Weaver Dice

Introduction

The 'Wormverse', the fan name for the setting of Worm, has a particular mood and style. Powers fall into certain patterns and styles, and the source of one's power, the trigger event, is typically a horrifying and life-changing event - activating the latent 'shard' or 'passenger' which rests within them. The powers that result and the impacts on the individual, coupled with the stresses of superpowers, tend to set the denizens of the Wormverse apart from the typical Marvel or DC superhero.

These rules are essentially a way to help create powers and backgrounds that fit the setting. They're fairly nonspecific, and there may be some stretching or improvising to make the resulting character fit a given system, but the general vibe should be right. At the core of it, the ideas are simple. Something bad happened to the character, they don't get to decide what that something bad was, they don't get to decide what powers resulted, and (tying into the previous points) things aren't necessarily fair. The important thing is how the player uses what circumstance gives them.

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On Trigger Events & Player Comfort

The premise of Worm is that the worst days in a character's life lead to them getting powers. This is a riff on things like Spider-Man being bitten by a radioactive spider, or Superman losing his home planet. Powers require an inciting moment, a trigger event, and these moments or scenarios are rarely pleasant.

More to the point, when players have a character who has these horrifying moments as defining points in their background, points that shape them going forward, it's possible that these moments are called back on or repeated over the course of a campaign. The person who caused this trigger could still be in the character's life.

As a story, Worm assumes the reader will read through the story, and while there is a warning about the darker moments and the material that would make readers uncomfortable, it also relies on the fact that readers can put the story down and 'escape' at any time. While this doesn't discount the fact that readers could get caught up on something or be surprised by something that touches on their past trauma, there is that degree of power. In a gaming group, however, the social dynamics can complicate this escape or take an unpleasant or uncomfortable thing and make it more uncomfortable by the fact that it's repeatedly touched on by the GM or group.

This is further complicated by the fact that we tend to write triggers based on what is familiar to us, so it is easier to try to think of something uncomfortable and write a trigger that falls into someone else's zone of discomfort, vulnerability or the stresses they're presently dealing with at home, at school, or at work. This can include deep loneliness, depression, uncomfortable relationships, and mental, physical or sexual abuse.

It's suggested that sexual abuse and such be off the table, as a blanket rule, at least for the players. It gets sketchy far too easily, and tends to set up uncomfortable end results, be it interactions with NPCs or the powers that result from the trigger.

GMs should take further caution to either talk to players beforehand and figure out what's off the table, solicit anonymous feedback, or give players the ability to anonymously veto the triggers. Even events one person might dismiss as 'not worthy of a trigger' might echo another person's experiences and resonate strongly, so respect the feedback in this department.

Adjust depending on the players, how well the group knows each other, but generally assume anonymity is best. The point is to explore the power, identity, and become great heroes, villains, mercenaries or monsters (in a good way), not to open old wounds.

Character Creation: Trigger Capes

- Each player comes up with a trigger event. If anyone wants to come up with extra, that's fine, it's handy to build up a reserve of triggers to expand the pool for the future.
- Roll to decide who gets what trigger event, add any unused trigger events to a list for future use (or fast game start for later). Players get the corresponding trigger event. There is a working list **here**.
- Powers should be conceptualized by the group. The person who is having their character created should stay silent.
- Player who is having character created for them can speak once the concept is hashed out. It is suggested the player (Loosely!) outline the particulars of one's goal, role, concept, identity.
- Roll two four-sided die (2d4) for perks and flaws. Roll and consult the **list of Perks/Flaws**
    - 1: Life Flaw
    - 2: Power Flaw
    - 3: Life Perk
    - 4: Power Perk
- Adjust concept as required by results. Refine, finish. Complete character sheet. Notes on this appear in the section on character sheets and stats.

Trigger Capes: General Guidelines

The biggest and most frequent mistake made is to make the trigger a direct/exacting response to the circumstances of the trigger event. This leads to very shallow powers. As the concept goes among WD players, the power one gets from being stabbed in the face shouldn't be 'armorface'.

Pay attention, instead, to the effect on the individual. Pain, adrenaline, a possible loss of senses, that dim fear and realization that they'll never look the same, and people will stare… these things feed into the themes and ideas. It's a good idea to decide on the classification, then rattle off themes, symbols and underlying ideas that run through the trigger event. Frustration, pain, hopelessness, pride, greed, ruin, fire, etc, etc.

