

In the sprawling metropolis, neon and chrome as far as the eye can see, a corruption grows. It is not a corruption that can be fought with guns and grit. But one that people accept. The corporations rule now, with any growing government quickly put under their thumb. Private security firms police the streets. The rich grow richer. The poor are barely people. And in this world, to get ahead, you have to be willing to stab your mother in the back.

Or perhaps, you have a code of honor? Something that keeps you in the dark, but always with a foot in the light. In dark alleys you roam, a mercenary life, but one where you at least control your fate. You might end up just like the bad guys, but for now, you're still you.

Neons and Nylons is a cyberpunk type game with magic themes, using the Apocalypse world system. Forming up a small team, you take on the jobs no one else will. Will you survive? Will your own sense of justice? Only time will tell.

## ***Statistics***

The various statistics are important, as they define your character's role on the team as much as their class. It determines what a character is an expert in, and what they can bring to the team itself. When creating a character, you gain the following points for Allocation

+2,+2, +1,+1, 0, 0, -1

All characters start to 5 Credits. Credits are currency, as well as your worth on the streets. Should it fall to 0, and not be refunded in any way on the job, your career is officially over.

Beyond this, all characters start with 8 HP, and all characters start with two languages. The common language of the location of the game, and their racial. So in a game set in Hong Kong, for example, a Goblin Spell Blade would be able to speak Chinese and Goblinese.

### ***Combat***

The ability to fight. Combat is the primary statistic when a character decides to duke it out, or when all other solutions are exhausted. Standard damage for an unarmed strike is 1 damage. In addition, increase damage done to non-magical humanoids and beasts by your combat score.

### ***Occult***

Used for checks involving magic and the supernatural. Occult is the primary statistic in order to understand magic in general, and is used whenever supernatural entities, or magic itself is involved. In addition, increase damage done to Magical creatures and Outsiders by Occult score.

### ***Tech***

Used for checks involving Technology. Tech is the primary statistic to understand, use, and hacking computers and technology in general. Also used in cybernetics, and Cyberspace combat. In addition, increase damage done to mechanical enemies and computer constructs by Tech score.

### ***Silver Tongue***

Used for checks involving convincing people, tricking them, or con artistry. Silver Tongue is the primary statistic for smooth talking. Silver Tongue can also be used as intimidation, assuming that the threat isn't intended to be carried out. In addition, increase the number of credits gained by you, and not your team, by your Silver Tongue score for end of mission rewards.

### ***Intimidation***

Used for checks involving playing hard ball, staring them down, and intimidation. Intimidation is the primary statistic for, not surprisingly, intimidation. When intimidating, the player must be willing to follow through with the threat, otherwise it is Silver Tongue. In addition, when your character chooses the 'Make to much Noise' option, they may immediately roll an Intimidate check. On a 10+, Witnesses are more inclined to lie and place the blame on someone else, reducing threat level by 1. On a 7-9, they aren't willing to divulge information on your activities, gaining no threat. 6 and below, gain threat as normally.

### ***Intelligence***

Used for checks involving the mind. Intelligence is the primary statistic for reasoning, logic, and anything involving the mind rather than brawn. In addition, increases the number of languages spoken by your intelligence score.

### ***Brawn***

Brawn is used for any check involving physical strength. This includes holding on, raw strength, pushing, and pulling things. In addition, increase melee damage by your brawn score.

## ***Skill Checks***

When performing any action where a measure of skill is used, a skill check is performed. A skill check is the determination of any action you undertake, based on a character's statistics, 2d6,

and the end result. While there are a myriad of skill checks involved, ultimately, it boils down to the following table.

10+ The intent is successful, no strings attached.

7-9 The intent is successful, but something negative happens.

1-6 The intent is unsuccessful

For example, a character attempting to look into magical disturbances in an area attempts to perform a ritual. This ritual will summon a familiar to ask them questions. The player rolls an 11, successfully summoning their familiar. However, during an attempt at negotiations, Silver Tongue is rolled, but a 7 is rolled. While the familiar is willing to help out, it wants something in return. The DM offers the player a choice of an item, or a task. Upon agreement, a contract is signed, with the familiar giving the information needed on the promise of a task done.

Beyond this is forward gained, and forward lost. Forward is gained through use of action, gathered information, or situation. It can be lost, however, by interacting with people without doing tasks they may ask for, failing jobs, and so on. Word travels on the street, and failing to pay back debts can haunt a would be soldier for hire. For example, after getting the information from the familiar, the job is completed. Instead of doing the task, the player ignores it. When attempting to summon the familiar again, the familiar is less cooperative, and perhaps even less likely to be summoned in the first place. Rolling a 7, with the negative forward, it becomes a 6, and the familiar fails to respond. That said, holding a gun to someone's head, and attempting to intimidate them for information will likely be more effective than attempting to intimidate them on even ground.

## ***Combat***

Combat is simple enough. Whoever chooses to go first, goes first. Just gotta worry about all that pesky cyberware and magic. When in combat, you roll 2d6+Combat score, and take the following results.

10+ Your action goes through as stated, no strings attached.

7-9 You managed to hit them. But.... take one of the following.

- You made too much noise (push threat meter up)
- You got hit (roll damage)
- An ally is hit (ally rolls damage)
- You lose your footing
- You lose control over your weapon

6 or below

Well, that could have gone better. Choose 2 from the previous list, you also fail to hit them.

## **Damage**

So, you took a bit of fire? Or maybe literally fire if you're going against a mage. Well, let's take a look at that wound, fella.

When you Take Damage, you roll a 2d6. Unlike most rolls, you want to roll low on this one. Because the higher you roll... well, the more significant the damage was to your person. And you don't want that. After you roll 2d6, take from the following result.

10+ That is Probably not going to grow back. DM takes two of the following.

- You got knocked out, suffering normal damage, but are KO'd until revived.
- They got a lucky shot, and you take full damage not mitigated by armor plus 1.
- Thought things were bad before? Well, they brought friends. Add more goons.
- Oh look, the guy just did a ninja flip, and is now holding you at gun point. Your next action suffers -2 to forward.
- Something important broke

7-9 Well, they got you good, but you're probably still in the fight. Take 1 from the following.

- Take full damage, not mitigated by armor
- Your Armor breaks, mitigating the damage taken, but your armor is now scrap
- You got the wind knocked out of you, causing you to lose -1 forward on your next combat action

6 or below Just grazed you

Take damage mitigated by armor

## **Death, or is it?**

Upon reaching 0 health, your character enters a state of death. But should they fight on, they might see that glimmer of hope, and somehow pull through... or just bleed out on the streets.

When a character hits 0 HP, roll 2d6 and add Brawn. Take the following results.

10+

You're unconscious, and when you wake up, you're pretty beaten up. After some time for recovery, you'll be good as new, though.

7-9

-You wake up in a hospital, and are greeted with some corporate goons. They got you, and paid for your medical expenses, but they want something.

-Your soul ends up in one of the realms of a powerful being. They offer you your life, in exchange for a favor, or perhaps your soul.

6 or Below

You, sadly, meet your maker in the great beyond.

## **Contacts**

Sure, you're an expert in a field. But that doesn't mean that it comes naturally, or that you're an expert in all fields. When you don't know something, or you need something, that's where contacts come in. You know a guy who knows a guy, and that guy will set you up with what you need. Sure they might gouge you, they're probably not trustworthy.... But honestly, who is?

A contact is a person or being that your character can get into contact with. This person can know about certain subjects, be a doctor, get you weapons, and so on. When declaring a contact, you roll 2d6+silver tongue to determine your character's relationship with them. A 10+ means your character and the Contact are on great terms, perhaps even friends. 7-9 means you have a good relationship, but it is still very businesslike in nature. Anything below a 7 means that you work together from time to time, but you really don't like each other.

A contact can be declared once per mission by each character. A contact is not particularly loyal, the exception being those that are given by class skills, such as Detective. Depending on the relationship, the contact will often either ask for credits, or a favor in return for their services.

After Contact relation is established, a Silver Tongue check is required for every interaction with them. On a 10+, they can get you what you need, generally at cost. A 7-9 means they have it, but it's gonna cost extra. In this situation, the character chooses Costs Extra, adding an additional credit to the cost. They may also choose a favor is owed, which lowers your Silvertongue score until you do what the Contact asks. Finally, the item might take time, which allows the DM to determine when the PC gets the information or item they require. Finally, a 6 or below means they just don't have what the characters need at that time.

A contact will remain loyal as long as they're paid, and kept happy. However, always remember, that what you pay them is not nearly what a mega corp looking for revenge can. If the fiction begins to shift away from a happier relationship... well, always be ready for the dagger in the back.

## **Phases**

When playing, there are ultimately Four Phases of any job. The Offer, Planning, The Job, and the Paycheck. They are all tied together by a Reveal Bar. The Reveal Bar is the closer your identity is to be revealed against whoever you're up against at the time. It can be filled in during

any phase during the Planning, Job, and Paycheck, although can only be filled once during The Offer Phase. The Bar consists of 8 Failed Rolls, and upon filling the 8th Roll, the identity of the character's is leaked, and they will suffer the consequences after the mission, although do not immediately fail the job itself. This only pertains to jobs that are not legal; Monster Hunts or otherwise legal activities do not fill this bar.

### *The Offer*

The Offer is the hook into the job. This is likely done by one mega corp to sabotage another. It is an offer from a third party, perhaps through a Fixer, Guild, or otherwise. Legal Jobs tend to pay less, but generally have no risk, other than a potential escape, or failure just at doing the job. Jobs like these would be a Guild Monster Hunt, Hired Muscle, or Bouncer. Illegal jobs, on the other hand, tend to pay more, but gain the above mentioned Reveal Bar. The Offer stage can only gain 1 gain to Reveal.

During planning, when getting the job, one person rolls 2d6+Silver Tongue, and takes the following.

10+ Choose 3 from the following

- The Job Pays Well (Increase number of Credits Paid by +2 of whatever is anted)
- Information (Gain a useful piece of information about the job)
- Equipment (Gain a weapon, armor, vehicle, ect for use on the job, but lost after the job)
- The Employer is recognizable
- The Meeting Doesn't Attract Attention (Threats do not move forward during The Offer, and do not do so until Planning)

7-9

Choose 1

6 or Below

No additional benefits

### *Planning*

The planning stage is anything done before the job itself. Getting transportation, equipment, information, ect. The Planning phase goes on until the players decide they are ready to depart. They can gain Reveal during this stage, and should be wary. Too much planning can get them sniffed out, but too little can mean they are ill prepared for the job itself.

### *The Job*

The job is the job. It is when all the planning goes into action, and when things get started. The job starts when the players say the job starts, but ends only after the objective is completed, and they find a way home. If revealed, further complications may arise, forcing players to react, and potentially prolong the job itself. The job ends once they go onto the final phase, the Paycheck.

### *Paycheck*

Getting paid. The phase is generally safe, although employers may attempt to backstab PCs, or perhaps under pay them. During this phase, EXP is rallied, and any further actions the player may take can occur.

During this Phase, rack up all Exp, and get your money. Roll 2d6+ time remaining before the team was revealed, and take the following.

10+ Choose 3 from the following

- The meeting isn't a trap (No Ambush)
- Paid in Full (No Deductions for missed perimeters, damages, or otherwise)
- Learned Something Valuable (Gain 1 additional Exp)
- Employer is Identifiable
- Your meeting doesn't attract attention (Threats are not gained)

7-9

Choose 1 from the list

6 or Below

Nothing

## **Classes**

Classes represent the arch-type of the character, although not limited to them. Just because a character is a killer, after all, doesn't mean they are the stereotypical psycho. Each class comes with its own abilities, strengths, and weaknesses.

### **Soldier**

Mercenaries, thugs, hired goons. Soldiers come in all manner of colors, sizes, and shapes. A soldier is someone who shoots first, shoots again, and shoots some more, before finally asking questions. Often cybered up to the point of barely being meat, Soldiers are steel and chrome dreadnaughts with a big gun, and often a bad attitude.

Soldiers rarely use magic, instead using firearms, grenades, and their bare hands to rip across their foes. A Soldier might not be the best looking, or the smartest, but as a wise man once said "I have yet to find a man who can outsmart bullet."

*Primary Statistic:* Combat

*Secondary Statistic:* Tech, Intelligence, or Brawn

Soldiers gain the following Abilities

### *Soldier's Best Friend*

A Soldier is nothing without their weapon of choice. A customized death machine that has been tailor made to their specifications. It might not be as flashy as magic, but that doesn't mean it doesn't make just as much of an impression. Choose one of the following:

Small Blade- 2 Damage, Discreet (Hidden), Melee

Large Blade- 3 damage, Melee

Hand Gun- 2 damage, Loud (attracts Attention), Ranged

Shotgun- 3 damage, Loud (attracts Attention), Short Ranged, Spray (Can hit targets close to each other)

Assault Rifle- 3 damage, Loud, Ranged, Full Auto (Can be used to attack multiple enemies, doing so requires one round reload)

After choosing one weapon, choose 2 of the following:

- Silenced (Remove Loud) -Full Auto (Can be used to attack multiple enemies, doing so requires one round reload)
- Non-lethal (Renders unconscious rather than kill) -Big (+1 Damage)
- Armor Piercing (Ignores 2 armor, can be used to breach locked doors)
- Magical (Can Harm Incorporeal Beings) -Scoped (+1 Forward for Ranged and Long Ranged Attacks)
- Large Clip (Removes Reload from Full Auto Weapons)
- Wide Arc (Melee Weapon gets Spray property)
- Honed Blade (Melee Weapons get +1 Forward)

### *Street Tough*

Most Soldiers are tough as nails, either due to cybernetics, or just having to be. Whatever the case, a Soldier is generally tougher than most others, surviving wounds that would kill others. Soldiers gain +1 to their starting Health.

*Choose One of the Following from Other Abilities:*



*Survivor*- Upon reaching 0 HP, and rolling to see if they die, you may roll twice and choose the better result.

*Soldier's OTHER Best Friend*- You may choose a second Custom Weapon.

*Muscle Bound*- You may use Brawn instead of Intimidation for Intimidation checks.

*Cyber Junkie*- You gain a second Cybernetic from the start list. You may choose this during character creation, or gain it during a character's down time, Planning Phase, or Paycheck Phase.

*Cold Iron Aura*- Magical Attacks and Incorporeal attacks deal 1 less damage to you.

*Military Training*-You count as a small gang when engaging in combat.

*Armor Accustomed*- Military Body Armor loses Cumbersome Tag.

*Martial Artist*- Unarmed attacks deal 2 damage, are Discreet (do not attract attention/Hidden), and Silent (make no noise)

*In addition, Choose one of the following Cybernetics:*

*Muscle Augmentation*- When using unarmed or melee combat, increase damage done by +1

*Synthetic Nervous System*- +1 to Forward in combat against any creature without Synthetic Nervous System.

*Internalized Targeting Computer*-Tech can now be substituted for Combat rolls. In addition, increase damage done by Intelligence.

*Skill Wires*-A two slotted device that imparts information based on current cartridges installed. When taking this upgrade, choose two skills. As long as your score is 1, gain +1 forward when acting on these skills. New cartridges can be bought, although only two can be used at any time.

*Cyber Eyes*-Choose 2 of the following, and gain their benefits.

-Light Amplification (Can see in the dark) -Scrubber (Sudden bright sources of light do not blind you)

-Inaccessible (Cannot be hacked) -Recording (Can record up to 20 minutes of data)

-Magnification (Can treat long range as normal Range)

-Encrypted (Data within can only be accessed with a code of the players choosing)

When one of these helps you during a mission, you may gain +1 forward to any skill check that comes from it.

