

Basics

RD6 Basics

Rolling Dice

A Die Code shows how good a character is in a particular area, how harmful a weapon is, how useful a Special Talent or tool is, and so on. Each Die Code (also known as a Die Level) indicates the number of six-sided dice you roll (1D, 2D, 3D, 4D, 5D, etc.), and sometimes an added bonus of “+1” or “+2” - referred to as pips - you add to the total result you roll on the dice. Die Code could mean an Attribute or an Attribute + Skill Code (Full Skill).

A Talent or piece of equipment may provide a bonus to the roll. If the bonus is in the form of a die code (such as +1D), then you add the listed number of regular dice to the amount you would roll. If the bonus is in the form of a number (such as +2), then you add the amount to the total that you rolled on the dice.

Example: A shovel adds 1D to digging attempts. A character who decides to dig a hole uses her lifting skill. If your character has a lifting skill of 4D, you would roll five dice to determine how well your character dug the hole with the shovel.

When rolling, you are totalling up the sum of all the dice as a single value, after all bonuses and rerolls. This is called a Die Code Total or just Total.

The Test

A Test is a roll made when something challenges the player character and they have to accomplish via a Skill or Attribute roll. There are two types of Tests - Standard or Opposed.

Standard Test: A Standard Test is one that is rolled against the Standard Target Number and a number of success is determined. The Standard Target Number depends on the type of play you want to have in your d6 game - Gritty Survival or Heroic.

Type	Standard Target Number	Additional Successes
Heroic	10	Every 5 points (15, 20...)
Gritty Survival	12	Every 6 points (18, 24...)

Perhaps the biggest difference from other D6 systems is the difficulty system. Instead of various levels of success and relatively arbitrary numbers to remember, the only number that anyone has to remember is 10 or 12. The base Target Number of any roll is 10 or 12 and every multiple of 5 or 6 after that is an additional Success.

For most Easy tasks, the GM can decide between rolling for the task or not, based on the Skill Rank. Usually anyone with at least a skill rank of 2 can accomplish an Easy task automatically unless the moment requires some drama. If so, then as long as they don't roll a Critical Failure, the Test is a success.

Opposed Test: An Opposed Test is between an active character and a target character. Both make a Test and compare the resulting Successes. The higher number of Successes win the Opposed Test. Ties are resolved based on actual totals. Additional Success can also be counted if needed based on the Standard Target Number.

Difficulty Modifiers

Difficulty modifiers are usually added to or subtracted from the Die Code before the roll, thus increasing or reducing the number of dice to obtain the Standard Target Number. These are usually modifiers directly related to the target to skill roll - Properties of the task. For instance, the quality or level of technology behind a lock, alien computers the character is trying to hack or a vehicle type the character has never driven.

A Game Master should only apply one or two Difficulty Modifiers in any given situation, representing the cumulative effects of the environment against the situation. Attempting something that is usually Moderate should not suddenly turn Heroic or Legendary because of Difficulties, unless the Game Masters deems it necessary. No matter how high the difficulty may be, however, the Die Code can never go below 1D.

Difficulty	Dice Modifier
Very Easy	Automatic with a Skill Rank of 2+
Easy	+1D
Moderate	0
Difficult	-1D
Very Difficult	-2D
Heroic	-3D
Legendary	-4D

Modifiers

Modifiers to the a Test usually come from environmental effects not directly related to the target of the Test - darkness, noise, bad tools, no tools, etc. All these Modifiers apply to the total after the roll. The source of a modifiers come from extenuating circumstances, environmental factors, mental factors, and anything else that makes the situations unique. Instead of giving a series of specialized tables for each skill, a general scale of modifiers is given here to streamline the system and avoid a ton of book diving.

This table is a guideline to skill roll modifiers:

Condition/Situation	Modifier
Advantaged	+2
Very Advantaged	+4
Extremely Advantaged	+6
Extremely Disadvantaged	-6
Very Disadvantaged	-4
Disadvantaged	-2

Important Rules of Thumb for Skill Modifiers:

- All Modifiers are cumulative, unless the GM says otherwise
- No modifier can reduce the Skill to less than 1D. There is always a chance.

Wild Die

Whenever any player or the Game Master makes any roll, one of the dice (sometimes 2, See Roll Up) must be different from the rest (in size or color). This die is designated as the Wild Die. This die represents the random chaos of life i.e. the direction of the wind affecting the flight of a bullet or the random twitch of a muscle; things that are too small to warrant their own difficulty modifiers. If the player has only 1D to roll, then that one die is always the Wild Die.

Example: Your character's Agility attribute is 3D+1, so if your character tried to jump onto a table, you would roll two regular dice and one Wild Die, for a total of three dice.

Six-plosion: The Wild Die in any role is an exploding dice - i.e. if the player rolls a 6 on the Wild Die, they may add the 6 to their total and roll the Wild Die again. As long as the Wild Die rolls a 6, they may continue to add 6 to the total and continue to roll. If they roll anything other than a 6, they add that number to the total and stop rolling.

Crit-Failure: If the player rolls a 1 on the initial (first) toss of the Wild Die, this is potentially a Critical Failure. The player then must roll a Critical Failure Check die (d6) to determine what will happen (see below).

Critical Failure Check	Type of Failure
1	True Critical Failure
2 -5	Complication
6	Resolve as Normal

True Critical Failure: Regardless of the total, the Test fails outright in the worst possible way (GM Discretion)

Complication: One of Two things happens here, GM's discretion:

1. Take the Wild Die and the highest die from the roll and total the rest as the result.
2. Add the dice results normally, but a Complication occurs.

The GM gauges the significance of the Complication by the total generated - from a funny, nearly didn't do it result for a high total to a serious, we have a problem obstacle for a low total. The Game Master should make certain the complication chosen relates to the task attempted. It should serve as an extra, minor obstacle the characters must now deal with or, more often, as a place to insert a bit of comic relief.

Only on rare occasions (such as numerous poor decisions by the players) should a complication be without solutions or even deadly. The complications can also serve as opportunities to bring nearly invincible characters down to a more reasonable level.

Optional Rule - Catastrophic Failure: This is an optional rule that the GM can choose to use. On the rare occasion that a player rolls all ones on his Skill Dice and the Critical Failure Check comes up as a True Critical Failure, then something Catastrophic happens. This should not be something terrible and show stopping for the players but something fun and adds to the story, but still creates a challenging situation.

Improving a Roll

The average person fails at average activities more often than not. Characters aren't average people, so they need ways to beat those odds. Thus, they have Character and Fate Points, which represent those surges of adrenaline, sudden insights, supernatural influence and other unexplained helpful acts of chance.

Players may not trade Character Points for Fate Points, nor may they trade Fate Points for Character Points. A player may only spend her Character and Fate Points on their character's rolls. They may not spend more Character or Fate Points than the character has listed on their sheet. Except when allowed by the GM for exceptionally cinematic situations, players may not use Character Points and Fate Points on the same roll.

Character Points: Whenever a player makes any Test roll, he has the option to spend Character Points to increase the total rolled. He may spend one Character Point to a maximum decided upon by the GM and based on the challenge level of the adventure. Each Character Point spent gains the Test roll one Wild Die.

Limit Example: For adventures with easy challenges, the maximum should be two(2) For more cinematic adventures, the maximum should be five (5); For epic adventures, the maximum can be unlimited.

A player may choose to spend Character Points before or after they makes a roll - or both - but always before the GM determines the result. The GM need not tell the player whether they should spend more points to improve a roll, but he can imply or hint.

Extra Wild Dice gained from spending Character Points each work like a normal Wild Die except that a Critical Failure counts as a 1; it does not adversely affect the roll. Because of the special nature of Character Point Wild Dice, the player may wish to roll these dice separately from his normal Wild Die.

Once used, the character loses the point. Players get Character Points for their characters by overcoming obstacles, roleplaying well, and having fun.

Fate Points: A Hero tapping his Chi or Soul, A Hero's luck, Fate favoring the Hero, or Gods smiling down on the Hero - are all examples of Fate Points. Players can spend Fate Points in dramatic situations when he needs a little more than just what a Character Point can give him.

Characters can gain Fate Points when playing their character well, or role-playing a Drawback dramatically to add to the story. It's up to the Game Master when he or she wishes to award Fate Points.

When a player feels the need for even greater help for her roll, they may spend a Fate Point to double the number of dice they normally get for a single roll. However, the player only rolls one Wild Die. Furthermore, anything that's not part of the character - weapon damage die codes, equipment bonuses, and so on - is NOT doubled. A second Fate Point must be spent to double any effect dice.

A player may use only one Fate Point per roll per round, though a character may improve several different actions in a round with several different Fate Points expenditures. Particularly beneficial or malicious deeds presented and roleplayed well by the player or GM may allow additional Fate Points to be spent on a single roll.

Players may only spend Fate Points before making a roll. Furthermore, double the initial number before applying any die code penalties and bonuses. Once used, the character loses the Fate Point - but he may earn it back at the end of the game if it was used for a deed that supported the party or furthered a great story.

Example: Your character has a Craft: Demolitions skill with a die code of 4D+2 (Perception of 2D+2 and a Skill rank of 2). Normally, you would roll three regular dice and one Wild Die and add two pips to the total. However, by spending a Fate Point. This allows you to roll seven (7) regular dice and one Wild Die and add four pips to the total (for a total of 8D+4, or twice that you'd normally roll).

As characters become more experienced, the GM may include further restrictions on Fate Point use. GMs might allow Veteran or higher characters to spend Fate Points only on actions that promote the story line, while highly experienced characters (those with at least 9 ranks in several skills) might be permitted to use Fate Points only during climactic moments in the campaign.

Dramatic Fate Points: In the general course of play, a Fate Point is useful for one roll only. However, once per adventure, two players may choose to spend a one Fate Point climactically, which doubles all of the character's rolls (the entire party) for that round. The GM also may allow players to spend Fate Points climactically several times during the highest point of the adventure (the climax).

Second Chances: As characters tackle obstacles, they'll find ones that they can't overcome initially. GMs must rely on their judgment to decide whether and when a character may try an action again. However these chances come with a cost and conditions.

Skill Tests can be retried only if:

- The first attempt was not a True Critical Failure.

- Increase the Difficulty number one level (can be negated by a Character Point)
- No result points can be used from this attempt (considered a Raw Skill Test)

For some actions - like actions made in combat turns, such as Ranged Weapons or Running - the character may try the action again the next turn, even if he/she failed. For other actions - more long term complex tasks such as Craft - failing the roll might have serious consequences, depending on how bad the failure was.

A small difference between the difficulty number and the success total means the character may try again next round at a higher difficulty. A large difference means that the character has made the situation significantly worse.

he/she will need to spend more time thinking through the problem or find someone or something to assist her in her endeavor. A large difference plus a Critical Failure could mean that the character has created a disaster. he/she can't try that specific task for a long time - perhaps ever. This is especially true with locks and computer programs.

Rolling Up: Some conditions or situations may cause a character to be advantaged in some extra-ordinary way. This is called Rolling Up. In this case, TWO dice in the Test pool of dice are considered Wild. If the person is rolling 2D then both are considered Wild. If the player is rolling 1D Rolling up, he gains another 1D, rolls them separately as Wild die and takes the highest total.

Dice Conventions

RD6 uses two different dice notation conventions.

Standard RD6 Rolls

A die code written with a capital **D** (such as **1D**, **3D**, or **6D**) represents a standard RD6 roll. Unless otherwise stated, one of these dice is always the **Wild Die**.

Examples:

- 2D
- 4D+1

These rolls are used for Attributes, Skills, Damage, Damage Resistance, and any other Test that uses the RD6 game mechanics.

Standard Dice Rolls

A die notation written with a lowercase **d** (such as **1d6**, **2d6**, or **3d6**) represents ordinary six-sided dice with **no Wild Die**. These rolls are typically used to generate random values, determine random locations, roll on tables, or establish durations.

Examples:

- Roll 1d6 to determine a random direction.
- Roll 3d6 to determine the duration of an effect.

Result Points

Result Points

Result Points refer to the number of successes beyond what was needed. The GM or the Player can use the result points to decide additional effects of the success or additional information gained (Result Point Feats). Some skills use these points for specific purposes. The GM may allow a player to add the result points as a bonus to another skill roll or Extranormal or Special Talent effect. In an attack, Result Points can be converted to damage dice on a one point to one (non-Wild) die rate.

Result Points and Success: Here are some guidelines for describing different levels of success. Use the result points of the roll - the difference between the successes from the skill total and the total successes needed (difficulty) - to decide on the exact level.

Result Point Feats: Whenever a character achieves more Successes than required on a Test, they generate Result Points equal to those extra Successes. Result Points represent exceptional performance, momentum, creativity, or opportunity beyond merely succeeding. A player may immediately spend these Result Points on Feats appropriate to the situation, gaining additional benefits such as increasing damage, disarming an opponent, discovering extra information, influencing a crowd, reducing the time required for a task, or creating advantages for allies. Result Point Feats allow characters to turn outstanding rolls into memorable cinematic moments while giving players meaningful choices about how their successes shape the story.

Universal Result Point Feats

These are available to everyone all the time.

Cost	Feat	Effect
1+	Party Pool	Add 1 Character Point to the Party Pool per Result Point spent.
1	Talent	Gain a +1D bonus to a related follow-up Test.
2	Enhanced Effect	Increase a related effect by +1D (healing, repair, etc.).
3	Set Up	An ally gains +1D on their next related Test.
4	Dramatic Success	Create a significant narrative advantage approved by the GM.

Party Pool (1+ RP): This is an option that is available to all Players that gained Result Points that they can not use right away. If the GM allows, the character can allocate their Result Points as Character Points to the Party Pool. This Party Pool is a collective Character Point Pool available to all players to use during play - 1 point can be used as a Character Point at any time. Once the session is over, this pool is evenly divided up by the characters as Character Points on the character sheet.

For each Result Point spent, add one Character Point to the Party Pool. A player may spend any number of available Result Points on this Feat after a successful Test. This represents exceptional teamwork, morale, or momentum generated by the character's success.

Momentum (1 RP): Gain a +2 bonus on the next directly related Test made by the same character. The follow-up Test should naturally flow from the original action and must occur before the end of the current scene, unless the GM rules otherwise.

Enhanced Effect (2 RP): Increase the primary non-combat effect of the successful Test by +1D. This most commonly enhances healing, repairs, crafting, or any other variable effect determined by the Test. This Feat may not be used to increase weapon damage or any effect that has a more specific Result Point Feat.

Set Up (3 RP): An ally who can reasonably capitalize on the success gains +1D on their next related Test. The bonus must be used before the end of the encounter or scene, as determined by the GM.

Dramatic Success (4 RP): The character achieves an exceptional outcome beyond the normal success of the Test. Rather than providing a fixed mechanical benefit, this Feat allows the player and GM to create a significant narrative advantage appropriate to the situation, such as discovering an unexpected opportunity, impressing witnesses, or turning circumstances in the party's favor.

Investigation & Discovery Feats

Cost	Feat	Effect
1	Talent Unlock	Learn something useful that grants an immediate advantage.
2	Efficient Search	Use half the normal time or resources.
2	Additional Clue	Discover an extra piece of useful information.
3	Further Discovery	Make an immediate secondary investigation Test.
3	Focused Research	Gain +1D on related investigation Tests for the session.
4	Ready for Battle	Gain +1D Initiative if combat follows soon.
4	Learned Something	Gain Rank 1 in a related Skill for the remainder of the session.

Talent (1 RP): Learn something useful beyond the immediate success of the Test. This information should provide an immediate advantage, reveal a hidden opportunity, or answer a question relevant to the current situation, as determined by the GM.

Efficient Search (2 RP): Complete the investigation using half the normal time or expend only half the normal resources required. The GM determines how this applies based on the circumstances, such as searching more quickly, conserving supplies, or minimizing disruption.

Additional Clue (2 RP): Discover one additional piece of useful information beyond what was required for success. The clue should be relevant to the investigation and may point toward new evidence, a hidden connection, or another lead.

Further Discovery (3 RP): Immediately make one additional Investigation Test related to the current search without spending additional time or requiring a separate Action. This Test may reveal further information if successful.

Focused Research (3 RP): Gain +1D on all Investigation Tests directly related to the current subject for the remainder of the session. This represents developing a deeper understanding as the investigation progresses.

Ready for Battle (4 RP): If combat begins before the end of the current scene, gain +1D to your Initiative Total during the first Round. This represents identifying danger, anticipating trouble, or recognizing tactical opportunities during the investigation.

Learned Something (4 RP): Gain Rank 1 in one Skill directly related to the subject of the investigation for the remainder of the session. The GM must approve the Skill, and it should represent practical knowledge gained through the character's discoveries rather than permanent training.

Social Feats

Cost	Feat	Effect
1	Clever Quip	Target suffers -1D on the next social Test.
1	Last Word	Target suffers -1D on the next social Test.
2	Sway Crowd	Affect one additional target.
2	Read the Room	Learn the emotional state or motivation of those present.
3	Leave Them Speechless	Witnesses are stunned into silence for a round.
3	Jest	Nearby listeners must resist becoming distracted.
4	Seduce	Create a strong social opening with the target.
4	Force of Will	Gain +1D against social pressure for the scene.
5	Enrage	Force a target to attack, leave, or otherwise react emotionally.

Clever Quip (1 RP): Deliver a timely remark that undermines the target's confidence or composure. The target suffers - 1D on its next Social Test before the end of the current scene.

Last Word (1 RP): End the exchange with a decisive statement that leaves the target unable to effectively respond. The target suffers - 1D on its next Social Test against you before the end of the current scene.

Sway Crowd (2 RP): Extend the effects of your successful Social Test to one additional target who can reasonably hear or observe the interaction. The additional target is affected in the same manner as the original target, if appropriate.

Read the Room (2 RP): Gain insight into the emotions, attitudes, or motivations of those present. The GM should reveal one useful piece of social information, such as who is sympathetic, hostile, nervous, deceptive, or influential.

Leave Them Speechless (3 RP): Your words leave nearby witnesses momentarily stunned. Those affected are unable to make Social Tests until the end of their next turn, though they may still defend themselves or take other non-social Actions normally.

Jest (3 RP): Your humor or wit distracts those nearby. All listeners within earshot must succeed on an appropriate Will Power Test, as determined by the GM, or become distracted until the end of their next turn.

Seduce (4 RP): Create a powerful social opening with the target through charm, flirtation, or personal appeal. The target becomes significantly more receptive to further friendly Social Tests for the remainder of the scene, provided your actions remain believable and appropriate to the situation.

Force of Will (4 RP): Your confidence and determination make you difficult to influence. Gain +1D on all Tests to resist Social interaction attacks or other forms of social pressure for the remainder of the scene.

Enrage (5 RP): Drive the target into an emotional outburst. The target must immediately make an appropriate Will Power Test or react emotionally in a manner consistent with its personality, such as attacking, storming away, shouting, or otherwise losing its composure. The GM determines the exact reaction based on the circumstances.

Movement & Chase Feats

Cost	Feat	Effect
1	Quick Step	Move 1 extra Space.
2	Evasive Motion	Gain +1D Defense until your next turn.
2	Shortcut	Reduce travel time or bypass an obstacle.
3	Gain Position	Move to a tactically superior location.
4	Escape	Break free from a pursuit or engagement.

Quick Step (1 RP): Immediately move 1 additional Combat Space. This movement follows all normal movement rules and does not provoke any additional effects unless otherwise specified.

Evasive Motion (2 RP): Gain +2 Passive Defense until the start of your next turn. This represents weaving, ducking, or maintaining constant motion to make yourself a more difficult target.

Shortcut (2 RP): Discover or create a more efficient route, reducing the time required to travel or allowing you to bypass a minor obstacle. The exact benefit is determined by the GM based on the terrain and circumstances.

Gain Position (3 RP): Immediately move to a tactically advantageous location within your normal movement. This may include reaching higher ground, gaining cover, securing a choke point, or otherwise improving your battlefield position, subject to the GM's approval.

Escape (4 RP): Successfully break free from a pursuit, engagement, or similar restriction. If engaged in melee, grappled, or being actively pursued, you immediately disengage and may move normally. Outside of combat, this Feat may allow you to evade pursuers or slip away unnoticed, as determined by the GM.

Combat Feats

Combat Feats allow a character to spend Result Points generated by a successful attack to perform cinematic combat maneuvers or enhance the attack's effects.

Cost	Feat	Effect
1+	Add Damage Die	Add +1D to the attack's damage per point.
1+	Grapple	The target makes a Test or Grappled. <i>Unarmed Combat only.</i>
1+	Knockback	Move yourself or the target 1 Combat Space for each Result Point spent.
1+	Knockout	The target makes a Test or unconscious for 1d6 Rounds.
1	Wild Die Flip	Convert one normal Damage Die into a Wild Die.
2	Add Wild Die	Add one Wild Die to the damage roll.
2	Battlefield Awareness	Gain +2 to your next Attack Test before the end of your next turn.
2	Defensive Stance	Gain +2 Passive Defense until the start of your next turn.
2	Disarm	Force the target to drop one held item.
2	Intimidate	Immediately make a free Intimidation interaction attack.
2	Knockdown	Knock the target Prone.
2	Maneuver	Immediately make a free Maneuver interaction attack.
2	Rapid Reload	Instantly reload one weapon.
2	Taunt	Immediately make a free Taunt interaction attack.
3	Crippling Blow	The target makes a Stamina: Fortitude Test against the Damage Total. On a failure, the target cannot take Actions for 1d6 Rounds.
3	Lightning Attack	Immediately make one additional attack. No additional Combat Feats may be spent on the second attack.
3	Pierce Armor	Halve the target's Armor against this attack.
3	Precision Shot	Adjust the attack to strike a specific location or object.
4	Dual Strike	Apply the attack against a second target within range.
4	Seize Initiative	Automatically act first during the next Round.

Add Damage Die (1+ RP): Increase the attack's Damage Total by +1D for each Result Point spent. A player may spend any number of available Result Points on this Feat before rolling damage.

Grapple (1+ RP): Unarmed Combat only. The target immediately makes a Strength: Fighting Test opposed by the attacker's Strength: Fighting Test. The target suffers a - 1 modifier to the Test for each additional Result Point spent beyond the first. On a failure, the target becomes Grappled.

Knockback (1+ RP): Move yourself, the target, or both by 1 Combat Space for each Result Point spent. Movement must be reasonable for the attack and is subject to obstacles and terrain at the GM's discretion.

Knockout (1+ RP): The target immediately makes a Stamina: Fortitude Test against the attack's Damage Total. The target suffers a -1 modifier to the Test for each additional Result Point spent beyond the first. On a failure, the target falls unconscious for 1D6 Rounds or until awakened.

Wild Die Flip (1 RP): Convert one normal Damage Die into a Wild Die before rolling damage. This increases the chance of exceptional damage without increasing the total number of dice rolled.

Add Wild Die (2 RP): Add one additional Wild Die to the damage roll. This Wild Die is rolled alongside the attack's normal damage dice.

Battlefield Awareness (2 RP): Gain a +2 bonus on your next Attack Test before the end of your next turn. This represents exploiting an opening created by your successful attack.

Defensive Stance (2 RP): Gain +2 Passive Defense until the start of your next turn. This bonus represents maintaining superior positioning and readiness after the attack.

Disarm (2 RP): Force the target to immediately drop one held item of the attacker's choice. The dropped item lands in an adjacent Combat Space, as determined by the GM.

Intimidate (2 RP): Immediately make a free Intimidation Interaction Attack against the target. This does not count as an additional Action.

Knockdown (2 RP): The target is knocked Prone immediately after the attack is resolved, provided it is physically capable of being knocked down.

Maneuver (2 RP): Immediately make a free Maneuver Interaction Attack against the target. This does not count as an additional Action.

Rapid Reload (2 RP): Immediately reload one weapon you are carrying. This ignores the normal Action required to reload but does not provide additional ammunition beyond the weapon's normal capacity.

Taunt (2 RP): Immediately make a free Taunt Interaction Attack against the target. This does not count as an additional Action.

Crippling Blow (3 RP): The target immediately makes a Stamina: Fortitude Test against the attack's Damage Total. On a failure, the target cannot take any Actions for 1D6 Rounds, though it may still defend normally if able.

Lightning Attack (3 RP): Immediately make one additional attack with the same weapon against a legal target. No additional Combat Result Point Feats may be applied to this second attack.

Pierce Armor (3 RP): Halve the target's Armor value against this attack, rounding down unless otherwise specified by the GM. This applies only to the current attack.

Precision Shot (3 RP): Adjust the attack to strike a specific body location, held item, or other small target without using the normal Called Shot rules. The exact effect is determined by the GM based on the circumstances.

Dual Strike (4 RP): Apply the attack against a second legal target within the weapon's range. Resolve the attack and damage separately against each target.

Seize Initiative (4 RP): You automatically act first during the next Round. If multiple characters use this Feat, determine their order normally among themselves before all other combatants.

Crafting & Technical Feats

Cost	Feat	Effect
1	Efficient Work	Reduce required time by half.
2	Conserve Materials	Use half the normal resources.
2	Temporary Improvement	Grant +1 bonus to the created item.
3	Exceptional Quality	Grant +1D on one use of the item.
4	Breakthrough	Discover additional information or an improved solution.

Efficient Work (1 RP): Complete the task in half the normal time without reducing the quality of the finished work. This Feat represents careful planning, practiced technique, or exceptional efficiency.

Conserve Materials (2 RP): Use half the normal raw materials or consumable resources required to complete the task. The finished item is otherwise created normally with no reduction in quality.

Temporary Improvement (2 RP): Grant the completed item a +1 bonus to one appropriate characteristic or Test. The GM determines the exact benefit based on the type of item created or repaired. This improvement lasts until the item is significantly damaged, modified, or the current adventure ends.

Exceptional Quality (3 RP): Craft or repair an item of outstanding workmanship. Once before the end of the current adventure, the item's user may gain +1D on a single appropriate Test involving that item.

Breakthrough (4 RP): Your work produces an unexpected insight or innovation. In addition to the intended result, discover useful information, identify a more effective technique, reduce future complexity, or develop an improved solution, as determined by the GM.

Character Generation

Character Generation

In order to play the game you'll need to create a character. Before you get out the pencil, first think about your character. What do you want to be able to do with this character? What kind of person is he or she? What is their background and motivations?

