each other may not be taken at character creation. If a character with one of these obtains a temporary version of the opposing, the effects of both are canceled out for the duration. They still have both, however, so a second application of the temporary effect does nothing. Example: a character with Strong Will takes a Hallucinogen (which gives Weak Will). They do not gain either the benefits of Strong Will or the penalties of Weak Will. A second Hallucinogen take will not give the user Weak Will again, as they already have it.

Disease Resistance

Cost: 5

Description: The character is highly resistant to most forms of disease. Characters with this Advantage are affected by Disease as normal, however at the end of one hour their immune system kills the disease where a normal person would go from Diseased a Corruption Poison effect. Characters with this Advantage are affected by Greater Disease as normal, however the duration is extended to one hour before it would turn from a Disease to a Corruption Poison effect. Characters with this Advantage do not recover fully without aid as they would under a standard Disease effect. *A character may not have both Disease Resistance and Sickly.*

Empathy

Cost: 8

Description: Empathy is the prerequisite for being a student of the schools of thought (Psionics) and to be able to buy the web guide ability. Empathy actually grants the character several different abilities. An empath may simply look at a person, and with little examination the following questions may be asked:

- Are you dead?
- Are you alive?
- Are you dying?
- Are you injured?
- What is the state of your injuries?
- Are you conscious?
- Are you Diseased?

- Are you under a Corruption effect?
- Are you drugged?
- Are you under any psionic effects?
 - Is it Ba Tul?
 - Is it Ka Tul?

Empaths can also see vague energy patterns and hear the psychic manifestations of the dead. Empath's also have the ability to detect psionic fields around them, not on people but in objects and places.

Fortune

Cost: 1/3/5/7/10

Description: Characters with this Advantage have a substantial amount of goods and/or money that represent a windfall. After the initial bonus money and/or goods, no additional resources are forthcoming as a result of this Advantage. Cost: 1, 3, 5, 7, & 10 Character Points, respectively, for the 5 levels of the skill. Example: For level 3 Fortune, a character would pay only 5 points. The costs are non-cumulative. Characters who purchase the Fortune Advantage add 200 Credits of money or goods, per level purchased, to their starting equipment. All goods are purchased at the Galactic average price of the Material Units. The following rules exist for use of the money when buying goods: Only items that the character can use. No items above Standard quality. (Unless allowed/required by a martial school) No items requiring special ingredients to create. No items that require more than 10 PP to create. No more than 10 of any type of item.

Note: Not having the Fortune Advantage means each character receives 250 Credits to spend on starting equipment. All goods are purchased at their production cost. Note that any character may simply choose to keep the any part of the initial allotment as actual money.

Heightened Sense - Acute Sight

Cost: 3

Description: The player can ask (out-of-play) for a full description of anyone she encounters, even in the darkest night (i.e. you can ask players to describe themselves or ask monsters for a descriptive phrase.) You must be able to clearly see at least an outline of the individual to ask for a description. Characters who are obscured by physical objects (i.e. trees, bushes) or who are under the effects of abilities such as Dark Meld or Camouflage cannot be asked for descriptions. Note: Under normal circumstances the player cannot ask for a better description of

a dark room, etc., however, a Guide may suspend this during an adventure and offer a better description for character with Acute Sight.

Heightened Sense - Acute Smell

Cost: 3

Description: The character can detect if food or drink has been poisoned by spending ten seconds sniffing the food or drink in question.

Heightened Sense - Acute Hearing

Cost: 3

Description: A character with Acute Hearing cannot be Blindsided; (she always detects the attack and turns just enough to avoid being stunned). The character suffers no damage from this attack nor are protectives affected - the attack completely misses the character. (Note: this does not give you the ability to overhear conversations on the other side of the room, though in certain situations a Guide may inform you of sounds that you can hear that other characters cannot.) A character who is unconscious or otherwise immobilized cannot use this Advantage to avoid a Blindside.

Increased Stamina

Cost: 6

Description: This Advantage extends the time it takes a character to bleed to death by three minutes. Thus, a character who purchases Increased Stamina will bleed to death after seven minutes have passed, instead of the usual five minutes. This does not affect the time until a character goes unconscious, only the time till she dies. *A character may not have both Increased Stamina and Fast Bleeder.*

Increased Wealth

Cost: 1/2/3/4/5

Description: Typically, characters with this Advantage come from a privileged background and begin the event with a greater degree of wealth than normal. Players with this Advantage begin the game with 20 credits per level of Increased Wealth in addition to their starting money. Each event after, the character collects 20 credits per level of Increased Wealth at the beginning of the event.