*Subdermal Plating*-When rolling taking damage, choose 1 less negative outcome

*Cyber Arm*-When taking this, choose one of the following.

-Augmented Strength: +2 damage using melee or unarmed attacks.

-Internal Weapon: Gain a 2 damage melee (Discreet (hidden), Silenced (Makes no noise) ), or a 2 damage ranged weapon (Loud(Attracts attention), Discreet (Hidden) )

*Cyber Legs*-When taking this, choose from the following

-Augmented Movement: Increased movement speed.

-Mule: +1 to Brawn checks. Can choose to brace from a standing position for weapons with Heavy Recoil, but take 1 damage for doing so.

When taking these cybernetics, choose one of the following detriments to explain how the character got them.

Stolen: The cyberware works perfectly, but you made an enemy from getting it. Explain who this person is, and mark them as a Threat.

Substandard: It works, but it is old or damaged. Once per mission, the DM may ask for a Tech roll. Failure temporarily disables the cybernetic bonus from the item.

Favor Owed: You got this under the promise of using it for a job at some point. Explain who gave you the cyberware and the favor owed. Should you decide not to go through with the favor, mark Cyberware as Stolen, and add this person to Threats.

Company Bought: A company gave you the cyberware, but you are their bitch for it. The company may call you at any time to enlist your services, no questions asked. Failure to do so adds them as a threat, or increases threat level.

*In addition, Choose 3 from the following pieces of Equipment:*

Sub-Machine Gun: 2 damage, Spray (Can hit multiple enemies), Inaccurate (-1 Combat rolls to hit), Loud (Attracts attention), Ranged

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Does not attract attention), Ranged

Taser- 0 damage, Stun (Stuns a single target, turns Small Gang into One), Reload (Requires one round to reload)

Sniper Rifle- 4 damage, Loud (Attracts attention), Obvious (Cannot be hidden on person), Long Ranged, Heavy Recoil (requires a brace or sitting position)

Kevlar- 1 Armor (Reduces damage by 1)

Military Body Armor- 2 Armor (reduces damage by 2), Cumbersome (Reduce Movement speed, -1 to skill checks)

Street Clothes- 0 Armor, +1 checks to Silvertongue, Intimidation

Extra Ammo (Consumable): Negates Reload on a weapon, but is consumed on use.

Night Vision Goggles: Gives Night Vision while being worn.

### *Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

*-Choose an Ability from your class list (Can be taken 3 times)*

*-Choose an Ability from another Class (Can be taken 2 times)*

*-Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

*-Retire to safety (Requires 10 Credits)*

*-Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*

*-Reduce a Threat Level (Returns a Threat to its starting point)*

*-Make a second character*

*-Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Mage**

Mages have been around since the dawn of civilization, and like tech, have had to up their game as time went on. While initially elvish and human in practice, Magic has since flourished between all races. Some are trained to learn how to do it, while others can naturally be mages. But all of them require heavy amounts of capital just to be able to put themselves above the others. And it is from this that many get preyed upon by other worldly beings.

Mages are often seen as jacks of all trades. With magic, a Mage can do just about anything that they set their mind to. Sure, they aren't as good as a skilled person in that field. Sure, magic might leave a magical track that someone can follow. But most don't care. The ability to

craft reality on a whim is a powerful drug, and mages take as much of it that they can. While most mages are ultimately Corporate in nature, a sizable population dwells within the fringes of society, practicing their arts away from prying eyes.

*Primary Statistic:* Occult

*Secondary Statistic:* Varies, Combat

Mages gain the following abilities:

### *Spell Discipline*

Mages start from nothing, and must learn how to control their powers. While they are seen as jack of all trades, that doesn't mean they don't take one form of magic and run with it from the start. When making a mage, choose one from the following Disciplines.

*-White Magic:* Curative in nature, White Magic augments the bodies natural ability to heal wounds and disease. Healing done to yourself and others is increased by +1, and makes you immune to diseases. In addition, you also gain the Mend Wounds spell. Requires a good or Neutral Alignment to use.

*-Black Magic:* Destructive in nature, Black Magic calls forth negative aspects of life and imbues them in spells. Chaos, fear, anguish, pain, these are your power sources. As a black magic practitioner, you gain a passive +1 to all magical damage, and +1 to forward when speaking with evil entities from other dimensions. In addition, you also gain the Elemental Bolt spell. Requires a Neutral or Evil Alignment.

*-Divine:* You are connected to a being of extreme power. You act as its agent, and draw power directly from the being. When taking Divine Magic, you choose a god, or being of power, and put them as an ally. You gain +1 forward on all checks, and may even attempt to contact them for knowledge with Occult checks. However, you must adhere to whatever code, or tasks they set for you. Failing to do this strips you of the magical discipline until you appease the entity.

*-Illusion:* Illusionists are tricksters and liars, with magical backing and training. Illusionists gain the Assassin Ability Infiltrate, but are always considered to leave a magical trail behind. Gain +1 to forward on Silver Tongue checks, and gain the spell Hallucination.

*-Summoner:* Why do the heavy work, when you have others to do that? Summoners rely heavily on aid from the other dimensions for aid. Gain the spell Familiar, and gain the Boss Ability Hired Help. Your crew is Magical in Nature, although it has to be bound by a spirit, or is a magical creature. While the bound creatures have motivations of their own, they are by no means loyal to you, and if the bound spirit is broken, the DM may cite summoner treatment and actions to determine how the bound creatures react to their former master. New minions may be added or lost minions may be replaced with successful Occult checks, as well as intimidate

or silver tongue rolls to barter or press gang them into service. No more than one new minion may be added per mission. Like the Boss Hired Help, once a minion dies, it is dead forever.

*-Artificer:* You construct things, magical things. Things that blow up. Things that move around. As an Artificer, you're rather odd for a mage. You use metals and grit as opposed to knowledge and deals with extra-dimensional entities. When taking Artificer, you gain the Engineer Construction ability, but may replace the required Technology checks with Occult checks. All items constructed require double the credits to build, but are considered magical in nature, and cannot be hacked.

*-Druidic:* One with nature, the elements, and the creatures within. Sometimes simply called 'natural' magic, and one of the staples of Elven society. Many practitioners find it archaic, but it still has a fair number of users. During Planning, you may roll a 2d6 and add your occult, and take the following results.

10+ Gain 3 of the following, which expire at the end of the mission.

-Can summon a creature, the creature has 3 HP, 3 damage attack, and 1 Armor

-You may restore 3 HP to yourself, or an ally through use of healing potions.

-You may assume animal form, gaining 1 natural armor, gaining a 3 damage attack, but are unable to use weapons other than melee. This lasts until you leave the form willingly.

-You are able to cause a sudden branch of thorny vines to appear, dealing 1 damage to all enemies, and slowing their movement to a crawl.

7-9 Gain one of the previously mentioned benefits.

6 or below

You instead are weakened, suffering -1 to forward during planning, and for combat during the main mission.

*-Carnal:* Also known as 'blood magic', Carnal magic is ancient, drawing on the notion of knowing a name and having a piece of a person holds value. Like technology, it has evolved as well, becoming well known for its practitioners to engage in sex, and use that. Carnal Mages gain +1 forward on Silver Tongue checks, and gain the Altar Appearance spell. If they gain a name, and an item belonging to the person, they gain +1 forward against that person. If you create a fetish of the person using these items, anything done to the fetish will happen to the person.

*-Necromancy:* You dabble in dark arts, that of death and decay. Heavily illegal, Necromancy is often sought out and destroyed by various churches due to its potential spread of magical illnesses such as Sanguine Nocturnis. While Necromancy is outlawed, practicing it gives +1 to HP and Damage of Raise Dead minions, as well as getting Raise Dead spell.

*-Astral:* You gain powers from the stars and cosmic alignments, becoming a bit chaotic and slightly unpredictable. Astral Magic is one of the few forms of magic that gains power from

cosmic alignment, as well as time of day, but most importantly, fortune reading. Gain the spell Fortune Telling, in addition, gain a spell depending on the time of day, although cannot access the others.

-Dawn: Dawn's Light, a 2 damage, spray (hits grouped enemies) attack with Flashy (attracts attention), and Blinding (take one less Damage option from non-magical enemies).

-Afternoon: Star Flare, a 3 damage, Area of Effect (Hits all visible enemies), Flashy (attracts attention), Fire (deals fire elemental damage)

-Dusk: Icy Light, a 2 damage, spray (hits grouped enemies) attack that encumbers them (all actions against them gain +1 forward)

-Midnight: Witching Hour, passively gain +1 forward on all occult checks and spell attacks.

-Eclipse: Galaxy Stop, after a successful occult check, negate all damage rolls done to self and allies for one round. Can only happen once per Eclipse.

-Celestial Alignment: Forma Stella, after a successful Occult check, you gain star form. While in star form, you are immune to all non-magical damage, and gain full use of all Astral spells without the need for alignment. Lasts as long as Celestial Alignment is in effect.

-*Technomancy*: Often seen as 'new age magic', along with Artificers. Technomancers use the technology around them as a proxy for spell sources and effects. This is often bending of light, sleight of hand, or draw from sources such as power lines, climate control units, or even kinetic force from things such as guns. Technomancers may substitute their Tech scores for their Occult scores. However, Technomancers require technology to cast spells. Without any tech in the area, they are effectively powerless.

### *Warding*

Mages are quick to discover that magic has collateral damage. Whether to protect your dwelling from incursions, warding your dreams from attack, to even keeping thieves out, mages are often forced to learn wards to place. You may place a warding with an occult check. A ward takes roughly 1 hour to place, and can have one effect at a time. When placing the ward, roll 2d6 and your occult score, and take the following results.

10+

The ward works perfectly

7-9

The ward works, but you must choose 1.

-The ward occasionally fails.

-The ward only works against a specific being

-The Ward can be dispelled through brute force

6 or below

The ward seems to function, but quickly fails

*Choose one of the Following from Other Abilities:*

*Second School of Magic-* You may take a second Discipline of Magic, although can only use one benefit at a time for skill checks.

*Circle of Mages-*You gain a circle of mages similar to yourself as informants. This group consists 5-10 mages, who can be asked questions, asked favors, or potentially procure items. You do not have to look for them, and it can be assumed they can be contacted. This does not mean they have what you need, and Silver Tongue or Intimidation checks may be needed to get them to cooperate.

*Friends on the Other Side:* You have a business relationship with a being of power from another dimension. Add this creature to your contact list. This creature is considered an expert in other world matters, but will always ask a price for its aid. An Occult check will be needed to contact this creature, but it will be clear on what it does and does not know.

*Learned Spellcaster:* You gain one additional spell without any cost. This can be gained at creation, during down time, or if the lore allows for the sudden knowledge to be gained.

*Fortune Teller:* Once per mission, you can attempt to see the future through occult means. Make an occult check, and take the following results.

10+

You know the next three rolls that are to be made.

7-9

You know the next roll that is to be made.

6 or less

The DM can force a player to reroll the next roll made.

*Blood Magic:* You may sacrifice 3 HP, doing so allows you to reroll a combat or occult check.

*Warding Savant:* When attempting to Ward an area against threats, you may roll twice, although must take the second roll.

*Enochian Scribe:* You can read, write, and speak Enochian. Enochian is a magical, esoteric language that is not readily understood, although sometimes used by mages to code their works. If put on paper, wording becomes scrambled to anyone but the person who wrote it down. If unscrambled, it returns to being standard Enochian.

*In addition, while you have no Cybernetics, you gain a Spell Book instead. Choose 3 spells from the list, your character knows them.*

*Alter Appearance:* You can alter your physical appearance with a successful Occult check. While your physical appearance changes, your capabilities remain the same. Requires successful Silver Tongue or Intimidation checks to convince others that you are what you appear to be.

*Familiar:* You have a summoned creature directly tied to you. The creature is bound by contract, and as long as the contract is kept, it cannot disobey orders. The creature has an HP of 3, damage of 2, and is considered incorporeal against damage. When it hits 0 HP, it vanishes in a poof of smoke, only to reappear the next day at full health. It will follow orders, and can communicate verbally or through a telepathic bond with its partner.

*Telepathy:* You are able to communicate through telepathy. Non-magical enemies are unaware that you are communicating, and magical enemies are only aware that you're using a spell, and not what you're saying. Requires a successful occult check to be used.

*Elemental Bolt:* You summon a bolt of an element of your choosing. This can be fire, water, ice, lightning, ect. The bolt deals 3 damage, is Flashy (Enemies within sight are drawn to it), Loud (Draws the attention of enemies within hearing distance), and is considered magical in nature.

*Elemental Spray:* You spray elemental energy at a location of your choosing. This can be fire, water, ice, lightning, ect. The spray deals 2 damage, is Flashy (Enemies within sight are drawn to it), Loud (Draws the attention of enemies within hearing distance), Spray (hits enemies within an area), and is magical in nature.

*Raise Dead:* You may raise a corpse into a zombie or skeleton. The creature has 2 HP, deals 2 damage, and lasts until destroyed or until dismissed, and have a Combat score of 0. It is considered an ally, and obeys any order given to it. Zombies/Skeletons are considered Flashy (Enemies within sight are drawn to it), Zombies/Skeletons stand out in a crowd, and cannot be taken to civilized areas. Requires a successful occult check to be used.

*Shield:* After a successful Occult check, you project a wall of force around yourself. This is 1 HP, but is considered magical, and can only be damaged by magical attacks. Shield lasts until destroyed, or until combat has ended.

*Beacon:* After a successful Occult check, you place an astral beacon on an item or person. While it persists, you know the location of the person or item.

*Bound Weapon:* After a successful Occult check, you may summon a magical small blade. The weapon is melee ranged, deals 2 damage, and is considered magical. It persists until the user lets it vanish.



*Conjure Food and Water:* After a successful Occult check, you summon food or water. You gain basic biological needs from it, although no further benefits.

*Mend Wounds:* On a successful Occult Roll, heal 2 damage from self, or an ally. Cannot be used on a target at 0 HP.

*Drain Touch:* You make an attack at melee, dealing 1 damage and restoring 1 HP. This is considered to be Discreet (Does not draw attention), and Melee Touch (Must be able to touch them).

*Invisibility:* After a successful occult check, turn invisible to the naked eye. Any contact with another living being dispels the illusion. You can still be detected through smell, or true sight.

*Hallucination:* After a successful occult check, you cause a person, or group of people to see an image of your choosing. Each successful Intimidate or Silver Tongue check causes the hallucination to persist, and to be counted as an ally for damage against it, but is otherwise immune to damage. If the caster is incapacitated, the Hallucination ceases.

*Light:* After a successful Occult check, you cause a magical light to illuminate the area. This causes creatures vulnerable to magical light to flee.

*Dark:* After a successful Occult check, you cause magical darkness to envelop the area. This blinds all creatures without night vision.

*In addition, Choose 2 from the following pieces of Equipment:*

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Does not attract visual attention)  
Ranged

Trench Coat- 0 Armor, +1 Forward to Intelligence checks

Rune Trench Coat-0 Armor, +1 Forward Occult Checks

Kevlar Vest-1 Armor

Magic Mirror-Allows for magical communication long distance.

Bag of Holding- Allows for holding of up to 4 other items within a pocket space. These items can be no larger than something held in one arm.

Glasses of True Sight-Grants the wearer true sight.

Dragon's Teeth-Consumable, casting Raise Dead on these summons skeletons, with +1 Health and damage. Once used, is consumed, and must be purchased.