Concept

The Concept is the general term that identifies the character. Usually this is the character's profession or role in society. Examples: Gruff Bounty Hunter, Demon Worshiper, Kind Wizard or Street Cop. Try not to use more than a couple of words as a concept but it is important to have something that defines the type of character you are playing.

Attributes

Attributes are referenced in two ways: **Dice** and **Die Code** (sometimes called Attribute Level). The Dice is the complete value of the Attribute. For example a Strength of 3D, or a Dexterity of 2D+1. The Die Code is the number in front of the D. From the previous examples a Strength Dice Code of 3 or a Dexterity Dice Code of 2.

Physical Attributes

- **Agility:** Measure of balance, limberness, quickness, and full-body motor abilities. It is also a measure of hand-eye coordination and fine motor abilities.
- **Stamina:** Measure of ability to resist damage, fatigue and disease.
- **Strength:** Measure of physical power, muscle and ability to cause physical damage with their bare hands.

Mental Attributes

- **Intellect:** Measure of knowledge, strength of memory and ability to learn.
- **Perception:** Measure of mental quickness and attention to detail.
- **Will Power:** Measure of emotional strength, persuasion, spirit, mental defense and offense (for Extranormal abilities)

Passive Modifiers

Some Attributes and Skills have a **Passive Modifier**, representing a character's natural ability to resist actions directed against them without making an active Test.

A Passive Modifier is calculated as: **Passive Modifier = Die Code – 2**

Die Code	Passive Modifier
1D	-1
2D	+0
3D	+1
4D	+2
5D	+3
6D	+4
7D	+5
8D	+6

A character with **2D** is considered average and provides no Passive Modifier. Characters with lower Die Codes are easier to affect, while those with higher Die Codes are naturally more difficult.

Using Passive Modifiers

When a character is not actively resisting an action, the Game Master may use the appropriate Passive Modifier instead of requiring an Opposed Test.

To determine the final Test Difficulty:

Final Difficulty = Standard Difficulty + Passive Modifier

The Passive Modifier is the **only modifier that alters the Standard Difficulty**. All other situational modifiers, equipment bonuses, Talents, Conditions, and similar effects modify the acting character's Test instead.

Examples: A character attempts to sneak past a guard with **Notice 4D**. The Standard Difficulty is **Moderate (10)**. The guard's Notice Passive Modifier is **+2**, making the final Difficulty **12**.

Later, the same character attempts to sneak past an inattentive civilian with **Notice 2D**. The civilian's Passive Modifier is **+0**, so the Difficulty remains **10**.

Passive Skills

The Game Master determines which Attribute or Skill provides the Passive Modifier based on the situation. Common examples include:

- Notice to detect hidden characters or concealed objects.
- Resolve to resist intimidation or coercion.
- Persuasion to recognize deception or social manipulation.
- Stealth to avoid being followed.
- Scholar to recall commonly known information.

Passive Modifiers should only be used when a character is not consciously or actively opposing the action. If they are actively resisting, resolve the situation as an Opposed Test instead.

Derived Attributes

Toughness: Toughness represents a character's natural resistance to injury. A character's Base Toughness equals their Strength Die Code $\times$ 4. Armor and other effects may increase this value. When spending a Fate Point, a character may roll their Strength and use the result as their Toughness if the roll exceeds their Base Toughness.

Strength Damage: Strength Damage indicates the amount of harm a character can do in combat with body parts, melee weapons, thrown weapons, and most primitive ranged weapons. To determine the Strength Damage Die Code, take the character's Dice Code for *Strength: Athletics (Lifting)* (including modifiers from Traits) and drop any pips. Divide by 2, and round up, this is your Strength Damage Die Code. *Example:* A character with 3D in Strength has a Strength Damage of 2D. A character with 6D+2 in Athletics has a Strength Damage of 3D.

Funds: To allow the gamemaster to more easily adjust the *real world* cost to something appropriate for her world or her part of the world, this system substitutes difficulties for the prices of items.

Each character thus gets a Funds attribute, which represents the amount of money the character can get without too much trouble on a regular basis because of work or investments. All characters start with a base of 3D in Funds. Use the accompanying table to adjust this number. Include any modifiers to attributes due to Traits. The minimum total is 1D. The final total becomes the Funds attribute.

Determining Funds

Characteristic	Modifier
1D in Intellect	-1D
+1 or more in Presence	+1D
3D or more in Intellect	+1D
6D or more in the <i>Scholar: Business</i> skill plus its highest specialization	+1D

Example: Your character has 3D in **Intellect**, 6D in *Scholar: Business*, and +2D in a specialization of *Scholar: Business (Investing)*. Starting with a funds of 3D, you add 1D for your high Intellect score and 1D for having at least 6D in business plus a specialization. Your final total gives you a Funds score of 5D. Using the Funds attribute is discussed in *Equipment*.

Creation Pool

Each **Novice** character receives 80 Creation Points to distribute among all the options. Players may only spend creation points as whole points, not as fractions.

- One **Attribute** die equals **four** (4) creation points.
- One **Skill Rank** equals **one** (1) creation point.

- **Three Skill Specialization Rank** equals **one (1)** creation point.
- **Talents** have their own costs associated with them. See the *Character Options*.

Other restrictions apply

- Attributes must be allocated a minimum of 1D (4 points) and have a maximum of 3D.
- The maximum starting number of Rank that may be added to any one skill or specialization of skill is 2.
- Points must be spent on whole dice, though the purchased dice may be split and distributed in their category. For instance, if a player spends four creation points to get one **Attribute** die, the die may be split into three **pips** and divided among up to three **Attributes**, but no attribute pip may be traded in for a **Skill Die**. Skill Die do not have pips.

Players of **Human** characters may add up to **10 additional creation points** to their totals by taking an appropriate number of points in **Drawbacks**. **Non-Human** species may have their own creation point totals, maximum number of points from Drawbacks, and starting Traits. For worlds involving more Special Talents, GMs should feel free to raise the number of starting creation points and the number of possible creation points received from Drawbacks. Characters also receive the following aspects, like those created with defined limits:

- **Move:** This equals 5, and 6 if they start the game with 3D in Strength or Stamina. There are 2 meter or 6 foot Spaces.
- **Strength Damage:** Drop the pips from your character's **Strength** or lifting score (including any Special Talents or Drawbacks that affect the die code), divide the number by 2, and round up. This is the Strength Damage die code.
- **Funds:** Funds and silver measure how much wealth your character can usually get at without too much trouble. All characters start with a base Funds die code of 3D. Look under "Funds" in this chapter for modifiers to this roll and how to convert this number to cash. The cash equivalent of Funds goes on the Silver line.

Talents and Drawbacks

Talents and Drawbacks (collectively Traits) represent exceptional qualities, advantages, flaws, and unique traits that help define a character beyond their Attributes and Skills. They provide mechanical benefits, roleplaying opportunities, and distinctive features that make characters feel unique.

Talents are beneficial traits that grant bonuses, special capabilities, social advantages, or other useful benefits. Some Talents are learned through training or experience, while others are innate.

Drawback are limitations, flaws, obligations, or complications that hinder a character in some way. Drawbacks may impose penalties, create difficult situations, or affect how the character interacts with the world.

Each Talent or Drawback is assigned a **Level** ranging from 1 to 5. Higher levels represent more powerful benefits or more significant limitations. At character creation, Talents cost Creation Points equal to their

Level, while Drawbacks provide Creation Points equal to their Level. These points may be used to purchase additional Talents, Skills, Attributes, or other character options as allowed by the setting.

Special Talents

Special Talents are Talents that exceed the normal capabilities of a Human. They may represent alien biology, mutation, cybernetics, genetic engineering, psionics, magic, advanced technology, or other extraordinary origins. While uncommon among Humans, they are often a defining feature of non-human species and unusual character concepts.

Special Talents function like any other Talent and use the same Level-based cost system. However, they frequently grant abilities that are impossible for ordinary Humans, such as natural weapons, enhanced senses, regeneration, extra limbs, natural armor, flight, or energy projection.

Game Masters may use Special Talents to create new species by combining appropriate Talents and Drawbacks to reflect the strengths and weaknesses of that species. Players may also select Special Talents when allowed by the setting and the Game Master.

As a general guideline, characters should not receive more than 10 Creation Points from Drawbacks unless the Game Master determines otherwise.

Move

Move represents the number of Spaces a character can move in a round at normal walking speed under standard gravity (1G). It also serves as the base for other forms of movement. The Athletics skill may increase a character's Move.

A **Space** is the standard unit of distance in RD6. Whether using squares, hexes, miniatures, or abstract combat maps, one Space is roughly **2 meters (6 feet)**.

Most human-sized characters have a base Move of **5**. Characters with **Strength 3D**, **Stamina 3D**, or **Athletics Rank 3+** begin with a Move of **6**.

Characters with unusual forms of movement, such as fins, additional legs, or other locomotion methods, may have Talents or Drawbacks that modify their Move. See Character Options for details.

See **Combat: Movement** for complete movement rules.

Character Points

Players' characters typically start the game with **six Character Points**. You can spend these points to improve your character's chance of succeeding in especially difficult situations. (The mechanics of this are discussed in the *Game Basics*.) Your character earns more Character and Fate Points by having adventures. There is no limit to the number of Character or Fate Points your character may have at any time.

Additional Character Points: The character can buy 1 additional Character Point per Creation Point at the beginning of the game. This can be done up to 5 times.

Fate Points

Players' characters typically start the game with **one Fate Point**. A Fate Point is a bonus representing that a character is using all of his or her concentration to try to succeed. It allows the player to, at least, double the number of dice on one roll. Sometimes the gamemaster will provide other benefits.

Additional Fate Points: The character can spend 5 Creation Points to get one more additional Fate Point at the beginning of the game.

Equipment

Players of starting characters may select one small weapon and a little protective gear plus a few tools of their characters' chosen trade, unless there is equipment already listed on the template sheet. Some basic equipment is explained in the *Equipment*; the gamemaster may allow other options.

Character Creation Summary

Each Novice character begins with 80 Creation Points.

Creation Points may be spent as follows:

Option	Cost
1 Attribute Die (3 Attribute Pips)	4 Points
1 Skill Rank	1 Point
3 Specialization Ranks	1 Point
Talent	Variable

Attribute Limits

- All Attributes begin at 1D.
- Attributes may not exceed 3D during character creation.
- Three Attribute Pips equal one full die (1D).
- Attribute Pips may be distributed among multiple Attributes.

Skill Limits

- No Skill or Specialization may begin with more than 2 Ranks.

Creating Non-Human Species (Aliens)

Environment

Every species evolves to survive a particular environment. The conditions of its homeworld shape its physiology, instincts, culture, and behavior. Begin by selecting the primary environment in which your

species evolved. You may choose an environment that fits your concept or roll 2D on the Environment Table. The chosen environment does not automatically grant any Talents or Drawbacks, but it provides strong suggestions for traits the species may possess.

2D Roll	Environment
2	Barren
3	Desert
4	Forest
5	Glacier
6	Jungle
7	Mountain
8	Ocean
9	Plains
10	Wetlands
11	Mixed
12	Exotic

Barren: Barren worlds are harsh, lifeless places where survival is difficult. They may be rocky wastelands, toxic badlands, irradiated deserts, or worlds with little atmosphere. Water and vegetation are scarce, and life is often adapted to extreme conditions. Species from barren environments are typically resilient and resourceful but may struggle in more hospitable climates. *Common Traits:* Specific Terrain Survival, Environmental Tolerance, Environmental Vulnerability, Reduced Dependency, Resistance.

Desert: Deserts are dry ecosystems characterized by sparse vegetation, limited water, and extreme temperature fluctuations. Days are often scorching while nights become bitterly cold. Frozen deserts and tundra environments are included in this category. Species from deserts are often efficient conservers of energy and moisture, capable of enduring long periods of hardship. *Common Traits:* Specific Terrain Survival, Environmental Tolerance, Environmental Vulnerability, Reduced Dependency, Acute Senses

Forest: Forests are dominated by dense plant life and towering vegetation. They support rich ecosystems filled with herbivores, predators, and countless smaller lifeforms. Species from forests often develop keen senses, agility, and adaptations for navigating dense terrain. *Common Traits:* Specific Terrain Survival, Acute Senses, Climbing, Camouflage, Environmental Vulnerability

Glacier: Glacial environments are dominated by ice, snow, and extreme cold. Whether permanent frozen worlds or planets experiencing an ice age, life here must endure low temperatures and limited resources. Species from glaciers are typically hardy and resistant to cold but may suffer in warmer climates. *Common Traits:* Specific Terrain Survival, Environmental Tolerance (Cold), Environmental Vulnerability (Heat), Insulation, Resistance.

Jungle: Jungles are warm, wet ecosystems with dense vegetation and extraordinary biodiversity. Life thrives at multiple levels, from the forest floor to the upper canopy. Species from jungles are often agile, adaptable, and well suited to navigating complex environments. *Common Traits:* Specific Terrain Survival, Climbing, Acute Senses, Camouflage, Environmental Vulnerability

Mountain: Mountain environments are defined by rugged terrain, steep elevations, and thin atmospheres. Geological activity is often common, creating dramatic landscapes. Species from mountains are generally sure-footed, physically hardy, and accustomed to operating in difficult terrain. *Common Traits:* Specific Terrain Survival, Environmental Tolerance, Sure-Footed, Climbing, Environmental Vulnerability.

Ocean: Ocean environments range from shallow coastal waters to abyssal depths where sunlight never reaches. Life may be fully aquatic, amphibious, or adapted to coastal regions. Species from ocean worlds frequently possess adaptations related to swimming, pressure resistance, or amphibious lifestyles. *Common Traits:* Aquatic, Amphibious, Specific Terrain Survival, Environmental Tolerance, Environmental Vulnerability

Plains: Plains and grasslands are open environments with relatively little cover. Life here often depends on speed, endurance, and awareness. Species from plains are frequently nomadic, migratory, or adapted to traveling long distances in search of resources. *Common Traits:* Specific Terrain Survival, Increased Movement, Acute Senses, Stamina, Environmental Vulnerability

Wetlands: Wetlands include swamps, marshes, bogs, and other waterlogged environments. These ecosystems are rich in life but often difficult to navigate. Species from wetlands commonly possess adaptations for swimming, climbing, or surviving in humid and unstable terrain. *Common Traits:* Specific Terrain Survival, Amphibious, Environmental Tolerance, Camouflage, Environmental Vulnerability

Mixed: The species evolved in two dominant environments. Roll twice on this table or choose two environments that fit your concept. Combine elements from both, ignoring any results that do not make sense. Examples include:

- Glacier + Plains = Tundra
- Mountain + Forest = Alpine Forest
- Wetlands + Jungle = Mangrove Swamp
- Ocean + Mountain = Island Archipelago

Common Traits: Varies

Exotic: The species evolved in an unusual environment not represented by the standard categories. Examples include:

- Volcanic worlds
- Underground cave systems
- Floating continents
- Gas giant atmospheres
- Crystal ecosystems
- Artificial habitats

- Low-gravity asteroid colonies
- Foldspace anomalies

Exotic environments often produce the strangest lifeforms and may justify unusual Talents, Drawbacks, or Special Talents. *Common Traits:* Varies

Biological Origin

With your environment selected, determine the biological origin of your species. This represents the type of organism from which the species evolved and helps define its physiology, instincts, and natural adaptations. Choose one origin that best fits your concept. The origins below are broad categories intended to cover a wide variety of lifeforms. Feel free to customize or refine them to suit your setting. The listed traits are suggestions rather than requirements. Not every member of a lineage develops the same adaptations.

2D Roll	Origin
2	Plant
3	Soft Invertebrate
4	Insect
5	Reptile
6-7	Mammal
8	Hard Invertebrate
9	Aquatic
10	Avian
11	Synthetic
12	Energy Based

Plant: Plant species derive energy from sunlight, nutrients, and moisture. Most are rooted and immobile, though some have evolved mobility or other unusual means of locomotion. Plant civilizations often perceive the universe differently than animal species, possessing unique concepts of time, survival, and social interaction. Plant species are frequently patient, communal, and highly adapted to their environment. *Common Traits:* Natural Weapons (Spores, Thorns, Vines), Nutritional Requirements (Sunlight), Alien Outlook, Environmental Dependency, Regeneration

Soft Invertebrate: Soft invertebrates evolved from boneless organisms such as worms, slugs, snails, cephalopods, or similar creatures. Their bodies may be highly flexible, capable of squeezing through tight

spaces, changing shape, or manipulating multiple objects simultaneously. Soft invertebrates often possess unusual anatomies that differ greatly from humanoid norms. *Common Traits:* Extra Body Parts, Tentacles, Elasticity, Flexible Physiology, Delicate Build, Alien Outlook

Insectoid: Insectoids evolved from arthropod-like creatures, including insects and arachnids. Most possess segmented bodies, exoskeletons, multiple limbs, and highly specialized sensory organs. Their societies often emphasize efficiency, cooperation, caste structures, or instinctive behavior patterns. *Common Traits:* Extra Body Parts, Natural Weapons (Mandibles, Claws, Stingers), Natural Armor (Carapace), Climbing Claws, Wings, Delicate Build, Alien Outlook

Reptilian: Reptilian species descend from scaled vertebrates such as lizards, serpents, turtles, or crocodilian creatures. They are typically resilient, adaptable, and physically robust. Many reptilian species evolved in warm climates and may be less comfortable in colder environments. *Common Traits:* Natural Armor (Scales), Natural Weapons (Claws, Fangs), Environmental Incompatibility (Cold), Keen Senses, Environmental Tolerance (Heat)

Mammalian: Mammalian species descend from warm-blooded vertebrates that nourish their young and generally possess fur, hair, or similar biological features. Mammals are among the most adaptable and behaviorally diverse forms of life. Because of this versatility, mammalian species may possess almost any combination of traits. *Common Traits:* Varies

Hard Invertebrate: Hard invertebrates possess rigid external shells or exoskeletons instead of internal skeletons. This category includes crustacean-like creatures and other heavily armored arthropods. These species are often physically durable but may be less flexible than other forms of life. *Common Traits:* Natural Armor, Extra Body Parts, Natural Weapons (Claws, Pincers), Environmental Incompatibility, Atmospheric Incompatibility.

Aquatic: Aquatic species evolved from creatures that spent most or all of their lives in water. They may resemble fish, amphibians, marine mammals, cephalopods, or entirely unique lifeforms. Some aquatic species remain dependent upon water, while others have adapted to life on land. *Common Traits:* Amphibious, Aquatic Adaptation, Atmospheric Tolerance, Environmental Incompatibility, Pressure Resistance.

Avian: Avian species evolved from feathered, winged creatures adapted for life in the skies. While some retain the ability to fly, others have become ground-dwelling species while retaining avian characteristics. Avian species are often highly mobile and possess exceptional spatial awareness. *Common Traits:* Wings, Gliding or Flight, Keen Vision, Delicate Build, Alien Outlook.

Synthetic: Synthetic species are artificial beings created through technology rather than natural evolution. They may be robots, androids, biomechanical organisms, uplifted artificial intelligences, or self-replicating machines. Synthetic life often struggles with concepts such as emotion, instinct, or individuality, depending on its origins. *Common Traits:* Environmental Tolerance, Atmospheric Immunity, Dependency (Power Source), Alien Outlook, Natural Armor

Energy-Based: Energy beings are composed primarily of electromagnetic, plasma, psionic, or other exotic forms of energy. They often exist outside normal biological constraints. Such entities are extremely rare

and usually require significant customization. *Common Traits:* Environmental Tolerance, Exotic Physiology, Alien Outlook, Dependency, Special Abilities.

Ecological Niche

Every species occupies a role within its native ecosystem. Predators hunt. Grazers consume vegetation. Scavengers survive on what others leave behind. The niche a species evolved to fill often shapes its instincts, senses, social structures, and methods of survival. Choose one Ecological Niche or roll 1D on the table below. Plant species may skip this step unless they actively prey upon other lifeforms. The listed traits are suggestions rather than requirements.

1D	Ecological Role
1	Herbivore
2	Omnivore
3	Carnivore
4	Scavenger
5	Symbiote
6	Apex

Herbivore: Herbivores survive by feeding on plant life and avoiding predators. Their survival often depends upon awareness, speed, camouflage, endurance, or passive defenses. While some herbivores are cautious and group-oriented, others can be surprisingly aggressive when defending territory, resources, or offspring. Species descended from herbivores often possess heightened awareness of their surroundings and strong defensive adaptations.

Common Traits: Natural Armor, Camouflage, Enhanced Senses, Danger Sense, Night Vision, Increased Movement, Metabolic Difference

Omnivore: Omnivores consume both plants and animals, allowing them to exploit a wide variety of food sources. This flexibility often encourages adaptability, curiosity, and innovation. Because omnivores can thrive in many different circumstances, they display tremendous diversity in behavior and physiology. Species descended from omnivores are among the most adaptable lifeforms in the galaxy.

Common Traits: Any

Carnivore: Carnivores survive by hunting and consuming other animals. Predatory species often develop specialized senses, weapons, stealth, speed, or cooperative hunting strategies. A carnivorous ancestry does not necessarily produce aggressive societies, but it often leaves a legacy of keen instincts and efficient problem-solving abilities. Species descended from carnivores frequently possess traits associated with tracking, pursuit, and combat.

Common Traits: Natural Weapons, Enhanced Senses, Night Vision, Danger Sense, Increased Movement, Metabolic Difference

Scavenger: Scavengers survive by exploiting resources left behind by other creatures. Rather than overpowering prey, they rely upon patience, awareness, adaptability, and resilience. Scavengers often develop strong senses for locating food and exceptional tolerance for hostile environments or questionable meals. Species descended from scavengers are frequently resourceful and capable of thriving where others cannot.

Common Traits: Enhanced Senses, Environmental Tolerance, Metabolic Difference, Disease Resistance, Reduced Dependency

Symbiote: Symbiotic organisms evolved through close cooperation with another species or lifeform. Their survival depends upon mutual benefit rather than competition. Some may have once lived within larger organisms, while others formed partnerships so integral that their evolution became inseparable. Species descended from symbiotic ancestors often place great value on cooperation, community, and interconnected relationships.

Common Traits: Empathy, Telepathic Potential, Dependency, Enhanced Social Abilities, Environmental Tolerance

Apex: Apex species evolved with few natural predators. Rather than relying on speed or camouflage, they became dominant through strength, intelligence, adaptability, or overwhelming physical advantages. These species frequently possess powerful natural abilities and a strong sense of territoriality or confidence. Species descended from apex organisms often view themselves as natural leaders or competitors.

Common Traits: Natural Weapons, Natural Armor, Enhanced Senses, Presence Bonus, Environmental Tolerance

Technological Development

As intelligent species develop, they create tools, societies, and eventually civilizations. One of the easiest ways to measure a species' progress is by examining the most advanced technology it possesses. A species' technological development influences its culture, government, transportation, communication, warfare, and ability to interact with other civilizations.

Most newly discovered species tend to possess lower technology levels. As civilizations become more advanced, they are increasingly likely to have already encountered neighboring species or joined larger interstellar communities.

Remember that technological development is rarely linear. Different societies may achieve breakthroughs in unexpected orders. One civilization may develop advanced computing before mass communication, while another may master genetic engineering long before achieving spaceflight.

The Technology Level represents the most advanced capabilities commonly available to the civilization.

Choose a Technology Level or roll 2D on the table below.

2D	Technological Development
----	---------------------------

2-3	Primitive
4-5	Feudal
6-7	Industrial
8-10	Atomic
11	Information
12	Spacefaring

Primitive: The species relies on stone, bone, wood, and other natural materials. Communities are typically tribal or nomadic, and scientific understanding is limited. Examples: Stone Age cultures, hunter-gatherers, early agricultural societies.

Feudal: Agriculture supports large populations, cities emerge, and organized governments become common. Metalworking, sailing vessels, and early mechanical devices may exist. Examples: Medieval kingdoms, city-states, early empires.

Industrial: Mechanization transforms society. Steam power, combustion engines, factories, mass production, and widespread transportation become possible. Examples: Industrial Revolution through early modern societies.

Atomic: The civilization harnesses advanced energy sources and develops global communications, aviation, computers, and nuclear technologies. Examples: Modern Earth to near-future Earth.

Information: Information networks dominate society. Artificial intelligence, advanced automation, genetic engineering, cybernetics, and highly sophisticated computing become commonplace. Examples: Mature interplanetary civilizations.

Spacefaring: The species has mastered practical space travel and routinely operates beyond its homeworld. Colonies, orbital habitats, and interplanetary commerce are common. Depending on the setting, faster-than-light travel may also be available. Examples: Galactic civilizations, stellar empires, interstellar federations.

Character Advancement

Characters grow through experience, training, and adventure. Advancement in RD6 is controlled by the Game Master rather than through the expenditure of Character Points. Instead, the GM awards Advancements at appropriate milestones, typically every three or four game sessions, after a major adventure, or whenever the group achieves a significant story objective.

Advancement Classes

Characters progress through a series of Advancement Classes representing their growing experience and capability.

Advancement Class	Levels
Novice	+1 to +5
Experienced	+1 to +5
Accomplished	+1 to +5
Veteran	+1 to +5
Hero	+1 to +5
Elite	+1 to +5
Legend	Final Rank

Level Advancement occurs when a character advances within an Advancement Class. For example, advancing from Novice +2 to Novice +3. When a character gains a Level Advancement, select any two of the following options. Each option may only be selected once per advancement.

- Increase three Skills by 1 Rank each.
- Spend 3 pips or 1D on Attributes
- Learn your allotment of new Powers.
- Gain an Additional 1-point Talent Trait

Increase Skills: Increase three Skills by 1 Rank each. Advancements may be used to learn new Skills or improve existing ones. When gaining Skill Rank increase, the character may distribute those Ranks among multiple Skills or apply them all to a single Skill. Skill increases may be applied to Existing Skills or New Skills the character has not previously possessed.

A Skill Rank cannot be raised above the Die Code of its associated Attribute. Ex. Ranged Weapons is under a 3D Agility, and cannot be raised above 3 Ranks until the Attribute Die Code is raised.