Players shouldn't pigeonhole themselves into strict categories. "That's a stranger power, it doesn't sound like a master power." No. Master and Stranger especially can have a lot of overlap. *Be flexible.*

Finally, the best powers are those with irony to them. The character gets powers but it doesn't solve the problem at hand - in a way, they often carry the problem with them for the rest of their life, in the powers they now wield or the circumstances of their new life.

Trigger Capes: Classifications

Use the following guidelines to determine what sort of power a character has, based on their trigger. They can have multiple, lesser powers, or a power that blurs the line between two categories, as the trigger event dictates.

- **Mover** - the power moves the cape. Flight, speed, teleportation, etc.
  Mover triggers are provoked by a drive to escape, flee, run.

- **Shaker** - Area of effect powers.
  Shakers are generated from environmental danger or ambient danger.

- **Brute** - Enhanced strength, durability; armor, muscle, personal forcefields.
  Brutes are created from experiences of physical damage or pain.

- **Blaster** - Powers that provide a ranged attack.
  Blasters come about from hostile others, approaching or attacking from a distance.

- **Breaker** - Altered state, oft toggled, granting powers or altered interaction with reality.
  Breakers come from abstract stressors. Blend or ambiguous re: mental or physical lines.

- **Master** - Creates minions or has a means of compelling others to take certain actions.
  Masters come about from isolation, alienation, exile, or betrayal.

- **Tinker** - Building alien or advanced technology.
  Thinkers arise from solutionless problems over long periods, culminating in crisis moment.

- **Thinker** - Advanced perception, knowledge, data-collection, or skills.
  Thinkers manifest from emotional or mental strain, reaching a crisis point in a short time.

- **Striker** - Touch based and melee effects. Typically weapon's or arm's reach limited.
  Strikers result from immediate, in-your-face threat, usually a singular object or individual.

- **Changer** - Shapeshifting and alteration of one's physical form.
  Changers arise from identity/body image issues, or conflict of role vs. social expectations.

- **Trump** - Powers that involve powers: picking from, add, remove, complicate, compound.
  Trumps have capes directly or indirectly involved in their trigger. Rare.

- **Stranger** - Powers specializing in infiltration, distraction, subtlety.
  Strangers gain powers from unwanted attention or social/collective pressure.

Trigger Capes: Multiple Triggers

Relatively rare - one in twenty or less are multiple-triggers. To be used when the case calls for a multiple trigger, or it's suitably large-scale and otherwise boring, the group could justify a trigger event as a multi-trigger.

In such cases, multiple people trigger at the same time. This tends to produce a spread of lesser powers - often three or four powers, possibly with one major one, and often deviations. The powers are related between individuals, but the idea/power that gets emphasized or takes the lead in one individual will often be a minor power for others. Minor powers might not be emphasized at all. Powers tend to form a complementary theme.

Individual #1	Individual #2	Individual #3
Minor Flight/Mover power (Launch from surface)	Minor Flight/Mover power (Small Ricochet)	**Major Flight/Mover power** (Ricochet + acceleration)
Minor Changer power (Flexible limbs)	**Major Changer power** (Streamlined bullet/blade body)	None
Major Striker power (Shocking touch)	None	Minor striker power (Mild paralyzing touch)
Low brute rating (Strong)	Low brute rating (Tough skin)	Low brute rating (Hyper-slippery skin)

Multiple-triggers are prone to animosity regarding the other triggerees in their 'unit', for lack of a better word. There is typically a built-in drive to target, fight or eliminate the others.

Though distinct and not simultaneous, siblings born to the same cape parents show the same trends, with biases in what powers manifest and more small powers.

Trigger Capes: Second Generation

When a triggeree has a parent or close relative that's a cape with any degree of experience, then the trigger will result in a second generation cape; they gain an offshoot power, related to the powers of the relative that serves as the source. Such powers will generally have one or two elements of commonality with the parent's power, in the case of one close relative with powers, or a combination of two powers into one if they have two close relatives (often a mother

and father). There need not be any genetic link, but genetic links do help.