### *Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

- Choose an Ability from your class list (Can be taken 3 times)*
- Choose an Ability from another Class (Can be taken 2 times)*
- Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

- Retire to safety (Requires 10 Credits)*
- Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*
- Reduce a Threat Level (Returns a Threat to its starting point)*
- Make a second character*
- Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Assassin**

Lurker in the shadows, contract killer, psychopath. Assassins live to infiltrate and kill, nothing else to it. While others may sneak in shadows, the Assassin sneaks to take out a target. Anything else is just incidental. Unlike a Soldier, Assassins rarely rely on heavy weapons, combat armor, or even a moral compass. They find a mark, they find where it lives, and they kill it. If combat occurs, it's incidental, and just means the assassin screwed up at some point. What a Soldier does with a bug gun, an Assassin does with subtle actions, and a blade in the dark.

Assassins will use any tools at their disposal, but generally shy away from magic, favoring silence. Magic is effective, but tends to be flashy and leaves a something to follow. Assassins often favor intelligence and a quick tongue to get into places, and nearly all have a hidden weapon up their sleeve.

*Primary Statistic:* Intelligence

*Secondary Statistic:* Silver Tongue/Intimidation, Combat

Assassins gain the Following Abilities

### *Infiltrate*

Killing a person takes a lot of skill. It takes even more skill to be able to infiltrate his home without his guards ever noticing you. As an assassin, you gain the ability to infiltrate into an area, and do what you need to do. You may exit before you finish the job, but that is what trial and error is all about. When you decide to infiltrate an area, you may roll 2d6+Intelligence, and gain a number of actions for use.

10+ Gain 3 Actions to use for the following.

-Kill a Guard

-Disable a Security System

-Gain Intel

-Assassinate Target (Target must be seen during infiltration. Target must be unaware of the Assassin, either alone, asleep, or otherwise helpless)

7-9 Gain 1 action Instead

6 or Below

You have botched the infiltration. Increase Threat Level, Assassin must exit, or choose to continue on with no Actions.

### *First Strike, Last Strike*

Your first action in combat allows you to gain +1 to forward, as long as you weren't surprised. This first strike deals +2 extra damage, and you may choose to apply any poisons that you were carrying at the time.

*In addition, take one more from Other Abilities*

### *Toxin at the Ready*

You keep a venomous plant or creature as a pet or otherwise, and regularly harvest it. Upon taking this ability, choose Neural, Necrotic, Muscle. Neural causes a target to be under the same effects as Hallucination, although the Assassin gains no control over what the target sees. Necrotic causes 1 additional damage per attack. Muscle causes the target to be forced to roll a 1d6, 1-3 allowing it to attack normally, while 4-6 causing the attack to fail immediately. Poison can only be used for one attack, and is applied until the target is dead, or cured. Roll 2d6+intelligence and take the following results.

10+ 3 Doses of Poison to use

7-9 1 Dose of Poison to use

6 or below

You have poisoned yourself, forcing you to either spend 1 credit for the antidote, or take one of the following.

- Minus 1 Forward to all combat rolls
- You see things that may or may not be there
- Take 1 additional damage from all sources.

*Trained Professional:* You gain 1 action for Infiltrate, even on a failed roll.

*One Shot, Two Kills:* If First Strike, Last Strike kills the target, your next combat roll also applies First Strike, last Strike if used immediately.

*Knife in the Dark:* +1 damage with melee weapons.

*Hostage Negotiator:* If you use an Infiltration action to disable a guard, you may choose to use Intimidate or Silver Tongue check. Passing it gives you Intel on the area, a person, or specified information.

*Doll Eyes:* You may substitute Silver Tongue checks with Intimidate.

*Professional:* During The Offer and Paycheck Phase, choose 1 additional reward.

*Steel Liver:* You are immune to the effects of poisons due to prolonged usage and deployment of them.

*In addition, Choose 1 Cybernetics from the following:*

*Muscle Augmentation-* When using unarmed or melee combat, increase damage done by +1

*Synthetic Nervous System-* +1 to Forward in combat against any creature without Synthetic Nervous System.

*Internalized Targeting Computer-*Tech can now be substituted for Combat rolls. In addition, increase damage done by Intelligence.

*Cyber Eyes-*Choose 2 of the following, and gain their benefits.

- Light Amplification (Can see in the dark) -Scrubber (Sudden bright sources of light do not blind you)
- Inaccessible (Cannot be hacked) -Recording (Can record up to 20 minutes of data)
- Magnification (Can treat long range as normal Range)
- Encrypted (Data within can only be accessed with a code of the players choosing)
- Infrared: See heat, grants night vision

*Cybernetic Legs-Choose one of the following*

-Silent Foot Fall: Gain +1 Forward when rolling Infiltrate

-Adhesive: Can stick to walls, gaining 1 Forward for Brawn checks when scaling or sticking to walls.

When taking these cybernetics, choose one of the following detriments to explain how the character got them.

Stolen: The cyberware works perfectly, but you made an enemy from getting it. Explain who this person is, and mark them as a Threat.

Substandard: It works, but it is old or damaged. Once per mission, the DM may ask for a Tech roll. Failure temporarily disables the cybernetic bonus from the item.

Favor Owed: You got this under the promise of using it for a job at some point. Explain who gave you the cyberware and the favor owed. Should you decide not to go through with the favor, mark Cyberware as Stolen, and add this person to Threats.

Company Bought: A company gave you the cyberware, but you are their bitch for it. The company may call you at any time to enlist your services, no questions asked. Failure to do so adds them as a threat, or increases threat level.

*In addition, choose 2 of the Following*

Silenced Handgun- 2 Damage, Silent (Draws no attention), Discreet (Can be hidden) Ranged

Silenced SMG: 2 damage, Spray (Can hit multiple enemies), Inaccurate (-1 Combat rolls to hit), Silenced (Draws no attention), Ranged

Small Blade: 2 damage, Melee, Silent (Makes no noise), Discreet (Can be hidden)

Large Blade: 3 damage, melee, Silent, Messy (leaves bloody kills)

Kevlar Vest: 1 Armor

Tactical Visor: Grants Infrared Vision, Night Vision, and seeing body heat

Stealth Suit: 0 Armor +1 Forward when using Infiltrate

*Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

- Choose an Ability from your class list (Can be taken 3 times)
- Choose an Ability from another Class (Can be taken 2 times)
- Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)

After gaining these bonuses 5 times, Choose from one of the following

- Retire to safety (Requires 10 Credits)
- Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)
- Reduce a Threat Level (Returns a Threat to its starting point)
- Make a second character
- Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)

### **Private Eye**

The Gumshoe, the Detective, and commonly, the Bounty Hunter.. While those in the shadows generally avoid any sort of investigator, sometimes having one tag along can make things a bit less dangerous for them. After all, the very same skills that a PI might use against someone in the shadows, can be used by the team. If there's a person to be found, they'll find them. If there's a case that needs to be solved? Well, they'll solve it. And if there's a big paycheck at the end of it? They'll gladly collect it. Staging from various walks of life, a Private Eye can be anything from a jaded private security agent, bounty hunter, to a very perceptive thug on the street.

Private Eyes use a wide variety of tools. This can be logic, magic, to technology. While they try to keep themselves off the grid while doing illegal activities, many can live at least partially in the light as bounty hunters, or even on a police force. Whatever the case, they come down to one thing. Seeing the problem, and figuring out how to fix it.

*Primary Statistic:* Intelligence

*Secondary Statistic:* Combat, Occult, Technology, Silver Tongue

Private Eyes get the Following Abilities

#### *On the Case*

Private Eyes are deceptively perceptive, drawing conclusions that most people would never see. During the planning phase, you may roll Deduction, gaining a number of actions. These actions can be used to reveal a person of interest, an item of importance, or reveal a potential puppet master behind the scenes. Roll 2d6+intelligence and take the following results.

10+ Choose 3

- Reveal a person of interest
- Pick up a Trail
- Deduce an Item, tech, or spell's purpose.
- See the Big Picture (See that there's someone pulling the strings)
- Be Ready for an Ambush
- Deduce Employer's true Identity

7-9 Choose one from the list

6 or Below You gained faulty information, and something bad happens for it

### *Detective Discipline*

Different Private Eyes use different means to get paid. When taking Private Eye, choose Technology, Informed, or Magical. These determines the tools at your disposal for doing your job. Choose 1:

*-Technology:* Your primary method for your job is forensics and logic. Gain a workshop at your home or work that allows you to analyze evidence and information picked up using tools, chemicals, and computers. You may roll Tech to analyze, gaining a +1 forward while you're using the workshop.

*-Magical:* Your primary method for your job is through magic. You gain the ability to Detect Magic with a successful Occult Check, and are considered to have the Scry Spell: On a successful Occult Check, you may replay the events at an area within a set amount of time.

*-Informed:* Your primary method for your job is by knowing people on the underbelly of society. Gain 3 contacts, all of which are criminals. Choose 3 fields of expertise, with each contact knowing about that particular field. You gain a +1 forward while dealing with them, due to a prior deal being made with them for said information, although they may expect something extra.

*In addition, take one more from Other Abilities*

*Deadbeat:* Everyone knows that you'll pay back your debts... eventually. When you owe someone a favor, you no longer suffer a negative to Forward.

*Gumshoe:* You are, or were, affiliated with Security or the Police. You gain a contact from your old work place. You choose what field they are an expert in, and do not have to roll to learn information from them.

*Multiple Insights:* You may select a second Detective Discipline.

*Seeing Tells:* When using Silver Tongue, you may roll 2d6+Intelligence and take the following results.

10+ Choose 3 of following to Understand

- Is this person lying to me?
- How are they vulnerable to me right now.
- Is something wrong
- Is this person dangerous
- Are they bluffing?

7-9

Choose 1 from the previous list

6 or below

Gain no useful information

*Bounty Hunter:* After Investigating someone, you may use Intelligence instead of Combat if you enter combat with that individual.

*No Surprises:* Before you begin a mission, you gain a piece of equipment relevant to your Detective Discipline. If you have none, the DM chooses a magical or technological item. The item doesn't need to be stated exactly what it is, but must be related to the knowledge of the character.

*Magnum Ops:* You gain the use of a Magnum, a 3 damage Ranged weapon that is Loud (Attracts attention from enemies far away), Armor Piercing (ignores 1 armor for damage), Discreet (easy to hide). If gained after being created, explain where you got this weapon.

*Mystic Hunter:* Your bullets become Silver, dealing +2 damage against creatures weak to Cold Iron and Silver.

*In addition, Choose 1 Cybernetics or Gain a Spell Book from the following: You may only gain a spell book if you have Detective Discipline: Magic.*

*Spells:*

*Beacon:* After a successful Occult check, you place an astral beacon on an item or person. While it persists, you know the location of the person or item.

*Telepathy:* You are able to communicate through telepathy. Non-magical enemies are unaware that you are communicating, and magical enemies are only aware that you're using a spell, and not what you're saying. Requires a successful occult check to be used.



*Elemental Bolt:* You summon a bolt of an element of your choosing. This can be fire, water, ice, lightning, ect. The bolt deals 3 damage, is Flashy (Enemies within sight are drawn to it), Loud (Draws the attention of enemies within hearing distance), and is considered magical in nature.

*Invisibility:* After a successful occult check, turn invisible to the naked eye. Any contact with another living being dispels the illusion. You can still be detected through smell, or true sight.

*True Sight:* After a successful Occult check, you summon a magical eye. This grants you true sight, seeing past illusions.

Cybernetics:

*Cyber Eyes-*Choose 2 of the following, and gain their benefits.

- Light Amplification (Can see in the dark) -Scrubber (Sudden bright sources of light do not blind you)
- Inaccessible (Cannot be hacked) -Recording (Can record up to 20 minutes of data)
- Magnification (Can treat long range as normal Range)
- Encrypted (Data within can only be accessed with a code of the players choosing)
- Infrared: See heat, grants night vision

*Synthetic Nervous System-* +1 to Forward in combat against any creature without Synthetic Nervous System.

*Internalized Targeting Computer-*Tech can now be substituted for Combat rolls. In addition, increase damage done by Intelligence.

*Skill Wires-*A two slotted device that imparts information based on current cartridges installed. When taking this upgrade, choose two skills. As long as your score is 1, gain +1 forward when acting on these skills. New cartridges can be bought, although only two can be used at any time.

*Synthetic Hearing:* When choosing this cybernetic, choose 2 of the following.

- Augmented Hearing (Can hear greater distances) -Recording (Can record up to 20 minutes of data)
- Inaccessible (Cannot be hacked)

When taking these cybernetics, choose one of the following detriments to explain how the character got them.

*Stolen:* The cyberware works perfectly, but you made an enemy from getting it. Explain who this person is, and mark them as a Threat.

Substandard: It works, but it is old or damaged. Once per mission, the DM may ask for a Tech roll. Failure temporarily disables the cybernetic bonus from the item.

Favor Owed: You got this under the promise of using it for a job at some point. Explain who gave you the cyberware and the favor owed. Should you decide not to go through with the favor, mark Cyberware as Stolen, and add this person to Threats.

Company Bought: A company gave you the cyberware, but you are their bitch for it. The company may call you at any time to enlist your services, no questions asked. Failure to do so adds them as a threat, or increases threat level.

*In addition, choose 2 of the following*

Kevlar Vest: 1 Armor

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Can be hidden) Ranged

Inconspicuous Car: You have a car that has 1 Armor, and is Discreet (Not noticeable). It can fit up to 4 passengers.

Trench Coat- 0 Armor, +1 Forward to Intelligence checks

Hideout: You own a hideout. It may be an Old Warehouse, an Underground Bunker, or out of city property.

Bounty Link: You have direct access to private and public bounty notifications for extra credits and income.

*Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

- Choose an Ability from your class list (Can be taken 3 times)*
- Choose an Ability from another Class (Can be taken 2 times)*
- Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

- Retire to safety (Requires 10 Credits)*
- Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*
- Reduce a Threat Level (Returns a Threat to its starting point)*
- Make a second character*
- Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## ***Engineer***

The brain, the maker, the engineer. Engineers focus less on battle, less on the mission. They focus on making and patching up things. People, things, guns, an Engineer is someone you want in your corner before the mission, and after things go to hell in a handbasket. Need a gun? An Engineer can give it to you. Need some bullets dug out, magical wounds stitched up? Scrub up. Cyberware installed? An Engineer has your back. They might not show up to a gunfight the same way a Soldier would, but they'll make their mark... even if it's by throwing explosives at it.

Engineers are not magical by nature, but they can learn to be. Since Engineers generally do things on the fly, however, the expense magical involvement often leaves them to more mundane items. Beyond this, Engineers are less about combat, and more about bringing things to the fight. They might not win any fire fights on their own, but they can give your fighters a means to do so far easier.

*Primary Statistics:* Tech

*Secondary Statistics:* Intelligence

Engineers gain the Following Abilities

### ***Construction***

Engineers are great at building, repairing, and installing things. While not the best at combat, they can throw things together, repair them, or patch them up. When making an Engineer, you choose their specialty. They can make, repair, or modify anything that lies within their specialty, assuming they have time and credits. Choose one from the following:

*-Medical:* While probably not a doctor, you have the medical expertise of a street doc. You may fix up your companions, install cyberware, and perform surgery. You can patch someone up during a mission, rolling a 2d6+Intelligence and take the following results.

10+ Your successful, restoring 3 health.

7-9 Successful, but just a quick fix, restore 1 health.

6 or Below, you botch it, causing a bit extra damage. Patient rolls a Take Damage check, taking 1 damage unmitigated by armor.

You may only perform this action every time an ally takes damage, and not damage you cause with a failed check, unless they hit 0 HP.