Specializations: Specializations improve a character's expertise in a specific area or more Focused area of a Skill, like Range Weapons (Blasters) or Melee Weapons (Sword). Specializations are improved at the following rate: 1 Skill Rank Increase = 3 Specialization Ranks

These Specialization Ranks may be assigned to one or more existing or new Specializations. If the advancement grants a Class Skill increase, any Specialization Ranks gained from that increase must also be applied to Specializations governed by the character's Class Attribute.

A character does not need the governing skill to get a specialization in it. However, if he does have one, getting a specialization in it acts as a bonus to the base skill when taking actions of that type, but it does not also improve all uses of the base skill. Specialization improves when the base skill improves.

A character may improve a skill or any of its specializations but not both. In other words, a character may improve as many specializations as he desires at the same time, though he cannot improve them at the same time as he's improving the governing skill. Skills and specializations may only be improved by one pip each in between each adventure.

All Skills have a Maximum Rank of 10.

Improving Attributes: With each Advancement, characters may choose to gain 3 pips to spend on multiple Attributes or 1D spend on one. If the Attribute's pips are raised to 3 pips, this converts to 1D and 0 pips.

Gaining and Losing Traits: Characters are not static. As they grow through adventures, training, hardship, and personal development, they may gain new Talents, overcome Drawbacks, or acquire new complications.

The primary way to gain or lose Traits is through the story. A character might earn a new Talent through extensive training, gain a powerful Special Talent after exposure to unusual forces, overcome a long-standing fear, or lose a social connection due to events in the campaign.

As part of an Advancement, a character may gain a new Talent Level 1. The Talent should reflect the character's experiences and development during play. More powerful Talents may require Character Points (1 point per Level after the first), special training, or significant story events before they can be acquired.

Likewise, a character may gain a new Drawback as the result of injuries, obligations, enemies, psychological trauma, or other consequences of their actions. Drawbacks gained through play do not provide any additional benefits unless specifically granted by the Game Master.

Removing a Drawback is often more difficult than gaining one. A character must have a reasonable in-game explanation for overcoming the limitation, supported by roleplaying and adventure experience. A debt must be repaid, an enemy defeated, a phobia conquered, or a disability treated before the Drawback can be removed.

The Game Master has final approval over all Trait changes. As a general rule, Traits should only be gained, lost, or changed when it makes sense within the story and reflects meaningful character growth.

Other Advancements & Increases

Improving Strength Damage: As a character's *Strength: Athletics (Lifting)* goes up or is altered by Traits, refigure the Strength Damage die code: take the character's new *Strength: Athletics (Lifting)* (including

any modifiers from Traits) and drop the pips. Divide by 2, and round up. This is the Strength Damage die code.

Improving Toughness: Like the other Derived Attributes, Strength has to increase to change Toughness. When the character increases Strength, Toughness can be recalculated.

Skills

Skills

Skills represent trained applications of a character's natural abilities. While attributes measure raw potential, skills reflect knowledge, practice, and experience gained through training or use. Every skill is linked to a governing attribute. A character's **Skill Score** is equal to their attribute die code plus their Skill Rank.

Example: A character with an **Intellect** of **2D+1** and a **Languages** Skill Rank of **1** has a **Languages Skill Score of 3D+1**.

Not every creature is capable of learning every skill. Certain skills may be restricted by species, setting, or special abilities, at the gamemaster's discretion.

Skill Annotation Convention

Attribute: Skill: *Focus (Specialization)* or Skill: *Focus (Specialization)*

Skill Ranks

Skill Ranks measure a character's level of training. Unlike attributes, Skill Ranks are always whole dice and never include pips.

Skill Score = Attribute + Skill Rank

During character creation, no Skill Rank may exceed **three dice higher** than its governing attribute unless the gamemaster permits otherwise. As characters gain experience, they may also invest pips toward their next Skill Rank. Once three pips have been accumulated, they are exchanged for one additional Skill Rank.

Skill Specializations

Specializations represent advanced training within a narrow area of a skill. A Specialization adds its Rank to the associated base skill, but only when performing tasks directly related to that specialty.

Example: A character with **Intellect 2D+2**, **Languages Rank 3** and **Languages (Elvish) Rank 2** rolls **4D+2** when reading or speaking Elvish, but only **5D+2** for all other languages.

Specializations may never exceed three dice higher than the associated base skill at character creation.

Skill Focus

Some broad skills require a Focus before they can be used. Each Focus functions as a separate version of the skill and is purchased independently.

Example:

- Devices: Computers
- Devices: Security Systems
- Devices: Communications

A Focus may also have its own Specializations. Specializations may then further refine that Focus.

Example: Devices: Computers (Starship Computers)

Skill Uses

Some skills list additional Skill Uses that represent common applications of the skill. These are not separate skills, but optional ways to apply an existing skill. A Skill Use may also be selected as a Specialization if the character wishes to excel in that area.

Unskilled Attempts

If a character lacks the required skill, they may usually attempt the action using only the governing attribute.

The gamemaster may apply an unskilled penalty, typically - **1D**, though particularly difficult or technical tasks may carry greater penalties or be impossible without proper training.

Improvisation

When attempting an action covered by a skill the character does not possess, they may spend one round studying the situation before acting.

The player makes an **Intellect** or **Perception** roll (gamemaster's choice) against the task's difficulty. If successful, the Result Points from this roll are added to the subsequent unskilled attempt, provided it is made within the next six rounds.

A character may not use Improvisation with a skill they already possess.

Taking Extra Time

Working carefully makes many tasks easier.

As a general guideline, for every additional amount of time equal to the task's normal completion time, the character gains **+1D** to the Skill Test.

For example, a task that normally takes one minute grants **+1D** if two minutes are spent, **+2D** if three minutes are spent, and so on.

The gamemaster has the final say on whether extra time is practical under the current circumstances.

Skill List

As this skill list includes broad definitions not applicable in all eras or worlds, the gamemaster has the final say on actual skill applications. ^F denotes Focus skills

Skill	Base Attribute	Notes
Acrobatics	Agility	
Dodge	Agility	
Pilot	Agility	Focus Skill
Ranged Weapons	Agility	Focus Skill
Sleight of Hand	Agility	
Stealth	Agility	
Cultures	Intellect	
Devices	Intellect	Focus Skill
Languages	Intellect	Focus Skill
Medicine	Intellect	
Navigation	Intellect	
Scholar	Intellect	
Arts	Perception	Focus Skill
Craft	Perception	Focus Skill
Gambling	Perception	
Investigation	Perception	
Search	Perception	
Survival	Perception	Focus Skill
Thievery	Perception	
Fortitude	Stamina	
Resist	Stamina	
Athletics	Strength	
Fighting	Strength	
Melee Weapons	Strength	
Animal Handling	Will Power	

Disguise	Will Power	
Magick Casting	Will Power	Focus Skill
Magick Resistance	Will Power	
Persuasion	Will Power	
Psi Resistance	Will Power	
Psionics	Will Power	Focus Skill
Resolve	Will Power	

Agility Skills

Skill	Notes
Acrobatics	Includes Contortion and Natural Flight
Dodge	Active Defense
Pilot	Focus Skill
Ranged Weapons	Focus Skill
Sleight of Hand	Manual Dexterity
Stealth	Hiding & Silent Movement

Acrobatics

Base Attribute: Agility

Acrobatics measures a character's coordination, balance, flexibility, and body control. It is used to perform tumblers, rolls, flips, maintain balance on narrow or unstable surfaces, swing from ropes or ledges, dive safely, and maneuver through difficult terrain. It also covers squeezing through tight spaces, escaping physical restraints through flexibility, and maneuvering in flight for species capable of natural flight.

The gamemaster determines the difficulty based on the complexity of the maneuver and the surrounding conditions. Particularly dangerous stunts may result in falling, injury, or other consequences if the roll fails.

Typical Uses

- Balancing on narrow or unstable surfaces
- Tumbling, rolling, vaulting, and flips
- Parkour and obstacle negotiation
- Swinging, climbing, or diving through hazards

- Escaping ropes or restraints through flexibility
- Squeezing through confined spaces
- Maneuvering while flying (for naturally flight-capable species)

Sample Difficulties

Maneuver	Difficulty
Maintain balance on a wide beam	Easy
Roll or tumble to reduce a fall	Moderate
Cross a narrow ledge or tightrope	Moderate
Swing across a gap	Difficult
Escape ropes through flexibility	Moderate
Escape chains or wire restraints	Difficult
Escape properly secured shackles	Very Difficult
Perform an exceptionally dangerous stunt	Heroic or higher

Critical Failure: The character suffers an appropriate consequence determined by the gamemaster, such as falling, becoming entangled, pulling a muscle, or taking damage from the failed maneuver.

Dodge

Base Attribute: Agility

Dodge is the ability to avoid attacks, hazards, and other immediate dangers through quick reflexes and movement. It is primarily used as an active defense during combat but may also be used to evade traps, explosions, falling objects, and similar threats.

A Dodge roll is typically made as a reaction to an attack or hazard. The Result becomes the target number an attacker must meet or exceed to successfully hit the character. A character may also use Dodge to avoid environmental dangers when the gamemaster deems it appropriate.

Typical Uses

- Evading melee or ranged attacks
- Avoiding traps and ambushes
- Diving for cover
- Escaping explosions or collapsing structures
- Reacting to sudden environmental hazards

Sample Difficulties

Situation	Difficulty
Avoid a slow-moving hazard	Easy

Situation	Difficulty
Dive clear of a falling object	Moderate
Evade a sprung trap	Difficult
Escape the blast radius of an explosion	Difficult
Avoid an exceptionally fast or unavoidable attack	Heroic or Opposed Test

Critical Failure: The character reacts poorly, leaving themselves exposed. In addition to the normal consequences of failure, the gamemaster may impose an additional setback appropriate to the situation.

Pilot

Base Attribute: Agility

Type: Focus Skill

Pilot is the ability to operate and maneuver all types of vehicles, whether on land, water, in the air, or through space. Routine travel under normal conditions does not require a Skill Test. A Pilot Test is only required when operating under hazardous conditions, performing stunts, engaging in pursuits, or during vehicle combat.

A character must select a Focus when learning this skill. Each Focus represents a different class of vehicle and is learned separately. Focuses may also have Specializations for particularly complex or unusual vehicles.

Typical Focuses: Light Land Vehicles (cars, motorcycles, ATVs), Medium Land Vehicles (trucks, buses, construction vehicles), Heavy Land Vehicles (tanks, heavy engineering vehicles), Aquatic Craft(boats, ships, submarines), AirCraft(fixed-wing aircraft, helicopters), SpaceCraft(fighters, shuttles, transports, capital ships)

Example Specializations: Light Land Vehicles: Exoskeletons, Medium Land Vehicles: Powered Armor, Heavy Land Vehicles: Power Mechs, Spacecraft: Fighters, Freighters, Capital Ships (setting dependent)

Typical Uses

- Operating a vehicle under normal conditions
- Performing difficult maneuvers or stunts
- Navigating hazardous terrain or weather
- Evading obstacles or pursuing another vehicle
- Vehicle combat and evasive actions
- Landing or docking under adverse conditions

The gamemaster determines the difficulty based on the complexity of the maneuver, environmental conditions, vehicle performance, and any other relevant circumstances.

Ranged Weapons

Base Attribute: Agility

Type: Focus Skill

Ranged Weapons is the ability to accurately use weapons that attack from a distance. This includes primitive missile weapons, firearms, energy weapons, and heavy crew-served weapons, depending on the character's chosen Focus.

A character must select a Focus when learning this skill. Each Focus is learned separately and may have one or more Specializations.

Typical Focuses

- Archaic (bows, crossbows, slings, thrown missile weapons)
- Modern (firearms, energy weapons, and other technologically advanced ranged weapons)

The gamemaster may add, remove, or rename Focuses to better fit the setting.

Example Specializations

Archaic: Bow, Crossbow, Sling, Blowgun, Thrown Weapons

Modern: Pistols, Rifles, Shotguns, Submachine Guns, Heavy Weapons, Artillery, Ship Gunnery

Typical Uses

- Making ranged attacks
- Aimed shots
- Snap shots
- Suppressive fire
- Crew-served weapon operation
- Vehicle and starship weapon systems (when appropriate)

The gamemaster determines the difficulty based on range, target size, movement, visibility, cover, weapon characteristics, and other situational modifiers.

Sleight of Hand

Base Attribute: Agility

Sleight of Hand measures a character's fine manual dexterity, coordination, and ability to manipulate small objects without drawing attention. It covers pickpocketing, palming items, concealing objects on one's person, stage magic, and other acts requiring nimble fingers and misdirection.

Sleight of Hand is typically opposed by a target's **Perception** or **Search**, depending on whether the observer is actively watching or searching for the deception.

Typical Uses

- Picking pockets
- Palming or concealing small objects
- Performing stage magic and tricks
- Secretly passing or receiving items

- Planting small objects on another person
- Manipulating small objects unnoticed
- Cheating at cards or games of chance

The gamemaster determines the difficulty based on the target's awareness, the complexity of the action, available distractions, lighting, and other situational factors.

Critical Failure: The character fumbles the attempt in an obvious way, such as dropping the object, revealing the deception, or alerting nearby observers.

Stealth

Base Attribute: Agility

Stealth is the ability to avoid detection through quiet movement, concealment, camouflage, and careful observation of one's surroundings. It is used to move unnoticed, hide oneself or objects, shadow others, and blend into the environment.

Stealth is typically opposed by an observer's **Search** or **Perception**, depending on whether they are actively searching or simply aware of their surroundings.

Typical Uses

- Moving silently
- Hiding from observers
- Camouflaging yourself or equipment
- Concealing objects
- Shadowing or tailing a target
- Avoiding guards or patrols
- Blending into crowds or natural surroundings

The gamemaster determines the difficulty or applies situational modifiers based on lighting, weather, terrain, available cover, distractions, the number and attentiveness of observers, and any other relevant circumstances.

Critical Failure: The character unintentionally reveals their presence by making noise, exposing their position, disturbing the environment, or otherwise drawing unwanted attention.

Intellect Skills

Know Tests

A **Know Test** is used whenever a character attempts to recall information, recognize a fact, or understand a subject covered by an Intellect skill. Rather than representing exhaustive expertise, a successful Know Test reflects what the character remembers at that moment through education, training, or experience.

The gamemaster selects the most appropriate Intellect skill for the subject, such as **Cultures**, **Medicine**, **Navigation**, or **Scholar**, and sets the difficulty based on the depth of knowledge required.

Know Test Difficulties

Information Sought	Difficulty
Common knowledge, well-known facts, or popular rumors	Easy
General theories, established practices, or moderately detailed information	Moderate
Specialized knowledge, complex concepts, or obscure facts	Difficult
Professional expertise or extensive technical information	Very Difficult
Cutting-edge research, forgotten lore, or highly classified information	Heroic

Situational modifiers may apply depending on how obscure, ancient, secret, or culturally isolated the information is.

A successful Know Test does not necessarily make the character an expert on the subject. Instead, it represents the information they can accurately recall at that moment. Particularly high Result Points may allow the gamemaster to reveal additional details, helpful context, or clues that lead to further discoveries.

Characters are assumed to possess general knowledge of their own culture, homeland, and profession. A Know Test is only required when recalling information beyond what an average person would reasonably know.

Skill	Purpose
Cultures	Understanding societies, customs, traditions, etiquette, and cultural practices.
Devices (<i>Focus</i>)	Operating, configuring, and understanding complex mechanical, electronic, magical, or technological devices.
Languages (<i>Focus</i>)	Speaking, reading, writing, and understanding languages.
Medicine	Diagnosing, treating, and preventing injuries, diseases, and other medical conditions.
Navigation	Finding routes, plotting courses, reading and creating maps, and navigating unfamiliar environments.
Scholar	Academic knowledge, research, and recalling information across specialized fields of study.

Cultures

Base Attribute: Intellect

Cultures skill measures a character's understanding of the customs, traditions, history, beliefs, etiquette, politics, and social structures of different peoples, nations, species, and civilizations. It is used to recognize cultural practices, interpret social conventions, identify organizations or heraldry, and avoid offending those from unfamiliar societies.

A Cultures Test may also be used as a **Know Test** to recall information about a particular culture, region, government, or civilization.

Typical Uses

- Identifying a culture, nation, or species
- Understanding customs and traditions
- Following proper etiquette and social protocol
- Recognizing heraldry, insignia, uniforms, or symbols
- Recalling historical or political relationships
- Identifying religious or ceremonial practices
- Recognizing cultural taboos and expectations

The gamemaster determines the difficulty based on the obscurity of the culture, the character's familiarity with it, and how specialized the knowledge is.

Critical Failure: The character misinterprets an important cultural detail, potentially causing embarrassment, giving offense, or drawing incorrect conclusions.

Devices

Base Attribute: Intellect

Type: Focus Skill

Devices skill represents a character's ability to operate, configure, program, bypass, and understand complex mechanical, electronic, magical, or technological devices. It is used whenever a character must interact with equipment beyond ordinary everyday use.

A character must select a Focus when learning this skill. Each Focus represents a particular class of devices and is learned separately. The available Focuses depend on the genre and setting.

Creating, repairing, or modifying devices uses the **Craft** skill.

Typical Focuses: Focuses vary by genre and setting. Common examples include: Computers, Communications, Security Systems, Locks, Robotics, Sensors, Vehicles, Alien Technology, Magical Devices, Traps

Typical Uses

- Operating unfamiliar equipment
- Programming or configuring devices
- Bypassing security systems
- Unlocking or disabling locks

- Disarming traps
- Activating or calibrating advanced technology
- Understanding the purpose and function of an unfamiliar device

The gamemaster determines the difficulty based on the complexity of the device, its condition, available tools, security measures, technological sophistication, and the character's familiarity with the device.

Critical Failure: The character misuses the device, potentially damaging it, triggering a security system or trap, locking themselves out, or producing another complication appropriate to the situation.

Languages

Base Attribute: Intellect

Type: Focus Skill

Languages represents a character's ability to speak, read, write, and understand a specific language. Each language is learned as a separate Focus.

A Languages Test is used whenever a character attempts to communicate in an unfamiliar language, interpret written text, translate between languages, or understand difficult dialects, technical terminology, or archaic forms of speech.

Characters are assumed to be fluent in their native language without purchasing it as a Focus.

Typical Focuses: Focuses vary by genre and setting. Common examples include Common, Elvish, Dwarvish, Draconic, Galactic Standard, Que'Sha, Ancient Siriusan, Typical Uses

- Speaking and understanding a language
- Reading and writing
- Translating written or spoken text
- Interpreting dialects and regional variations
- Understanding technical, legal, or academic terminology
- Deciphering archaic or obsolete forms of a language

The gamemaster determines the difficulty based on the complexity of the communication, the familiarity of the dialect, the age of the language, and the availability of reference materials or translation aids.

Critical Failure: The character misunderstands or mistranslates important information, potentially leading to confusion, misinformation, or an unintended social consequence.

Medicine

Base Attribute: Intellect

Medicine represents a character's knowledge of anatomy, injuries, diseases, toxins, and medical treatment. It is used to diagnose illnesses, provide first aid, perform surgery, administer medications, and identify poisons or other harmful substances.

Medicine may also be used as a Know Test to recall medical knowledge, identify symptoms, or determine appropriate treatments.

Detailed rules for healing, surgery, recovery, and treating injuries are found in the **Damage, Wounds & Healing** chapter.

- Typical Uses
- Administering first aid
- Diagnosing injuries and diseases
- Performing surgery or advanced medical procedures
- Identifying poisons, toxins, and diseases
- Determining appropriate treatments or antidotes
- Recognizing anatomical features and weaknesses
- Stabilizing critically injured characters

The gamemaster determines the difficulty based on the severity of the condition, available equipment, environmental conditions, and the familiarity of the species or anatomy being treated.

Critical Failure: The character misdiagnoses the condition, administers an incorrect treatment, worsens the patient's condition, or creates another medical complication appropriate to the situation.

Navigation

Base Attribute: Intellect

Navigation represents a character's ability to determine location, plot courses, and travel safely using maps, charts, landmarks, celestial bodies, instruments, or other navigational aids. It is used to find routes, avoid becoming lost, and create accurate maps of unfamiliar areas.

Navigation may also be used as a Know Test to recall geographic information, recognize landmarks, or identify notable locations.

Typical Uses

- Reading and interpreting maps or charts
- Determining direction and location
- Plotting safe or efficient travel routes
- Navigating by landmarks or celestial bodies
- Creating or updating maps
- Estimating distance and travel time
- Recognizing geographic features and terrain

The gamemaster determines the difficulty based on the quality of available navigation aids, the familiarity of the area, weather conditions, visibility, and the complexity or danger of the route.

Critical Failure: The character misjudges the route, becomes lost, overlooks a hazard, or arrives at an unintended destination.

Scholar

Base Attribute: Intellect

Scholar represents formal education, academic study, and specialized knowledge beyond common experience. It is used to recall facts, understand theories, conduct research, and interpret information within a chosen field of study.

Scholar is normally learned with one or more Specializations, each representing a particular academic discipline. The gamemaster may approve any Specialization appropriate to the setting.

Scholar may also be used as a Know Test to recall information within one of the character's fields of expertise.

Common Specializations: Agriculture, Art, Astronomy, Biology, Business, Chemistry, Criminology, Engineering, Forensics, Geography, Geology, Genetics, History, Law, Mathematics, Philosophy, Physics, Psychology, Sociology, Streetwise, Supernatural, Tactics, Theology.

The list above is intended as a guideline rather than a limitation. The gamemaster may allow additional Specializations to reflect the needs of the campaign setting.

Typical Uses

- Recalling historical facts
- Understanding scientific or technical principles
- Conducting academic research
- Interpreting laws, philosophy, or religious texts
- Identifying famous people, places, or events
- Analyzing evidence from a specialized field
- Recalling rumors, legends, or theories within a field of study

The gamemaster determines the difficulty based on how obscure, specialized, or closely guarded the information is.

Critical Failure: The character recalls incorrect or misleading information, confuses important facts, or reaches an erroneous conclusion based on incomplete knowledge.

Perception Skills

Skill	Purpose
Arts (<i>Focus</i>)	Creating and performing artistic works, including music, acting, writing, painting, sculpture, dance, and other creative disciplines.
Craft (<i>Focus</i>)	Building, repairing, maintaining, and modifying equipment, structures, and other physical objects through skilled craftsmanship.
Gambling	Playing games of chance and strategy, reading opponents, calculating odds, and recognizing or exploiting opportunities to cheat.

Skill	Purpose
Investigation	Gathering information, researching topics, analyzing evidence, and solving mysteries through careful observation and deduction.
Search	Finding hidden objects, people, clues, tracks, or other concealed details through careful observation and examination.
Survival (<i>Focus</i>)	Enduring and navigating hazardous environments by finding food, water, shelter, and avoiding natural dangers.
Thievery	Bypassing physical security through lockpicking, forgery, burglary, disabling traps, and other illicit techniques.

Arts

Base Attribute: Perception

Type: Focus Skill

Arts represents a character's ability to create and perform works of artistic expression. It covers visual arts, music, literature, dance, theater, and other creative disciplines.

A character must select a Focus when learning this skill. Each Focus represents a particular artistic discipline and is learned separately. The available Focuses depend on the genre and setting.

Typical Focuses: Focuses vary by genre and setting. Common examples include Acting, Calligraphy, Dance, Music, Painting, Photography, Poetry, Sculpture, Singing, or Writing.

Typical Uses

- Creating works of art
- Performing before an audience
- Evaluating artistic quality
- Identifying artistic styles or techniques
- Entertaining or inspiring others
- Creating convincing artistic reproductions

The gamemaster determines the difficulty based on the complexity of the work, available materials or instruments, time available, environmental conditions, and the desired quality of the finished performance or creation.

Critical Failure: The character's work is poorly executed, fails to achieve its intended effect, or contains an obvious flaw that diminishes its quality.

Craft

Base Attribute: Perception

Type: Focus Skill

Craft represents a character's practical skill in building, repairing, maintaining, and modifying equipment, structures, and other physical objects. It covers the hands-on knowledge required to turn raw materials into finished products or restore damaged items to working condition.

A character must select a Focus when learning this skill. Each Focus represents a particular trade, profession, or Craft and is learned separately. The available Focuses depend on the genre and setting.

Operating, programming, or configuring unfamiliar devices uses the **Devices** skill instead.

Typical Focuses: Focuses vary by genre and setting. Common examples include: Blacksmithing, Carpentry, Construction, Electronics, Engineering, Gunsmithing, Leatherworking, Mechanics, Robotics, Starships, Tailoring, Traps, Weaponsmithing.

Typical Uses

- Building equipment and structures
- Repairing damaged equipment
- Maintaining machinery and vehicles
- Modifying existing equipment
- Designing new devices or structures
- Installing mechanical systems
- Creating specialized tools or components

The gamemaster determines the difficulty based on the complexity of the project, available tools and materials, the condition of the item, time available, and the character's familiarity with the craft.

Critical Failure: The character produces a faulty design, damages the item being worked on, wastes valuable materials, or creates another complication appropriate to the situation.

Gambling

Base Attribute: Perception

Gambling represents a character's skill at games of chance and strategy. It includes understanding odds, reading opponents, recognizing betting patterns, bluffing, detecting deception, and, when appropriate, cheating without being caught.

A Gambling Test is typically opposed by the Gambling Tests of the other participants. The gamemaster may apply modifiers based on the complexity of the game, familiarity with its rules, distractions, or attempts to cheat.

Typical Uses

- Playing games of chance
- Playing games of strategy
- Reading opponents
- Calculating odds and probabilities
- Bluffing during wagers

- Detecting cheating
- Cheating without being detected

The gamemaster determines the difficulty or modifiers based on the game being played, the skill of the opponents, and the circumstances surrounding the wager.

Critical Failure: The character makes a costly mistake, is caught cheating, misreads an opponent, or suffers another setback appropriate to the situation.

Investigation

Base Attribute: Perception

Investigation represents a character's ability to gather information, analyze evidence, conduct research, and draw logical conclusions. It is used to solve mysteries, reconstruct events, identify patterns, and uncover hidden connections between clues.

Investigation is often used after a successful **Search** Test has located clues or evidence.

Typical Uses

- Gathering information from people or public sources
- Researching records, archives, or databases
- Analyzing physical evidence
- Identifying patterns and connections
- Reconstructing events from available clues
- Solving mysteries and uncovering hidden information

The gamemaster determines the difficulty based on the amount and quality of available evidence, the reliability of information sources, the complexity of the mystery, and the amount of time available.