In terms of elements of commonality, look at the circumstances of the child's trigger; if it's a similar classification, it might keep the subject matter (typically called an 'element' in the rulebooks, supplementary material, and WoG) the same while the means of deployment changes. If the father is a blaster who fires giant nails, and the child has a shaker trigger, they might cause giant nails to fall in a localized area (a shaker execution of the father's power).

Conversely, if the circumstances are in any way similar, it's liable to snap back into the father's classification, but find a variation on the element. If the son also has a blaster-ish trigger, they might gain a blaster power similar to their father's, but fire something different than giant nails, such as reels of barbed wire (still metal, but very different) stone javelins (still keeping to the 'nail' shape but away from metal) or shrapnel.

This holds true for other classifications; a tinker might keep the same methodology, but have a variant in their field of focus or vice versa. A breaker could have similar stipulations on form but different effects of that form, or vice versa.

As such, when triggers are written to be a second generation cape, it's useful or even essential to stipulate just what the parent does.

Character Creation: Drafting Powers (Variant)

A common complaint with standard Weaver Dice rules is that the player may not get a chance to play what they want to play. Compared to other systems where the player customizes their character, Weaver Dice rules can leave the player struggling with a character who doesn't fit their style or preferences.

On the other hand, it isn't fitting to the style and themes of Worm to give a player total control.

Draft mode is a compromise. Players get a pool of, for example, 1000 points. There's a pre-set list of powers or triggers, with the former being suggested for beginner groups, the latter for those who can intuit the general direction a trigger might go in. Players bid for options. At GM discretion, there may be other items to bid on, and they might have options for Cauldron Capes (described below) or the unpowered to see play. GMs are advised to keep things simple.

Players should be asked to order their preference for what they want to bid on, arranged from most desired to least. The options are bid on in order of popularity, the results noted down.

Once bidding is completed, determine perks and flaws; players get the following from order of most points left after their bids to the least. Example 8 and 6 person drafts are below:

8 Man	Perk/Flaw	6 Man	Perk/Flaw
Most	Roll three perks, player picks two.	Most	Roll three perks, pick two.
2nd most	Roll 2 perks	2nd most	Roll 2 perks
3rd most	Roll 2 perks, 2 flaws, pick one ea.	3rd most	Roll 1 perk, 1 flaw.
4th most	Roll 1 perk, 2 flaws, take one of ea.	4th most	Roll 1 perk, 1 flaw.
5th most	Roll 2 perks, 1 flaw, take one of ea.	5th most	Roll 3 flaws, pick two.
6th most	Roll 1 perk, 1 flaw.	6th most	Roll 2 flaws.
7th most	Roll 3 flaws, pick two.		
8th most	Roll 2 flaws.		

After the draft, perks and flaws are rolled as described, particulars decided, and character creation proceeds as normal.

The blind draft option is to do the same thing, but a player can bid

Blind Drafts

The blind draft is essentially the same idea, but players don't bid from a pool of points. They submit the GM a sheet with a value of 1-1000 for each of the options presented. If there were five options, they could bid 1000, 999, 998, 5, and 1, or bid 1, 2, 3, 4, 5. They can't bid the same amount for two things (ie. not 1, 1, 2, 3, 4) because the GM needs to know what happens in event of a tie.

This takes away from the competitive aspect and the time-sink required for an active auction, and still lets players rate things and find a happy balance. The GM figures out who bid the most, then gives that player their top pick and the worst option for perks vs. flaws (using the same kind of table noted above). They then figure out who bid the second most, and so on.

Example table, after players have submitted:

	Trigger 1	Trigger 2	Trigger 3	Cauldron
Taylor	1	998	1000	999
Blake	424	70	924	666
Sylvester	59	7	553	410

In this case, Taylor gets trigger 3 and two flaws, we remove trigger 3 (and Taylor) from consideration, then look at who spent the 2nd most;

Blake, who spent 666 points on the Cauldron option, and who gets one perk and one flaw (and we remove the cauldron option & Blake from the table.

Sylvester is the only player left. His two favored options were taken, but he gets Trigger 1 for 59 points, and gets two perks. He's pretty content with this.

Everyone more or less gets what they want (based on how they valued a given option, numerically), or they get characters with more perks.