Beyond this, you may install cyberware and take the following results. Roll 2d6+Tech, take the following results.

10+ The Cyberware is installed properly, no trouble at all.

7-9 The Cyberware was damaged, take Damaging (Take 1 damage when using Cyberware), Substandard (DM may require a Tech roll to use it)

6 or Below, The Cyberware will require repairs, Roll another Tech roll to attempt repairs.

-*Guns*: Given the parts, you can craft a custom weapons, something far better than mass produced ones. When attempting to craft or customize a weapon, you may spend credits equal to the base cost of the weapon, and roll 2d6+technology. Customization is half-cost. Take the following results.

10+ the operation goes off without a hitch, Take 2 of the following traits and add them to a weapon, or craft a weapon with them.

- Silenced (Remove Loud)
- Full Auto (Can be used to attack multiple enemies, doing so requires one round reload)
- Non-lethal (Renders unconscious rather than kill)
- Big (+1 Damage)
- Huge Payload (Ignores 2 armor, can be used to breach locked doors)
- Scoped (+1 Forward for Ranged and Long Ranged Attacks)
- Large Clip (Removes Reload from Full Auto Weapons)
- Spray (Hits groups of enemies close together)
- Explosive (+2 damage, Area of Effect, Volatile (blows up in hands on a failed attack))
- Wide Arc (Melee Weapon gets Spray property)
- Honed Blade (Melee Weapons get +1 Forward)

7-9 You successfully build or customize a weapon, although it isn't as good as you wanted it to be. Take 1 from the list above instead of 2.

6 or Below It was unsuccessful, you get scrap iron instead.

-*Explosives*: You can create explosives, and are an expert in chemistry. You can craft explosives, noxious bombs, and grenades. Explosives are not given the Volatile anymore. When making explosives, or any chemical weaponry, roll 2d6+Tech, a few credits, and take the following results.

10+ The bomb works as intended

7-9 The bomb works, but take one of the following

- Remote Detonator damaged
- Short Fuse: Timer is half the time
- More Materials: The explosive costs more

6 or Below: The bomb is a dud

*-Mechanic:* Your specialty is Drones and Vehicles, maintaining them for personal or team use. While Drones can be scrapped together, Vehicles take time (Roughly 3 missions, with a Tech check for each mission). When crafting or customizing a drone, you may spend credits on the base cost. Customization is half cost. Roll 2d6+tech, and take the following results.

10+ You were successful, take 2 of the following traits for the drone.

-Military Grade (Drone counts as a small gang, gaining +1 damage, and -1 damage taken against anything that isn't a small gang)

-Ceramic Armor: +1 Armor

-Simple AI: Drone will move without being controlled, gaining a Combat Score of 0 for sake of rolls.

-Orihalcon Chassis: Drone is Magical

-Silver Plated Chassis: -1 damage from Magic

7-9: You were successful, take one of the traits from the above table.

6 or below The drone is damaged, and has to be repaired before use

Vehicles can be partially built once per mission, or roughly the time period of 6 months.

Vehicles are the base cost of the Vehicle, but allow for customization. Customization alone is just half cost. When crafting a vehicle, requires 3 rolls, using 2d6+Tech for each, with the third roll determining customization. Failing any of the roles damages the Vehicle, requiring repairs to be made before another roll can be taken to continue building it. At the third roll, or customization, roll 2d6+tech and take the following results.

10+ Take 2 Customization Options

-Stylish (draws attention, +1 Silver Tongue while around the Var)

-Functional (Half all refueling costs)

-Armored (+1 Armor)

-Magic Paint Job (Vehicle color and licence plate can change at will)

-Battering Ram: (Vehicle Gains +1 to Brawn)

-Flight: (Vehicle can fly)

### *On the Fly*

Sometimes you just need something quick, disposable, and ready in a few minutes. During Planning, an Engineer may gain equipment related directly to their area of expertise. These items are disposable, and expire at the end of the mission. During planning stages, roll 2d6+Tech, and take the following results.

10+ Gain 3 pieces of equipment related to your field.

7-9 Gain 1 piece of equipment related to your field.

6 or Below You didn't have enough time to repair anything

The item does not have to be defined, but must be directly linked to your character's expertise.

*In addition, take one more from Other Abilities*

*Savant:* Choose a second Engineer Construction specialty.

*Master Maker:* Choose a third Engineer Construction specialty.

*Second Chances:* During Construction, on a failed roll, the items you used are not consumed. However, on any further attempt, you must take one less from customization options. For example, failing with a 6 does not consume your credits or items. However, when you roll a 10, it instead counts as if you rolled a 7-9. A 7-9 gives you a standard weapon with no custom options.

*Deconstruction:* You may take equipment and items related to specialty and deconstruct it. When you take an item, you may roll 2d6+tech, and take the following results.

10+ You gain scrap equal to 2 credit, although it cannot be used for currency for anything other than Construction.

7-9 You gain scrap equal to 1 credit, although it cannot be used for currency for anything other than Construction.

6 or Below

It becomes unusable scrap.

*Tech Jargon:* You may use your Tech score for Silver Tongue or Intimidation, assuming the conversation relates to your expertise

*Slow and Steady:* If you are not on a time sensitive task, you may choose to take 6 on your skill check.

*Magnum Opus:* When using Construction to customize, craft, or repair, rolling two 6s results in gaining an additional HP or Customize option.

*Repair Expert:* When repairing an object or a person, you restore 1 additional HP on a successful roll.

*In addition, Choose 1 Cybernetics from the following:*

*Cyber Eyes-*Choose 2 of the following, and gain their benefits.

- Light Amplification (Can see in the dark) -Scrubber (Sudden bright sources of light do not blind you)
- Inaccessible (Cannot be hacked) -Recording (Can record up to 20 minutes of data)
- Magnification (Can treat long range as normal Range)
- Encrypted (Data within can only be accessed with a code of the players choosing)
- Infrared: See heat, grants night vision

*Brain Jack*- Allows the user to connect into cyberspace. Your body remains stationary, and in a trance, but is ultimately vulnerable. You share the same stats in cyberspace as meatspace, although have separate health pools.

*Cybernetic Arm*: Choose 1 of the following.

Augmented Strength: +1 Forward to Brawn checks.

Tool Kit: Gain a set of tools, these can be used during Tech checks, or whenever you would need basic tools. Includes a wrench, soldering iron, and medical suturing kit.

When taking these cybernetics, choose one of the following detriments to explain how the character got them.

*Stolen*: The cyberware works perfectly, but you made an enemy from getting it. Explain who this person is, and mark them as a Threat.

*Substandard*: It works, but it is old or damaged. Once per mission, the DM may ask for a Tech roll. Failure temporarily disables the cybernetic bonus from the item.

*Favor Owed*: You got this under the promise of using it for a job at some point. Explain who gave you the cyberware and the favor owed. Should you decide not to go through with the favor, mark Cyberware as Stolen, and add this person to Threats.

*Company Bought*: A company gave you the cyberware, but you are their bitch for it. The company may call you at any time to enlist your services, no questions asked. Failure to do so adds them as a threat, or increases threat level.

*Choose 2 of the Following*

*Engineer Goggles*: Gain Light Dampener and Magnification

*Kevlar Vest*: 1 Armor

*First Aid Kit*: +1 Forward when attempting to heal an ally or self. This only goes into effect if ally or self is a 4 health or above.

Utility Van: Gain an unmarked Van that has a workshop in the back. May use the workshop to craft or customize things.

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Can be hidden, draws little attention)  
Ranged

### *Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

- Choose an Ability from your class list (Can be taken 3 times)*
- Choose an Ability from another Class (Can be taken 2 times)*
- Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

- Retire to safety (Requires 10 Credits)*
- Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*
- Reduce a Threat Level (Returns a Threat to its starting point)*
- Make a second character*
- Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Spell Blade**

Paladins, Magic Assassins, Mages for Hire. Spell Blades go by a myriad of names, but ultimately, they're the weirdos that learn magic and weapons. Spell Blades are a master of all and none, using magic on their weapons to make their attacks more destructive. But there's always a cost, and they pay it several times over. Not trusted by normals, because they use magic. Not trusted by mages, as in the past, Spell Blades were generally the ones used against them. Couple that with expensive weapons in the back city streets? Never goes well. Often referred to as 'Half Mage'. Spell Blades use runic emblems and martial ability to fire magic attacks, without actually casting magic. While they need very specific weaponry, a Spell Blade's main power is its flexibility.

Spell blades use both magic and weapon play as their bread and butter. While they need Orihalcon or Mithril guns, they can kill monster, man, or even dimensional beings with them. Like mages, they must spend large amounts of credits on their arsenal, and don't have the ability soldiers have to get chromed and go into battle.

*Primary Statistic: Combat*

*Secondary Statistic: Occult*

*Spell Blades gain the Following Abilities*



### *Interdimensional Arsenal*

Spell Blades learned long ago that storing your weapons in an interdimensional space is the best way to keep them from being stolen. You may store up to 6 weapons with the Magic tag within this space. With a successful Occult Check, you may summon any of the weapons within the space at will.

### *Runic Weapon*

Carving in Runes on your weapons, you may ignite them at will, causing a devastating amount of power. In combat, you may roll an Occult check before any attack. Take the following

10+

Your runes fire to life, granting your Occult score to damage for a successful attack. Attack gains the magic property, and gains an elemental base of your choosing.

7-9

While the Runes come to life, it is only partially, but enough to be powerful. Attack gains magic property, and grants extra damage equal to your Occult score.

6 or Below

Nothing Happens.

*In addition, take one more from Other Abilities*

*Runic Armor:* Runes across your body grant you 1 Natural Armor at all times.

*Mage Hunter:* Gain +1 to damage against all Mages and interdimensional entities.

*Runic Might:* You are able to amplify physical strength through use of magical strength. You may roll Occult for Brawn skill checks.

*Well Prepared:* During planning, you may choose to roll an Occult roll for all weapons currently within your interdimensional arsenal. This counts as your first roll for each Runic Weapon, and cannot be substituted later.

*Paladin of Silver:* Runic enchantments may now be placed on Silver Weapons. In addition you gain silver lined kevlar armor. When buying weapons, you may have them be Silver instead of Orihalcon or Mithril. Doing so increases the value of the weapon by +1 instead of doubling the value, deals extra damage to enemies weak to Silver, but makes them Brittle (If player takes 'Something is damaged', this weapon is always chosen, and will break). Silver Lined Kevlar Armor grants 1 Armor, reduces spell damage taken by 1.

*Old Ways:* You are granted a library of monsters and demons. You gain +1 to checks to figure out what monsters you may be facing, assessing interdimensional threats, and their weaknesses.

*Walk in Shadow:* You wreath yourself in pure shadow, becoming intangible against mundane damage. You gain weakness to lightning (+1 damage taken), Dark Vision, and may scale walls without making checks. Natural Light or Divine light dispel the effect.

*Half Mage:* Choose a Discipline from the Mage Class. You gain the benefits, but no additional spells.

Rather than Cybernetics, Spell Blades get a spell Book, and may choose 2 from the following Spells.

*Bound Weapon:* After a successful Occult check, you may summon a magical small blade. The weapon is melee, deals 2 damage, and is considered magical. It persists until the user lets it vanish.

*Alter Appearance:* You can alter your physical appearance with a successful Occult check. While your physical appearance changes, your capabilities remain the same. Requires successful Silver Tongue or Intimidation checks to convince others that you are what you appear to be.

*Shield:* After a successful Occult check, you project a wall of force around yourself. This is 1 HP, but is considered magical, and can only be damaged by magical attacks. Shield lasts until destroyed, or until combat has ended.

*Glide:* After a successful Occult check, you may glide from one point to another. You must be elevated above the surface you wish to glide to.

*Eagle Eye:* After a successful Occult check, you may see great distances in great detail. This counts as Cybernetic Eyes with Magnification, lasting until cancelled.

*True Sight:* After a successful Occult check, you summon a magical eye. This grants you true sight, seeing past illusions.

### *Choose 2 of the Following*

Magic Hand Gun-2 damage, Loud (attracts Attention), Discreet (Can be hidden) Ranged, Magic

Kevlar Vest-1 Armor

Rune Trench Coat-0 Armor, +1 Forward Occult Checks

Runic SMG-2 damage, Spray (Can hit multiple enemies), Inaccurate (-1 Combat rolls to hit), Loud (Attracts attention), Ranged, Magic

### *Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

- Choose an Ability from your class list (Can be taken 3 times)*
- Choose an Ability from another Class (Can be taken 2 times)*
- Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

- Retire to safety (Requires 10 Credits)*
- Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*
- Reduce a Threat Level (Returns a Threat to its starting point)-Make a second character*
- Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Boss**

The Shotcaller, the Fixer, the Mastermind. The Boss is someone that can get things done through force of will, fingers in many pies, and a bunch of goons at their beck and call. A Boss doesn't fight, they have people for that. Gather information? They have a PI on retainer. Someone needs taken out? Well, one of the goons can do that. A Boss favors never raising a finger to do the work themselves, instead, they delegate the work onto other people, and get the profit in the end.

The Boss relies less on combat, and most skill checks, favoring their own force of will. They know people who can do things, get information, and get the jobs. A Boss is rarely on the front line, and might not even be on the mission. One of their goons probably got sent to babysit, while the Boss themselves are at home watching TV, or planning their every move.

*Primary Statistic: Silver Tongue/Intimidate*

*Secondary Statistic: Varies*

*The Boss gains the following Abilities*

### *Hired Help*

A Boss doesn't have to do the work, they have people for that. A Boss gains a Gang that they are capable of enlisting at any time, starting as a small gang of 5-7 people. When becoming a Boss, choose two of the following for your gang.

- Large (Gang is 15-20 people)*
- Loyal (Gang Members will not betray you)*
- Well Armed (Damage Done by Gangs is 3 instead of 2)*

- Specialized (+1 Forward when using Fingers in Pies)
- Military Trained (Combat is 1 instead of 0)
- Well Armored (+1 Armor instead of 0 Armor)

Your Gang Members each have 4 HP, 2 Damage, 0 Combat, and 0 Armor, and are considered armed with Handguns. If a member drops to 0 HP, they are dead, and either must be replaced or revived, otherwise they're dead for good.

### *Fingers in Pies*

A Boss has a lot of fingers in a lot of pies. Illegal or Legal, a Boss spreads their influence around. After all, you never know when one of them might be useful. When you choose Boss, choose what types of rackets you're running, choose 2 from the following.

- Tech (Computers, Drones, anything that lights up) Gain a Drone or Computer Program
- Weapons (Weapons, armor, military vehicles) Gain Weapon Equipment, Armor, or Vehicle
- Sex Trade (Prostitution, Escorts) Gain Intel or a credit
- Drugs (Drugs, alcohol) Gain a Credit
- Jobs (Buying and selling black market contracts, hired muscle) Gain a Credit or an extra hired Goon with your Hired Help stats.

During the Planning Phase, you may send out your thugs to complete missions in the Rackets you have selected. Take the following results

10+ The Customer is satisfied. Gain one of the benefits for each Racket.

7-9 The Customer is Satisfied, but...(Choose 1)

- One of your Goons got captured (-1 to Gang)
- The Product was Defective, someone is pissed (Gain a Threat)
- Your henchman drew attention (Move Threat Forward)

6 or Below

Shit hit the fan, DM chooses from previous list, gain no benefits.

In addition, take one more from Other Abilities

*Deal with a Devil:* You made a deal with an interdimensional being, gaining Demonic henchman into your roster. When choosing this, choose one of the following.

1. You Sold your Soul, when you die, you're theirs. Gain Owned tag.
2. A Favor for a Favor, you have to do something or get something for them.