Critical Failure: The character reaches an incorrect conclusion, overlooks an important clue, or follows misleading evidence that complicates the investigation.

Search

Base Attribute: Perception

Search represents a character's ability to locate hidden objects, notice concealed details, follow trails, observe others, and gather information through careful examination. It is used whenever success depends on finding something that is not immediately obvious.

Search is often used before **Investigation**, as it locates the clues or evidence that Investigation later interprets.

Typical Uses

- Finding hidden objects or compartments
- Detecting concealed doors or traps
- Following tracks or trails

- Shadowing a person without being noticed
- Eavesdropping on conversations
- Lip reading
- Conducting careful searches of an area
- Reconnoitering an unfamiliar location

The gamemaster determines the difficulty based on how well the object, person, or information is concealed, environmental conditions, distractions, distance, visibility, and the amount of time available.

Critical Failure: The character overlooks an important clue, loses the trail, alerts the target to their presence, or reaches an incorrect conclusion based on incomplete observations.

Survival

Base Attribute: Perception

Type: Focus Skill

Survival represents a character's ability to endure and travel through hazardous environments. It is used to find food and water, locate or build shelter, avoid natural hazards, track wildlife, and survive in harsh conditions.

A character must select a Focus when learning this skill. Each Focus represents a particular environment and is learned separately. The available Focuses depend on the genre and setting.

Typical Focuses: Focuses vary by genre and setting. Common examples include Arctic, Desert, Forest, Jungle, Mountains, Space, Swamp, Urban, Wilderness.

Typical Uses

- Finding food and water
- Building or locating shelter
- Predicting weather
- Identifying natural hazards
- Tracking or hunting wildlife
- Navigating natural environments
- Surviving extreme climates
- Avoiding dangerous plants and animals

The gamemaster determines the difficulty based on the severity of the environment, weather conditions, available resources, the character's equipment, and the length of time involved.

Critical Failure: The character becomes lost, overlooks a significant hazard, consumes unsafe food or water, or suffers another setback appropriate to the environment.

Thievery

Base Attribute: Perception

Thievery represents a character's ability to bypass physical security, gain unauthorized access, and commit acts of burglary or forgery. It is used to pick locks, disable mechanical security devices, create forged documents, and overcome similar physical obstacles through skill and deception.

Typical Uses

- Picking locks
- Opening safes
- Bypassing mechanical security devices
- Creating forged documents
- Counterfeiting currency or official seals
- Identifying forged documents
- Gaining entry without leaving evidence

The gamemaster determines the difficulty based on the complexity and quality of the security, the tools available, familiarity with the item being forged or bypassed, and the amount of time available.

Critical Failure: The character damages the lock or security device, creates an obvious forgery, leaves clear evidence of tampering, or triggers a security measure or alarm.

Stamina Skills

Fortitude

Base Attribute: Stamina

Fortitude measures a character's physical endurance, toughness, and determination in the face of exhaustion, pain, and extreme conditions. It is used to resist fatigue, remain conscious after severe injury, and continue functioning when most people would collapse.

Fortitude Tests are typically made during prolonged physical exertion or when a character is subjected to conditions that would overwhelm their body's endurance.

Typical Uses

- Resisting fatigue and exhaustion
- Remaining conscious after severe injury
- Staying awake despite sleep deprivation
- Enduring forced marches or prolonged exertion
- Holding your breath
- Resisting the effects of extreme heat or cold
- Enduring hunger and thirst

Detailed rules for fatigue, environmental hazards, unconsciousness, and endurance are found in the appropriate chapters.

Critical Failure: The character succumbs to exhaustion, loses consciousness, or suffers another physical setback appropriate to the situation.

Resist

Base Attribute: Stamina

Resist measures a character's ability to withstand harmful effects that directly attack the body, including poisons, diseases, drugs, toxins, radiation, and similar environmental hazards. Through conditioning and physical resilience, trained characters are better able to resist these dangers.

Resist Tests are typically made when a character is exposed to a harmful substance or effect. The gamemaster determines the difficulty based on the potency of the hazard, the amount of exposure, and any other relevant circumstances.

Typical Uses

- Resisting poisons and toxins
- Fighting off disease or infection
- Resisting drugs or sedatives
- Enduring radiation or hazardous environments
- Resisting environmental contaminants

Detailed rules for poisons, diseases, and environmental hazards are found in the appropriate chapters.

Critical Failure: The character suffers an unusually severe reaction or complication, as determined by the gamemaster.

Strength Skills

Skill	Purpose
Athletics	Physical movement and feats of strength
Fighting	Unarmed combat and grappling
Melee Weapons	Armed close combat

Athletics

Base Attribute: Strength

Athletics measures a character's physical power, endurance, and ability to perform demanding physical activities. It is used whenever strength, stamina, or athletic ability determines success.

Typical Uses

- Climbing
- Running and sprinting
- Jumping
- Swimming

- Lifting and carrying heavy objects
- Throwing objects and weapons
- Catching thrown objects
- Breaking or forcing obstacles

The gamemaster determines the difficulty based on the task, terrain, weather, encumbrance, and other situational factors.

Detailed rules for movement, climbing, swimming, lifting, and throwing are found in the **Movement** and **Equipment** chapters.

Fighting

Base Attribute: Strength

Fighting measures a character's skill in unarmed combat. It is used for punches, kicks, grapples, wrestling, natural attacks, and other forms of close-quarters combat that do not rely on manufactured weapons.

Typical Uses

- Unarmed attacks
- Grappling and wrestling
- Escaping grapples
- Improvised weapons
- Natural attacks
- Combat maneuvers

See the **Combat** chapter for detailed rules on unarmed combat and grappling.

Melee Weapons

Base Attribute: Strength

Melee Weapons measures a character's proficiency with hand-held weapons used in close combat. It covers everything from swords and axes to knives, polearms, clubs, and advanced melee weapons appropriate to the setting.

Typical Specializations

- Blades
- Axes
- Bludgeons
- Polearms
- Exotic Weapons

The gamemaster may add or modify Specializations to suit the setting. See the **Combat** chapter for detailed melee combat rules.

Will Power Skills

Skill	Purpose
Animal Handling	Controlling, calming, training, and directing animals or similar creatures.
Disguise	Altering your appearance, mannerisms, and behavior to convincingly impersonate another person or conceal your identity.
Magick Casting (<i>Focus</i>)	Casting and controlling magical spells and rituals.
Magick Resistance	Resisting magical effects directed at the mind, body, or spirit.
Persuasion	Influencing, negotiating, deceiving, intimidating, and inspiring others through force of personality.
Psi Resistance	Resisting psionic powers and other mental intrusions.
Psionics (<i>Focus</i>)	Manifesting and controlling psionic abilities and disciplines.
Resolve	Maintaining self-control under fear, coercion, torture, temptation, or other mental and emotional pressures.

Animal Handling

Base Attribute: Will Power

Animal Handling represents a character's ability to understand, calm, train, and control animals and other non-sapient creatures. It is used to influence an animal's behavior, teach commands or tricks, care for domesticated animals, and ride trained mounts.

Typical Uses

- Calming frightened or aggressive animals
- Training animals to perform commands or tricks
- Directing trained animals
- Riding or controlling mounts
- Handling beasts of burden
- Recognizing an animal's mood or behavior
- Caring for domesticated or captive animals

The gamemaster determines the difficulty based on the animal's temperament, level of training, intelligence, familiarity with the handler, environmental conditions, and the complexity of the task.

Critical Failure: The animal refuses the command, becomes frightened or hostile, or reacts unpredictably, creating a complication appropriate to the situation.

Disguise

Base Attribute: Will Power

Disguise represents a character's ability to conceal their identity or convincingly assume another appearance through clothing, makeup, prosthetics, mannerisms, voice, and behavior. It is used whenever success depends on deceiving others about who the character is.

A successful Disguise Test establishes the difficulty for others attempting to recognize or identify the disguised character through observation or investigation.

Typical Uses

- Concealing your identity
- Assuming another person's appearance
- Impersonating another individual
- Altering your voice, posture, or mannerisms
- Blending into a crowd or social group
- Creating convincing costumes or disguises

The gamemaster determines the difficulty based on the quality of available materials, the physical differences between the character and the person being impersonated, the familiarity of observers with the subject, and the amount of time available to prepare.

Critical Failure: The disguise contains an obvious flaw, the character behaves inconsistently with their assumed identity, or an observer immediately notices something is wrong.

Magick Casting

Base Attribute: Will Power

Type: Focus Skill

Magick Casting represents a character's ability to channel and control supernatural energies through the practice of magic. It is used to cast spells, maintain magical effects, counter hostile magic, and manipulate mystical forces. A character must select a Focus when learning this skill. Each Focus represents a distinct school of magic and is learned separately.

Typical Focuses: The available Focuses depend on the setting. Common schools of magic include Alteration, Apportation, Conjuraton, Divination. Additional schools may exist in specific settings.

Typical Uses

- Casting spells
- Maintaining magical effects
- Countering hostile magic
- Identifying magical phenomena
- Controlling magical energy
- Performing magical rituals

The gamemaster determines the difficulty based on the complexity of the spell, environmental conditions, distractions, and any modifiers described in the **Magick** chapter.

Detailed rules for spellcasting, magical traditions, spell effects, and magical combat are found in the **Magick** chapter.

Critical Failure: The spell fails catastrophically, producing an unintended magical effect, backlash, or other complication as determined by the gamemaster.

Magick Resistance

Base Attribute: Will Power

Magick Resistance represents a character's mental and spiritual resilience against magical effects. It is used to resist spells, enchantments, curses, illusions, and other supernatural effects directed at the character.

Whenever a character is permitted to resist a magical effect, they make a Magick Resistance Test instead of a Will Power Test. Detailed rules for resisting individual spells and magical effects are found in the **Magick** chapter.

Typical Uses

- Resisting magical spells
- Withstanding enchantments and charms
- Resisting curses and hexes
- Defending against magical illusions
- Resisting hostile magical effects
- Maintaining mental and spiritual clarity against magical influence

Critical Failure: The character's magical defenses fail completely, allowing the spell or effect to take hold with particularly severe or unexpected consequences, as determined by the gamemaster.

Persuasion

Base Attribute: Will Power

Persuasion represents a character's ability to influence the thoughts, emotions, and actions of others through diplomacy, negotiation, deception, leadership, intimidation, or personal charm. It is used whenever success depends on convincing another individual to think, feel, or act differently.

Persuasion is commonly used during negotiations, interrogations, debates, public speaking, and other social interactions. The gamemaster determines the difficulty based on the target's attitude, motivations, beliefs, and the reasonableness of the request.

Typical Uses

- Negotiating agreements
- Convincing or persuading others
- Bluffing or deceiving
- Intimidating opponents
- Haggling over prices

- Inspiring or leading others
- Public speaking and oratory
- Fast talking or distracting others

Detailed rules for social conflicts and Interaction Attacks are found in the **Social Interaction** chapter.

Critical Failure: The character offends the target, loses credibility, reveals their true intentions, or otherwise damages the interaction.

Psi Resistance

Base Attribute: Will Power

Psi Resistance represents a character's mental discipline and resilience against psionic abilities. It is used to resist telepathic intrusion, emotional manipulation, telekinetic influence, psychic illusions, precognitive effects, and other psionic powers directed at the character.

Whenever a character is permitted to resist a psionic ability, they make a Psi Resistance Test instead of a Will Power Test. Detailed rules for resisting individual psionic powers are found in the **Psionics** chapter.

Typical Uses

- Resisting telepathic intrusion
- Withstanding emotional manipulation
- Resisting psychic illusions
- Defending against mental domination
- Resisting hostile psionic effects
- Maintaining mental clarity during psychic assault

Critical Failure: The character's mental defenses collapse, allowing the psionic effect to take hold with particularly severe or unexpected consequences, as determined by the gamemaster.

Psionics

Base Attribute: Will Power

Type: Focus Skill

Psionics represents a character's ability to harness the power of the mind to produce extraordinary effects. It is used to manifest psionic disciplines, maintain psychic powers, resist mental strain, and control supernatural abilities through focused thought and will alone.

A character must select a Focus when learning this skill. Each Focus represents a distinct psionic discipline and is learned separately.

Typical Focuses: The available Focuses depend on the setting. The four core psionic disciplines are Empathic, Telekinetic, Telepathic, and Visionary. Additional disciplines may exist in specific settings.

Typical Uses:

- Manifesting psionic powers
- Maintaining ongoing psychic effects
- Countering hostile psionic abilities
- Identifying psionic phenomena
- Controlling psychic energy
- Performing advanced mental techniques

The gamemaster determines the difficulty based on the complexity of the power, environmental conditions, distractions, and any modifiers described in the **Psionics** chapter.

Detailed rules for psionic disciplines, powers, power costs, and psychic combat are found in the **Psionics** chapter.

Critical Failure: The character loses control of the psionic power, suffers mental backlash, or produces an unintended psychic effect, as determined by the gamemaster.

Resolve

Base Attribute: Will Power

Resolve represents a character's determination, self-discipline, and mental resilience. It is used to resist fear, intimidation, coercion, emotional manipulation, and other attempts to undermine a character's confidence, judgment, or self-control.

Whenever a character is permitted to resist an Interaction Attack or another non-supernatural mental or emotional effect, they make a Resolve Test instead of a Will Power Test.

Detailed rules for Interaction Attacks and social conflicts are found in the **Social Interaction** chapter.

Typical Uses

- Resisting fear and panic
- Withstanding intimidation or coercion
- Resisting deception or manipulation
- Remaining calm under pressure
- Enduring torture or interrogation
- Maintaining concentration despite distractions
- Overcoming emotional distress

The gamemaster determines the difficulty based on the severity of the mental or emotional challenge and the circumstances surrounding it.

Critical Failure: The character loses their composure, succumbs to fear or emotional pressure, or reacts in a manner that creates a significant complication appropriate to the situation.

Talents & Drawbacks

Talents & Drawbacks

The following is a combination of Talent/Drawback systems from Shatterzone, Masterbook and a little from D6 plus some psi powers from Star Frontiers). It is all compiled into one comprehensive system that is compatible with the RD6 system. There were so many redeeming qualities about Shatterzone & Masterbook that I have used it as the basis and the framework for this Talent and Drawback system. Collectively we are going to call them Traits - Talents are Positive Traits and Drawback are Negative Traits.

Each Trait type has a description for the category listed before the actual different advantages.

Trait Points: Talents and Drawbacks are listed alphabetically in their respective sections. These Traits cost a number of Creation Points - the higher the value, the more powerful the effect on the character. If no number is listed, assume 1-Point. In general, one tries to balance Talent points with Drawback points.

Talents

Talents represent the exceptional qualities, training, resources, and innate gifts that set a character apart from others. Some Talents reflect extraordinary natural abilities, while others represent years of professional training, influential social connections, valuable possessions, or unique personal traits. Most Talents are rated by Level, with higher Levels providing greater benefits or broader capabilities. Together, Talents help define what makes each character unique and provide opportunities to customize characters to fit virtually any concept or setting.

Talents (Positive Traits)

- **Material** - Items and the means to pay for them.
- **Perks & Quirks** - various other Traits.
- **Professional** - These Traits pertain to the professional life of a character. These include Professions as well as Profession Aptitudes.
- **Social** - These Traits involve interaction with other people and groups on a social level, social status and social norms.
- **Special** - These Traits represent non-human abilities, primarily obtained from magical, psionic, biological and evolutionary differences in the species.
- **Setting Based Traits** - Some settings have their own setting flavored Traits a character can choose from. See setting for these.

Material

These Talents represent access to resources, wealth, equipment, transportation, and other material advantages that set the character apart from the average person.

Equipment (1 - 5)

The character begins play with access to equipment that is unusually valuable, restricted, experimental, rare, or otherwise beyond what an ordinary character could reasonably obtain.

The exact equipment must be approved by the Game Master.

Level	Effect
1	Superior civilian equipment, military surplus gear, valuable personal possessions, or equipment worth up to 20,000 credits.
2	Restricted equipment, military-grade gear, rare tools, or equipment worth up to 30,000 credits.
3	Prototype equipment, highly restricted gear, or equipment worth up to 60,000 credits.
4	Unique prototypes, alien technology, legendary artifacts, or similarly rare items.
5	Campaign-defining equipment of exceptional rarity, power, or significance.

The Game Master has final approval over all Equipment Talents, particularly at Levels 4 and 5. This Talent may be taken multiple times.

Money Management (1)

The character possesses exceptional financial instincts and an uncanny ability to manage resources.

Routine expenses such as food, lodging, fuel, docking fees, replacement parts, ammunition, and other minor costs are generally assumed to be covered without requiring detailed bookkeeping, subject to Game Master approval.

Money Management does not provide additional wealth or purchasing power. Major purchases, investments, and expensive acquisitions must still be paid for normally.

Vehicle (1 - 5)

The character begins play with access to a vehicle of unusual value or importance. The exact vehicle must be approved by the Game Master and should be appropriate to the setting.

Level	Effect
1	Personal transportation such as a riding animal, motorcycle, small boat, or civilian ground vehicle.

2	Advanced civilian vehicle, armored transport, air vehicle, or equivalent.
3	Large transport, military vehicle, small starship, or equivalent.
4	Powerful military vehicle, large spacecraft, or equivalent.
5	Flagship-class vessel, highly advanced prototype, or campaign-defining vehicle.

The Game Master has final approval over all Vehicles. This Talent may be taken multiple times.

Wealth (1 - 5)

The character possesses significant financial resources, investments, property, or other material assets beyond those of an ordinary individual. Wealth may represent inherited fortunes, successful business ventures, noble status, corporate ownership, valuable investments, or other sources of income.

Wealth provides purchasing power and financial influence but does not automatically grant access to restricted, illegal, military, or otherwise controlled goods. Such items may require the Equipment Talent, special permits, contacts, or Game Master approval.

Level	Effect
1	Comfortable. The character has approximately 10,000 credits in available assets and rarely worries about routine expenses.
2	Affluent. The character has approximately 25,000 credits in available assets and enjoys a noticeably higher standard of living.
3	Wealthy. The character has approximately 50,000 credits in available assets and possesses substantial purchasing power.
4	Extremely Wealthy. The character has approximately 100,000 credits in available assets and may own businesses, property, or significant investments.
5	Rich. Financial resources are rarely a concern. The character may control major holdings, corporations, estates, or other valuable assets.

The exact value of Wealth may vary depending on the setting and the economy determined by the Game Master. This Talent may be taken multiple times, but no character may begin play with Wealth above Level 5 without specific Game Master approval.

Perks

Arcane Precision

Prerequisite: Extranormal (Any)

Years of practice have refined your control over magical forces. Once per session, reroll a failed **Magic Casting** or **Psionics Test**. You must accept the second result.

Arcane Recovery (1–3)

Prerequisite: Extranormal (Any)

Your magical reserves recover more quickly than most. Once per scene, recover **2 Focus Points** as a free action.

Arcane Reservoir (1–5)

Prerequisite: Extranormal (Any)

Your connection to magical energy is unusually deep. Increase your maximum **Focus Points** by **+5** per Rank.

Collector (1 - 5)

The character has an exceptional eye for valuable, unusual, historical, or collectible objects. They instinctively notice details that others overlook and are skilled at recognizing authenticity, rarity, craftsmanship, and market value.

Level	Effect
1	+1 to Scholar or Investigation tests involving the identification or appraisal of collectibles, antiques, artifacts, or valuable objects.
2	+2 to such tests.
3	+3 to such tests.
4	+1D to such tests. The character can often recognize fakes, reproductions, or hidden value with only a brief examination.
5	+1D+1 to such tests. The character is considered an expert collector and appraiser within their chosen field of interest.

When this Talent is selected, choose a field of specialization, such as: Ancient Artifacts, Artwork, Coins and Currency, Historical Documents, Jewelry and Gems, Rare Books, Relics, Stamps, Vintage Weapons, Xenological Artifacts.

This Talent may be selected multiple times, each time applying to a different field of specialization.

Common Sense (1)

The character possesses exceptional practical judgment and an instinct for avoiding obvious mistakes. They are quick to recognize flawed plans, dangerous situations, and solutions that might otherwise be overlooked.

Once per game session, the player may ask the Game Master: "What would my character reasonably know, notice, or realize in this situation?"

The Game Master should provide advice or information appropriate to the character's knowledge, experience, and current circumstances. This may include pointing out an obvious danger, reminding the player of previously learned information, suggesting a practical course of action, or warning against a clearly poor decision.

Common Sense does not reveal hidden information, solve mysteries, or replace successful skill tests. It simply represents the character exercising sound judgment and practical reasoning.

Efficient Casting (1–3)

Prerequisite: Extranormal (Any)

You instinctively conserve magical energy while casting. Once per Turn, reduce the Focus Point cost of a Power by **1** (minimum 1).

Eidetic Memory (1 - 5)

The character possesses an exceptional ability to recall information, experiences, and sensory details with remarkable accuracy.

Level	Effect
1	+1 to Scholar, Languages, and Investigation tests involving memory or recall.
2	+2 to Scholar, Languages, and Investigation tests involving memory or recall.
3	+3 to Scholar, Languages, and Investigation tests involving memory or recall.
4	+1D to Scholar, Languages, and Investigation tests involving memory or recall.
5	+1D+1 to Scholar, Languages, and Investigation tests involving memory or recall. The character can accurately remember conversations, documents, maps, faces, and other details after only brief exposure.

Eidetic Memory does not grant knowledge the character has never learned or perceived. It only improves the ability to accurately recall previously acquired information.

Expanded Grimoire (1–5)

Prerequisite: Extranormal (Any)

You have studied an unusually broad range of magical techniques. Learn **one additional Powers** for each Level of this Talent.

Healthy Paranoia (1 - 5)

The character is naturally suspicious, alert, and constantly aware that things may not be as they seem. While not truly paranoid, they are difficult to deceive, ambush, or catch off guard.

Level	Effect
1	+1 to resist Stealth, Deception, Persuasion, and surprise.
2	+2 to resist Stealth, Deception, Persuasion, and surprise.
3	+3 to resist Stealth, Deception, Persuasion, and surprise.
4	+1D to Perception tests to detect ambushes, hidden threats, and suspicious activity.
5	+1D+1 to Perception tests to detect ambushes, hidden threats, and suspicious activity. The character is rarely completely surprised.

The character's cautious habits, attention to detail, and constant awareness make them difficult targets for manipulation or covert action.

Fortuitous Discovery (1 - 3)

The character has an uncanny knack for finding useful objects in unexpected places. Whether through sharp observation, experience, or simple good fortune, they often notice equipment, supplies, or opportunities that others overlook.

Level	Effect
1	Once per session, the character may declare that they find a common, inexpensive item that could reasonably be present in the current location, subject to Game Master approval.
2	Once per session, the character may instead locate an uncommon or particularly useful item that could plausibly exist in the area.
3	Once per session, the character may discover a valuable clue, hidden compartment, forgotten cache, or piece of equipment that logically fits the circumstances, subject to Game Master approval.

This Talent never creates items from nothing, nor does it reveal objects that could not reasonably exist in the current environment. It represents exceptional resourcefulness and fortunate timing rather than supernatural luck.

Light Sleeper (1 - 3)

The character sleeps lightly and is easily awakened by unusual sounds, movement, or disturbances. Years of hardship, military training, or natural instinct have made the character unusually alert, even while asleep.

Level	Effect
1	+1 to Perception tests to awaken from unusual noises, movement, or disturbances.
2	+2 to such Perception tests. The character is rarely caught completely unaware while sleeping.

3	+1D to such Perception tests. If awakened by danger, the character may act normally during the first round without penalties for being asleep.
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Light Sleeper applies only while the character is asleep. It does not affect attempts to surprise the character while awake.

Iron Stomach (1 - 5)

The character possesses an unusually resilient digestive system and remarkable tolerance for spoiled food, contaminated water, alcohol, mild poisons, and other substances that would make most people sick.

Level	Effect
1	+1 to Stamina tests to resist food poisoning, alcohol, motion sickness, and similar ailments.
2	+2 to such Stamina tests.
3	+3 to such Stamina tests.
4	+1D to such Stamina tests and reduce the duration of any resulting effects by half.
5	+1D+1 to such Stamina tests. The character rarely suffers ill effects from spoiled food, contaminated water, excessive alcohol, or naturally occurring toxins.

Iron Stomach does not provide immunity to diseases, powerful poisons, chemical weapons, or other hazards. Such protections are represented by the Immunity Talent or other Special Talents.

Luck (1 - 5)

Some individuals seem destined to be in the right place at the right time. Whether through fate, divine favor, uncanny instinct, or sheer coincidence, fortune often bends events in their favor.

At the beginning of each game session, the character gains a number of Luck Points equal to their Luck Level.

A Luck Point may be spent to perform one of the following:

- **Reroll a Test:** Reroll one Test after the result is known. The new result must be accepted.
- **Twist Fate:** Force another character to reroll a completed Test. The new result must be accepted.
- **Lucky Break:** Reroll the Wild Die from a completed Test. The new Wild Die replaces the original and any explosions are resolved normally.
- **Burst of Action:** Immediately gain one additional Action this Turn without suffering Multi-Action penalties.
- **Fortunate Circumstance:** With the Game Master's approval, introduce a minor fortunate circumstance that does not significantly alter the story.

Unused Luck Points are lost at the end of the session. A character may possess only one Luck Talent.

Perfect Timing (1 - 3)

The character possesses an uncanny sense for acting at precisely the right moment. Whether through instinct, experience, or extraordinary intuition, they often seem to know exactly when to move, speak, or act.

Level	Effect
1	Once per session, after making any skill roll, the character may reroll one failed die before the result is determined. The second result must be used.
2	Once per session, the character may interrupt another character's declared action, provided they have an available action remaining this round.
3	Once per session, the character may either reroll one failed die or immediately move to the top of the Initiative Order for the current round.

Perfect Timing represents exceptional instinct rather than supernatural foresight. It does not allow the character to predict future events or gain information they could not reasonably perceive.

Power Mastery

Prerequisite: Extranormal (Any)

Choose one power you know. Reduce that Power's Focus Point cost by **1** (minimum 1). This Talent may be selected multiple times, choosing a different Power each time.