Character Creation: Cauldron Capes

The character bought their powers. The player should start by outlining their character. A few sentences. Do this ahead of time! The player shouldn't make the group wait while they spell it out.

- Background - Where did they come from? What was their life, up to this point? What drove them to start looking into powers?
- Personality - Who are they as a person? How do they interact with others? What do they want out of life? What means do they use to accomplish this, whether successful or not? What do they not want?
- Appearance - General description.
- Desirability - Why is Cauldron interested in them? Rarely are people interesting enough on their own. Do they have power? Are they closely connected to power? Is there something unique about them that might shed new light on results?
- Interest - What do they want, in terms of powers?

The submission should be left untouched as the group reviews it based on each of the above points, ensuring things are present, as well as discussing originality (does the character stand out as interesting, something not done before), viability (is it a good character for the

campaign?), and quality. Discuss for no more than 10 minutes, then rate out of five stars (if time limit is reached, cut to rating/reviewing).

★ - One star is a sincere lack of effort. They didn't read the instructions.
Other players decide a vial that hasn't been picked much. Bonus points if it screws over the character/player in an evil genie manner. No rolls except luck roll.

★★ - Two stars - bare minimum was done. Read the instructions but didn't really try.
Originality, viability and/or quality are lacking.
Other players pick 2-4 vials to propose to the player. Player picks. Luck roll.

★★★ - Three stars - An effort was made. Originality, viability or quality might not be all there, but they're making it easier on the GM/Group.
Each person involved picks a vial to offer to the player, 4 minimum, avoiding in-demand vials.
Player picks. Player gets a Cauldron roll as well as a luck roll. There is a chance of deviation if so desired.

★★★★ - Four stars - Good character. There's enough to work with, originality, viability or quality are stand-out in terms of the Cauldron application.
Player can add another vial as a combination or unlock a high-demand vial. Each person involved picks a vial to offer the player, 4 minimum. Luck roll, and a chance of deviation if desired.

★★★★★ - Five stars - Exemplary work. Hard to find something to complain or nitpick about.
If anyone dissents, go with 4 star option.
Player can propose and negotiate the qualities of a vial they want to imbibe, later adding it to the list, or goes with four star option. Luck roll & chance of deviation optional.

Once vial results are determined (solely by the GM or by the group, as desired), roll 1d4 for luck, consulting the list below, then roll 2d47 and consult the appropriate section of the **list of Perks/Flaws**, picking the most appropriate option for the character.
      1: Roll both on Life Flaw list
      2: Roll both on Power Flaw list
      3: Roll both on Life Perk list
      4: Roll both on Power Perk list

The character sheet should then be updated and finished as per normal.

Cauldron Capes: Vials

As the list is currently a WIP, GMs are recommended to avoid Cauldron capes or offer their own options, with the number, quality and accuracy still being based on the star ratings & qualifiers above. They may wish to roleplay the meeting.

Vials, as a general rule, will consistently provide only one portion of the power. The other variable is a blank space, one that is filled by an aspect that depends largely on the personality and characteristics of the character (and/or is determined randomly).

Examples:

TRAILBLAZE - Vial #M0202	
Grants mover power, with super speed as a consistent element. An elemental effect is associated with the power, ranging from flames to ice to electricity or acid. While moving or when a condition is met (move X distance and then strike a foe, moving in a straight line and then stopping), the character generates a shaker effect of some sort. This can include a trail left behind while moving or a pulse/wave/bubble that flies forward/out when the condition is met.	5% chance of deviation. 50% chance of shift in personal attributes, lowering ability to withstand harm while increasing physical agility. Mutations tend to leave the front-facing parts of the character's body intact or touched by the respective element (charred, frostbitten), while the rest is loose elemental energy, further adjusting stats by one step as described above.

GRANDEUR - Vial #H0202	
Grants an aura with a beneficial/defensive/utility based effect and a secondary power with offensive potential, or an aura with a deleterious effect on nearby enemies and a secondary power with a beneficial/defensive/utiltiy	5% chance of deviation. Mind or emotions are always affected, with a leaning toward arrogance, pride, ambitiousness, delusions of grandeur, obsessiveness or something in this vein. Mutations tend to give skin a 'cracked porcelain'

based effect. Auras in this case radiate out from the parahuman's person and affect individuals within a certain range - often 30-100 feet. Varies wildly depending on the individual's personality, motives, mental and emotional disposition. Always affects personality: see notes.	hardness, with physical proportions warping drastically. Cracks may glow as power is amped up.