Demonic Henchman have 5 HP, 3 Damage, 1 Combat, attacks are Magic, and they are immune to mundane damage. This group consists of 5 interdimensional creatures, which give +1 Forward in Intimidation checks against non-magical beings. They cannot be replaced, although if certain magic is taken, new ones may be bound.

*Fell off a Truck:* You have a business deal with a merchant. When you choose this, choose Weapons, Armaments, Magic. The merchant will have these, and will sell them at -1 credit under cost, but will periodically ask for favors, at the DM's determination.

*Follow My Orders:* During planning Phase, the Boss can give orders. As long as people follow the orders, they get +1 forward to rolls. Failing to follow the Boss' orders removes this benefit for the rest of the mission.

*Diversify Portfolio:* Gain another Racket from Fingers in Pies.

*Protection Money:* You protect your neighborhood from outside threats, and get credits for it. During missions, you lose the use of Hired Help. If you choose to do this, you gain one credit at the end of the mission, even if you fail it.

*The Club:* You own a nightclub or a bar, that acts as a base of operations, business front, and a hideout. It acts as a safe place, as long as your identity isn't revealed.

*Reputable:* When you meet a new contact, you may roll Silver Tongue or Intimidation to see if they've heard of you. On a hit, the player chooses what the contact knows about them, gaining a +1 forward when dealing with them. On a miss, the DM chooses instead, or the contact knows nothing at all about you.

*Kingpin:* Choose one further benefit for your gang.

*In addition, Choose 1 Cybernetics from the following:*

*Skill Wires-*A two slotted device that imparts information based on current cartridges installed. When taking this upgrade, choose two skills. As long as your score is 1, gain +1 forward when acting on these skills. New cartridges can be bought, although only two can be used at any time.

*Cyber Eyes-*Choose 2 of the following, and gain their benefits.

-Light Amplification (Can see in the dark) -Scrubber (Sudden bright sources of light do not blind you)

-Inaccessible (Cannot be hacked) -Recording (Can record up to 20 minutes of data)

-Magnification (Can treat long range as normal Range)

-Encrypted (Data within can only be accessed with a code of the players choosing)

*Brain Jack*- Allows the user to connect into cyberspace. Your body remains stationary, and in a trance, but is ultimately vulnerable. You share the same stats in cyberspace as meatspace, although have separate health pools.

When taking these cybernetics, choose one of the following detriments to explain how the character got them.

*Stolen*: The cyberware works perfectly, but you made an enemy from getting it. Explain who this person is, and mark them as a Threat.

*Substandard*: It works, but it is old or damaged. Once per mission, the DM may ask for a Tech roll. Failure temporarily disables the cybernetic bonus from the item.

*Favor Owed*: You got this under the promise of using it for a job at some point. Explain who gave you the cyberware and the favor owed. Should you decide not to go through with the favor, mark Cyberware as Stolen, and add this person to Threats.

*Company Bought*: A company gave you the cyberware, but you are their bitch for it. The company may call you at any time to enlist your services, no questions asked. Failure to do so adds them as a threat, or increases threat level.

*In addition, Choose 2 from the following pieces of Equipment:*

Small Blade- 2 Damage, Discreet (Hidden), Melee

Large Blade- 3 damage, Melee, Messy (Leaves messy kills)

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Hidden), Ranged

Kevlar- 1 Armor (Reduces damage by 1)

Cool Shades-Gain 1 Forward when using Silver Tongue checks.

Power Suit-0 Armor, Gain 1 Forward during Job Offer and Paycheck Phases

*Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

*-Choose an Ability from your class list (Can be taken 3 times)*

*-Choose an Ability from another Class (Can be taken 2 times)*

*-Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

*-Retire to safety (Requires 10 Credits)*

*-Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*

*-Reduce a Threat Level (Returns a Threat to its starting point)*

*-Make a second character*

*-Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Hacker**

The techy, the surfer, and the cyberspace raider. Hackers are the guys you call when Cyberspace is the issue, ransacking it for control, credits, or just because they can. What a Hacker lacks in combat capabilities, they make up with tech knowhow, and able to disable the average killer robot. Got problem with the security system? Call a hacker. A tank in the way? Hacker has your back. Need something in cyberspace? Hacker says no problem. Hackers live and breath on the net, using brain jacks and data pads to do the work for them. While few of them are ever able to hold their own in a gunfight, a Hacker is quick to find a data access point, and find ways to help from there. Give them some cover, and unexpected things can happen. Hackers rarely use magic, as Tech and Magic tend to not get along, favoring good old fashioned copper wires and access points.

*Primary Statistic: Tech*

*Secondary Statistic: Varies*

Note: While jacked in, the Hacker is considered unconscious.

Hackers get the Following Abilities

### *Tools of the Trade*

Hackers start with a Brain Jack Cybernetic, and a Data Pad. While the Brain Jack gets you in, the Data Pad is what gets you in deeper. When making a Hacker, you may choose the traits of your data pad. Choose 1 from the following list.

-Stealthy: Gain the Assassin Ability Infiltrate, but only while in Cyberspace. After a successful Tech check to get in, roll a standard Infiltrate roll. While you are Infiltrated, you remain undetected until all Infiltrate Actions are used up.

-Huge Ram: Your Programs gain +1 Forward on Cyberspace Combat rolls.

-Code Breaker: +1 Forward when attempting to find a password in Cyberspace.

-Small Package: Data Pad is Discreet (Hidden)

-Remote Wifi: You are able to connect to access ports from a small distance away, although suffer -1 to actions in Cyberspace if you connect in this way.

### *Cyberspace Persona*

While most people have some sort of avatar in Cyberspace, you live it. Your Cyberspace Persona is an empowered version of you, and is far stronger than the average casual surfer. Your Cyberspace HP is increased to 10 HP as opposed to 8, and you may choose one of the following traits for your Cyberspace Persona.

-Spell Like Abilities: You gain 2 Spells from the Mage Class, but are only capable of using them while in Cyberspace.

-Noteworthy: Your Avatar is known, gaining you +1 Forward to Intimidate or Silver tongue while in Cyberspace.

-Armored: You take -1 to all damage while in Cyberspace.

-Hulking: Gain an additional +1 to Cyberspace HP.

-Big Friggen Gun: You gain the Soldier's Best Friend, but can only use this weapon while in Cyberspace

### *Choose one of the Following from Other Abilities:*

*Firewall:* You gain a Firewall while in Cyberspace. Firewall has 0 armor, 4 HP, and any damage subjected to the Hacker, instead is dealt to the Firewall.

*Defrag Program:* After a successful Tech roll, you summon a Defrag program. Defrag has 3 HP, 1 Armor, and heals the Hacker and their allies every combat round. Defrag has a combat score of 0, and deals 1 damage.

*Keyboard Cowboy:* Your Cyberspace Persona gains another trait.

*High End Data Pad:* You gain an additional trait for Tools of the Trade.

*Trojan Horse Virus:* After a successful tech roll, you summon a Trojan Horse Virus. Trojan horse Virus has 2 HP, 0 Armor, and a combat score of 1. On an attack, it deals 0 damage, but infects other programs, turning to the hacker's side for one combat round, before destroying both the infected program and itself.

*Data Miner Program:* After a successful Tech roll, you summon a data miner program. It has an HP of 1, an Armor of 0, and a combat score of -1, with 1 damage. Data Miner remains



undetected, as long as the hacker remains undetected, and infects whatever system it is put in. It feeds the team constant reports until destroyed.

*Fragger Virus:* After a Successful Tech check, you summon a Fragger Virus. Fragger Virus have an HP of 4, 2 Armor, and a Combat Score of 2. Fragger Virus deals 3 damage, and can use Full Auto. When a Fragger Virus dies, the Hacker takes 1 damage.

*Cyberspace Warrior:* While in Cyberspace, you may substitute your Tech score for Combat. This does not occur in Meat Space.

Rather than Choosing Cybernetics, Hackers gain the Brain Jack and Datapad. Unlike other Cyberware, it comes with no detriments.

*Brain Jack-* Allows the user to connect into cyberspace. Your body remains stationary, and in a trance, but is ultimately vulnerable. You share the same stats in cyberspace as meatspace, although have separate health pools.

#### *Cybernetic Arm-Data Pad*

A small, holographic interface that appears both in Cyberspace, as well as meatspace. This allows the user to quickly summon a keyboard to type commands in without the need to carry around major hardware.

#### *Choose 2 of the Following*

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Hidden) Ranged

Kevlar- 1 Armor (Reduces damage by 1)

Custom Rig-You have a high end PC at your hideout. Gain +1 forward with all Cyberspace interactions while using it, but it is unable to be taken on missions due to size and setup.

Sub-Machine Gun: 2 damage, Spray (Can hit multiple enemies), Inaccurate (-1 Combat rolls to hit), Loud (Attracts attention), Ranged

Street Clothes- 0 Armor, +1 checks to Silvertongue, Intimidation

Fake ID-An alternate persona you take in the real world. When taking Fake ID, choose a separate backstory. This relates who this separate persona is, and what the public generally recognizes them as.

Retro Arcade Machine-You have an old arcade machine in your hideout. It has a lockbox somewhere on it that can hold valuables without being detected. Plus, it's an old fashioned arcade machine.

Coffee Shop Membership Card-You own a membership card for a coffee shop. Every 10 drinks, you get one for free. Grants you access to a small group of other hackers that serve as contacts.

### *Exp Tracker*

*Once 10 Exp is Gained, choose from one of the following options:*

- Choose an Ability from your class list (Can be taken 3 times)*
- Choose an Ability from another Class (Can be taken 2 times)*
- Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)*

*After gaining these bonuses 5 times, Choose from one of the following*

- Retire to safety (Requires 10 Credits)*
- Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*
- Reduce a Threat Level (Returns a Threat to its starting point)*
- Make a second character*
- Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Jockey**

The Driver, The Pilot, the Drone Operator. A Jockey is the guy behind the kill bot, vehicle, or whatever technological horror they happen to have at their fingertips. Quick reflexes, a Jockey spent their childhood in grimey arcades, behind the desktop, and when the shit hit the fan, in a tank. Give them a gun, and they can hold their own. Get them behind the wheel? And well, it's a thing of beauty and absolute carnage.

Jockeys use vehicles and drones to do most of the work. While most can fight, a Jockey isn't as tough as a Soldier, and doesn't have magical support that a Spell Blade has. What they do have is a set of wheels, and a combat drone to make up for their own lack of fortitude. While most can drive a car, some can drive a drone, and even fewer can pilot an airship, the Jockey can do it all, and do it well.

*Primary Statistic: Combat*

*Secondary Statistic: Tech*

Note: While jacked in, the Jockey is considered Unconscious.

*Jockeys gain the Following Abilities*

### *The Ride*

Jockeys get their own Vehicle. This can be an airship, car, or even a tank if they're so inclined. The player builds their ride from the ground up, and establishes the fiction of how in the world they managed to get their hands on it. When selecting Jockey, choose from the following Positives and Negatives.

#### Build:

Heavy Armored (Tank Size)-Vehicle HP 16, Huge (Stands out), 3 Armor, choose 2 negatives. Seats up to 8

Medium Frame (Truck/Van Size)-Vehicle HP 13, 2 Armor, Choose 1 negative. Seats up to 5

Light Frame (Sports Car Sized)-Vehicle HP 13, 1 Armor, Choose 0 negatives. Seats up to 2.

All Vehicles have a Brawn of 2.

#### Negatives

Gas Guzzler: Spend a credit after each mission refilling the tank if a vehicle is used.

Slow: Moves slower than other vehicles of its size.

Complicated: Requires a successful Tech roll to start up.

Cheap Engine: Vehicle can, and will, stall at seemingly the worst times.

High Maintenance: If Vehicle is destroyed, double the amount of credits it takes to replace it.

Foreign Made: Parts are not locally made, add +1 Credits to repair costs.

Easily Recognizable: Your Vehicle is clearly what it appears to be, and is either threatening or suspicious.

Safety Features Removed: If the Vehicle is destroyed, all occupants suffer 3 damage, unmitigated by armor. No damage roll required.

No Excess Baggage: Remove 1 Passenger from seats up to category.

Loud Engine: Your Vehicle is Loud (Easily Noticeable from far away)

In addition, your Vehicle gains one of the following traits.

Stylish: Looks cool, add +1 silver tongue while talking around this vehicle.

Intimidating: Looks badass, add +1 Intimidation while around this vehicle.

Big Gun: Is armed with a Chain Gun, a 4 damage, ranged, Full Auto weapon that is Loud

Extra Armor: +1 Vehicle Armor

Extra Room: +1 Can Seat Up to.

Combat AI: +1 Forward with Combat with this vehicle.

More Horsepower: Vehicle has a a Brawn score of 4, rather than 2.

Gunner Seat: An Ally may fire from the vehicle, gaining the Vehicle's armor as their own while doing so.

Flight: Your Vehicle is an airship of some sort.

Quiet as a Mouse: Vehicle is Discreet

All Vehicles have a Brawn of 2, damage done from Ramming has a base damage of 3, but is increased by fiction (Speed, impact, and so on), and size (Heavy Frame +2, Medium +1). If a Vehicle is destroyed, the player must spend 5 credits to replace it. Repair costs vary, but generally cost 1 credit per damage taken, up to 5 credits.

### *Little Buddy*

The Little Buddy combat drone is the latest of murder bots. More or less a small, robotic companion that the Jockey controls to do the fighting for them. Little Buddy has an HP of 4, Armor of 2, and a base ranged weapon with a damage of 2, with the tag Loud. Little Buddy must be controlled, otherwise it follows the Jockey in an inactive state. Little Buddy counts as an ally for combat purposes. Take 1 of the following traits for Little Buddy.

Big Gun-Base damage is 3 instead of 2.

Flight: Little Buddy can fly.

Armored: Little Buddy gets +1 to Armor.

Iron: -1 damage from magical attacks.

Self Repair: Drone will self repair when out of combat. If destroyed, Self Repair is inactive.

Little Buddy costs 3 credits to replace, if destroyed.

*Choose one of the Following from Other Abilities:*

*Pimped Ride:* The Ride gets one additional trait, or a removed negative trait.

*Big Brother:* Little Buddy gains one additional trait.

*Hot Shit Driver:* Choose one less damage roll option when performing a Damage Roll to your vehicle or drone.

*Engines Screaming:* If initiating an attack with the Vehicle, you may roll an Intimidation check upon all enemies within the area. On a success, they are stunned for 1 round, negating damage rolls for your allies. On a failure, increase Threat by 1, proceed as normal.

*Out of Dodge:* When attempting to evade an enemy while escaping from a situation or job, you may roll a tech roll, and take the following results.

10+ Gain 3 Maneuvers to do the following

-Evade an Attack

-Speed up, reducing number of pursuers

-Know the Area

-Another threat appears, this is a threat to both you and pursuers

7-9 Choose 1 from the list above

6 or Below Something bad happens instead

*Hot Rod:* The Ride gets one additional trait, or a removed negative trait.

Top of the Line: Little Buddy gets one additional trait.

*Bring out the Big Guns:* You may roll a tech check, On a success, Little Buddy or Vehicle gets +1 to Damage, but can't move *during the duration*.

*Jockeys don't choose Cybernetics of their own, instead getting a Drone Sync. They do not need to choose any detirements for this cybernetic upgrade.*

Drone Sync Neural Implant

After making a successful Tech roll, you may take direct control over a drone or vehicle you own as if it were your own body. While direct control is assumed, the drone and vehicle cannot be hacked, instead, the enemy hacker is forced to lock the controller out.