Light Sleeper

Cost: 4

Description: Characters with this Advantage have a kind of danger sense that will alert them to danger in their sleep. Characters with this ability must note where they are sleeping on their cabin notes. Any time a person/creature enters the cabin unbidden, a Guide will check the notes. If a character with Light Sleeper is sleeping here, the Guide will shake her and say "You sense danger".

Pain Resistance

Cost: 5

Description: The character is extremely resistant to pain and will not go unconscious due to multiple Wounds as easily as other characters. Note that this does not affect healing time or how long it takes you to bleed to death. Characters possessing this Advantage are only rendered unconscious due to wounds after suffering four limb wounds or a torso wound. Additionally, a character with this advantage does not start bleeding to death until they receive four limb wounds or a torso wound.

The character is less affected by all Pain attacks and effects. Pain attacks and abilities have half their normal duration on a character who Pain Resistance. The character is no less affected by the effect or ability, only the duration is affected. A character may not have both Pain Resistance and Pain Intolerance.

Rapid Healing

Cost: 8

Description: Characters who have this ability heal at a much faster pace than others. Any Wound, properly tended, will mend in an hour. This ability in no way prevents a character from lapsing into unconsciousness or dying because of Wounds. A character suffering a Torso Wound or multiple Limb Wounds still bleeds to death if not Stabilized or Healed by medicinal or psionic means. If Surgery or Accelerate Healing is used on a character with Rapid Healing, the character heals in only a half-hour's time. If both Surgery and Accelerate Healing are combined with Rapid Healing the character heals in just fifteen minutes. A character with Rapid Healing awakens as soon as he is Stabilized by First Aid, medicines or psionics. If a character with Rapid Healing has untreated Limb Wounds, they will heal after a full night of sleep (at least six hours). *A character may not have both Rapid Healing and Slow Healer.*

Strong Will

Cost: 5

Description: The character is less affected by all Mental attacks and effects. Mind-affecting attacks and abilities have half their normal duration on a character who is Strong Willed. The character is no less affected by the effect or ability, only the duration is affected. *A character may not have both Strong Will and Weak Will.*

True Faith

Cost: 4

Description: The character has a true and unwavering belief in their deity. A character with True Faith must declare the deity or pantheon in which they believe. Whether they are called Saints, Fanatics, Zealots, or Believers there are those in the universe that seem to have the attention of the gods... sometimes this is a blessing, sometimes a burden. This Advantage is purposefully being left vague. There is no guaranteed effect from possessing this Advantage and any and all effects will require the presence of a Guide.

Web Way Affinity

Cost: 5

Description: Web Way Affinity allows the character to open a web gate and grants the player a vague idea what times it may open and where it might open to. Web Way Affinity requires the Advantage: Empathy. Characters who purchase Web Way Affinity can later purchase Web Guide for 10 build and Master Web Guide for 15. Both of these require an in play test or teaching. Opening a Web Gate takes 1 minute of Meditation. A character with Web Way Affinity can maintain a web path for up to 8 people. A Web Guide can maintain a path for 16, and can open a Web Gate to the Underways. A Master Web Guide can maintain a path for 24 people.

Disadvantages

Chemical Addiction

Reward: 1/2ba

Description: The character has an addiction to a specific drug. Characters with this Disadvantage have addiction to a drug from the following list. The character must use this drug at least once per event prior to reset or suffers the Withdrawal effect until the drug is taken. The character must go through the entire effect period of the drug or it will not count as their dose for the day. Withdrawal means the character cannot use any Critical Strikes or Combat Maneuvers, Psionics, nor may they activate any Mutant/Cybernetic/Racial abilities. Characters may not use the Advantages: Empathy or Web Way Affinity while under the Withdrawal effect. Additionally, characters may only move at a slow walk.

- 1 point: Hallucinogen - The character is addicted to the Hallucinogen drug, and has the Strong-Will advantage against its effect.
- 1 Point: Sleep - The character is addicted to the Sleep drug, and has the Strong-Will advantage against its effect. The character is affected normally by all Sleep effects other than the Sleep drug.
- 1 point: Intoxicant - The character is addicted to the Intoxicant drug, and has the Strong-Will advantage against its effect.
- 2 points: Corruption Poison - The character is addicted to the Corruption Poison drug. However, instead of dying after an hour, the character recovers fully from its effects after 30 minutes. The character is affected normally by all Poison effects other than the Corruption Poison drug.
- 2 point: Paranoia - The character is addicted to the Paranoia drug, and has the Strong-Will advantage against its effect.