GIRD - Vial #U0202	
Power provides heavy armor and a boost to physical stats. Armor is related to secondary power of varying classification, often short range and/or slow to use.	8% chance of deviation. Armor becomes permanent, with a greater increase to physical stats.

A link to vials will be added after more progress is made.

Cauldron Capes: Mutation

There's typically about a 5% chance of the vial involving a deviation. This is when something goes wrong and the power takes over the subject's physical form. Some vials are slightly more powerful or offer other bonuses but will have a higher deviation chance, and some will have added rules or a modifier on the deviation chance - circumstances in which the chance is higher but the mutation is less severe, or rarer but horrific when mutations do occur.

Most of the time, there are suggestions as to what the physical change will be, but it also depends on the individual, often with distribution or nature of changes relating to the individuals inner personality or fears. GMs/Groups are encouraged to shift or tweak the aesthetic or placement if it suits.

To determine mutations, roll 2d3 for the number of body parts affected, then roll 2d8 to

determine which body parts are affected:

Result	Body Part	Result	Body Part
2	Brain	10	Skin
3	Hair	11	Torso
4	Eye	12	Hand
5	Nose	13	Arm
6	Ear	14	Extra Limb
7	Mouth	15	Leg
8	Head	16	Foot
9	Shoulder		

Finally, roll a d6 to determine severity. Add one step to severity if a body part was rolled more than once.

Result	Severity
1-2	Negligible, easily hidden change. Can include spots on skin can be covered up with makeup, spines on head can be covered with hat or longer hair.
3-4	Moderate change, hideable, but not easily - may require time to cover up, expense, or cover-up may only be possible with very heavy clothing (and thus be circumstantial). Might include skin that's purple from head to toe, fish-like fins at places where bone is close to skin, horns.
5	Moderate change, as described above, negligible changes to adjacent body parts (+1/-1 on part list)
6	Severe change. Not hideable without a combination of time, expense, and some distance from people. Might include grotesque hunchback, crustacean-like plating on body, or perpetually glowing body. Very possible that functionality of body changes, typically horizontally (gain some lose some) or for the worse.

7	Severe change, as described above, moderate changes to adjacent body parts (+1/-1 on part list)
8+	Not hideable, changes are noticeable from 1 city block away without difficulty. Body parts may well be alien in nature (tentacles, forearms arms three times the usual length with claws in place of hands), assume a permanent breaker state, or more. Loss of normal human functioning is likely, depending on the parts in question (may be unable to speak, require different diet, etc).

GM and or other parties determine nature of changes given power & vial. Once this is done, roll on the Cauldron deviation table below.

Cauldron Capes: Mutation and Deviation

Cauldron is an organization, buying and selling powers, and certain *failures* are rather problematic for such organizations. Problems, naturally, are cleaned up. Mutants are branded, with the brand containing a bar code of sorts with the coordinates for their particular shard and dosage. Their memory is wiped, and they are released from their jail cell to the world.

For the individual Case 53's circumstances, roll a 1d22 and see the result, then roll 1d4 for luck type, but roll twice on the list for that perk/flaw (ie. 2d47) and pick the option most fitting to the character.

Deviation Results		
1	Fool	Skill amnesia/lack of knowledge: Due to memory erasure or the existence the Deviant had prior to taking the dose or being experimented on, the Deviant lacks basic skills.
2	Magus	Altered Brain: When the passenger overwrote some physiology to adapt to the power, it also wrote over some mental elements as well. The Case 53 likely has an advanced sense, but often at the cost of the ability to function like an ordinary person. The mind might be skewed toward aggressiveness, warped liking/loathing for things, convoluted/simple thinking, an inability to be patient, limited memory capacity, or volatile emotions.
3	Priestess	Uncontrolled. The passenger is partially or wholly in control of the