*Choose 2 of the Following*

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Hidden) Ranged

Driving Gloves-+1 Forward with any action performed while driving.

Night Vision Glasses-See Night Vision instead of normal.

Incognito Car- Gain a car, 0 armor, 10 HP, holds 2 passengers, but is discreet.

Car Alarm System-Prevents a vehicle from being stolen once per mission.

Armored Jacket-Choose 1 less negative trait when making a damage taken roll.

*Exp Tracker*

Once 10 Exp is Gained, choose from one of the following options:

-Choose an Ability from your class list (Can be taken 3 times)

-Choose an Ability from another Class (Can be taken 2 times)

-Increase a stat by +1 (Max is +2 to a score, can be taken indefinitely)

*After gaining these bonuses 5 times, Choose from one of the following*

*-Retire to safety (Requires 10 Credits)*

*-Choose Different Class (Character changes classes, keeping current Statistics, although they are only allowed to keep 3 Abilities from their current class, of the player's choosing)*

*-Reduce a Threat Level (Returns a Threat to its starting point)*

*-Make a second character*

*-Increase a stat by +1 (Max 3 to a score, can be taken indefinitely)*

## **Races**

There are countless beings that dwell in the universe. Some that matter, and those most consider don't. During ancient times, even more lived. But thanks to ethnic cleansing, genocide, or good ol' fashioned monster hunts, a great many got aced out. The world has changed quite a bit from ancient times. Elves are no longer the wise, uber creatures they presented themselves as. Dwarves became more greedy, and perhaps a bit less god fairing. As for humans, well... they managed to pull themselves from the muck.

## **Humans**

In ancient times, Humans were considered little better than the orcs the so called races of light were fighting. After all, just as many humans served the various dark lords through history as they did the lords of light. Over time, humans spread over the world, making civilizations where they could, and as the elves would say, 'breeding like rabbits in the process'. But humans have always been ambitious, yearning to be something more than they were. And then, the industrial revolution happened.

The Industrial Revolution marked when magic began to be replaced by machines. After all, magic was expensive. Sure, a mage was worth 100 troops in battle. But that took time, money, and training. Magical ore became less important, in favor of the gear and ingenuity. And it is during this time the humans rose to power. Sure, they didn't have the craftsmanship a dwarf could pull off. But they had numbers, and better yet, an ambition and drive.

Cut to modern day, and humans rule the roost. While Elves and Dwarves have power on their own right, humans are spread far and wide. The mega corps are generally run by humans, for humans, and they remember when they were treated like garbage by elves.

Play a human if you're ambitious. Humans generally have drive, and very fluid versions of what they consider right and wrong. No two humans are alike, and there are just as many trustworthy as their are untrustworthy.

When Choosing a Human, you may take one of the following Traits.

*Face in the Crowd:* You're just a face in the crowd, you know how to be discreet, to blend in. You're just one human in a sea of billions. You don't stand out when in a crowd, and gain +1 forward on any attempts to evade capture or being found in a large group of people.

*Ambition:* Ambition is what led humans to become the dominant species on the planet, and you've always wanted more than your lot. Once per mission, when you complete a Deadly Sin, you gain 1 additional experience point.

## ***Elves/Dark Elves***

Wise, all powerful, beautiful beyond the dawn. This is what elves were. In wars of the ancient times, Elves served as the commanders. Dark Elves serving the Dark Lord, while Elves serving the powers of light. That was the status quo, the way the elves always thought it'd be. But with the dark lord being vanquished, the dark elves settling down, and humans advancing technology... well, things change. Elves themselves often look like super models, with more slanted features, and long, tapered ears. Normal elves have a fair complexion, while dark elves often have a black or mocha tone to their skin.

After the industrial revolution, elves found themselves out of the job of all powerful beings. While dark elves continued on with the times, as they always had, normal elves simply assumed technology was just a passing trend. Something to weather, and something that humans would destroy themselves with. They watched as their empire shrank, until it was just a shadow of what it once was.

Today? Elves cling to the past, while Dark Elves learn from it. While biologically nearly the same, their beliefs couldn't be different. While both pine for the past, elves cling to it like a security blanket, while dark elves move on.

Play an elf if you want to be prideful, beautiful, and elegant. But you always remember, and your unnatural long life span allows you to recall the 'good ol days'. Dark elves carry some of the same traits as elves, but are more seductive, and fluid in their actions. But for both, you're far wiser than what your young face would say, even if your street smarts might not be the best.

When choosing an Elf or Dark Elf, you may take one of the following traits.

*Heightened Hearing:* Those long ears aren't just for show, picking up sounds that normally only cyborgs could. You gain hearing as if you had Synthetic Hearing: Augmented Hearing, Inaccessible.

*Elven Warrior:* Hundreds of years of combat experience have given many elves heightened, near supernatural reflexes. You may act as if you have the Synthetic Nervous System cybernetics.

*Dark Vision:* While rare in common Elves, Dark Elves commonly have the ability to see in near complete darkness. Gain Night vision.

## **Dwarves**

Short, stocky, and built like a dump truck. Dwarves have always been proof that just because something is small means it can't kick your ass. Fine craftsman and fighters, dwarves have surprisingly gotten along well with humanity since they first met. Dwarves are fairly long lived, although not nearly as ancient as elves, god fearing, family orientated people back in the day... and honestly, not much about them has changed. Dwarves themselves are often between 4 and 5 feet tall, with stocky builds, and rough beards. They look human, save for small edges to their ears akin to elves.

After the Industrial Revolution, Dwarves quickly diversified themselves, showing that hand crafted items were better, but knowing the benefit of technology and mass production. While elves clung to nature and magic, dwarves were quick to realize it's benefits. While they did not much change as a society, dwarven businesses began to spread almost as fast as human ones. While dwarves didn't gain much of a foothold in new lands, that didn't mean they didn't start to hold power there. And while they didn't grow nearly as fast as humans, they held their own.

Today, Dwarves tend to live in dwarven districts in cities, keeping heavy family ties, while keeping up craftsmanship. While they know the benefit tech can bring, they are quick to upsell their items as better than any machine built ones.

Play a dwarf if you want to be short, stubborn, but able to backup your boasts if push comes to shove. You're prideful of your family, and perhaps your religion, but something drew you to your outlaw lifestyle all the same.

When choosing a Dwarf, you may take one of the following traits.

*Dwarven Craftsman:* When not rushed, dwarves seemingly bend metal to their will, able to craft it in ways that boggle the mind. Gain +1 forward on construction rolls, but only if you are not rushed. If you do not have Construction, you instead gain the ability to make jewelry or metal working, but can only do so with materials and time.

*Berserker:* Despite being small, you have enough muscle in your arm to make even a troll think twice. You gain the benefits of Cybernetic Arm: Augment Strength.



*Dwarven Sentry:* While few dwarves follow the old ways, a warrior born will generally always wear armor. Dwarves cannot be encumbered, whether from armor, or spell effects.

## **Gnome**

Gnomes are generally footnotes in history. They just don't seem to do much of anything, truthfully. A fact that most gnomes will point out is on purpose. According to gnome history, nearly every major event, good or bad, was influenced by a gnome deciding a prank was in order. Dark Lord? Pranked a lich into thinking he was invulnerable. Winning against the dark lord? Distracted him. And the list goes on. According to gnomes anyway. Gnomes are often mistaken as elven children, due to their tapered ears, and fair features. However, they never grow beyond 4 feet tall, with most races towering over them.

According to Gnomes, they started the industrial revolution with clockwork engines, and a few whispers here and there. Gnomes themselves didn't seem to capitalize on it to much, if their claim is true. They and elves are often together, and with elves putting so little effort in technological advancement, gnomes seemed to follow suit. But, as any gnome will tell you, it is all an elaborate plan.

In modern times, Gnomes generally come across more as a nuisance than anything else. Gnomes are often at the heart of pranks, global hacking attacks, and even schemes to get money from poor saps. With their unnatural long life, and innocent looks, gnomes are often the face... even if it's common knowledge gnomes are liars.

Choose a gnome if you want a trickster with a deceptively old past. A gnome is a prankster, solving problems with guile and wit, and a sharp tongue. In truth, you've had time to come up with a hundred answers to almost every question, and just want to pick the most interesting answer.

When choosing a gnome, take one of the following traits.

*Bullshit Artist:* A gnome is a liar at heart, and somehow you would make even a normal gnome blush with your stories. When rolling Silver Tongue, you may roll twice, but must take the second outcome.

*Spell Like Abilities:* Gnomes are magical, or so they say, but you keep a few tricks up your sleeve just in case. You gain one spell from the Mage Class.

*Adrenaline Junkie:* Why does a gnome put themselves in harm's way? Nobody knows. Adrenaline rush, maybe? When you deliberately put the party or yourself in danger, gain 1 exp.

## ***Animalkin***

Nobody is sure when Animalkin appeared. Or even their origin. It just seemed one day they were there. Called a thousand different names by different people, animalkin all share one trait. They look humanoid, with an animal trait or two on their person. There are a thousand more different stories about them, whether heroic or villains, although rarely do they stand out. In truth, they just seem easy to forget in history, or just become a generic fairy tale.

During the industrial revolution, Animalkin often sided with humanity, moving away from elves. Few people know why, only assuming they wanted greater freedom, or perhaps elves just treated them like crap. They industrialized alongside humans, but rarely stood out, save for a few inventors here and there.

And now? They're second class citizens. Animalkin are considered slow in mind, and often are hired at below pay compared to the average human. They're the person hired to fill in the minority slot, and nothing else. While not shunned like demi humans, animalkin have a less than enviable place in most societies, often finding themselves drawn to the shadows if nothing more than a sense of freedom, and perhaps not being treated like second best.

Choose an animalkin if you want versatility, freedom, and have the soul of a beast. Animalkin often play meek roles in society, hiding it, and even playing off misconceptions just to get a bit closer to their goal.

When choosing Animalkin, take one of the following traits.

*Heightened Senses:* While very few animalkin are alike, they all are tricky. Some have sharp ears, eyes, smell, something. You may choose Eyes, Ears, or Smell. You gain senses as if you are equipped with Cybernetic Ears: Augmented hearing, Cybernetic Eyes: Telescopic vision, or Cybernetic Olfactory: Enhanced smell. You may choose only one of these, but can gain the others as cybernetics.

*Brutish:* Sometimes Animalkin are just big, violent, or tough. When you're the size of a house, few are going to talk crap to you. You may choose to gain 1 Natural Armor, +1 to melee damage, +1 forward for Brawn checks, or gain the cybernetic effect subdermal plating.

## ***Demi Humans***

The umbrella term used for Goblins, Orcs, and Trolls. Back in the day, these were the guys that served the dark forces, and used to consider Ogres in their ranks. Back in the day, hordes of them spread across the land like a plague. They pillaged, slaughtered, and murdered their way. When the armies of the so called light took over, very few were left uncultured. Hell, Ogres were completely decimated, perhaps a little to brutish for their own good.

Since then, Demi Humans seem to always end up at the wrong end of history. Whenever wars break out, they always seem to end up on the bad side. While some would say this is due to their naturally evil nature. But others like to point out that humans, elves, dwarves, and even animalkin are quick to take the fight to them when given the chance. Even when the industrial revolution took place, Demi Humans were always the outsiders, finding little refuge where-ever they go.

Cut to modern times, and well... Demi Humans are what you find in the slums. They're walled off in some cases, kept away from the so called civilized races. You might find a Demi Human flipping a burger, or even hired on as private security muscle (or fodder), but it is very unlikely they'll be in a job where they'll advance very far.

## **Orcs**

While Dark Elves ultimately served as the commanders of the dark armies, Orcs served as the primary soldiers and sub commanders. When people think of the dark armies, brutes, and killers... well, they think of orcs. And orcs were good at their jobs. Known for being the same size as humans, albeit a bit muscular. Orcs are known to have green skin, pig like noses, and large under fangs. Despite a human frame, they have longer faces, and generally a bit stockier. Orcs were heavily culled during the various medieval wars, but ultimately managed to survive it, often by running as mercenaries.

The industrial revolution was kindest to orcs, at least compared to other demi humans. Mass production of weapons only increased their ability to fight. While their standing didn't improve, orcish warlords managed to make their fortune.

In modern times, orc warlords still dwell. While still within the slums, orcs often rule their respective slums with an iron fist. Gang Wars are often brutal, bloody affairs. And the security forces are generally perfectly happy to allow orcs to slaughter each-other. Orcs outside of slums are often quick to be spotted, often being arrested for crimes they probably didn't commit.

Play an orc if you want to be a little bit savage and shunned. You're a warrior born, and despite the time, you'd be just as home on the battlefield as your ancestors were in ancient times.

When choosing orc, choose one of the following traits.

*Street Thug:* You were born on the streets, and know it like the back of your hand. You gain +1 forward on Intimidation checks while in slums. If a person ignores your threat, you gain +1 forward on acting on it.

*Ancient Ways:* Some orcs shun technology, favoring old ways, and the belief the old gods will protect them. If you choose not to use cybernetics and use melee weapons, you gain +2 to damage. You must constantly give tribute after every battle, however.

*Bottom Bitch:* You've never been a leader, or even that smart. Back in the day you'd just be another rank and file soldier, but now, you're what any gang leader would call a 'good soldier', or a 'bottom bitch' by anyone else. When you choose this trait, choose another PC, or a Contact to serve as your 'Boss'. You gain +1 forward when following their orders, but only their orders.

## **Goblins**

Know one is quite sure where goblins came from. Some think they were some sort of experiment, while others would just assume they came from an extra dimension. Whatever the case, Goblins showed up, and proved to be quite a menace. While they lacked the size of the other demi humans, Goblins made up for it with numbers, and being a little bit smarter. While other demi humans were being culled, goblins moved deep into the dark places of the world to reinvent themselves. Goblins stand at a little under four feet tall, with deep green skin, and enlarged lower incisors. But the biggest trait goblins have is their large, wide ears, and crimson eyes.

Goblins remained a rare sight, even as the industrial revolution took place. While they feared getting culled, laws prevented that. While still not massive intelligent, they were quick to learn, possibly due to stealing tech over the years. While natural goblins stayed in their hidden homes, curious ones found themselves put into the same slums that the others were forced into.

Nowadays, goblins are often low level street dealers. Drugs, guns, or just about anything else, a goblin can likely sell it to you. Good at hiding, most goblins prefer avoid confrontations, instead seeking dark shadows and old buildings they can cram into.

Play a goblin if you want to be small, and perhaps a bit of a coward. A goblin only fights when they think they have the best way to win, and are quick to use any advantage they can get.

*Bendy:* A common phrase is 'Goblins are like rats, they seem to be able to get anywhere'. While obviously meant to be an insult, most goblins just take it in stride. You can squeeze into any space your head fits through. In addition, you're likely flexible enough to not suffer harm from injuries that would normally dislocate or break a bone.

*Shadow Warrior:* Some would call a goblin a coward for hiding in shadows. A goblin would call it smart. Gain +1 to forward and damage when ambushing an enemy. In addition, you are considered hidden if hiding in a shadow, and enemies are unaware of your presence.

*Street Dealer:* While you may do missions and hunting as a way to earn tons of money, you still have a side job to earn a little extra scratch. When choosing this trait choose drugs or guns. During down time, you may roll Silver Tongue, and take one of the following results.

10+ The deal goes off without a hitch, earning you 1 credit.

7-9 You got short changed, but at least you earned enough to pay off your supplier. You earn 0 credits.

6 or below: The deal went south, DM chooses 1 of the following.

- Ambushed by security, fight or get arrested

-The client isn't going to pay.