Chemical Addiction, Severe

Reward: 2/4

Description: The character has a severe addiction to a specific drug. Characters with this Disadvantage have addiction to a drug from the following list. The character must use this drug at least twice per event prior to reset or suffers the Withdrawal effect until the drug is taken. The character must go through the entire effect period of the drug or it will not count as their dose(s) for the day. Withdrawal means the character cannot use any Critical Strikes or Combat Maneuvers, Psionics, nor may they activate any Mutant/Cybernetic/Racial abilities. Characters may not use the Advantages: Empathy or Web Way Affinity while under the Withdrawal effect. Additionally, characters may only move at a slow walk.

- 2 point: Hallucinogen - The character is addicted to the Hallucinogen drug, and has the

Strong-Will advantage against its effect.

- 2 Point: Sleep - The character is addicted to the Sleep drug, and has the Strong-Will advantage against its effect. The character is affected normally by all Sleep effects other than the Sleep drug.
- 2 point: Intoxicant - The character is addicted to the Intoxicant drug, and has the Strong-Will advantage against its effect.
- 4 points: Corruption Poison - The character is addicted to the Corruption Poison drug. However, instead of dying after an hour, the character recovers fully from its effects after 30 minutes. The character is affected normally by all Poison effects other than the Corruption Poison drug.
- 4 point: Paranoia - The character is addicted to the Paranoia drug, and has the Strong-Will advantage against its effect.

Diminished Healing - Drugs

Reward: 4

Description: Characters with this Disadvantage have a resistance to healing drug effects. All Healing drugs have their effects reduced by one level: Heal Grievous Wounds acts as a Heal Minor Wounds, Heal Minor Wounds acts as Accelerate Healing, and Accelerate Healing acts as Stabilize. Stabilize is not stepped down. If a second of the same effect is applied within one minute of the first, instead of being reduced, the character is affected by the healing effect as normal instead. In other words, if a single healing effect is applied, it is stepped down. If the effect is applied twice, it works as normal. The tagline when being targeted by a healing effect is 'Reduced Effect.'

Diminished Healing - Psionics

Reward: 4

Description: Characters with this Disadvantage have a resistance to healing psionic effects. All Healing psionics have their effects reduced by one level: Heal Grievous Wounds acts as a Heal Minor Wounds, Heal Minor Wounds acts as Accelerate Healing, and Accelerate Healing acts as Stabilize. Stabilize is not stepped down. If a second of the same effect is applied within one minute of the first, instead of being reduced, the character is affected by the healing effect as normal instead. In other words, if a single healing effect is applied, it is stepped down. If the effect is applied twice, it works as normal. The tagline when being targeted by a healing effect is 'Reduced Effect.'

Fast Bleeder

Reward: 5

Description: The character bleeds more quickly than other characters. Characters with this Disadvantage bleed to death in two minutes instead of the usual five. This ability has no effect on how many wounds it takes for a character to start bleeding to death, only the 5-minute bleed time is reduced. *A character may not have both Fast Bleeder and Increased Stamina.*

Frail

Reward: 4

Description: A character who is frail is especially vulnerable to Corruption Poisons (or other Corruption effects) Characters affected by a Corruption effect immediately suffer a Death effect.

Hunted/Wanted

Reward: 1/2/3/4

Description: The character is hunted or wanted for some reason by someone from her past. The relative strength of the enemy determines the point value for this Disadvantage since it will come back to haunt you. Being killed by something you wrote into your character background is a real possibility when taking this Disadvantage. Hunted/Wanted requires plot approval. The Hunted/Wanted Disadvantage can be worth from 1 to 4 character points. The following are some examples of point values and power levels of an enemy. This is just a guideline. How badly the person wants you and what they intend to do with you once you are captured should also be taken into consideration.

- Hunted/Wanted level 1 means an individual or relatively small organization is after you. Or perhaps a large organization but for a minor offense (those imperial traffic tickets add up).
- Hunted/Wanted level 2-3 means a powerful or influential individual or organization is after you. The actual level will be determined by the individual or organization and why they want you. Plot will have final word on the number of points allowed.
- Hunted/Wanted level 4 means a large or powerful organization, planet, or galactic empire wants you at any cost. You can expect to have bounty hunters or special operations teams out to get you.

Illiterate

Reward: 2

Description: A character with this Disadvantage suffers from a mental disability and is unable to learn how to read or write.