		body. Roll a 1d10 to determine the amount of control (10-100%) - at higher values, the Case 53 might only be able to assert control with willpower, for set periods of time or in specific circumstances (while the Deviant is in a resting state), or they might only be able to exercise control over their power (ie. no control of the body, but can manipulate the environment by telekinesis), depending. The body is naturally stronger, has enhanced reflexes, or control over power is improved, as a consequence.
4	Empress	Communication issues. The passenger or the mutation have removed the ability to communicate effectively with others. Roll a 1d10 to determine the severity of the issue (10% hampered to 100% loss of ability to express oneself). At low levels, this may be a stutter, muttering/mumbling, strangled vocal chords or the like. At higher levels, even gesturing becomes difficult. At the 100% mark, those who spend a week in the individual's company may learn the nuances and gain the ability to understand the equivalent of simple one word cues (go, come, stop, help). Gain one more stat point to allocate.
5	Emperor	Strength issues. The passenger or the mutation have limited the host's physiology in some way. In terms of raw brawn, agility, flexibility, stamina or dexterity, the host is effectively set to 'one' in terms of raw stats; they might be incapable of lifting more than ten pounds, their body doesn't move readily or in certain directions, they're limited to four or five second bursts of activity before they're spent, or they might not be able to perform fine manipulation, hold weapons or operate devices more complex than a simple lever. They gain one stat point to allocate mentally, and a greater mental connection to their power (such as clairvoyance tied to the power's manifestation, or naturally fast reflexes where their power is concerned).
6	Heirophant	Cultural issues. The host was part of a wildly different culture before they were a Case 53 (not necessarily an Earth Bet culture), memories of alien habits and behaviors were copied over to them, or they were subjected to mild brainwashing and the memory-wipe was incomplete and the wrong ideas got stressed in the absence of anything else. Might include weird religious stresses, an adherence to a reprehensible idea like racism, mysogyny, misandry, the expectation that a wife should be under sixteen, the belief in having slaves, or strange taboos like the notion that eating is something that should be done behind closed doors, like use of the washroom. In other cases, might manifest as odd compulsive behaviors or impressions, the need

		to speak in poetry, a compulsion to collect shiny objects, or a paranoia about running water. It should be serious enough that dealing with them on a day to day basis is a chore. Struggling against the norm/failing to fulfill a need or expectation leads to a steady and cumulative drop in morale. Meeting the need normalizes morale at best. As a tradeoff, the parahuman has a psychological bulwark. They might be fearless, very good at being very intimidating, or harbor a baseline set of skills such as hunting and tracking talents or smithing.
7	Lovers	Not Alone.

Option one: The parahuman wasn't released alone. Another Case 53 was released in their company or immediate area. They're associated: partners, friends, or if they're neither/incompatible, the actions of one may influence reactions to the other, usually negatively.

Option two: When left with nothing, the character holds on to what they do have. They made a friend or found a partner between the time their memory was wiped and they were cast out. Their partner wasn't deposited where they were, but it's very possible they were deposited in a neighboring city or region. Until they're found, they may suffer from declining morale (alternately, their power and the partner's synergize in a way that makes it easier to get by). Once they're found, the character is going to be in a much better place, with a ready ally by their side. |
| 8 | Chariot | The alterations or power make it hard to find suitable accommodations. They might have a particular need that is hard to meet (such as very high temperatures or deep water), they might naturally be ousted from whatever place they set up shop (perpetually shed skin might leave a trail pointing to their habitat, scorch marks) or they naturally destroy their environment (burn it down, freeze it, etc). They have no place to call home. They're a little tougher and resilient to ambient effects (such as heat, cold, or abrasive effects like sandstorms). |
| 9 | Justice | Compulsive Behavior. The character is driven to undertake a certain action. This might be a tic, obsessive-compulsive behavior, a special kind of hunger (ie. a thirst for human bone marrow), a prerequisite for action (must demolish surroundings to make a bed for comfortable sleep, like a dog turns in circles before resting) or a desire to find a mate. This isn't related to the power so much as the body, and core |