-A rival gang shows up

## **Troll**

One of the most feared races of demi humans back in the day, Trolls are big, lumbering, and hard to bring down. Even with firearms, the average troll can shrug off most damage, regenerating rapidly from even wounds. Unlike most demi humans, trolls were just a nuisance on their own, rarely serving any masters, but making a mess of things none the less. When the wars were over, trolls were lumped into the same category as orcs and ogres, and have since been paying for it since. Trolls are massive, towering even over Orcs, within the 7 to 8 foot range. Troll looks vary from species from species, but most have generally humanoid features, large noses, and long limbs.

Naturally solitary by nature, Trolls did little during the industrial revolution. While it did give them a somewhat better way of life, most were content living in their homes, with little interaction other than whatever was forced as a job. Beyond that, technology is generally lost on trolls, other than accumulating things.

Now? Trolls haven't changed much over time. Most trolls are irritable, angry bastards that likely end up as hoarders in some slum apartment. While not as hated as orcs, or even goblins, trolls stand out in a crowd, and very rarely ever move up beyond living in some slum somewhere.

Play a troll if you want to be big, angry, and irritable. You're tough, and you feel like you've been slighted for being born.

When choosing troll, choose one of the following traits.

*Regenerative Tissue:* Most trolls are known for one thing. Their regeneration. They just can't seem to be put down. Trolls regenerate 1 Health per round, can recover from limb or appendage loss in a few hours. Taking fire or acid damage negates this effect, and losing all their Health causes the effect to end, until revived.

*Stone Troll:* Back in ancient times, people thought trolls turned to stone when hit by sunlight. It never dawned on the poor sods that the damn things were just asleep, and had stoney skin. You gain 2 Natural armor at all times, but become extremely groggy while under sunlight.

## **Cambrion**

Demons and Devils rarely breed with mortal races. There is rarely a reason to, after all. After all, if you're a demon, you have easy order succubi and incubi at the ready. That said, demons and devils can (rarely), fall in love, or perhaps just find the nature of sex with a mortal too amusing to pass up. Immortality means always trying to do exciting things after all. The offspring of such an encounter and for generations after are called Cambrion, and are often the bad guys of most story epic, the dark lords and ladies, and puppy killers of the world. Now? They're just as shafted as everyone else.

Like many Demi Humans, Cambrions are easy to see, and are often a bit more reclusive. They hide in the darkest slums, and tend to keep to themselves, unless they don't want to. These creatures are violent by nature, and in a world where everyone hates you for what an ancestor did? Well, you might just act out. While most tend to gravitate to magic, their demonic blood seeming to push for it, a Cambrion is just as adept in physical combat as most other races.

Cambrions are rare, and seeing one means just a bit of mistrust. While Devils are quick to grab them for one of their law firms as a physical anchor, demons are more inclined to just gut them. Same with most people really.

Play a Cambrion if you want a character at odds with themselves. They may want to do the right thing, but that devil sitting on your shoulder is always pushing you to do things a bit more evil.

When Choosing a Cambrion, choose one of the following traits.

*Magic Blood:* Cambrions are natural at magic, often seemingly learning much quicker than others. When Choosing spells for Mage, Spell Blade, or Private Eye, choose one additional spell.

*Valued Soul:* Due to the rarity, Cambrion souls are extremely valuable. When bargaining bits of your soul away, you gain +1 forward to rewards and bargaining.

*Devil Trigger:* You are able to temporarily take on a visage of your parentage. Once per mission, you may call Devil Trigger. Doing so makes you immune to physical damage, gain +2 damage to all attacks, but gain vulnerability to divine objects, magic, and power of Good alignment. This last until the combat has concluded, or 3 attacks, whatever comes first.

## ***Half Breed***

Back in the day, these were considered a future hope for all races. The offspring of two, born under a good sign. At least at first. But the thing is, they looked different. And as history will tell you... well, people don't like different. Generally taking traits from both parents, Half Breeds vary from mix to mix, although generally end up favoring one side or another in some way.

In modern times, half breeds are considered little better than demi humans, and that's assuming the best out of them. Plenty of hate groups would just love to get their hands on one and lynch them for being what they are. So, a half breed needs to be clever, and in many cases, hide their features.

When taking a half breed, choose the two parent races. After this is done, pick one trait from one of the parent races.

## ***The Armory***

Plenty of things out there can be purchased... for the right price. Finding a vendor, getting them to shell out the goods, and paying for it can always prove to be problematic. Add some heat from some corporate goons? Well, let's just say going out and getting a gun to be more problematic than a trip to a grocery store.

When attempting to find a seller, roll Silver Tongue, or declare a contact. On a 10+, you can purchase your goods at a fair price, or sell goods at half price. However, on a 7-9, DM's choose one of the the following.

- They want more (Costs an additional credit)
- They want a favor done
- They don't have it in stock, but will at a later time

On a 6 or below, however, something bad happens. Maybe the contact hates you, they betrayed you to a threat, or maybe they were taken out before you got there. Either way, something bad happens.

### ***2 Credit Items***

Easy to get, and likely not to send off to many red flags. If you need something small to help you out, these would be the items you'd snag.

Hand Gun- 2 damage, Loud (attracts Attention), Discreet (Hidden), Ranged

Small Blade- 2 Damage, Discreet (Hidden), Melee

Cool Shades-Gain 1 Forward when using Silver Tongue checks.

Kevlar Vest-1 Armor

Standard Computer-Allows for hacking, online surfing, and data processing. Standard PC.

Taser- 0 damage, Stun (Stuns a single target, turns Small Gang into One), Reload (Requires one round to reload)

Other items may be requested, and may fit into this category at the GM's call.

### *3 Credit Items*

Bigger weapons, somewhat harder to get. These items are harder to conceal, harder to get on any street block. But still not military hardware.

Shotgun- 3 damage, Loud (attracts Attention), Short Ranged, Spray (Can hit targets close to each other)

Sub-Machine Gun: 2 damage, Spray (Can hit multiple enemies), Inaccurate (-1 Combat rolls to hit), Loud (Attracts attention), Ranged

Driving Gloves-+1 Forward with any action performed while driving.

Night Vision Glasses-See Night Vision instead of normal.

Trench Coat- 0 Armor, +1 Forward to Intelligence checks

Power Suit-0 Armor, Gain 1 Forward during Job Offer and Paycheck Phases

A Car-A car, no real bells or whistles, but perhaps better than walking around or taking the subway system.

Other items may be requested, and may fit into this category at the GM's call.

### *4 Credit Items*

Rare, or military hardware. Getting these items will likely take some time to find, and investment. Things like assault rifles, heavy body armor, grenades, or magic spells... well, they're hard to get normally.

## **Credits**

Credits serve as the world currency, as well as your word and bond. With enough credits, you can buy yourself to easy street. But if you have none? Well, you aren't going to get work as a



nobody. Credit is anted before a mission, gaining double back of what you put up. As long as you have one Credit, your word is gold.

If a character reaches 0 Credit, they're done. While not dead, to the underworld, they're worthless. Either they can't manage their money, or a string of failures ultimately prove they're just unreliable. A player must play a game with their credit, using it to purchase upgrades, fire arms, and potentially even loyalty, while always maintaining enough to get by themselves.

## ***Spells***

A wise man asked for a representation of all the spells in the world. He had expected a library, maybe a building. But way before him was a desert as far as the eye could see. Large Rune monoliths represented every spell, and the wise man knew one could probably never learn them all.

There are thousands of spells for mages to learn, and even with an elven life span, one couldn't learn them all. While most ultimately serve various purposes from attack, to washing dishes, what is known is that magic is expensive. Words of power must be written on paper, and seems to always end up garbled on electronic mediums. Some say it's a curse to keep the masses from learning spellcraft, while others consider it a blessing.

Due to the rarity, spells are always expensive.

A normal Spell Book will cost a character 5 credits, but will allow them to learn it, and any other interested party members may also learn from it... assuming they are magically inclined. When reading a book, a character may roll an Occult check. On a 10+, they learn the spell, no problem. On a 7-9, they know the spell enough to use it, but must keep the spell book on their person for quick reference. On a 6 or below, they can't use the spell yet. This check can only be attempted once per mission, during down time.

An Arch Spell Book, however, will run a character a small fortune. Namely, 10 credits. But while a magic or book store will generally have a small selection of spellbooks, arch spells have to be found and bought. Or stolen as the case may be. While normal spells are useful, Arch Spells are extremely powerful, godlike spells, often having legends associated around them.

### *Common Spells*

*Alter Appearance:* You can alter your physical appearance with a successful Occult check. While your physical appearance changes, your capabilities remain the same. Requires successful Silver Tongue or Intimidation checks to convince others that you are what you appear to be.

*Familiar:* You have a summoned creature directly tied to you. The creature is bound by contract, and as long as the contract is kept, it cannot disobey orders. The creature has an HP of 3, damage of 2, and a combat score of 0, and is considered incorporeal against damage. When it hits 0 HP, it vanishes in a poof of smoke, only to reappear the next day at full health. It will follow orders, and can communicate verbally or through a telepathic bond with its partner.

*Telepathy:* You are able to communicate through telepathy. Non-magical enemies are unaware that you are communicating, and magical enemies are only aware that you're using a spell, and not what you're saying. Requires a successful occult check to be used.

*Elemental Bolt:* You summon a bolt of an element of your choosing. This can be fire, water, ice, lightning, ect. The bolt deals 3 damage, is Flashy (Enemies within sight are drawn to it), Loud (Draws the attention of enemies within hearing distance), and is considered magical in nature.

*Elemental Spray:* You spray elemental energy at a location of your choosing. This can be fire, water, ice, lightning, ect. The spray deals 2 damage, is Flashy (Enemies within sight are drawn to it), Loud (Draws the attention of enemies within hearing distance), Spray (hits enemies within an area), and is magical in nature.

*Raise Dead:* You may raise a corpse into a zombie or skeleton. The creature has 2 HP, deals 2 damage, and lasts until destroyed or until dismissed. The undead have a combat score of 0.. It is considered an ally, and obeys any order given to it. Zombies/Skeletons are considered Flashy (Enemies within sight are drawn to it), Zombies/Skeletons stand out in a crowd, and cannot be taken to civilized areas. Requires a successful occult check to be used.

*Shield:* After a successful Occult check, you project a wall of force around yourself. This is 1 HP, but is considered magical, and can only be damaged by magical attacks. Shield lasts until destroyed, or until combat has ended.

*Beacon:* After a successful Occult check, you place an astral beacon on an item or person. While it persists, you know the location of the person or item.

*Bound Weapon:* After a successful Occult check, you may summon a magical small blade. The weapon is melee ranged, deals 2 damage, and is considered magical. It persists until the user lets it vanish.

*Conjure Food and Water:* After a successful Occult check, you summon food or water. You gain basic biological needs from it, although no further benefits.

*Mend Wounds:* On a successful Occult Roll, heal 2 damage from self, or an ally. Cannot be used on a target at 0 HP.

*Drain Touch:* You make an attack at melee, dealing 1 damage and restoring 1 HP. This is considered to be Discreet (Does not draw attention), and Melee Touch (Much be able to touch them).

*Invisibility:* After a successful occult check, turn invisible to the naked eye. Any contact with another living being dispels the illusion. You can still be detected through smell, or true sight.

*Hallucination:* After a successful occult check, you cause a person, or group of people to see an image of your choosing. Each successful Intimidate or Silver Tongue check causes the hallucination to persist, and to be counted as an ally for damage against it, but is otherwise immune to damage. If the caster is incapacitated, the Hallucination ceases.

*Light:* After a successful Occult check, you cause a magical light to illuminate the area. This causes creatures vulnerable to magical light to flee.

*Dark:* After a successful Occult check, you cause magical darkness to envelop the area. This blinds all creatures without night vision.

*Glide:* After a successful Occult check, you may glide from one point to another. You must be elevated above the surface you wish to glide to.

*Eagle Eye:* After a successful Occult check, you may see great distances in great detail. This counts as Cybernetic Eyes with Magnification, lasting until cancelled.

*True Sight:* After a successful Occult check, you summon a magical eye. This grants you true sight, seeing past illusions.

*Bound Weapon:* After a successful Occult check, you may summon a magical small blade. The weapon is melee, deals 2 damage, and is considered magical. It persists until the user lets it vanish.

*Transmogrification:* After a successful Occult check, you may change the form of yourself or being into something else. On a willing participant, only a successful Occult check is needed. On an unwilling target, however, a combat or intelligence roll may be needed, as the situation requires. Example: Turning something into a frog. Some beings may be immune to this effect.

*Astral Projection:* After a successful Occult check, you may project your spiritual self from your body. Your Astral form may pass through walls, is considered incorporeal, and can pass through dimensions at will. Your body remains asleep and vulnerable during astral projection, although any damage suffered will immediately recall your soul back to the body, unless willed otherwise.

*Brittle:* After a successful Occult check, you may turn a substance to be as brittle as glass. The substance cannot be iron or silver, although materials with only trace iron work. If used on armor, reduces the armor value by 1. If used on an item, it gains the Brittle quality, and will always break if 'something is damaged' from damage rolls.

*Elemental Ball:* You summon a high damage, area of effect elemental ball of energy. Unlike Elemental Spray and Bolt, concentration is required, forcing an Occult roll, followed by an attack roll. Elemental Ball can be fire, ice, acid, ect. Elemental Ball does 3 damage, is area of effect, Flashy (attracts attention of enemies), Loud (attracts the attention of nearby enemies), and is Magical in nature.

*Far Sight:* After a successful Occult roll, you may project your vision temporarily to a different location. You must have seen this location at some point in your life. You gain no hearing, but can freely see everything that goes on there.

*Fortune Telling:* After a successful occult check, you may attempt to divine the future of various actions. However, the responses will always be vague, and favor bolder decisions leading to greater fortunes. It will also only tell you the safer path. If two paths would result in death, it would choose the slightly less likely death. The higher the roll, the less vague the answers are, while a 6 or below gains no response.

*Iron Skin:* After a successful Occult check, your skin becomes as hard as iron. You gain +1 natural armor, and unarmed attacks deal 2 damage instead of 1, with unarmed attacks becoming magical. You become Encumbered while this effect lasts, becoming slow, and suffering -1 to all actions.

*Muck:* After a successful Occult check, you turn the ground of an area to a tar like substance. Creatures caught within are considered Encumbered, allowing all actions against them +1.

*Circle of Truth:* After a successful Occult check, you instill a bond of truth in an area. This is a visible circle, although any questions answered to living creatures within must be answered truthfully.

### *Arch Spells*

*Elemental Blast:* After a successful Occult Check, you conjure an elemental blast of energy. After a successful combat roll, you may attack, dealing elemental damage of your choosing. Elemental Blast deals 5 damage, unmitigated by armor, in an area of effect. It is Flashy (attracts attention), Loud (Attracts nearby enemies), and is magical in nature. Elemental Blast also drains 1 HP from the user.

*Control Mind:* After a successful Occult check, you may roll Intelligence versus a living target. On a 10+, the target's mind is under your thrall, until you deem otherwise. On a 7-9, it lasts for

3 suggestions, before they break free. On a 6 or below, you instead become thrall to their orders for three suggestions. You may have a number of thralls equal to your Intelligence.

*Transmute:* After a successful Occult check, you may turn a substance into an equal amount of another substance. It has to be inanimate, and drains 4 HP from the caster. An example would be turning lead to gold.

*Flight:* After a successful occult check, you grow ethereal wings, and are capable of flight at will, until cancelled.