Presence (1 - 5)

The character possesses an unusual personal presence that naturally draws attention and commands notice. Whether through appearance, confidence, bearing, charisma, reputation, or sheer force of personality, people tend to pay attention when the character enters a room.

Level	Effect
1	+1 to Persuasion when bargaining, commanding, performing, seducing, or otherwise interacting directly with others.
2	+2 to Persuasion in such situations.
3	+3 to Persuasion in such situations.
4	+1D to Persuasion and Command when interacting face-to-face.
5	+1D+1 to Persuasion and Command when interacting face-to-face.

The exact nature of the character's presence should be defined when this Talent is selected. Presence may represent beauty, confidence, authority, charm, mystery, intimidation, or another distinctive quality.

Push Through

You have an exceptional ability to draw upon hidden reserves of strength and endurance when the situation demands it. By pushing yourself beyond your normal limits, you can perform feats that would otherwise be impossible-but doing so comes at a cost.

After making a **Strength, Athletics, Initiative, or Movement** Test, you may immediately make a **Willpower Test**. If successful, add the **Result Points** from the Willpower Test to the original Test. Using Push Through immediately causes **1 level of Fatigue**, regardless of whether the Willpower Test succeeds.

Push Through may be used only once per scene unless the Game Master determines extraordinary circumstances exist.

Rapid Casting

Prerequisite: Extranormal (Any)

You can weave simple magical effects with remarkable speed. Once per session, cast a Power with a normal casting time of **1 Action** as a **free action**.

Ritual Master

Prerequisite: Extranormal (Any)

You excel at extended magical ceremonies. When casting a Power as a ritual, reduce either the casting time or the Focus Point cost by half (player's choice, minimum 1 Focus Point).

Quick Draw

You have mastered the art of drawing and readying weapons with incredible speed, allowing you to transition seamlessly between offense and defense.

Once per Turn, you may **Ready** one eligible weapon as a **free action** instead of spending an Action.

In addition, during the first round of combat, you gain **+2** to your Initiative Test if you begin the encounter with your weapon unready and declare that you are using Quick Draw .If there is a Tie, you go first.

Quickness (1-3)

The character possesses exceptional speed, coordination, and the ability to perform multiple tasks in rapid succession. Each Rank increases the character's Multi-Action Limit by one.

Rank	Benefit
1	Increase your Multi-Action Limit by +1.
2	Increase your Multi-Action Limit by +2.
3	Increase your Multi-Action Limit by +3.

Quickness may be selected multiple times, up to a maximum of Rank 3.

Additionally, Characters with Quickness always win Initiative ties against characters who do not possess this Talent. If both have Quickness, compare Agility, then reroll if still tied.

Sense of Direction (1 - 5)

The character possesses an exceptional natural sense of direction and spatial awareness. They rarely become lost and instinctively maintain their bearings, even in unfamiliar environments.

Level	Effect
1	+1 to Navigation and Search (Tracking) tests involving orientation or determining direction.
2	+2 to such tests.
3	+3 to such tests.
4	+1D to such tests. The character can usually determine the cardinal directions without external references.
5	+1D+1 to such tests. The character almost never becomes lost under natural conditions and can often retrace previously traveled routes from memory.

This Talent does not negate magical, psionic, technological, or supernatural effects specifically designed to confuse direction or navigation, though it may assist in resisting or overcoming them at the Game Master's discretion.

Skeptic (1 - 5)

The character rarely accepts claims, appearances, or explanations without evidence. They habitually question assumptions, examine details, and look for flaws in logic or deception.

Level	Effect
1	+1 to resist Deception, Persuasion, confidence schemes, and similar attempts at manipulation.
2	+2 to resist Deception, Persuasion, confidence schemes, and similar attempts at manipulation.
3	+3 to resist Deception, Persuasion, confidence schemes, and similar attempts at manipulation.
4	+1D to identify lies, inconsistencies, forged evidence, or flawed reasoning.
5	+1D+1 to identify lies, inconsistencies, forged evidence, or flawed reasoning.

The character's questioning nature often makes them difficult to fool, but may also make them slow to trust unfamiliar people, organizations, or extraordinary claims.

Unflappable (1 - 5)

The character remains calm under pressure and rarely allows fear, intimidation, shock, or emotional turmoil to affect their judgment. Strange sights, dangerous situations, and unexpected events are met with steady nerves and practical thinking.

Level	Effect
1	+1 to resist Fear, Intimidation, and emotional manipulation.
2	+2 to resist Fear, Intimidation, and emotional manipulation.
3	+3 to resist Fear, Intimidation, and emotional manipulation.
4	+1D to resist Fear, Intimidation, and emotional manipulation.
5	+1D+1 to resist Fear, Intimidation, and emotional manipulation.

The character remains composed in situations that would unsettle most people. This Talent is incompatible with Phobias and similar Drawbacks.

Professional

Authority (1 - 5)

The character possesses recognized authority within an organization, government, military, corporation, guild, religious order, or similar institution.

Authority grants influence, access, and the ability to issue lawful orders within the scope of the character's position.

Level	Effect
1	Local authority, supervisor, village official, junior officer, or equivalent.
2	Significant authority over a community, organization, or small military unit.
3	Regional authority, senior officer, executive, sheriff, or equivalent.
4	Major authority within a large organization, government agency, military branch, or corporation.
5	Exceptional authority. The character commands widespread influence and their authority is rarely questioned.

Enhancement: Law Enforcement (+1 Level): The character possesses legal authority to investigate crimes, carry restricted weapons, detain suspects, and enforce applicable laws. The exact scope of authority depends on the setting and organization involved.

Fame (1 - 5)

The character is widely recognized due to accomplishments, social standing, public exposure, heroic deeds, professional success, or notoriety. Fame may open doors, attract attention, and influence social interactions.

Level	Effect
1	Known locally or within a specific profession or community.
2	Recognized throughout a city, region, or profession.
3	Well known across a nation, sector, or major organization.
4	Famous throughout multiple regions, worlds, or cultures.
5	Legendary. The character is recognized almost everywhere they go.

This Talent may be purchased multiple times for different forms of fame.

Unknown: Instead of Fame, a character may choose the **Unknown** Drawback/Talent option. Such individuals leave little trace in public records, attract little attention, and are difficult to identify or track through normal means.

Patron (1 - 5)

The character enjoys the support of an influential individual or organization willing to provide resources, information, equipment, transportation, funding, or political assistance.

Patrons expect results, loyalty, favors, or continued service in return.

Level	Effect
1	Occasional support, minor funding, or access to limited resources.
2	Reliable assistance, travel expenses, equipment loans, or access to specialists.
3	Regular financial support and significant organizational resources.
4	Extensive backing from a major institution, corporation, noble house, or government agency.
5	Exceptional sponsorship capable of influencing major events or providing extraordinary resources.

The exact nature of the Patron should be defined by the player and approved by the Game Master.

Profession (1)

A Profession represents formal training, practical experience, or a natural aptitude in a broad field of expertise. Professions replace traditional character classes and serve as prerequisites for many Aptitude Talents. A character may possess multiple Professions, provided they meet the prerequisites for each.

Prerequisite: The character must possess at least 3D in the Profession's associated Attribute.

Profession	Associated Attribute
Rogue	Agility
Warrior	Strength
Scout	Stamina
Scholar	Intellect
Leader	Perception
Adept	Willpower

Each Profession grants access to a unique selection of Aptitude Talents representing advanced training and expertise within that field. It also allows the Skills Ranks to be raised to Attribute Dice Code +1 (1 above the normal limit) in the Profession's Associate Attribute.

A character is not restricted to a single Profession and may freely acquire Aptitude Talents from any Profession for which they meet the prerequisites.

Professional Affinity

Character Creation Only. The character possesses a natural aptitude in a particular field of study, profession, or activity. Whether through innate talent, upbringing, or early training, the character learns and performs this skill more easily than most.

Choose one skill from the Professional Affinity list. The character begins play with **Rank 1** in that skill before spending any Character Creation Points, Skill Dice, or other starting resources.

This Rank does not count against starting skill limits and may raise the skill above its normal beginning value. Professional Affinity may only be selected during character creation. A character may possess multiple Professional Affinities, subject to Game Master approval.

Profession	Affinity Skill Options
Rogue	Athletics (Climbing), Athletics (Jumping), Athletics (Throwing), Investigation, Sleight of Hand, Stealth, Thievery
Warrior	Athletics, Fighting, Melee Weapons, Ranged Weapons
Scout	Athletics (Swimming), Navigation, Scholar: Ecology, Scholar: Meteorology, Search (Tracking), Survival: [Any]
Scholar	Craft: [Any], Devices [Any], Medicine, Scholar: Agriculture, Scholar: Bureaucracy, Scholar: Business, Scholar: Cultures, Scholar: Engineering, Languages: [Any], Scholar: Sciences.
Leader	Command, Investigation, Persuasion

Adept	Craft: [Any], Devices:[Any], Magic Resistance, Magic Casting: [Any], Psi Resistance, Psionics: [Any]
General	Animal Handling, Athletics, First Aid, Investigation, Navigation, Persuasion, Search, Survival

Profession Aptitudes

Aptitudes represent specialized training, natural talent, or professional expertise. Aptitudes are tied to one or more Professions and may only be selected by characters who possess one of the listed Professions.

Ace

Profession: Rogue, Warrior, Scout

Gain +2 to one Pilot skill. May be taken multiple times, once per skill. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Acrobat

Profession: Rogue, Warrior

The character has mastered the art of agile movement, using speed, balance, and body control to overcome obstacles and maneuver through difficult terrain with ease.

Gain +1D to Athletics tests involving climbing, balancing, tumbling, jumping, swinging, squeezing through obstacles, or other acrobatic maneuvers.

Acute Senses

Profession: Rogue, Scout

Gain +2 to visual Search and Notice tests. Once per session, you may reroll a failed Test using either skill. You must accept the second result.

Agitator

Profession: Rogue, Leader

The character excels at manipulating emotions, provoking impulsive reactions, and drawing opponents into making poor decisions. Through taunts, deception, psychological insight, or calculated insults, they know exactly how to push the right buttons at the right time.

Once per encounter, choose one opponent within earshot and make an opposed **Persuasion** test. If successful, the target becomes **Agitated** until the end of its next turn. An Agitated character suffers -1D

to resist Tests, Taunts, or other social manipulation and must succeed at a **Willpower** test to voluntarily withdraw from or ignore the character provoking them.

If the character possesses the **Rogue** or **Leader** Profession, the target instead suffers **-1D+1** to these rolls.

A character may only be affected by Agitator once per encounter.

Alchemist

Profession: Scholar

Prerequisites: Scholar: Chemistry 2, Craft2

You possess an exceptional understanding of chemical reactions, compounds, and mixtures, allowing you to create everything from medicines to explosives with remarkable efficiency. Reduce the time required to create chemical compounds, medicines, explosives, poisons, acids, or other alchemical preparations by half. Once per scene, you may reroll a failed Scholar (Chemistry) or Craft Test involving chemical creation.

Animal Friendship

Profession: Scout, Scholar, Leader

Gain +2 to Animal Handling and Survival involving animals. Once per session, you may reroll a failed Test using these skills. You must accept the second result.

Arcane Researcher

Profession: Scholar, Adept

Prerequisites: Extranormal (Magick), Scholar: Arcane Lore 2 or Magic Casting [Any] 2

You have devoted years to studying the principles, history, and theory of magic. Ancient tomes, forgotten rituals, and enchanted relics hold few secrets from you. When examining magical phenomena, identifying Powers, deciphering magical writings, or researching arcane lore, reduce the difficulty by one level. Once per scene, you may reroll a failed Scholar (Arcane Lore) or Magic Casting Test made to identify or understand a magical effect, artifact, or ritual.

Assassin

Profession: Rogue, Warrior

Choose one: Fighting, Melee Weapons, Stealth. Gain +2. May be taken multiple times. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Athlete

Profession: Warrior, Scout

Gain +2 to Athletics. Once per session, you may reroll a failed Test using this skill. You must accept the second result.

Blind Fighting

Profession: Warrior, Rogue, Scout

Prerequisite: Search 2

Years of training have taught you to fight by instinct, sound, and movement rather than relying solely on sight. You can quickly locate opponents even in complete darkness or other conditions of severely reduced visibility.

At the beginning of each round, you may make a **Moderate Search Test** as a free action. Add the **Result Points** from the Test as a bonus to your melee or ranged attack rolls against opponents you cannot clearly see until the start of your next turn.

Charismatic

Profession: Leader

Gain +2 to Persuasion when using charm, diplomacy, or seduction. Once per session, you may reroll a failed Test using this skill. You must accept the second result.

Cryptographer

Profession: Scholar

Prerequisites: Scholar: Cryptography 2 or Investigation 2

You are skilled at creating and breaking codes, ciphers, and encrypted communications. Reduce the difficulty of encoding or decoding messages by one difficulty level. Once per scene, you may ask the GM whether a message contains hidden information.

Dead Shot

Profession: Warrior

Prerequisite: Appropriate Ranged Weapons Skill 4D+

Gain +2 to one Ranged Weapons skill. May be taken multiple times. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Demoralize

Profession: Leader, Rogue

The character is skilled at undermining an opponent's confidence through intimidation, ridicule, psychological pressure, or carefully chosen words. Whether through subtle manipulation or open confrontation, they know how to shake an adversary's resolve and exploit emotional weaknesses.

Once per encounter, choose one opponent within earshot and make an opposed **Persuasion** test. If successful, the target suffers **-1D** on their next **Will Power**, **Spirit**, or **Persuasion** test, or any Test to resist intimidation, fear, or emotional manipulation (player's choice). A character may only be affected by Demoralize once per encounter.

Enforcer

Profession: Warrior, Leader

The character has mastered the art of projecting strength, confidence, and authority. Through posture, tone, reputation, or sheer force of personality, they know how to make others hesitate before challenging them.

Gain +1D to Persuasion when using intimidation, coercion, or displays of authority. If the character possesses the Warrior or Leader Profession, increase the bonus to +1D+1.

This Aptitude may also apply when attempting to de-escalate a confrontation through a show of strength, at the Game Master's discretion.

Enhanced Stamina

Profession: Scout

Gain +2 to Stamina tests involving fatigue, endurance, travel, or harsh environments. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Environmental Resilience

Profession: Scout

Gain +2 to resist environmental hazards. Once per session, you may reroll a failed Test involving resisting hazards. You must accept the second result.

Esoteric Knowledge

Profession: Scholar, Adept

The character possesses rare, obscure, forbidden, or highly specialized knowledge unavailable to most people. This knowledge may come from ancient texts, secret societies, lost civilizations, hidden research, mystical traditions, alien cultures, or personal study.

Choose one field of Esoteric Knowledge when this Aptitude is selected.

The character gains **+1D** to all Scholar, Investigation, Magic Casting, Psi Manifesting, or other skill tests directly related to that field.

If the character possesses the Scholar or Adept Profession, increase the bonus to **+1D+1**.

Example Fields: Ancient Civilizations, Archaeology, Abyss Lore, Alien Biology, Alien Cultures, Conspiracy Theories, Cryptography, Forbidden Magicks, Foldspace Phenomena, historical Mysteries, Lost Technologies, Noble Genealogies, Occult Traditions, Psionic Theory, Secret Societies, Xenotechnology

This Aptitude may be selected multiple times. Each selection applies to a different field of knowledge. The field should be narrow enough to be meaningful but broad enough to be useful during play, subject to Game Master approval.

Explorer

Profession: Scout, Scholar

Choose one: Navigation, Survival, Scholar: Cartography, Scholar: Tactics, Pilot. Gain +1D. May be taken multiple times.

Fast Reactions

Profession: Rogue, Warrior, Scout

Prerequisite: Agility 4D+

Gain +2 to Initiative. Once per session, gain one additional action for one round. If your Initiative Total is tied with another character's, you act first. If both have Fast Reaction, compare Agility.

Field Surgeon

Profession: Scholar

Prerequisites: Medicine 2

You perform your best work under pressure. Ignore up to 2 points of situational penalties when using Medicine during combat or other stressful situations.

Forensic Analyst

Profession: Scholar

Prerequisites: Investigation 2, Medicine or Scholar: Biology 2

You reconstruct events from physical evidence. After examining a crime scene, body, or physical evidence, you may ask the GM one additional question about what most likely occurred.

Gambler's Feint

Profession: Rogue

Prerequisites: Persuasion 2, Gambling 2

Years spent bluffing opponents across gaming tables have taught you how to read people, disguise your intentions, and misdirect attention at just the right moment.

Once per encounter, when making a Persuasion Test involving bluffing, deception, distraction, or misdirection, you may reroll your Wild Die even if it would not normally be allowed. If the Test succeeds, you gain +1D to your next Thievery, Stealth, or Sleight of Hand Test against the same target before the end of the scene.

Infiltrator

Profession: Rogue

Choose one: Stealth, Disguise, Persuasion (Deception), Investigation. Gain +2. May be taken multiple times. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Inspire

Profession: Leader

The character knows how to encourage, reassure, and motivate others in the face of danger, adversity, or uncertainty. Through words, example, or sheer confidence, they help companions overcome fear and doubt.

Once per encounter, choose one ally within earshot. That ally immediately removes the effects of being **Stunned** or gains a **+1D** bonus on their next Willpower or Spirit-based roll to resist Fear, intimidation, or other mental effects (player's choice).

If the character possesses the Leader Profession, the chosen ally instead gains **+1D+1**.

A character may benefit from Inspire only once per encounter.

Inspirational Leader

Profession: Leader

Prerequisites: Persuasion 2

Your confidence and leadership inspire others to greater deeds.

Once per scene, as an action, deliver words of encouragement to one ally within earshot. That ally immediately removes the **Stymied** condition or gains **+1D** to their next Skill Test before the end of their next Turn.

Intimidating

Profession: Warrior, Adept

Gain +2 to Persuasion when using intimidation. Once per session, you may reroll a failed Test using this skill. You must accept the second result.

Investigator

Profession: Scholar, Adept

Choose one: Investigation, Search, Persuasion. Gain +2. May be taken multiple times. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Jumper

Profession: Warrior, Rogue, Scout

Gain +2 to Athletics (Jumping). Once per session, you may reroll a failed Test using this skill. You must accept the second result.

Know What to Steal

Profession: Rogue

Prerequisite: Sleight of Hand 2

You have an instinct for recognizing valuables and identifying the easiest, most profitable items to steal. Whether pickpocketing a mark or looting a room, you know exactly what is worth taking.

When using **Thievery** Test to pick pockets, steal an item, or locate valuable objects, add your **Result Points** from a successful **Sleight of Hand** Test as a bonus. At the GM's discretion, you may also immediately recognize the most valuable readily accessible item without making a separate Search Test.

Know the Streets

Profession: Rogue

Prerequisites: Scholar: Streetwise 2, Persuasion 2

You know how to navigate the criminal underworld, locate information, and deal with those who make their living in the shadows.

When gathering information, locating illicit goods or services, finding criminal contacts, or navigating urban underworlds, add your Result Points from a successful Scholar: Streetwise Test as a bonus to a related Persuasion or Investigation Test made during the same scene.

Linguist

Profession: Scholar

Prerequisites: Languages: [Any 3] 1

You possess an exceptional talent for learning and deciphering languages. You may communicate basic ideas in an unfamiliar language after only a few minutes of exposure. When attempting to decipher written or spoken languages, gain +2 to Languages or related Scholar Tests.

Magic User

Profession: Adept

Prerequisites: Extranormal (Magick)

Choose one Magic Casting Skill. Gain +2. May be taken multiple times. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Martial Artist

Profession: Warrior

Prerequisite: Fighting 4D+

Gain +2 to Fighting and Melee Weapons. Once per session, you may reroll a failed Test using these skills. You must accept the second result.

Master Engineer

Profession: Scholar

Prerequisites: Scholar: Engineering 2, Craft2

You instinctively understand how machines function. Once per scene, after successfully repairing or examining a device, you may immediately identify one hidden flaw, weakness, or method of improving its performance.

Master Interrogator

Profession: Rogue, Warrior

Prerequisites: Persuasion 2, Investigation 2

You recognize hesitation, fear, and deception, allowing you to uncover the truth through careful questioning or intimidation.

After successfully questioning or intimidating a subject, you may ask the Game Master **one additional question** that the subject knows. If the subject refuses to answer, the GM must instead reveal one useful clue your character deduces from the subject's behavior or the surrounding circumstances.

Medic

Profession: Scholar

Choose one: Medicine, Scholar (Biology). Scholar (Medical Sciences). Gain +2. May be taken multiple times.

Natural Leader

Profession: Leader

Choose one: Persuasion, Command, Diplomacy, Intimidation. Gain +2. May be taken multiple times.

Observant

Profession: Rogue, Adept, Scout

Gain +2 to Search and Investigation. Once per session, you may reroll a failed Test using these skill. You must accept the second result.

Pharmacologist

Profession: Scholar

Prerequisites: Medicine 2, Scholar-Chemistry 2

You specialize in the creation and application of medicines, antidotes, stimulants, sedatives, and other pharmaceuticals. When creating or administering drugs, medicines, antidotes, or similar compounds, reduce the difficulty by one level or reroll one failed related Test once per scene.

Polyhistor

Profession: Scholar

Prerequisites: Any three Scholar Skills at Rank 2

Your knowledge spans countless disciplines. Once per scene, when attempting a Scholar Test in which you have no ranks, you may roll it as though you possessed Rank 1.

Psion

Profession: Adept

Prerequisites: Extranormal (Psionics)

Choose one Psi Manifesting Skill. Gain +2. May be taken multiple times. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Psionic Researcher

Profession: Scholar, Adept

Prerequisites: Extranormal (Psionics), Scholar-Psionic Theory 2 or Psionics 2

You have dedicated yourself to the study of psionic phenomena, mental disciplines, and the hidden potential of the mind. Through research and experience, you can recognize and analyze psychic abilities that others barely comprehend.

When examining psionic phenomena, identifying psychic powers, analyzing mental effects, or researching psionic theory, reduce the difficulty by one level. Once per scene, you may reroll a failed Scholar (Psionic Theory) or Psi Manifesting Test made to identify or understand a psionic power, artifact, or phenomenon.

Ranger

Profession: Scout

Choose one: Survival, Search (Tracking), Scholar (Natural History), Specific Terrain Survival, Gain +2. May be taken multiple times.

Researcher

Profession: Scholar

Prerequisites: Investigation 2, any Scholar 2

You excel at locating obscure information and piecing together facts from multiple sources. When conducting research, reduce the time required by half. Once per research session, you may reroll a failed Investigation or Scholar Test.

Ritualist

Profession: Scholar, Adept

Prerequisites: Extranormal (Magick) or Extranormal (Psionics), Magic Casting 2 or Psionics 2

You are trained in the precise ceremonies, symbols, chants, and techniques required to perform complex rituals. Whether drawing upon arcane traditions or disciplined psionic methods, you understand how to safely harness power beyond ordinary spellcasting or psychic manifestation.

When performing a ritual that requires extended casting time, multiple participants, or specialized components, reduce the required time by half. Once per ritual, you may reroll one failed Magic Casting or Psi Manifesting Test made as part of the ritual.

This Aptitude applies only to rituals and does not affect the normal casting or manifestation of powers.

Silver Tongue

Profession: Leader

Prerequisites: Persuasion 2

You instinctively know the right words to calm tempers, build trust, and overcome resistance. Once per scene, after a successful **Persuasion Test** involving diplomacy or negotiation, you may immediately improve the target's attitude toward you by one step (Hostile → Unfriendly → Neutral → Friendly), or remove the **Stymied** condition from one ally who can hear you.

Soldier

Profession: Warrior

Choose one: Fighting, Melee Weapons, Ranged Weapons, Scholar (Security), Scholar (Tactics). Gain +2. May be taken multiple times.

Stealthy

Profession: Rogue

Gain +2 to Stealth. Gain +2 on surprise attacks. Once per session, you may reroll a failed Test using the chosen skill. You must accept the second result.

Swimming

Profession: Warrior, Scout, Rogue

Gain +2 to Athletics (Swimming). Increase Swim Move by +3. Once per session, you may reroll a failed Test using this skill. You must accept the second result.

Teacher

Profession: Scholar

Gain +2 to Persuasion when teaching or instructing others. Students learning directly from you reduce training time by half.

Technician

Profession: Scholar, Adept

Choose one: Devices (Computers), Devices (Security), Craft, Scholar (Electronics), Scholar (Engineering). Gain +2. May be taken multiple times.

Toxicologist

Profession: Scholar

Prerequisites: Scholar-Biology 2

You are an expert in poisons, toxins, venoms, and hazardous biological compounds. You may immediately identify the nature of an unfamiliar poison, toxin, venom, or biological hazard after a successful Scholar (Biology) or Investigation Test. Once per scene, reroll one failed Test involving toxic substances.

Trademark Specialization

Profession: Any

Choose one Skill Focus, Specialization, or narrowly defined application of a skill. The character gains +2 when using that specific specialization.

Examples: Ranged Weapons (Blaster Pistols), Melee Weapons (Longswords), Pilot (Starfighters), Medicine (Surgery), Persuasion (Negotiation), Stealth (Urban Environments), Investigation (Forensics), Scholar (Ancient History)

The specialization should be narrow enough that it does not apply to every use of the parent skill. A character may possess only one Trademark Specialization unless the Game Master permits otherwise.

Xenobiologist

Profession: Scholar

Prerequisites: Scholar (Biology) Rank 2

Years of studying alien life have taught you to recognize anatomy, physiology, and behavioral patterns.

After successfully examining an unfamiliar creature, you may ask the GM one of the following:

- What is its greatest physical weakness?
- What environment does it naturally inhabit?
- Is it poisonous or otherwise dangerous?
- What is its most likely behavior?

Social

Ally (1 - 5)

The character has one or more trusted allies who are willing to provide assistance, advice, or direct aid when circumstances permit. An Ally may be a lifelong friend, military comrade, family member, business partner, mentor, or other dependable companion.

The exact identity and relationship of each Ally should be developed jointly by the player and the Game Master.