		needs such as a need for shelter, a desire for sustenance or raw instinct. (In short, tying into alien behavior from previous cycles).
10	Hermit	Evolution. The changes to the character's body are progressing with time as the passenger gets a greater hold. This means a loss of autonomy and a gain in power.
11	Wheel	Physical changes come and go, one step less severe, varying by some variable. This might be time (at night), environmental (in warmth), emotional (when angered), or simply unpredictable. The tradeoff to this ability to pass more easily in society is a malaise tied to the physical changes.
12	Strength	Greater size. The deviant is particularly large, and has some clout, but they lose something in another department (speed, thinking capacity, flexibility are possible).
13	Hanged Man	Agony. The dissonance between the mind, body and the power causes endless mental or physical anguish. The power as decided by the group is what the deviant can manage with reasonable comfort. They can surpass these limits for a small gain (20% increase in power, versatility, etc) and a great deal of anguish - doing so means they don't recover from their wounds or ordeals for the next stretch (one day, etc), and their morale suffers. They get less sleep and are more irritable as a rule.
14	Death	Power incontinence leads to damage or changes to the environment. Regular habitation is difficult to manage. As a tradeoff, the body's physiology is better suited to weather harsh environments/ambient damage, with more stamina.
15	Temperance	In direct communication with shard. Shard can and will impose tasks it thinks should be done, regardless of ongoing circumstances. Meeting needs leads to greater coordination of powers. Failure leads to gradual loss of power control and possible shard sabotage.
16	The Devil	Nemesis Program. Someone bought a Cauldron formula, and they bought a little side benefit as part of the package. The deviant was selected for their personality and powers, and part of the brainwashing included a compulsion. A command, a gesture, a phrase, that guarantees they'll always lose against this individual, so they look good/better.
17	The Tower	Dark Knowledge. The character took a unique path, and in the

		process, they picked up on something, and people know it. This might be the identity of a Cauldron cape in a powerful position, knowledge about shard, or knowledge about Cauldron. Reprisal from powerful people is coming, it's just a question of when - the later it is, the worse it will be. The knowledge could catapult them to a better position or give them the tools they need to be great, or sharing it could ruin them and everything they might care about.
18	The Stars	Powers are weaker, but senses are heightened considerably, with a strong connection to the passenger and possible other modes of sensing the world.
19	The Moon	Powers are weaker, but body is considerably faster, more flexible, and/or has faster reflexes.
20	The Sun	Powers are weaker, but body is considerably stronger and/or weaponized.
21	The Angel	Great quest - given where they are in the grand scheme of things, things aren't great, and this deviant is one of the rare few that haven't given up. They've got a mission and they're fanatical about it, and the shard might not be helping on that front, pushing them forward. They're going to get home, they're going to fix themselves, or they're going to kill the person in charge of Cauldron. Their morale is unfaltering, but making friends is difficult to impossible, because they can't relate to the challenges others face.
22	The World	Misfire. The deviant's power broke a rule along the way. It wasn't properly programmed or categorized or it wasn't meant to go out to people. In some way, normal rules do not apply. This is not a good thing - they're a ticking time bomb.

Character Creation: The Character Sheet - WIP Revisions/headings/clarifications to come later.

The character sheet can be found **here.**

Filling it out:

Note the Alias of the individual along the top, fill out the necessary boxes for cape name, leaving things like affiliation & faction empty if unsure. Affiliation generally falls on the Hero/Rogue/Villain scale, while faction depends heavily on the campaign and should be discussed with your GM

Next is your Wounds. The number of these is dependent on your Guts score, with the character gaining one Wound per pip in Guts; the ones on your sheet are likely to stay unmodified unless you receive a wound that lasts a significant amount of time, i.e., longer than one session or one combat encounter, such as a broken arm, heavy internal damage, a serious concussion, or any other injury that would impair your function for the near future. Certain instances of very severe damage may permanently remove a wound. Refer to the Wounding part of the rule book for more information

Below and to the left are your stats. Barring changes forced by the trigger or luck rolls (to be touched on later) all stats start at 3, which constitutes baseline adult human. You may manipulate your stats by removing a point from one (-1) and allocating it to another (+1). Setting stats to the maximum (5) or the minimum (1) requires excellent background justification, a reference from trigger event, a luck roll, or a combination of all three. 5 points in a stat represents peak human capacity - genius, Olympic athlete, the beefiest man on the planet. A 1 in a stat represents a severe disability - autism, genetic disease, crippled limbs. For more information on what stats govern, reference the Gameplay Rules portion of the rulebook.