*Bound Greater Familiar:* You are capable of summoning a greater interdimensional being as your familiar. Greater Familiar has an HP of 8, an Occult of 1, a Combat of 1, and a damage of 3. Beyond this, it shares all standard familiar statistics. During Combat, Bound Greater familiar can summon up to 2 normal familiars with a successful occult check.

*Sever Fate:* After a successful Occult check, you may roll a Combat.roll at melee range. Doing so instantly kills the target if it isn't undead.

*Resurrection:* After a successful Occult, you return the spirit of a target to their body. The spirit must be willing, and the body being brought back must be intact. Target returns to life with 1 HP.

*Blink:* After a successful Occult check, you vanish, reappearing at a location of your choosing. You must either have line of sight, or intimate knowledge of the location.

*Vampiric Draw:* After a successful Occult check, you may perform a combat roll. You deal 2 damage to all creatures within an area, healing yourself of all damage caused. This has the area of effect, magic, and is considered silent (does not draw attention).

*Flesh Horror:* After a successful occult check, you raise all dead creatures within an area as a single monster to do your bidding. Flesh Horror gains the combined HP of all creatures used to raise it, a combat of 3, and is immune to any attack not area of effect. Flesh Horror's damage is 1 for every creature used to summon it, up to 5. For example, if three creatures with 3 HP each were used to summon it, it would have 9 HP, and 3 damage. Flesh horror gains Flashy (draws attention), and is considered an ally for the sake of damage rolls. Flesh Horror's Size is relative to the number of bodies, but is not limited to any number. However, usefulness and ability to hide such a creature needs to be established by any fiction. Only one Flesh Horror can be under the control of the mage at a time.

## *Soul Currency*

Namely, how much a person's Soul is currently worth. Like credits, this can be gained and spent, although the methods of doing so and who accepts such transactions vary greatly. Soul

Currency is that of the Outsiders, and a mortal dabbling with it risks losing their immortal soul itself.

Like Credits, a character starts out with 5 Soul Currency that they may expend when dealing with outsiders such as demons and gods. Unlike Credits, however, Soul Currency isn't ante'd before a mission. Not unless a character specifically gambles with an Outsider with their soul on the line. A character can gain more Soul Currency, but this is considered separate from their own. For example, a character manages to trade an Outsider for the soul of another individual. Rather than adding to their own pool, they gain a separate pool to trade. This character has a Soul Currency of 5, with a separate score to keep track of what they can ante without taking from themselves.

As a character loses more of their soul, they become more morally questionable, colder, unfeeling. Upon losing the last of their soul, a person does not die, nor are they required to reroll a character as if they had died. Unlike a total loss of Credits, the character instead just gains Soulless status until they gain back at least part of their own soul. During this time, they gain no bonus EXP from committing Sins, and cannot barter with Outsiders. They must regain at least one part of their Soul back before they can resume gaining Sin EXP. As such, both player and DM must keep track of who the character sold pieces of their own soul. The secondary pool has no effect on being lost, and can be freely spent.

While a piece of your Soul is owned by another being, you lose -1 for all negative or hostile checks against them other than damage rolls. They own you, and are partially shielded from you. If they hold multiple pieces, this negative increases. Selling 2 of 5 pieces of your soul to Thor, for example, would cause you to suffer a -2 to all checks to fight or intimidate the god of thunder. This applies if you gain a piece of the Outsider's soul as well.

In terms of value, Soul Currency is highly sought after in mystical communities, but tends to lose a great deal of value in the mundane and tech world. A Magic Store, for example, will value a person's soul as being worth more than a credit, while a tech store is just going to laugh in the character's face.

## *Alignment*

Where your loyalties ultimately align in the eternal cosmic battle between good and evil. Most people will smirk at such things. After all, what does alignment say about you? Well, for one, other dimensional entities tend to take notice of such things. And better yet, some artifacts only talk to people who think with similar thoughts. When creating a character, choose from one of the following. Be aware, however, a character's alignment can shift depending on actions, spells, and so on.

### ***Lawful Good***

The White Knight, you fight the good fight for truth and justice. You recall the old laws, the ones that protected people, and not just whoever had the bigger bribe to pay the judge off. Lawful Good are rare folk, who think little of themselves, but are very structured and ordered. A Lawful Good character may seem out of place in a group of vigilantes, but... well, maybe they think they can bring out the best in the others.

### ***Neutral Good***

The mother hen, you do things to help others without much thought about it. You know that people need their freedom, but also must have some order in their lives to keep them happy. While all your actions ultimately serve to make people happy, you can be strict when times need be. Neutral Good characters are often extremely rare, as their actions are ultimately that. Good. You try to put your best foot forward. Neutral Good characters are extremely rare in general, and one in a party likely serves as the medic, or perhaps just someone who is just close with the others and wants to see them get out alive.

### ***Chaotic Good***

The Robin Hood type, you think freedom is what matters, and that the ends justify the means if it comes out good. Chaotic Good characters generally sneer at the rules, especially those that oppress the downtrodden. While maybe not anarchists, they're the type that would call out 'Pig' at a law enforcement figure. Chaotic Good characters are common in rebel groups trying to stick it to the man, and are likely labeled terrorists. As for their presence in a party? Well, they want to do good. Plus, most jobs stick it to 'the man'. And it comes with a paycheck? All the better.

### ***Lawful Neutral***

The lawyer. Lawful Neutral characters believe in the law, above all else. In their mind, things such as good and evil are ultimately regulated by order and structure. When they act, they do so without thinking that something is good, or evil. No, when they act, it's because the law or the rules say that is the proper way. Lawful Neutral characters are often part of law firms, security, and law enforcement groups, but little else. As for in the party? A lawful Neutral Character would likely be rare, as they fully believe in the corrupt laws that govern society.

### ***True Neutral***

The Monk type. You believe in perfect balance and unity. There must be good, and there must be evil. You don't dwell on morality, or judge what others do as correct or incorrect. Because as long as both sides of the coin remained balanced, order is kept. True Neutral characters join a conflict not because their morality, but because there is an upset to balance somewhere that must be corrected. In the truest sense, they would join the worst of the worst if they felt that good was getting to big for its britches. True Neutral characters are rare in all cases. Few people place cosmic balance above all, and generally have a moral stance on things, whether good or bad. In a party, a true neutral character is simply there for the money, and perhaps to blind side them if they feel like doing so would be in the best interest of all things.

### ***Chaotic Neutral***

The Wild Card type, a Chaotic Neutral character will do things... well, because they can. If they do something good? A whim. Bad? Just wanted to see what happens. A chaotic Neutral character might be insane, or maybe they're just very free spirits, or don't fully understand right and wrong. While ultimately a chaotic neutral character won't harm people, unless it's by accident, if it happens, they're not going to lose much sleep over it. In most settings, a chaotic neutral character is rare, unless the setting deals with madness. In the party? Less so. Parties tend to attract people with, let's just say, odd quirks about them.

### ***Lawful Evil***

The Black Knight type. Lawful Evil characters tend to be the evil that you want around. Sure, they're bad, but they have their own moral compass that they follow. They might ruthlessly murder their rival, and yet be one of the most pleasant people outside of that. Lawful Evil is the type that often comes across as being one of the good guys... until they're not, or do something that is very evil. Ultimately, they're self serving, but adhere to their own code, often keeping to their word. The biggest example would be Devils, and Corporate tycoons who keep their word once written. Probably one of the most common characters in a party, they take contracts and always try to keep them, until someone else breaks their word.

### ***Neutral Evil***

The Thief Type. Neutral Evil characters are decidedly evil, but there has to be a reason for their actions. They won't kill a person on the street unless it benefits them, but would do it in a heartbeat if it did. Neutral Evil characters are often the most self serving, placing themselves on a pedestal above all others. When a question comes up, their answer would always be 'the solution that benefits me the most'. A Neutral Evil would steal from their party if they thought it was in their best interests. In the setting, neutral Evil characters are very common, and one could argue, they're every day folk, just at varying degrees of it. A common person in the party. They're trustworthy enough, until you would get in the way of an escape or death, anyway.

### ***Chaotic Evil***

The Mad Bomber type. Chaotic Evil characters are the sorts you.... Well, you just don't ever turn your back on them. They kill because they want to, break their word because they can, and seem to go out of their way to be the very personification of destructive and evil. A chaotic evil person generally doesn't have a grand scheme behind their motives, they honestly think they can do it without any backlash. In most settings, chaotic evil characters encompass demons, serial killers, and thinking monsters that relish in pain. Likely the rarest type to be in a party, because nobody would trust them enough to probably put them in one. But if you're crazy enough to do it, you know that they won't hesitate to kill.... Well, anyone, really.

***EXP***



Or, Experience is how a character slowly levels. A character can gain EXP one of several ways. They can gain EXP through natural progression of a mission. Or, they can commit a Sin.

Natural Progression of EXP gain is as follows.

Gain 1 EXP with each successful phase shift while on a mission. So after getting their mission they gain one, completing the prepwork gains another, with completing the mission and getting their reward.

As for a Sin, this is EXP gained by a character that is solely for that character, It is when a character completes an action during a mission that results in personal gain, but endangers the mission as a whole.

For example, while hacking a server, a Hacker finds some valuable pay data that will take some time to extract, and will likely trigger security by taking it. They decide to take the pay data, not informing anyone else on the mission, causing an alarm to go off, and causing the mission itself to become more difficult.

## ***7 Deadly Sins***

Each Sin represents one of the seven deadly sins, is a representative of the powers that be rewarding the bold, or perhaps the dark powers that be rewarding darker actions. There are 7 listed reasons for a character to gain the extra EXP, but can only take each Sin once per mission

### ***Lust***

A Lust Sin is one that ultimately is based when a character commits an act for sexual gratification. An example would be to visit a prostitute while they're supposed to be investigating, or attempting to seduce a particularly attractive opponent.

### ***Gluttony***

A Sin of Gluttony is one where a character wastes something for no other reason than they could. For example, killing an individual, and then making several more attacks on them, wasting ammunition and time.

### ***Greed***

A Sin of Greed occurs when a character goes out of their way for personal gain as opposed to party gain. For example, negotiating something that ultimately only pays them, or lying to the others about the overall reward to line their pockets. It can be for money or goods.

### ***Sloth***

Sloth is gained through basic inaction. For example, not assisting your allies because you just don't feel like it. An example would be a Sniper not performing fire support for an ally for no other reason than they just didn't feel like it, or didn't want to risk bodily harm opening fire.

### ***Wrath***

Wrath is gained by being violent when there is no reason to be, or solving a problem with just violence. An example would be to attack after another party has surrendered, or executing them just because you got angry at them.

### ***Envy***

Envy is gained when an action is performed because you feel like someone has gained something that you feel that you deserved. This can be action, or inaction, but the greatest example would be to fire at an ally due to a shiny new weapon or spell.

### ***Pride***

Pride is gained when an action you performed risks the mission for no other reason that it would wound your ego. An example of this would be to give your word you won't travel through an area, but during the mission, you are given the option to break the deal for a safer route, or abide by it to take a more dangerous one. To gain pride, you'd have to abide by your word, risking your life and your teams.

As stated before, you may only gain each Sin once per mission. While Sins should be kept secret from the other players, it is recommended that they are used by players sparingly. After all, while you're probably in it for yourself, a perceptive ally might notice that fortune always seems to sour when you tag along.

## ***Enemies***

Not all enemies are created equal, with some being far stronger than others. While the DM should generally focus on threats that would be realistic in the setting the fiction establishes, at times something new may present itself that the PCs just aren't ready for.

### ***Civies***

The average person, with no combat training, and whose day to day life is just to ignore the bad things, make ends meet, and just try to get by. Likely the least threatening to a PC, and less likely to stage an attack against them. Standard HP should be around 3-4. Average damage varies, but likely 2, using small weapons or firearms.

### ***Average Thug/Lesser Magical Beasts/Lesser Outsiders***

The average street tough, slum citizen, or gang banger. The average thug presents more of a threat than a civie. They live a tougher life, are more hostile, and are perfectly willing to throw

down if need be. That said, the average thug is not some cybered up super soldier, and should present only a slightly more difficult challenge than an average citizen. Standard HP should be around 3-5. Average damage varies, but likely 2 or 3, but more likely to have larger firearms, and potential to deal more damage. In the case of Magical beasts and Outsiders, they may be immune to standard firearms, but should pose limited threats.

#### *Average Sec/Police Officer*

Combat trained, armored, with weaponry. Likely the average challenge for the PCs, as these guys generally serve as corporate muscle, security, or public defense force. Possessing some combat training, they're not super soldiers, but are organized, and quite capable at taking out the unwary. Average HP should be around 4-6, with Kevlar Body Armor. Average damage should vary, but can be armed with higher grade weapons, with damage output 3-5.

#### *Elite Sec/Magic Creatures*

A true threat, Elite Sec and Magical Creatures present a significant threat to a PC. In the former, decked out in cybernetics, and combat trained. In the latter, anatomy presents a clear danger, potentially even shrugging off standard weaponry. Due to the nature, HP, Armor Values, and even abilities may vary. Damage output should be comparable to the PCs, likely 5+, and should be taken on only if need be.

#### *Greater Outsiders/Super Soldiers/Heavy Weapons Platforms*

Likely the biggest threats the PCs should be able to handle. Tanks, spirits of higher power, or individuals so augmented that they don't even resemble their former selves anymore. Should rarely be seen, and even more rarely engaged due to the significant threat they pose. While not gods, PCs should likely avoid unless they are prepared, or just have no other way out. HP, perimeters, and damage values should vary, but likely enough of a threat that even a group of PCs should be hesitant to challenge one, with HP values 12+, and higher end armor.

#### *Gods*

Might as well stick your head between your legs and kiss your ass goodbye. Gods are well beyond the PCs level, and perhaps are even incapable of being killed off by the PCs. A god should be less of a combat challenge, and more of a slaughter. It is a god after all. Statistics vary, but should only be engaged with some major planning, firepower, or a death wish. DMs should likely have an exploit, if put into game, for PCs to find, and overcome this being.

#### ***Gangs and Superior Numbers***

Sometimes quantity can make up for quality. After all, even a Super Soldier is likely going to have a great deal of trouble if they come across 100+ civies all swarming them.

A gang is a number of individuals or beings that have banded together for some reason or another. While a group of PCs count as a small gang, they're likely fighting other small gangs

as well. While the average gang will not provide a huge threat to a group of PCs.... well, sometimes they could bite off more than they can chew.

When describing what they can come across, the size determines overall combat strength and so on. For basis, we have Solos (1), Small Gangs (3-5 people), Large Gangs (6-12), Mob (12-20), Small Army (20-50), Riot (50+), Army (150+). Anything beyond this should generally be presented as an insurmountable challenge for combat due to sheer size of it.

For every size category greater than the PCs, PC damage done to it should be reduced by -1, damage done to the PCs should be increased by +1, and PC Forward for combat rolls should be reduced by -1. After all, just because a PC can engage a massive army, doesn't mean that they are wise to do so. Keep in mind that this works in the PCs favor. If they come across a single enemy, they have the size advantage over them.

For example, if a party of 5 PCs come across a small gang, it would be an even match up. However, two of the PCs have the Military Trained abilities, each counting as a small gang by themselves. The two alone count as a Large Gang, with the other PCs adding onto it, bringing the parties fighting capabilities to a Mob class. What should have been an even fight devolves into a one sided brawl, with the PCs gaining a +2 to Forward and Damage, and taking -2 to all damage this small gang dishes out.

When planning encounters, PC party strength should be taken into account, the fiction, and how likely such an event should take place. After all, having an army show up in the slums seems less likely than, say, the PCs invading a corporate building.