Level	Effect
1	One dependable Ally of roughly equal status who can occasionally provide advice, information, equipment, or minor assistance.
2	One highly capable Ally or two dependable Allies. They are willing to take moderate risks to assist the character.
3	Several trusted Allies or one exceptionally influential Ally capable of providing significant assistance when needed.
4	A close network of powerful Allies with considerable influence, resources, or expertise. They will often support the character, though not without limits.
5	An extraordinary circle of loyal Allies whose combined resources and abilities can significantly influence events within the campaign.

Allies are independent characters with their own goals, responsibilities, and motivations. They are not followers or servants and are never under the player's direct control. The Game Master determines when an Ally is available and the extent of any assistance they are willing or able to provide.

Contacts (1 - 5)

The character has cultivated a network of acquaintances, informants, friends, associates, and professional relationships who can provide information, introductions, favors, or other assistance. Contacts are not loyal followers, nor are they obligated to risk themselves for the character, but they are often willing to help when it is in their interest or within reason.

The exact nature of the character's Contacts should be determined jointly by the player and the Game Master.

Level	Effect
1	A reliable individual or small network with influence in a local community, profession, or organization.
2	Several dependable Contacts spread across a city, region, or major organization, capable of providing useful information or minor favors.
3	An extensive network with influence across multiple organizations, worlds, or professions. Obtaining specialized information or introductions is usually possible.
4	Highly influential Contacts within governments, corporations, military organizations, criminal syndicates, noble houses, or other powerful institutions. Significant favors may occasionally be available.
5	An exceptional network spanning numerous organizations and regions. The character almost always knows someone with useful information, access, or influence, though substantial favors often come with significant obligations.

Contacts are individuals with their own goals, loyalties, and motivations. They are not automatically available, nor will they always agree to help. The Game Master determines the nature and extent of any assistance provided based on the circumstances of the campaign.

Noble Lineage (1 - 5)

The character was born into a respected noble, aristocratic, royal, or otherwise influential family. While this does not automatically grant wealth, authority, or political power, it provides social recognition, prestige, family connections, and the expectations that accompany an illustrious lineage.

The exact titles and privileges associated with Noble Lineage depend upon the setting.

Level	Standing
1	Minor nobility, knightly house, hereditary gentry, or equivalent local aristocracy.
2	Baronial or comital family, influential landed nobility, or respected regional house.
3	Marquis, princely family, major noble house, or equivalent political dynasty.
4	Ducal family, ruling dynasty, or one of the most powerful noble houses in the region.

5	Royal family, High Lord, Imperial Dynasty, or equivalent ruling lineage whose name is widely recognized.
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Noble Lineage grants appropriate social privileges, introductions, etiquette, and recognition among those who respect such status. It does not automatically provide wealth, political authority, military rank, or legal power, though it may complement Talents such as Wealth, Authority, Patron, or Contacts.

Secret (1 - 5)

The character possesses valuable information that is unknown to most others. This knowledge may provide leverage, opportunities, access, influence, or advantages that can affect the course of the campaign. The exact nature of the Secret must be approved by the Game Master.

Level	Scope
1	A local or personal secret affecting an individual, small group, business, or community.
2	A significant secret affecting a town, organization, corporation, criminal group, or military unit.
3	A major secret affecting a government agency, noble house, planetary authority, or powerful institution.
4	A far-reaching secret capable of influencing the fate of worlds, sectors, or major political powers.
5	A campaign-defining secret with the potential to reshape history, topple governments, reveal ancient truths, or alter the balance of power.

A Secret does not guarantee success. It provides opportunities, leverage, information, or access that the character may exploit during play.

The Game Master determines the exact impact of a Secret and may introduce complications related to its discovery, protection, or use.

Special Talents

Special Talents are extraordinary abilities that exceed the normal capabilities of Humans. They may be the result of alien biology, mutation, cybernetics, psionics, magic, advanced technology, or other unusual origins.

Unlike ordinary Talents, Special Talents often grant abilities unavailable to most characters, such as flight, regeneration, enhanced senses, natural weapons, shapeshifting, or teleportation. Each Special Talent is assigned a Level that reflects its overall power and impact on the game. Higher-Level Special Talents are generally more potent, versatile, or difficult to acquire.

Special Talents are commonly used to create alien species, supernatural creatures, and other extraordinary character concepts.

Special Talent Levels

Level	Points	Description
Minor	1	Useful but situational ability.
Moderate	2	Provides a clear advantage in specific circumstances.
Major	3	Frequently useful and significantly impacts play.
Exceptional	4*	Powerful abilities that define the character.
Legendary	5*	Rare abilities capable of altering encounters.

* These Special Talents are very hard to keep under control. The gamemaster should not allow a character with these abilities to have other very powerful Advantages without some major Compensations being present. You may not wish to choose these abilities at first.

Special Talent List

Special Talent	Level Range
Accelerated Healing	1 - 5
Ambidextrous	1-2
Animal Control	1 - 5
Armor-Defeating Attack	1 - 5
Attack Resistance	1 - 5
Burrowing	1-5
Climbing Claws	1 - 2
Concealment	1 - 5
Danger Sense	1 - 5
Elasticity	1 - 5
Energy Absorption	1-5
Enhanced Senses	1 - 5
Environmental Adaptation	1 - 5
Extranormal	1
Extra Body Part	1 - 5 (Repeatable)
Flight	1 - 5
Harmful Touch	1 - 5
Hive Mind	1-5
Immunity	1 (Repeatable)
Intangibility	1 - 5
Iron Will	1 - 5
Large	1 (Repeatable)
Life Drain	1 - 5
Longevity	1 - 5
Mental Influence	1 - 5
Natural Armor	1 - 5
Natural Communication	1

Natural Melee Weapon	1 - 5
Natural Ranged Weapon	1 - 5
Possession	1 - 5
Regrowth	1-5
Shapeshifting	1 - 5
Small	1 (Repeatable)
Teleportation	1 - 5
Transmutation	1 - 5
Venom	1-5
Wall Walker	1-5

Accelerated Healing (1-5)

The character recovers from injury at an extraordinary rate. This may be due to alien biology, rapid cellular regeneration, advanced nanotechnology, supernatural vitality, or other unusual factors.

Whenever the character makes a natural healing roll, they gain the following benefits:

Level	Effect
1	+1 bonus to all natural healing rolls.
2	+1D to all natural healing rolls.
3	+1D to all natural healing rolls and natural healing intervals are reduced by half.
4	+2D to all natural healing rolls and natural healing intervals are reduced by half.
5	+2D to all natural healing rolls, natural healing intervals are reduced to one-quarter normal, and the character automatically heals one Stun level at the beginning of each scene.

Additionally, Level 1 through 3 recover from Stunned damage level in two rounds. Level 4 to 5 recover from it in 1 round. A character with Accelerated Healing may still be killed normally unless they possess another Trait that states otherwise.

Ambidextrous (1-2)

The character is equally skilled with either hand (assuming bilateral symmetry) and can coordinate actions with both hands more effectively than most individuals.

Level	Effect
1	The character ignores any penalties for using their off hand and gains +1 to Fighting, Ranged Weapons, Thievery, Athletics, Craft, and similar tests when performing two one-handed actions simultaneously.
2	When performing two separate one-handed actions in the same round, reduce the Multi-Action Penalty by 1D for those actions (minimum 0D).

Examples include fighting with two weapons, firing two pistols, using a tool while holding another item, or similar activities that require independent use of both hands.

The benefits of Ambidextrous apply only to actions that primarily involve the character's hands or equivalent manipulators.

Animal Control (1-5)

The character possesses a supernatural, psionic, magical, or biological ability to influence and command animals. The player must choose a specific category of animals when this Talent is selected, such as canines, felines, reptiles, birds, insects, fish, or a similar group approved by the Game Master.

Activating Animal Control requires a Will Power Test opposed by the target's Will Power or Presence. Controlled animals will obey commands to the best of their ability for a number of minutes equal to the character's Successes × 10.

Level	Effect
1	Influence a single animal. The character may calm, attract, or communicate simple intentions.
2	Control up to 2 animals simultaneously. Animals can follow simple commands.
3	Control up to 5 animals simultaneously. Animals can perform moderately complex tasks.
4	Control up to 10 animals simultaneously. Animals may coordinate actions and act as a group.
5	Control up to 25 animals simultaneously. Animals may perform complex tasks and willingly risk themselves for the character.

The character may purchase Animal Control multiple times, selecting a different animal category each time. Swarms, schools, flocks, and similar groups of small creatures may count as a single animal at the Game Master's discretion. Animal Control does not affect sentient beings, domesticated sophonts, undead creatures, constructs, or creatures with an Intellect greater than 2D unless specifically approved by the Game Master.

Armor-Defeating Attack (1-5)

The character possesses natural weapons or attacks that are exceptionally effective against armor. This may be due to monomolecular claws, corrosive saliva, armor-piercing fangs, phase-shifting appendages, supernatural force, or similar effects.

When making an attack with a natural weapon or natural ranged weapon, reduce the target's Armor Value by the amount shown below.

Level	Armor Ignored
1	1D
2	2D
3	3D
4	4D
5	5D

The player must define the nature of the armor-defeating effect when the Talent is selected. The effect should be consistent with the character's biology, powers, or origin. Armor-Defeating Attack only applies to the attack form specified when the Talent is chosen.

At the Game Master's discretion, certain armor types may be resistant or immune to a specific armor-defeating effect. For example, corrosive attacks may be ineffective against ceramic armor, while phase attacks may bypass conventional armor but not energy shields.

Attack Resistance (1 - 5)

The character possesses an unusual resistance to a specific type of attack. This may be due to alien biology, supernatural protection, advanced physiology, psionic shielding, or other extraordinary factors.

Choose one type of attack when this Talent is selected. The character gains additional Damage Resistance against that attack type.

Level	Damage Resistance Bonus
1	+1D
2	+2D
3	+3D
4	+4D
5	+5D

The bonus applies only against the selected attack type. Common attack types include:

- **Energy Attacks:** Fire, heat, electricity, radiation, cold, lasers, and similar energy-based attacks.
- **Mental Attacks:** Psionic assaults, mind-affecting powers, and other attacks that directly target the mind.

- **Extranormal Attacks:** Magical, psionic, divine, or other supernatural sources of damage.
- **Physical Attacks:** Claws, bites, punches, blades, projectiles, and other conventional physical attacks.
- **Poison and Disease:** Toxins, venoms, infections, and biological agents.

This Talent may be taken multiple times. Each purchase applies to a different attack type.

Burrowing (1 - 5)

The character can move through soil, sand, rock, ice, or other materials by digging, tunneling, or otherwise forcing a passage through them. This ability may be biological, technological, magical, psionic, or the result of another extraordinary adaptation.

Level	Effect	Special Effect Examples
1	The character may dig through loose soil, sand, snow, or similar materials at half Move.	Digging Claws, Burrowing Limbs
2	The character may burrow through compact earth at full Move.	Mole Physiology, Earth Digger
3	The character may tunnel through dense soil and soft stone at half Move.	Stone Claws, Earth Glide
4	The character may burrow through most natural rock formations at full Move.	Rock Borer, Phase Tunneling
5	The character may move through virtually any natural material and leaves little or no trace of passage.	Earth Mastery, Molecular Burrowing, Supernatural Tunneling

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Burrowing does not normally allow movement through worked metals, force fields, energy barriers, or similarly artificial structures unless specifically permitted by the Game Master.

Climbing Claws (1 - 2)

The character possesses specialized claws, talons, hooks, adhesive pads, or similar natural adaptations designed for climbing.

Level	Effect
1	Gain +1D to Athletics tests involving climbing.
2	Gain +2D to Athletics tests involving climbing. In addition, the character may climb vertical surfaces at full Move without penalty.

Climbing Claws are intended for locomotion and do not provide any combat benefits unless combined with another Talent such as Natural Weapons.

Concealment (1 - 5)

The character possesses an unusual ability to avoid detection. This may be due to natural camouflage, active coloration, visual distortion, supernatural concealment, psionic interference, or true invisibility.

Level	Effect	Special Effect Examples
1	Gain +1D to Stealth tests.	Natural Camouflage, Chameleon Skin, Shadow Coloring
2	Gain +2D to Stealth tests.	Advanced Camouflage, Active Coloration, Adaptive Fur or Scales
3	Gain +3D to Stealth tests and +1D to Dodge tests.	Blur, Heat Distortion, Psionic Masking, Generate Shadows, Generate Mist
4	Gain +4D to Stealth tests and +2D to Dodge tests. Observers suffer a -1D penalty to Search and Investigation tests.	Advanced Blur, Dimensional Shimmer, Light-Bending Skin, Generate Darkness, Generate Thick Mist
5	The character may become effectively invisible while remaining still or moving slowly. Gain +5D to Stealth tests, +3D to Dodge tests, and observers suffer a -2D penalty to Search and Investigation tests.	Invisibility, Optical Cloaking, Supernatural Vanishing, Generate Total Darkness

Danger Sense (1 - 5)

The character possesses an uncanny awareness of danger. Whether through instinct, heightened perception, supernatural intuition, psionic awareness, or precognitive flashes, the character often senses threats before they occur.

Level	Effect
1	The character gains +1D to Notice tests made to detect ambushes, traps, and hidden threats.
2	The character cannot be surprised except by extraordinary circumstances.
3	The character gains +1D to Initiative and may act normally during surprise situations.
4	Once per encounter, the character may immediately take a defensive action against an unexpected attack without counting it as a Multi-Action.
5	The character is constantly aware of imminent danger. Once per encounter, the character may force an attacker to reroll a successful attack against them.

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Elasticity (1 - 5)

The character can stretch, compress, bend, and reshape their body beyond normal biological limits. This may be due to flexible physiology, mutable flesh, psionic control, supernatural transformation, or other extraordinary factors.

Level	Effect	Special Effect Examples
1	Gain +1D to Contortion, Escape, and similar tests involving flexibility.	Flexible Joints, Rubbery Body
2	Gain +2D to Contortion, Escape, and similar tests. The character may squeeze through openings half their normal width.	Boneless Physiology, Compressible Body
3	Gain +3D to Contortion, Escape, and similar tests. The character may stretch limbs or appendages up to 1 Space beyond their normal reach.	Elastic Limbs, Stretching Appendages
4	The character may squeeze through any opening large enough for their head and may stretch up to 2 Spaces beyond normal reach. Gain +1D to Dodge tests.	Shape-Flexible Body, Morphic Physiology
5	The character may dramatically alter their proportions, squeeze through extremely small openings, and stretch up to 3 Spaces beyond normal reach. Gain +2D to Dodge tests.	Living Rubber, Amorphous Body, Shape-Shifting Flesh

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Elasticity does not allow the character to change into another creature or form. Such abilities are covered by Shapeshifting or Transmutation.

Energy Absorption (1 - 5)

The character can absorb a specific form of energy and convert it into vitality, endurance, or other beneficial effects. This ability may be biological, magical, psionic, technological, or the result of another extraordinary adaptation. Choose one type of energy when this Talent is selected.

Special Effect Examples: Fire Absorption, Cold Absorption, Electrical Absorption, Radiation Absorption, Light Absorption, Sonic Absorption, Psionic Absorption, Magical Absorption

Level	Effect
1	When affected by the chosen energy type, the character gains +1D to Damage Resistance against that attack.
2	The character gains +2D to Damage Resistance against the chosen energy type.
3	Whenever the chosen energy inflicts a Stunned result, the character may immediately remove a Stunned result instead.
4	Whenever the chosen energy inflicts one or more Wounds, the character may remove a Stunned result or gain +1D to their next action.
5	Whenever the chosen energy inflicts one or more Wounds, the character may remove a Wound, remove a Stunned result, or gain +1D to all actions until the end of the next round.

This Talent applies only to the chosen energy type.

This Talent may be taken multiple times. Each purchase applies to a different energy type.

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Enhanced Senses (1 - 5)

The character possesses sensory abilities beyond those of a normal Human. These enhancements may be biological, cybernetic, psionic, magical, or the result of another extraordinary origin.

When this Talent is selected, choose one sense: sight, hearing, smell, taste, touch, or another sense approved by the Game Master.

Level	Effect	Special Effect Examples
1	Gain +1D to tests involving the chosen sense.	Keen Hearing, Sharp Eyesight, Acute Smell
2	Gain +2D to tests involving the chosen sense.	Predator Senses, Tracking Scent
3	Gain +3D to tests involving the chosen sense and one specialized sensory ability.	Night Vision, Direction Sense, Enhanced Hearing
4	Gain +4D to tests involving the chosen sense and one advanced sensory ability.	Infrared Vision, Echolocation, Thermal Awareness
5	Gain +5D to tests involving the chosen sense and one extraordinary sensory ability.	Vibration Sense, Multi-Spectrum Vision, Life Sense

This Talent may be taken multiple times. Each purchase applies to a different sense or sensory ability. Specialized and advanced sensory abilities should be chosen when the Talent is acquired and approved by the Game Master.

Environmental Adaptation (1 - 5)

The character is adapted to survive in environments that would normally be uncomfortable, hazardous, or lethal to Humans. These adaptations may be biological, cybernetic, magical, psionic, or the result of other extraordinary factors.

Level	Effect	Special Effect Examples
1	The character can survive and breathe in one unusual atmosphere or environmental medium without penalty.	Atmospheric Tolerance, Aquatic Breathing, Methane Breather
2	The character is immune to one environmental hazard.	Heat Resistance, Cold Resistance, Radiation Resistance
3	The character can survive in multiple hostile environments and ignores most environmental penalties.	Desert Adaptation, Arctic Adaptation, Deep Ocean Adaptation
4	The character can survive extreme environmental conditions that would quickly kill most creatures.	Vacuum Survival, Extreme Pressure Resistance, Volcanic Adaptation
5	The character can survive almost any naturally occurring environment without special equipment.	Void Dweller, Elemental Being, Extreme Environment Survivor

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

This Talent may be purchased multiple times to represent different adaptations. Each additional purchase applies to a different atmosphere, hazard, or environmental condition.

Extra Body Part (1 - 5)

The character possesses one or more additional limbs, organs, appendages, sensory structures, or other anatomical features beyond those of a typical member of their species.

The exact nature of the additional body part must be defined when this Talent is selected.

Level	Effect	Special Effect Examples
1	Gain one minor body part that provides a situational benefit or +1D to a specific skill or type of test.	Antennae, Secondary Eyes, Balance Tail, Additional Lung

Level	Effect	Special Effect Examples
2	Gain one useful body part that provides a consistent advantage or grants an additional simple action each round.	Prehensile Tail, Manipulator Tentacle, Additional Arm
3	Gain one major body part that significantly expands the character's capabilities.	Extra Pair of Arms, Secondary Head, Additional Legs
4	Gain multiple useful body parts or one extraordinary body part.	Four Arms, Compound Eyes, Multiple Tentacles
5	Gain several major body parts or a highly specialized anatomy that substantially alters how the character functions.	Hive Anatomy, Multiple Heads, Radial Symmetry, Six-Armed Physiology

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Additional limbs do not automatically grant extra actions. Talents such as Ambidextrous, Multi-Action abilities, or other appropriate Traits may be required to use multiple limbs effectively.

Extra Body Part may be purchased multiple times. The effects of each purchase are cumulative.

Extranormal (1)

The character possesses the innate ability to access an extraordinary or supernatural power source beyond the capabilities of ordinary individuals. When this Talent is selected, choose an Extranormal power source. This grants access to the powers, skills, and abilities associated with that power source as described by the setting.

Power Source	Casting Skill	Resistance Skill
Magick	Magic Casting	Magic Resistance
Psionics	Psionics	Psi Resistance

The chosen power source grants access to its associated Casting Skill, Resistance Skill, and any powers available to that source as described by the setting. This Talent may be taken multiple times. Each purchase grants access to a different Extranormal power source. This is required for magic users and psion type characters.

Flight (1 - 5)

The character possesses an unusual ability to move through the air. This may be due to wings, antigravity organs, psionic levitation, magical flight, gas bladders, or another extraordinary adaptation.

Characters with Flight use the Flying skill to maneuver while airborne.

Level	Effect	Special Effect Examples
1	Gain +1 Move. The character is exceptionally fast and agile on the ground.	Hyper-Movement, Swift Runner, Elf Pace
2	The character can levitate up to 3 Space above the ground and move at half Move while doing so.	Levitation, Hovering
3	The character can glide. Fall damage is ignored and the character may move up to twice their Move while descending.	Glider Wings, Membrane Wings
4	The character can fly at their normal Move rate and remain airborne indefinitely.	Limited Flight, Weak Wings
5	The character can fly at twice their Move rate.	Full Flight, Powerful Wings, Antigravity Flight

The appearance and source of Flight should be defined when the Talent is selected. Flight Level 3 or higher negates normal fall damage unless the character is unable to use their flight ability.

Harmful Touch (1 - 5)

The character can deliver harmful energy, toxins, psionic force, magical power, disease, or other damaging effects through physical contact. A successful Fighting attack or other touch attack is required.

Level	Effect	Special Effect Examples
1	The target must succeed on a Difficult Stamina test or become Stunned.	Static Shock, Numbing Touch, Mild Venom
2	The target automatically becomes Stunned.	Electrical Discharge, Neural Shock
3	The target must succeed on a Moderate Stamina test or become Paralyzed for 1D rounds.	Paralyzing Touch, Neurotoxin, Psychic Lock
4	The attack inflicts +1D damage in addition to its normal effects.	Burning Touch, Corrosive Touch, Soul Shock
5	The attack inflicts +2D damage and the target must succeed on a Difficult Stamina test or become Paralyzed for 1D rounds.	Death Touch, Petrifying Touch, Devastating Venom

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Hive Mind (1 - 5)

The character is mentally linked to other members of a collective consciousness. This connection may be biological, psionic, technological, magical, or the result of another extraordinary adaptation.

Level	Effect	Special Effect Examples
1	Sense the emotional state of linked members within a Short Range.	Pheromone Network, Emotional Link
2	Communicate simple thoughts and intentions with linked members within Medium Range.	Hive Communication, Group Awareness
3	Share sensory information with linked members.	Shared Vision, Collective Perception
4	Coordinate actions perfectly. Linked members gain +1D on cooperative actions involving other hive members.	Collective Intelligence, Neural Network
5	Members function as a true collective consciousness and may freely share thoughts, memories, and experiences.	Group Mind, Overmind, Collective Consciousness

The player should define the Special Effect responsible for the Talent when it is selected. This Talent only functions with creatures that possess the same Hive Mind.

Immunity (1)

The character is completely immune to one specific hazard, condition, substance, or effect. This immunity may be biological, supernatural, technological, psionic, or the result of another extraordinary adaptation. Choose one immunity when this Talent is selected.

Special Effect Examples:

- Poison Immunity
- Disease Immunity
- Sleep Immunity
- Fear Immunity
- Paralysis Immunity
- Radiation Immunity
- Vacuum Immunity
- Fire Immunity
- Cold Immunity
- Mind Control Immunity

This Talent may be taken multiple times. Each purchase grants immunity to a different hazard, condition, substance, or effect. The Game Master has final approval over all immunities and may restrict particularly broad or campaign-defining immunities.

Intangibility (1 - 5)

The character can partially or completely reduce their physical interaction with the material world. This may be due to phase shifting, spiritual existence, dimensional displacement, psionic effects, energy conversion, or other extraordinary means.

Level	Effect	Special Effect Examples
1	Gain +1D to Escape, Contortion, and similar tests involving restraints or confinement.	Ghostly Form, Phase Flicker
2	Gain +2D to Escape, Contortion, and similar tests. The character may pass through openings too small for their normal body.	Partial Intangibility, Shadow Form
3	The character may pass through thin barriers (up to 10 cm thick) and gains +1D to Damage Resistance against physical attacks.	Phase Shift, Ethereal Body
4	The character may pass through most solid objects and gains +2D to Damage Resistance against physical attacks. The character cannot make physical attacks while intangible.	Ghost Form, Dimensional Displacement
5	The character becomes fully intangible, ignoring most physical barriers and physical attacks. Energy attacks, psionic powers, magical effects, and similar phenomena may still affect the character at the Game Master's discretion.	Spirit Form, True Phasing, Living Energy

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

While intangible, the character cannot carry or manipulate physical objects unless another Talent or Special Effect specifically allows it.

Iron Will (1 - 5)

The character possesses exceptional mental discipline, determination, and resistance to psychological influence. This may be the result of rigorous training, alien psychology, supernatural fortitude, psionic conditioning, or another extraordinary factor.

Level	Effect
1	Gain +1D to Will Power tests.
2	Gain +2D to Will Power tests.
3	Gain +3D to Will Power tests and +1 to the difficulty of all mental attacks, persuasion attempts, and intimidation attempts targeting the character.

Level	Effect
4	Gain +4D to Will Power tests and +2 to the difficulty of all mental attacks, persuasion attempts, and intimidation attempts targeting the character.
5	Gain +5D to Will Power tests and +3 to the difficulty of all mental attacks, persuasion attempts, and intimidation attempts targeting the character.

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Large (1)

The character is larger than the typical member of their species. Increase the character's Size by one category and apply all associated Scale modifiers.

Special Effect Examples:

- Giant Physique
- Massive Frame
- Heavy-World Adaptation
- Enlarged Biology
- Titan Bloodline

This Talent may be taken multiple times. Each additional purchase increases the character's Size by one category.

Life Drain (1 - 5)

The character can absorb vitality, energy, stamina, or life force from another living creature. This ability may be biological, psionic, magical, supernatural, or the result of another extraordinary adaptation.

A successful Fighting attack or other appropriate touch attack is required unless the Special Effect states otherwise.

Level	Effect	Special Effect Examples
1	If the attack inflicts at least a Stunned result, the character immediately removes one Stunned level.	Energy Leech, Fatigue Drain
2	If the attack inflicts at least one Wound, the character may remove a Stunned level or gain +1D to their next action.	Vitality Drain, Psychic Leech
3	Whenever the attack inflicts one or more Wounds, the character may remove up to two Stunned levels.	Blood Drain, Life Leech

Level	Effect	Special Effect Examples
4	Whenever the attack inflicts one or more Wounds, the character may remove one Wound or up to three Stunned levels.	Vampiric Drain, Soul Leech
5	Whenever the attack inflicts one or more Wounds, the character may remove up to two Wounds, four Stunned levels, or divide the benefit between them.	Life Drain, Essence Consumption, Soul Absorption

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Life Drain only functions against living creatures unless the Special Effect states otherwise.