To the right of this is Gear: things your character carries on them as a matter of course, or part of their standard combat loadout. Rules for specific items such as weapons, which often have their own stats and modifiers, can be found in the Equipment section of the rulebook. How much weight your character can carry is based on their Brawn level.

Below Stats and Gear is Skills. You may choose a number of skills equal to your points in the Knowledge stat, and have [Knowledge]x2 points to spend on said skills. Skills, like stats, may be added, modified, and further influenced by trigger-provided background and luck rolls. For further information on available skills, how they influence gameplay, and how they relate to your baseline stats. For both the benefit of your GM and yourself, it is recommended you copy the relevant skill bonuses to your level into the "Note/Description" box. The # column is to be filled

with your number of points or 'pips' in the skill for the column.

The Power box below that is to be filled with the information writeup on your character's parahuman power, as generated through the Character Gen process detailed earlier. Be sure to include everything given to you by your power gen group, including any gameplay mechanics or narrative functions related to the power.

Perks and flaws, your 'luck' rolls, should be filled out in much the same way as your power; be sure to copy over the entire relevant flaw or perk, and list below any information or choices, perk/flaw depending, that are relevant to the character. These, along with your trigger, often force significant changes to personality, stats, skills, and your power, so you should bear in mind any impositions forced by them when creating your character.

Reputation is still a work in progress - modifications to it should be discussed with your GM on a case by case basis.

Assets generally involves your character's starting equipment and lifestyle relevant possessions, such as a job, a car, or a phone, as well as larger-scale or expensive items acquired during a campaign: Mastercraft firearms, drugs, large sums of money, or tinkertech. They are still a work in progress, and subject to change; reference the Equipment section of the rules for more information.

Resources - less material things you can call on/exploit. Favors owed, backdoor connections, known spots for criminal meetups, etc. May be given by trigger or luck roll, as with most things, but likely to be acquired during a campaign.

Allies, Underlings - Self explanatory. Minions you can exploit, friends you can call on for help in a pinch.

Territory - Self explanatory again. Territory you control, and what benefits you gain from it, whether acquired through force, economics, or politics.

The "Apperance, Cape" section should be filled with a detailed description of your cape's costume. Costumes come in several tiers, detailed in the "Equipment" section of the rulebook, with each tier granting distinct advantages and disadvantages, as well as its own restrictions on acquiring said costume. As mentioned on the sheet, you should list chosen advantages and disadvantages for your costume, along with it's appearance

Appearance, Civilian - Exactly what it says on the tin. Unlike Costume, there's no extra rules or bonuses involved. What does your person look like, out of costume? Long hair, short hair, wavy, blonde, black, asian, caucasian, short, tall, etc. Be sure your apperance is consistent with any requirements from the trigger event or luck roll.

Trigger: Your Trigger event. The big one. As mentioned in character gen above, this is literally the worst day of your character's life, and more importantly, the thing that gave them superpowers. Copy it down verbatim as rolled/given from your gen group or draft.

Below trigger is your personality. Remember that your character isn't just a set of numbers and rolls - they're a person with hopes, dreams, and aspirations. This character was going somewhere (or maybe they were distinctly going *nowhere*) before their trigger, and now their life has taken a drastic turn. What were they like before? What are they like now? Has their power caused a personality shift? Were they always like this, and the power has just given them an easy way to express whatever they kept suppressed before? These are just a couple of things to ponder while putting together exactly who your character is.

Next, History, is the ancillary to personality. What are the events that caused your character to become this way? The events leading up to the trigger event, and what they've done after, up to the campaign. Your character history will be the main justification for many of your skills, assets, and equipment, so be sure to put plenty of thought into what goes down here. Be sure to avoid nonsensical or implausible backstories (Your character is highly unlikely to be a Mesa-IQ'd decathlete, and then have a trigger event involving their life in a trailer park), and avoid attempting to craft backstories with the specific intention of acquiring implausible skills (My character just happened to be a special forces veteran and national boxing champion before tripping and falling down the stairs!). As mentioned, your character should be a fully fleshed out person; your history should give those reading a decent idea of where they might want to go or what they might do now that they've acquired abilities beyond the ken of normal men. Many players also put down the campaign achievements, events, and milestones of their cape post-trigger in this box, as well.

Finally, the notes section is another self-explanatory box. Any information not covered above that you feel is relevant to your character can be placed here.