Intolerance

Reward: 1/2/3/4

Description: The character cannot physically tolerate a certain substance. This takes the form of an extreme allergic reaction when in the presence of the substance. Players should not just take an Intolerance to gain more Character Points - there should always be a reason for the Intolerance. Intolerances that are permitted are listed below along with point values:

- Energy Crystals - 1 point (clear, green, or blue crystals only)
- Psionic Crystals - 1 point (pink or purple crystals only)
- Warp tagline - 1 point
- Void tagline - 1 point
- Jade (material and tagline) - 2 points
- Drugs - 3 points
- Sunlight - 4 points
- Moonlight - 4 points

It should be noted that Intolerances are always physical. Phobias, fears and other psychological or mental Disadvantages fall under the realm of role-playing and cannot be taken as Disadvantages. A character that is in physical contact (i.e., touching skin) with the substance to which she is Intolerant is severely debilitated and cannot run, cannot cast, activate abilities, or use combat maneuvers, but can fight, walk, and defend himself. This effect lasts for 15 minutes after the character has broken contact with the substance. If the substance is drunk or otherwise ingested the character is affected for one hour. A Skin (such as Bark Skin, Plastek Skin, etc.) will not protect the wearer from any substance to which he might have an Intolerance. Effects that use a tagline that the character is intolerant to only affect the character if their defenses do not stop it (or in the case of damage, it does damage to their Skin, Toughness, or a wound). *It is possible to have other Intolerances, though the Eclipse plot committee requires at least 30 days to review a newly proposed Intolerance and there is no guarantee that it will be approved.*

Lame

Reward: 3

Description: The character suffers from an old wound that never healed correctly or other infirmity. A character with this Disadvantage cannot run. Any character possessing this Disadvantage who is caught running (for anything other than an out-of-play safety reason) will be struck dead on the spot. The Lame Disadvantage cannot be cured with healing effects nor corrected by normal Cybernetics.

Monstrous

Reward: 1/2/3

Description: The character has a horrible physical deformity or is otherwise monstrous in appearance. Aliens are not considered to be Monstrous since they commonly interact with Fringers and the Meurlain. Makeup must be worn to signify the deformity. Monstrous appearances must always be approved by the Plot Committee before being taken. The player must wear the appropriate make-up at every event. If the make-up cannot be worn the player must play a different character for that event. The Monstrous Disadvantage cannot be cured with Healing Psionics.

- 1 Point: The character has an unusual skin pigmentation or other minor deformity (such as a horn or fangs).
- 2 Points: The character possesses at least a minor protrusion (such as a horn or fangs) in conjunction with an unusual skin pigmentation.
- 3 Points: The character is truly horrific. Massive scar tissue or other afflictions cover at least 2/3 of the character's features.

Mute

Reward: 3

Description: The character cannot speak. The Mute Disadvantage cannot be cured by healing effects.

Pain Intolerance

Reward: 2

Description: A character with this Disadvantages immediately lapses into unconsciousness

upon receiving two Limb Wounds instead of the usual three. Additionally, they immediately begin bleeding to death upon receiving two limb wounds.. Thus, upon receiving 2 limb wounds, the character would immediately become unconscious and 5 minutes later they would die. Characters with Pain Intolerance do not react any differently than normal to 3 or 4 limb wounds or a torso wound. *A character may not have both Pain Intolerance and Pain Resistance.*

Sickly

Reward: 3

Description: A character who is sickly suffers from a diminished ability to fight off disease. Disease turns into a Corruption effect within five minutes, rather than the usual hour. After those five minutes, the character cannot be cured by a Cure Disease effect, and the character dies one hour later. *A character may not possess both the Disease Resistant advantage and the Sickly disadvantage.*

Slow Healer

Reward: 3

Description: Once all factors have been taken into consideration the time for healing any wound is always doubled. Even healing by psionics or drugs takes additional time. Normal healing effects take two full minutes to heal the character, though once the verbal has been completed the character stops bleeding. A character may not have both the Disadvantage: Slow Healer and the Advantage: Rapid Healing.

Biopattern Fracture

Reward: 2/3

Description: The character's biopattern has an unstable fracture, due to complications during a previous restoration, or some other reason. This can cause complications whenever the character's biopattern is being manipulated directly (most commonly Restore Life, Restore Energy, and Bio Replication). The character may or may not be aware of this condition.

Weak Will

Reward: 2

Description: All mind-affecting effects and abilities have twice their normal duration on a character who is Weak Willed. The effect is no more intense than normal, only the duration is affected. *A character may not have both Weak Will and Strong Will.*