Longevity (1 - 5)

The character ages at a significantly slower rate than normal Humans. This may be due to alien biology, advanced genetics, supernatural vitality, temporal anomalies, nanotechnology, or other extraordinary factors.

Level	Effect	Special Effect Examples
1	The character appears much younger than their actual age and gains +1D to Persuasion tests involving charm, deception, or appearing harmless.	Youthful Appearance, Eternal Youth
2	The character ages at approximately half the normal rate and may live twice as long as a Human.	Slow Aging, Extended Lifespan
3	The character ages at approximately one-fifth the normal rate and may live for centuries.	Long-Lived Species, Elven Longevity
4	The character experiences negligible aging and may live for millennia unless killed by violence, disease, or other external causes.	Ageless, Near-Immortal
5	The character no longer dies from old age. They may only be permanently killed through injury, disease, supernatural means, or another appropriate vulnerability determined by the Game Master.	Immortality, Eternal Being, Regenerative Immortal

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Mental Influence (1 - 5)

The character can influence the emotions, perceptions, or thoughts of others through supernatural presence, psionic abilities, pheromones, magical effects, or other extraordinary means.

Activating this Talent requires a successful opposed Will Power test against the target. The effects last for a number of rounds equal to the character's Successes.

Level	Effect	Special Effect Examples
1	The target suffers a -1 penalty to all actions due to distraction, unease, or uncertainty.	Unease, Distracting Presence, Psychic Static
2	The target becomes fearful or hesitant, suffering a -1D penalty to all actions.	Fear, Intimidating Aura, Predator Presence
3	The target becomes confused and disoriented, suffering a -2D penalty to all actions.	Confusion, Hallucinations, Mental Static
4	The target becomes panicked or overwhelmed. The target may not voluntarily move closer to the character and suffers a -2D penalty to all actions.	Terror, Nightmare Projection, Dread Aura
5	The target becomes mentally incapacitated and may take only defensive or movement actions until the effect ends.	Overwhelming Fear, Mental Collapse, Psychic Shock

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master. Mental Influence does not grant direct control over another character. Abilities that allow possession, domination, or mind control are separate Talents.

Natural Armor (1-5)

The character possesses natural protection against physical harm. This protection may take the form of thick hide, dense muscle tissue, scales, chitinous plating, blubber, crystalline skin, or similar biological defenses. Natural Armor provides a bonus to the character's Armor rating.

Level	Armor Bonus
1	+1
2	+2
3	+1D
4	+1D+1
5	+1D+2

Natural Armor is always active and does not require equipment. It may be combined with worn armor at the Game Master's discretion.

Natural Communication (1)

The character possesses a specialized method of communication beyond ordinary speech. This communication method may be biological, psionic, magical, technological, or the result of another extraordinary adaptation.

Choose one communication method when this Talent is selected.

Special Effect Examples:

- Telepathic Communication
- Pheromone Communication
- Bioluminescent Signaling
- Ultrasonic Communication
- Infrared Signaling
- Electrical Signaling
- Chemical Communication
- Hive Broadcast
- Empathic Communication
- Color Pattern Communication

The character can communicate using the chosen method with any creature capable of perceiving it. This Talent may be taken multiple times. Each purchase grants a different communication method.

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Natural Melee Weapons (1-5)

The character possesses built-in biological weapons such as claws, fangs, horns, tails, pincers, or similar appendages.

Level	Damage
1	+1D
2	+1D+1
3	+1D+2
4	+2D
5	+3D

The player chooses the form:

- Claws/Talons
- Fangs
- Horns/Tusks
- Tail
- Beak
- Pincers
- Kick
- Trample
- Body Spikes

The form primarily determines narrative appearance and any special maneuver it may enable.

Natural Ranged Weapon (1-5)

The character can project biological or energy-based attacks. Examples include:

- Acid spit
- Venom spray
- Bone darts
- Sonic blast
- Fire breath
- Plasma projection
- Electrical discharge

Level	Damage	Range (in Spaces)
1	+1D	40
2	+2D	80
3	+3D	120
4	+4D	160
5	+5D	200

Possession (1 - 5)

The character can project their consciousness into another living creature and influence or control its actions. This ability may be psionic, spiritual, magical, technological, or the result of another extraordinary power.

The target may resist with an opposed Willpower or appropriate Resistance test.

Level	Effect	Special Effect Examples
1	The character may sense through the target's senses for up to one minute. No control is possible.	Empathic Link, Spirit Sight

2	The character may influence emotions, impulses, or simple decisions. The target retains full control.	Suggestion, Emotional Manipulation
3	The character may seize partial control of a target for one round per Success. The target may resist each round.	Limited Possession, Psychic Override
4	The character may assume control of a target's body while the target remains aware but unable to act. The target may attempt to break free once per scene.	Full Possession, Spirit Riding
5	The character may completely possess a target for an extended duration. The target is effectively suppressed until the possession ends or the target successfully breaks free.	True Possession, Body Theft, Soul Invasion

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

The Game Master has final authority over what creatures may be possessed and the duration of possession. Particularly powerful, alien, or unwilling minds may receive bonuses to resist or may be immune entirely.

Regrowth (1 - 5)

The character can regenerate lost or damaged body parts. This ability may be biological, magical, psionic, technological, or the result of another extraordinary adaptation.

Regrowth does not restore Wounds faster. It only restores body parts, organs, and other anatomical features that have been severed, destroyed, or otherwise rendered unusable.

Level	Effect	Special Effect Examples
1	Restore minor body parts such as fingers, ears, claws, teeth, scales, or similar features within one week.	Reptilian Regrowth, Starfish Biology
2	Restore small appendages and sensory organs within one week.	Regrowing Eyes, Antennae, Tails
3	Restore major limbs and appendages within one month.	Regrowing Arms, Legs, Wings
4	Restore complex organs and multiple lost body parts within one month.	Regrowing Internal Organs, Multiple Limbs
5	Restore virtually any lost body part. If a significant portion of the body survives, complete regeneration is possible within one month.	Troll Regeneration, Biological Reconstruction, Mythic Regrowth

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Regrowth does not restore a dead character to life unless specifically approved by the Game Master.

Shapeshifting (1 - 5)

The character can alter their physical form. This may be biological, magical, psionic, technological, or the result of another extraordinary ability.

Level	Effect	Special Effect Examples
1	Transform a single body part.	Claws, Fangs, Gills, Enhanced Eyes
2	Transform multiple body parts.	Claws and Fangs, Wings, Tail
3	Transform up to half of the body.	Werewolf Hybrid, Aquatic Form
4	Transform the entire body into another creature of similar Size.	Wolf Form, Eagle Form
5	Transform the entire body into virtually any creature or form approved by the Game Master.	Dragon Form, Beast Mastery, True Shapeshifting

The player should define the Special Effect responsible for the Talent when it is selected. The character retains their own mind, memories, and personality while transformed.

Small (1)

The character is smaller than the typical member of their species. Reduce the character's Size by one category and apply all associated Scale modifiers.

Special Effect Examples:

- Diminutive Build
- Compact Frame
- Miniature Physiology
- Small Stature

This Talent may be taken multiple times. Each additional purchase reduces the character's Size by one category.

Teleportation (1 - 5)

The character can instantly transport themselves through space. This ability may be magical, psionic, technological, dimensional, or the result of another extraordinary power.

The character must be able to clearly visualize the destination or have line of sight to it, unless otherwise approved by the Game Master.

Level	Effect	Special Effect Examples
1	Teleport a body part or carried object up to 1 Space.	Blink Hand, Phase Reach, Spatial Shift
2	Teleport part of the body up to 5 Spaces. The character may briefly phase through obstacles or barriers.	Short Blink, Dimensional Slip
3	Teleport the entire body up to 10 Spaces.	Blink, Combat Teleport
4	Teleport the entire body up to 100 Spaces and carry one willing passenger or equivalent mass.	Long-Range Blink, Fold Step
5	Teleport the entire body and multiple passengers to any location within line of sight or a familiar destination known to the character.	True Teleportation, Gate Walking, Fold Travel

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Teleportation does not normally allow travel through time, dimensions, or other realities unless specifically permitted by the Game Master.

Transmutation (1 - 5)

The character can alter the physical properties of matter. This ability may be magical, psionic, technological, or the result of another extraordinary power.

Level	Effect	Special Effect Examples
1	Transform a small object or body part.	Iron Fist, Stone Skin, Wooden Claws
2	Transform multiple body parts or a handheld object.	Steel Arms, Crystal Weapons
3	Transform up to half of a target or object.	Flesh to Stone (Limb), Metal Body
4	Transform an entire creature or large object.	Full Petrification, Living Metal Form
5	Completely transform creatures, objects, or materials into something fundamentally different.	Flesh to Stone, Lead to Gold, Matter Conversion

The player should define the Special Effect responsible for the Talent when it is selected. Living targets may resist unwanted transmutations with an appropriate Resistance test.

Venom (1-5)

Venom is separate from Natural Weapon because poison and damage are fundamentally different effects.

Level	Effect
1	Satmina Check or Stunned
2	Automatically Stunned.
3	Automatically Stunned and can not recovered for D6 hours
4	Damage 2D
5	Damage 4D

Wall Walker (1 - 5)

The character can adhere to and move across walls, ceilings, and other surfaces that would normally be impossible to traverse. This ability may be biological, psionic, magical, technological, or the result of another extraordinary adaptation.

Level	Effect	Special Effect Examples
1	The character gains +1D to Athletics tests involving climbing and may move across rough vertical surfaces without penalty.	Adhesive Pads, Clinging Claws
2	The character gains +2D to Athletics tests involving climbing and may move at full Move on vertical surfaces.	Gecko Feet, Spider Claws
3	The character may move across smooth vertical surfaces and ceilings at half Move.	Adhesive Secretions, Gravity Adhesion
4	The character may move across any solid surface, including ceilings, at full Move.	Wall Crawling, Molecular Adhesion
5	The character may traverse virtually any surface, regardless of texture, orientation, or environmental conditions.	Perfect Adhesion, Gravity Manipulation, Supernatural Clinging

The player should define the Special Effect responsible for the Talent when it is selected. The Special Effect is primarily narrative and does not alter the mechanics unless noted otherwise by the Game Master.

Wall Walker does not grant the ability to fly. The character must remain in contact with a surface at all times.

Special Talent Enhancements & Limitations

While a Talent's Level determines its overall power, Enhancements and Limitations allow players to customize Talents to better fit a character concept.

Enhancements improve a Talent beyond its normal capabilities, while Limitations restrict a Talent in some way. A Talent may have multiple Enhancements and Limitations, subject to Game Master approval.

Enhancements and Limitations should always be reflected in the character's story and Special Effects. They are not intended solely as mechanical modifiers.

Enhancements

Additional Effect (+1 to +3): The Talent gains an additional beneficial effect beyond its normal function. The more useful the effect, the greater the Level increase.

Examples:

- Natural Armor reflects damage to attackers.
- Flight creates strong winds.
- Harmful Touch inflicts lingering pain.
- Enhanced Senses grant a tracking bonus.

A Talent may have this Enhancement multiple times.

Extended Range (+1): The Talent affects targets at a greater distance than normal. Each purchase increases the Talent's effective range by one category, as determined by the Game Master. For Talents that normally require physical contact, a single Extended Range Enhancement allows the Talent to be used at Short Range.

Examples:

- Harmful Touch becomes a ranged attack.
- Possession can affect distant targets.
- Teleportation gains increased distance.
- Animal Control affects creatures farther away.

This Enhancement may be selected multiple times.

Multiple Targets (+1 Level per Target): The Talent may affect additional targets simultaneously. Each purchase grants one additional target without requiring a Multi-Action penalty.

Examples:

- Affect multiple creatures with Animal Control.
- Teleport several companions.
- Possess multiple targets.
- Heal several allies simultaneously.

This Enhancement may be selected multiple times.

Bestow (+50% Talent Cost): The character may temporarily grant the Talent to others. The player must define who may receive the Talent when this Enhancement is selected.

Examples:

- Grant Flight to an ally.
- Share Accelerated Healing.
- Bestow Extranormal abilities.
- Transfer Enhanced Senses.

The recipient controls the Talent for as long as the granting character allows. This Enhancement may only be selected once per Talent.

Limitations

Ability Loss (-1 to -3): Under specific circumstances, the Talent becomes unavailable. The more common the circumstance, the greater the reduction.

Examples:

- Flight functions only at night.
- Shapeshifting works only during a full moon.
- Enhanced Senses fail in bright light.

Allergy (-1 to -3): Exposure to a specific substance or condition interferes with the Talent. Minor Allergies reduce effectiveness, while severe Allergies may prevent use entirely.

Examples:

- Silver interferes with Regeneration.
- Sunlight weakens Shapeshifting.
- Smoke disrupts Enhanced Senses.

A Talent may only have one Allergy, though multiple allergens may be associated with it.

Burn-Out (-1 to -5)

Under a specific set of circumstances, the Talent may be permanently lost. The more likely the Burn-Out condition, the greater the reduction.

Examples:

- A magical blessing that vanishes if an oath is broken.
- A mutation that burns itself out after overuse.
- A cursed power that disappears after fulfilling its purpose.

Cybernetic (-1): The Talent is provided by an implanted or artificial device. The Talent is vulnerable to all effects that normally affect cybernetic systems.

Examples:

- Artificial wings.
- Targeting implants.
- Synthetic armor plating.

This Limitation may only be selected once per Talent.

Price (-1): The Talent requires a cost to activate or maintain. The greater the cost, the more times this Limitation may be selected.

Examples:

- Spend Character Points.
- Spend Fate Points.
- Consume rare materials.
- Suffer Fatigue.
- Draw blood.

Restricted (-1 to -5): The Talent functions only under limited circumstances. The more restrictive the condition, the greater the reduction.

Examples:

- Works only against a specific creature type.
- Functions only underwater.
- Requires direct sunlight.
- Requires spoken commands.

This Limitation may be selected multiple times.

Side Effect (-1 to -3): Using the Talent causes an undesirable secondary effect. The more severe the consequence, the greater the reduction.

Examples:

- Glowing eyes.
- Loud humming.
- Visible energy discharge.
- Temporary weakness.
- Disturbing appearance.

Super-Science Item (-2): The Talent resides in a unique device, weapon, artifact, or piece of equipment. The item may be lost, stolen, damaged, or destroyed. On a Critical Failure, the item malfunctions and requires repair before it may be used again.

Examples:

- Experimental power armor.
- Prototype teleportation belt.
- Energy staff.
- Alien artifact.

This Limitation may not be combined with Cybernetic.

Drawbacks

No character is perfect. Every individual has weaknesses, limitations, obligations, or personal challenges that shape who they are. Drawbacks represent these defining flaws, whether they are physical, psychological, social, or biological in nature. While they can complicate a character's life and create new challenges, they also add depth, personality, and opportunities for memorable roleplaying. Like Talents, most Drawbacks are rated by Level, with higher Levels representing more significant limitations. Players should choose Drawbacks that enhance the story and help define their character rather than simply seeking mechanical benefits.

Drawbacks (Negative Traits)

General - General Drawbacks represent personal weaknesses, obligations, social complications, or other limitations that shape a character's life. They create meaningful challenges and roleplaying opportunities without defining the character or preventing them from contributing to the adventure.

Species Flaws -Special Flaws represent unusual, supernatural, or extraordinary afflictions that fall outside the scope of normal personal or biological limitations. They are often tied to magic, psionics, advanced technology, or unique story elements and should be selected only with the Game Master's approval.

General Drawback

Addiction (1 - 5)

The character suffers from a physical or psychological dependence on a substance, activity, or behavior. Common addictions include alcohol, narcotics, stimulants, gambling, violence, virtual reality, or other compulsive habits appropriate to the setting. The character must regularly satisfy their addiction or suffer the effects of withdrawal.

Level	Effect
1	Mild addiction. Missing the required substance or activity causes the character to become Stymied until the craving is satisfied.
2	Moderate addiction. Prolonged withdrawal causes the character to become Stymied and suffer -1 to all skill tests.
3	Serious addiction. Withdrawal causes the character to become Stunned and suffer -1D to all skill tests until the addiction is satisfied.
4	Severe addiction. Withdrawal inflicts 1 Wound and -1D to all skill tests until the addiction is satisfied or appropriate medical treatment is received.

5	Crippling addiction. Without regular access to the addiction, the character becomes Stunned, suffers 1 Wound, and cannot naturally recover from additional Wounds until the withdrawal is treated or the addiction is satisfied.
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The frequency with which the addiction must be satisfied depends on its nature and should be determined when this Drawback is selected. A mild caffeine addiction may require only daily use, while an exotic narcotic or supernatural dependency might require more frequent attention. Overcoming an Addiction should be a significant story event requiring extended treatment, exceptional willpower, or both, at the Game Master's discretion.

Age (1 - 5)

The character is either unusually young or unusually old for their species. Their age affects their physical and mental capabilities, whether through inexperience and immaturity or the effects of advancing years. Choose Youth or Elder when this Drawback is selected.

Level	Effect
1	Reduce one Attribute by 1.
2	Reduce one Attribute by 2, or two different Attributes by 1 each.
3	Reduce one Attribute by 1D, or distribute an equivalent penalty among multiple Attributes.
4	Reduce one Attribute by 1D+1, or distribute an equivalent penalty among multiple Attributes.
5	Reduce one Attribute by 2D, or distribute an equivalent penalty among multiple Attributes.

Youth: The penalties represent physical and emotional immaturity. As the character matures, the Game Master may allow some or all of these penalties to be removed through normal character advancement or significant passage of time.

Elder: The penalties represent the effects of old age. At the Game Master's discretion, an Elder character may occasionally suffer additional age-related complications during a long-running campaign.

Amnesia (1 - 5)

The character has lost part or all of their memories. Whether caused by trauma, disease, psionic manipulation, magical effects, or some other event, forgotten memories occasionally complicate the character's life. The missing memories should be determined in cooperation with the Game Master and may become important during the campaign.

Level	Effect
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1	The character has forgotten isolated memories or specific events. Occasionally, important information is unavailable until it is rediscovered.
2	Large portions of the character's past are missing, including relationships, training, or significant life events.
3	The character remembers little of their personal history. Former allies, enemies, or obligations may unexpectedly return.
4	The character has virtually no memory of their previous life, though instinctive knowledge and learned skills remain intact.
5	Complete amnesia. The character remembers nothing of their identity, history, or former life. The Game Master is encouraged to introduce forgotten enemies, allies, secrets, or consequences as major story elements throughout the campaign.

At the Game Master's discretion, forgotten memories may gradually return through significant story events, allowing the Drawback to diminish or eventually be removed.

Bigotry (1 - 5)

The character harbors a deep prejudice or irrational dislike toward a particular group of people. The target of this prejudice should be determined when this Drawback is selected and may be based on species, culture, nationality, religion, social class, political affiliation, profession, genetic modification, psionic ability, or another distinguishing characteristic.

Level	Effect
1	The character's prejudice is mild but noticeable. They suffer a -1 penalty to affected social interactions with members of the targeted group.
2	The penalty increases to -2 , and the character finds it difficult to conceal their feelings.
3	The character suffers a $-1D$ penalty to affected social interactions and may refuse cooperation or assistance when dealing with members of the targeted group.
4	The penalty increases to $-1D+1$, and the character's prejudice frequently creates conflict or poor judgment.
5	The character suffers a $-2D$ penalty to affected social interactions. At the Game Master's discretion, the character's prejudice may cause them to ignore good advice, refuse necessary cooperation, or take unnecessary risks when dealing with the targeted group.

The prejudice should be significant enough to create meaningful roleplaying opportunities and occasional complications, but it should not prevent the character from participating in the game. This Drawback reflects the character's personal beliefs and attitudes, regardless of whether those beliefs are justified.

Compulsion (1 - 5)

The character is driven by an irresistible compulsion that influences their behavior. Whether it is an obsession, habit, addiction to a particular activity, or an overwhelming psychological urge, resisting the compulsion requires considerable self-control. The nature of the compulsion should be determined when this Drawback is selected.

Level	Effect
1	Minor compulsion. Resisting the urge requires an Easy Willpower test.
2	Moderate compulsion. Resisting the urge requires a Moderate Willpower test. Failure causes the character to become Stymied until the compulsion is satisfied or the situation ends.
3	Strong compulsion. Resisting the urge requires a Difficult Willpower test. Failure causes the character to act upon the compulsion if reasonably possible.
4	Severe compulsion. The character automatically follows the compulsion unless they succeed at a Heroic Willpower test. Even on a success, they become Stymied for the remainder of the scene.
5	Overwhelming compulsion. The character is effectively unable to resist the urge except under the most extraordinary circumstances, as determined by the Game Master.

Examples of compulsions include compulsive stealing, pathological honesty, obsessive cleanliness, gambling, collecting trophies, constant lying, proving one's superiority, practical jokes, ritualistic behavior, counting objects, or an overwhelming need to "fix" broken things.

Conviction (1 - 5)

The character possesses an unwavering devotion to a person, cause, belief, organization, sense of duty, code of honor, or ideal. This conviction guides their actions and often takes precedence over personal comfort, safety, or self-interest. The nature of the conviction should be determined when this Drawback is selected.

Level	Effect
1	The conviction occasionally influences the character's decisions and behavior.
2	The character routinely places their conviction above personal gain or convenience.
3	The conviction is central to the character's identity. Acting against it requires a successful Moderate Willpower test.

4	The character will willingly endure significant hardship or danger rather than betray their conviction. Acting against it requires a successful Difficult Willpower test.
5	The conviction defines the character's life. They will willingly sacrifice wealth, status, relationships, freedom, or even their life rather than knowingly violate it. Acting against the conviction requires a successful Heroic Willpower test.

Examples of Convictions include loyalty to a military unit, devotion to a deity, a strict code of honor, an oath to protect another, unwavering patriotism, a sacred quest, or a willingness to die for a cause.

Curse (1 - 5)

The character is afflicted by a supernatural, mystical, or otherwise inexplicable curse that regularly complicates their life. The nature of the curse should be determined when this Drawback is selected. A curse may affect the character physically, mentally, socially, spiritually, or simply through extraordinary misfortune.

Level	Effect
1	The curse is a minor nuisance that occasionally creates complications or imposes a –1 penalty when relevant.
2	The curse becomes more noticeable, imposing a –2 penalty or creating more frequent complications.
3	The curse significantly affects the character's life, imposing a –1D penalty when relevant or regularly creating meaningful story complications.
4	The curse imposes a –1D+1 penalty or creates severe and recurring complications that are difficult to avoid.
5	The curse is a defining aspect of the character's life, imposing a –2D penalty when relevant or creating dramatic complications that can alter the course of an adventure.

Examples include supernatural bad luck, prophetic nightmares, an inability to tell lies, attracting hostile spirits, animals instinctively fearing the character, technological devices malfunctioning in the character's presence, a family curse, or another appropriate affliction agreed upon by the player and Game Master.

A Curse should create interesting roleplaying opportunities and memorable story complications rather than simply penalizing the character.

For example: Curse of Misfortune (Bad Luck), Curse of Nightmares, Curse of Truth, Curse of Silence, Curse of Ashes, Curse of Shadows, Curse of Blood, Curse of the Beast, Curse of Decay, or Curse of Eternal Hunger

Debt (1 - 5)

The character owes a significant debt to another individual, organization, or institution. The debt may be financial, personal, moral, or contractual, but it cannot be easily ignored without consequences. Choose the nature of the debt and who it is owed to when this Drawback is selected.

Level	Effect
1	The debt is manageable but occasionally creates complications or requires repayment through money, favors, or service.
2	The debt requires regular payments or obligations, limiting the character's freedom and resources. Failure to meet these expectations may result in penalties or unwanted attention.
3	The debt is substantial and significantly influences the character's decisions. Creditors or interested parties regularly expect repayment, favors, or continued service.
4	The debt is overwhelming. The character is under constant pressure to repay it, and failure to do so may result in legal action, imprisonment, violence, or the loss of valuable property or relationships.
5	The debt dominates the character's life. Powerful individuals or organizations actively enforce repayment, and the character has little realistic hope of escaping the obligation without extraordinary effort or intervention.

A Debt may involve money, favors, sworn promises, life debts, family obligations, or other commitments. The Game Master should use this Drawback to create meaningful story opportunities and difficult choices rather than constant punishment.

Dependency (1 - 5)

The character depends upon a particular substance, treatment, activity, environment, or condition to remain healthy or function normally. Unlike an Addiction, this dependency is not driven by craving, but by genuine physical, psychological, or emotional necessity. The exact nature of the dependency should be determined when this Drawback is selected.

Level	Effect
1	Missing the dependency causes the character to become Stymied until it is satisfied.
2	Prolonged deprivation causes the character to become Stunned.
3	The character suffers -1D to all actions while the dependency remains unmet.
4	Continued deprivation inflicts 1 Wound in addition to the Level 3 effects.

5	The dependency is vital to survival. The character suffers 1 Wound at regular intervals until the dependency is satisfied or appropriate treatment is received.
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The frequency with which the dependency must be satisfied depends upon its nature and should be determined when this Drawback is selected.

Eccentricity (1 - 5)

The character has an unusual habit, mannerism, superstition, or personal ritual that others find odd, distracting, or inconvenient. While generally harmless, the eccentricity occasionally creates complications or interferes with social situations. Choose the nature of the eccentricity when this Drawback is selected.

Level	Effect
1	The eccentricity is noticeable and occasionally causes minor inconveniences or a -1 penalty when it becomes relevant.
2	The penalty increases to -2, and the behavior becomes more difficult to ignore or suppress.
3	The character suffers a -1D penalty when the eccentricity interferes with the situation and may find it difficult to ignore their habit or ritual.
4	The penalty increases to -1D+1.
5	The character suffers a -2D penalty when the eccentricity becomes relevant. At the Game Master's discretion, the behavior may significantly complicate social interactions or prevent the character from acting normally until the eccentricity is satisfied or accommodated.

Examples include always speaking in the third person, collecting seemingly worthless objects, refusing to shake hands, insisting on strict rituals, speaking only in formal language, organizing possessions obsessively, constantly quoting famous figures, or another distinctive habit agreed upon by the player and Game Master.

An Eccentricity should be unusual and memorable, but not so disruptive that it overshadows the character or the game.

Enemy (1 - 5)

The character has made a dangerous enemy who actively seeks to oppose, capture, ruin, or destroy them. The enemy's motives, resources, and methods should be determined in cooperation with the Game Master. An Enemy should appear often enough to complicate the character's life, but not so frequently that it overshadows the campaign.

Level	Enemy
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1	A single individual or small local rival with limited influence and resources.
2	A skilled adversary or small organization capable of causing recurring problems.
3	A powerful individual, criminal organization, military unit, or influential faction with significant resources.
4	A major organization, government agency, noble house, or similar group with extensive reach and the means to pursue the character across regions or worlds.
5	One of the most powerful individuals or organizations in the setting actively seeks the character's downfall. Their influence is widespread, and escaping their attention is extremely difficult.

The exact nature of the enemy should be determined when this Drawback is selected. An Enemy may seek revenge, justice, profit, political advantage, or another objective, but should always create meaningful story opportunities rather than simply serving as a recurring combat encounter.

Greedy (1 - 5)

The character places an unusually high value on wealth, possessions, or personal gain. Whether driven by avarice, ambition, or an insatiable desire to acquire more, they often place profit ahead of convenience, loyalty, or even personal safety. The exact nature of the character's greed should be determined when this Drawback is selected.

Level	Effect
1	The character dislikes passing up opportunities for profit but can usually exercise restraint.
2	The character regularly takes unnecessary risks when significant wealth or valuable items are involved. Resisting temptation requires an Easy Willpower test.
3	Wealth is a major motivator. Resisting lucrative opportunities requires a Moderate Willpower test. Failure means the character pursues the reward if reasonably possible.
4	The character is consumed by greed. Resisting valuable opportunities requires a Difficult Willpower test, and failure may cause them to betray agreements or ignore obvious dangers.
5	The pursuit of wealth defines the character. Only extraordinary circumstances or a successful Heroic Willpower test can prevent them from pursuing a valuable prize, regardless of the risks or consequences.

Greed may be motivated by money, precious objects, rare artifacts, land, power, influence, or any other form of wealth appropriate to the setting. The Drawback should create meaningful roleplaying opportunities and difficult choices rather than forcing reckless or self-destructive behavior.

Hindrance (1 - 5)

The character suffers from a persistent physical, mental, or sensory impairment that makes certain actions more difficult. The exact nature of the Hindrance should be determined when this Drawback is selected, along with the skills, Attributes, or situations it affects. Hindrances should be significant enough to create meaningful challenges, but not so severe that they make the character unplayable.

Level	Effect
1	The Hindrance imposes a -1 penalty to affected actions.
2	The penalty increases to -2.
3	The Hindrance imposes a -1D penalty to affected actions.
4	The penalty increases to -1D+1.
5	The Hindrance imposes a -2D penalty to affected actions and may prevent particularly demanding tasks at the Game Master's discretion.

A Hindrance should normally affect a limited group of related skills or situations rather than all actions. Examples include a bad knee affecting Athletics, a tremor affecting fine manipulation, chronic pain during strenuous activity, poor balance, a speech impediment affecting social interactions, or another appropriate impairment. This Drawback may be selected multiple times, each time representing a different Hindrance.

Illiterate (1 - 5)

The character cannot read or write proficiently in one or more languages. While they may recognize common symbols, signs, or simple words, written communication is difficult or impossible without assistance. The exact scope of the illiteracy should be determined when this Drawback is selected.

Level	Effect
1	The character can recognize simple words and symbols but suffers a -1 penalty to tasks requiring reading or writing.
2	The penalty increases to -2.
3	The character suffers a -1D penalty to reading, writing, research, and other literacy-based tasks.
4	The penalty increases to -1D+1.
5	The character is effectively unable to read or write the affected language(s) without assistance and suffers a -2D penalty to literacy-based tasks. The Game Master may rule that certain written information cannot be understood at all.

Illiteracy may result from a lack of education, cultural background, neurological limitations, or another appropriate reason. This Drawback may be selected multiple times, each time applying to a different language or writing system.

Low Self-Confidence (1 - 5)

The character consistently doubts their own abilities, hesitates under pressure, and is reluctant to trust their own judgment. Even when capable, they often second-guess themselves or expect failure.

Level	Effect
1	The character suffers a -1 penalty when attempting particularly stressful or high-pressure tasks.
2	The penalty increases to -2 .
3	The character suffers a $-1D$ penalty to stressful or high-pressure actions and may hesitate before acting in critical situations.
4	The penalty increases to $-1D+1$.
5	The character suffers a $-2D$ penalty to stressful or high-pressure actions. At the Game Master's discretion, particularly intimidating or overwhelming situations may require the character to pause or gather themselves before acting.

This Drawback should only affect situations where doubt or anxiety would reasonably interfere with performance, not routine or familiar tasks.

Mental Instability (1 - 5)

The character suffers from a significant psychological or emotional condition that occasionally interferes with their judgment, perception, or behavior. Choose the nature of the condition when this Drawback is selected. It should create meaningful complications without making the character unplayable.

Level	Effect
1	The condition is mild, causing occasional complications or a -1 penalty when it becomes relevant.
2	The penalty increases to -2 , and the condition manifests more frequently.
3	The character suffers a $-1D$ penalty when the condition is triggered and may temporarily lose focus or act irrationally at the Game Master's discretion.
4	The penalty increases to $-1D+1$, and episodes become more disruptive.

5	The character suffers a –2D penalty when the condition is triggered. Severe episodes may temporarily impair the character's judgment, perception, or behavior at the Game Master's discretion.
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Examples include hallucinations, delusions, compulsive behavior, pathological lying, unhealthy paranoia, dissociative episodes, obsessive tendencies, or another significant psychological condition agreed upon by the player and Game Master.

This Drawback should be chosen with care. Its purpose is to create interesting roleplaying opportunities and meaningful complications rather than disrupt the game.

Obligation (1 - 5)

The character has a significant responsibility, commitment, or duty that regularly demands their time, attention, or resources. The obligation may be voluntary or imposed, but it is not something the character can simply ignore without consequences.

Choose the nature of the obligation when this Drawback is selected. Examples include military service, employment, family responsibilities, membership in an organization, religious duties, political office, sworn service, contractual commitments, or another ongoing responsibility.

Level	Effect
1	The obligation is occasional and creates minor inconveniences or conflicts with the character's plans.
2	The obligation requires regular attention and frequently influences the character's decisions or availability.
3	The obligation is a major part of the character's life. Ignoring it can result in disciplinary action, financial penalties, or the loss of important relationships or privileges.
4	The obligation demands a significant portion of the character's time and loyalty. Failure to fulfill it carries severe personal, professional, or legal consequences.
5	The obligation largely defines the character's life. It frequently directs their actions, and abandoning or failing it may result in imprisonment, exile, ruin, or other serious repercussions.

An Obligation should generate interesting story opportunities and meaningful choices rather than simply restrict the character's actions. The player and Game Master should work together to determine how often the obligation becomes relevant during play.

Personality Flaw (1 - 5)

The character possesses a persistent personality trait that regularly creates social, professional, or personal difficulties. Choose the nature of the flaw when this Drawback is selected. It should be

significant enough to complicate interactions and influence the character's decisions without making the character unplayable.

Examples: Arrogant, Blunt, Cocky, Cowardly, Condescending, Cruel, Impatient, Indecisive, Jealous, Judgmental, Overconfident, Passive-aggressive, Pessimistic, Procrastinator, Quick-tempered, Rude, Sarcastic, Self-centered, Socially awkward, Stubborn, Vain.

Level	Effect
1	The flaw occasionally causes problems. The character suffers a -1 penalty to affected social interactions when the flaw is relevant.
2	The penalty increases to -2 .
3	The character suffers a $-1D$ penalty to affected social interactions and may occasionally alienate others through their behavior.
4	The penalty increases to $-1D+1$.
5	The character suffers a $-2D$ penalty to affected social interactions. At the Game Master's discretion, the flaw may also cause NPCs to refuse assistance, react negatively, or complicate negotiations.

Examples include arrogance, rudeness, condescension, excessive pride, blunt honesty, habitual sarcasm, a quick temper, passive aggression, social awkwardness, stubbornness, vanity, or another personality trait that consistently creates complications.

This Drawback may be selected multiple times, each time representing a different Personality Flaw.

Phobia (1 - 5)

The character has an intense and persistent fear of a specific object, creature, environment, or situation. Choose the source of the phobia when this Drawback is selected. Whenever the character is confronted with their fear, they must struggle to overcome their instinct to avoid it.

Level	Effect
1	The character suffers a -1 penalty to actions while confronted with the source of the phobia.
2	The penalty increases to -2 .
3	The character suffers a $-1D$ penalty to actions while exposed to the source of the phobia and may hesitate before approaching it.
4	The penalty increases to $-1D+1$.

5	The character suffers a –2D penalty to actions while exposed to the source of the phobia. At the Game Master's discretion, overwhelming exposure may force the character to retreat, freeze, or seek escape until they regain their composure.
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Examples include fear of heights, enclosed spaces, deep water, fire, darkness, insects, reptiles, crowds, blood, confined vehicles, or another specific object or situation agreed upon by the player and Game Master.

A phobia should be significant enough to create meaningful challenges but should not be so broad that it dominates every adventure.

Poor Memory (1 - 5)

The character has difficulty remembering names, facts, directions, events, or other learned information. They frequently forget details that others would easily recall and may need reminders or written notes to compensate.

Level	Effect
1	The character suffers a –1 penalty to tasks involving memory or recall.
2	The penalty increases to –2.
3	The character suffers a –1D penalty to memory-based tasks and may occasionally forget important details at the Game Master's discretion.
4	The penalty increases to –1D+1.
5	The character suffers a –2D penalty to memory-based tasks and may be unable to recall significant information without outside assistance or extensive prompting.

This Drawback affects recalling information the character has previously learned or experienced. It does not reduce intelligence or reasoning ability, only the ability to remember information when it is needed.

Prejudice (1 - 5)

The character belongs to a group that is feared, distrusted, disliked, or openly discriminated against by others. The source of the prejudice should be determined when this Drawback is selected and may be based on species, culture, nationality, social status, religion, occupation, genetic modification, psionic ability, criminal history, political affiliation, or another distinguishing characteristic.

Level	Effect
1	The prejudice is relatively minor or localized. The character suffers a –1 penalty to affected social interactions when the prejudice is relevant.
2	The penalty increases to –2, and discrimination becomes more common.

3	The character suffers a -1D penalty to affected social interactions and may be denied assistance, opportunities, or trust by those who hold the prejudice.
4	The penalty increases to -1D+1 , and the character is frequently treated with suspicion or hostility.
5	The character suffers a -2D penalty to affected social interactions. At the Game Master's discretion, the character may face open hostility, persecution, denial of services, or other significant consequences because of the prejudice.

The effects of this Drawback depend on the campaign setting and should only apply when the source of the prejudice is relevant. This Drawback is intended to create meaningful roleplaying opportunities and story complications rather than constant penalties.

Simple Minded (1 - 5)

The character has difficulty with abstract reasoning, complex problem-solving, or understanding complicated concepts. They tend to think in straightforward, literal terms and may struggle with planning, subtlety, or unfamiliar ideas. This Drawback does not affect the character's personality, morals, or common sense.

Level	Effect
1	The character suffers a -1 penalty to tasks involving complex reasoning, analysis, or problem-solving.
2	The penalty increases to -2 .
3	The character suffers a -1D penalty to complex reasoning and analytical tasks.
4	The penalty increases to -1D+1 .
5	The character suffers a -2D penalty to complex reasoning and analytical tasks. At the Game Master's discretion, exceptionally complicated plans, puzzles, or abstract concepts may simply be beyond the character's understanding.

This Drawback affects reasoning and comprehension rather than memory or personality. A simple-minded character may still be loyal, courageous, perceptive, or highly skilled in practical tasks despite struggling with complex ideas.

Technological Illiteracy (1 - 5)

The character has little experience with modern technology or struggles to understand advanced devices. Whether due to upbringing, isolation, cultural beliefs, or lack of education, they find sophisticated technology confusing and difficult to operate.

Level	Effect
1	Suffer -1 to skill tests involving unfamiliar technology.
2	Suffer -2 to such skill tests.
3	Suffer -1D to skill tests involving advanced devices, computers, vehicles, or other unfamiliar technology.
4	Suffer -1D+1 to such skill tests. Complex technology generally requires assistance or instruction before it can be used successfully.
5	Suffer -2D to all skill tests involving advanced technology. The character is unable to operate complex devices without extensive training or supervision.

This Drawback applies only to technology beyond the character's cultural or educational background. Familiar tools and equipment are used normally.

Wanted (1 - 5)

The character is actively sought by a government, law enforcement agency, military organization, criminal syndicate, or other influential group. Whether guilty or innocent, their identity is known, and discovery can result in pursuit, arrest, or other serious consequences.

Level	Effect
1	The character is wanted in a limited region or by a small organization. Discovery is uncommon but can create complications.
2	The bounty or interest is more widespread. The character must exercise caution when dealing with authorities or affiliated groups.
3	The character is wanted across multiple regions or by a powerful organization. Routine travel and public appearances become increasingly risky.
4	The character is one of the organization's highest-priority targets. Agents or bounty hunters actively search for them, and assistance from lawful authorities becomes difficult to obtain.
5	The character is infamous or considered an extreme threat. Their identity is widely known, and powerful forces devote significant resources to locating and capturing-or eliminating-them.

When selecting this Drawback, determine who wants the character, why they are wanted, and what consequences they face if captured. The Game Master should use this Drawback to create interesting complications and adventure hooks rather than constantly preventing the character from participating in the game.

Species Flaws

Not every species is defined solely by its strengths. Just as many possess remarkable natural abilities, they may also have inherent biological, physiological, or instinctive limitations that shape their evolution and culture. Species Flaws represent these inborn weaknesses, from unusual dietary needs and environmental dependencies to sensory impairments and instinctive behaviors. Like Species Talents, most Species Flaws are rated by Level, with higher Levels representing more severe limitations. Together, Species Talents and Species Flaws provide a balanced framework for creating distinctive, believable, and memorable species.

Allergy (1 - 5)

The character suffers an abnormal reaction to a specific substance or environmental condition that is normally harmless to others. Common allergens include certain foods, pollens, chemicals, smoke, sunlight, metals, or exotic compounds. The allergen should be determined when this Flaw is selected.

Level	Effect
1	Exposure causes discomfort and distraction. The character suffers -1D to all actions while exposed.
2	As Level 1, and the character must succeed at an Easy Stamina test each round or become Stunned .
3	As Level 2, but the Stamina test is Moderate .
4	As Level 3, and each failed Stamina test also inflicts 1 Wound .
5	Severe allergic reaction. The character must make a Difficult Stamina test each round while exposed. Failure inflicts 1 Wound , and the character remains Stunned until the exposure ends.

The effects of an Allergy persist only while the character remains exposed to the allergen. Removing the allergen or receiving appropriate treatment ends the reaction, though any Wounds suffered remain until healed normally.

Accelerated Metabolism (1 - 5)

The character's metabolism consumes energy and resources at an unusually rapid rate. As a result, they require more frequent food, water, oxygen, or other life-sustaining resources than most members of their environment. The exact nature of these requirements should be determined when this Flaw is selected.

Level	Effect
1	The character requires roughly twice the normal amount of sustenance. Missing a meal or equivalent period of nourishment causes the character to become Stymied until adequately supplied.
2	The character requires frequent nourishment. Prolonged deprivation causes the character to become Stunned until their needs are met.
3	As Level 2, and each extended period of deprivation inflicts 1 Wound in addition to the normal effects.
4	The character has extreme metabolic demands. They become Stymied much sooner than normal, followed by Stunned , and then suffer 1 Wound for each additional period of deprivation.
5	The character's survival depends upon constant access to specialized sustenance. Without it, they rapidly become Stunned and suffer 1 Wound at regular intervals until their needs are met or they perish.

The exact interval before deprivation takes effect depends upon the creature's biology and the type of sustenance required, as determined by the Game Master. This Flaw may represent an increased need for food, water, oxygen, heat, sunlight, radiation, or another naturally occurring energy source.

Atmospheric Incompatibility (1 - 5)

The character's physiology is adapted to a specific atmospheric composition and cannot function properly in more common environments. They may require specialized breathing equipment, medication, environmental suits, or controlled habitats to survive outside their native atmosphere.

Level	Effect
1	Unfamiliar atmospheres cause discomfort. The character is Stymied until provided with appropriate filtration, medication, or environmental support.
2	The character requires a respirator, breathing filter, or periodic medication. Without it, they become Stunned after prolonged exposure.
3	Without proper life support, the character becomes Stunned and suffers 1 Wound after continued exposure.
4	The character requires a sealed environmental suit or equivalent life-support system. Without protection, they suffer 1 Wound at regular intervals until removed from the hostile atmosphere.
5	The character cannot survive outside their native atmospheric conditions. Exposure to an incompatible atmosphere causes immediate physiological failure, inflicting 1 Wound each round until proper life support is restored or the character dies.

The exact atmospheric requirements should be defined when this Flaw is selected. These may include unusual gas mixtures, atmospheric pressure, humidity, temperature, or the absence of substances commonly found in other environments.

Contagious (1 - 5)

The character carries a contagious biological, technological, magical, or supernatural condition that can be transmitted to others. The exact nature of the contagion, how it spreads, and the effects it has on those infected should be determined when this Flaw is selected. A Contagion should always create as many complications as benefits.

When the character exposes another creature to the contagion, make an opposed **Strength** test. The character adds the bonus listed below to the roll.

Level	Effect
1	+1 to infection attempts. Transmission requires close or prolonged contact.
2	+2 to infection attempts. Transmission occurs through normal physical contact or minor injuries.
3	+1D to infection attempts. The contagion spreads readily through the chosen method.
4	+1D+1 to infection attempts. The contagion is highly infectious and difficult to contain.
5	+2D to infection attempts. The character is an extremely potent carrier capable of rapidly spreading the contagion.

The contagion may transmit Talents, Species Flaws, Drawbacks, diseases, parasites, curses, nanites, mutations, or other effects appropriate to the setting. The exact effects and method of transmission must be approved by the Game Master.

Being Contagious often creates serious social consequences. The character may be feared, hunted, quarantined, or blamed for outbreaks, making this Flaw as much a narrative burden as a biological one.

Dietary Dependency (1 - 5)

The character's biology depends upon a specific nutrient, element, compound, or food source not commonly available in most environments. Without regular access to this substance, the character's health gradually deteriorates. The required substance should be determined when this Flaw is selected.

Level	Effect
1	The required nutrient is uncommon but generally obtainable. Without it, the character becomes Stymied after an extended period.
2	The required substance is difficult to obtain. Prolonged deprivation causes the character to become Stunned.

Level	Effect
3	As Level 2, but continued deprivation also inflicts 1 Wound at regular intervals until the dependency is satisfied.
4	The required substance is rare or difficult to manufacture. The character quickly becomes Stunned, followed by 1 Wound for each additional period of deprivation.
5	The character depends upon an extremely rare or exotic substance. Without it, they rapidly suffer 1 Wound at regular intervals until the dependency is satisfied or they perish.

The exact period before deprivation takes effect depends upon the biology of the species and the rarity of the required substance, as determined by the Game Master. Examples include unusual minerals, rare plants, specialized proteins, radioactive isotopes, magical reagents, exotic gases, or other unique sources of nourishment.

Fragile Physique (1 - 5)

The character's body is unusually fragile due to light bone structure, delicate tissues, brittle physiology, or other biological limitations. As a result, they are more susceptible to physical injury than most creatures of their size.

Level	Effect
1	Reduce the character's Damage Resistance Total by 1 against physical attacks.
2	Reduce the character's Damage Resistance Total by 2 against physical attacks.
3	Reduce the character's Damage Resistance Total by 1D against physical attacks.
4	Reduce the character's Damage Resistance Total by 1D+1 against physical attacks.
5	Reduce the character's Damage Resistance Total by 2D against physical attacks.

Fragile Physique affects only physical damage. It does not reduce resistance to diseases, poisons, environmental hazards, or mental attacks unless those effects also inflict physical damage.

Impaired Sense (1 - 5)

One of the character's natural senses is significantly less effective than normal. Choose a single sense when this Flaw is selected, such as Vision, Hearing, Smell, Taste, Touch, or another appropriate sense. The character suffers penalties whenever that sense is the primary means of perceiving or interacting with the environment.

Level	Effect
1	Suffer -1 to skill tests that primarily rely on the chosen sense.

2	Suffer -2 to such skill tests.
3	Suffer -1D to such skill tests.
4	Suffer -1D+1 to such skill tests and become Stymied whenever the impaired sense is critical to the task being attempted.
5	Suffer -2D to such skill tests. When the impaired sense is essential, the character is Stymied until the situation changes or another sense can compensate.

This Flaw may be selected multiple times, each time applying to a different sense.

Instinctive Aversion (1 - 5)

The character possesses a deeply ingrained aversion to a particular behavior, situation, object, or social custom. Whether rooted in instinct, evolution, or centuries of cultural conditioning, encountering the trigger causes significant discomfort and interferes with the character's ability to function normally. The specific aversion should be chosen when this Flaw is selected.

Level	Effect
1	When exposed to the trigger, the character becomes Stymied until they leave the situation or the trigger is removed.
2	As Level 1, plus the character must succeed at an Easy Willpower test to willingly remain in the situation.
3	As Level 2, but the Willpower test is Moderate. Failure also causes the character to become Stunned for one round.
4	The character must succeed at a Difficult Willpower test to resist the instinct. Failure compels them to avoid, flee, or otherwise react appropriately to the aversion.
5	The aversion is overwhelming. Unless there is no reasonable alternative, the character cannot voluntarily remain exposed to the trigger without extraordinary effort or a successful Heroic Willpower test.

Examples of Instinctive Aversions include exposure to nudity, violating strict social taboos, being touched by strangers, confined spaces, open water, fire, certain colors or symbols, specific species, or other culturally or biologically significant triggers.

Stigma (1 - 5)

The character possesses a trait, appearance, heritage, belief, or reputation that causes others to distrust, fear, dislike, or discriminate against them. The exact nature of the stigma should be determined when this Flaw is selected and should be appropriate to the setting.

Level	Effect
1	The stigma is uncommon but noticeable. The character suffers -1 to Persuasion tests involving first impressions or unfamiliar individuals.
2	The penalty increases to -2, and some individuals may refuse assistance or treat the character with suspicion.
3	The character suffers -1D to social interactions with those who recognize the stigma. Certain services, organizations, or locations may be unavailable.
4	The stigma is widely recognized and feared. The character suffers -1D+1 to most social interactions, and authorities or influential groups may actively discriminate against them.
5	The character is infamous or universally shunned. They suffer -2D to most social interactions, and many people refuse to associate with, shelter, or conduct business with them without exceptional circumstances.

The effects of a Stigma depend upon the culture and circumstances. A stigma in one society may be meaningless-or even respected-in another.

Physical Instability (1 - 5)

The character's body is inherently unstable, requiring frequent maintenance, regeneration, or reattachment of damaged tissues or body parts. Whether caused by decay, molting, brittle physiology, unstable nanites, or another biological process, this condition periodically interferes with normal activities.

Level	Effect
1	Minor instability occasionally causes inconvenience. On a Critical Failure, the character becomes Stymied until they spend one action correcting the problem.
2	As Level 1, but correcting the problem requires one full round.
3	Whenever the character suffers a Wound or a Critical Failure, they become Stymied until they spend one round restoring or stabilizing themselves.
4	Major structural failures require three rounds of uninterrupted maintenance or reattachment. Until completed, the character remains Stymied.
5	The character's body is highly unstable. Whenever they suffer a Wound or a Critical Failure, they immediately become Stunned and must spend three rounds stabilizing themselves before recovering normally.

The exact nature of the instability should be determined when this Flaw is selected. Examples include rotting flesh, brittle crystal structures, molting exoskeletons, unstable nanites, detachable anatomy, or other forms of biological deterioration.

Symbiotic Dependency (1 - 5)

The character's biology is permanently linked to another living creature. This symbiotic bond provides essential physical, mental, or emotional stability, and prolonged separation weakens both participants. The nature of the symbiosis should be determined when this Flaw is selected.

Level	Effect
1	While separated by a significant distance from the symbiote, the character becomes Stymied . Reuniting immediately removes the effect.
2	As Level 1, but prolonged separation also inflicts -1D to one Attribute chosen when this Flaw is selected (Physical or Mental).
3	The penalty increases to -1D to all Physical or all Mental Attributes (chosen when the Flaw is taken).
4	The character suffers -1D to both Physical and Mental Attributes while separated from the symbiote.
5	If the symbiotic bond is permanently broken through the death or irreversible loss of the symbiote, the character suffers a permanent -1D to all affected Attributes until a new bond is established through extraordinary means determined by the Game Master.

The exact distance before separation penalties occur depends upon the nature of the bond and should be established when this Flaw is selected. The bond may be biological, psychic, magical, technological, or supernatural in origin.

Gravity Adaptation (1 - 5)

The character's physiology evolved under significantly different gravitational conditions than those commonly encountered. When exposed to unfamiliar gravity, the character's movement, coordination, and physical performance are adversely affected. Choose either **Low-Gravity Adaptation** or **High-Gravity Adaptation** when this Flaw is selected.

Level	Effect
1	The character is Stymied while operating in incompatible gravity.
2	Reduce the character's Move by 2 while in incompatible gravity.
3	Reduce Move by 2 and suffer -1D to Athletics and Agility-based skill tests.
4	As Level 3, and suffer -1D to Strength-based skill tests and Damage Resistance tests.
5	Severe physiological incompatibility. Reduce Move by 3 and suffer -1D to all Agility- and Strength-based skill tests, as well as Damage Resistance tests while in incompatible gravity.

The effects apply only while the character is operating in an environment whose gravity differs significantly from that of their native world. Specialized equipment, powered exoskeletons, gravitic compensators, or prolonged acclimation may reduce or eliminate these penalties at the Game Master's discretion.

Vulnerability (1 - 5)

The character possesses a significant weakness to a specific substance, energy type, environmental condition, or form of attack. When exposed to this vulnerability, the character suffers greater effects than normal. The exact source of the Vulnerability should be determined when this Flaw is selected.

Level	Effect
1	The character becomes Stymied while exposed to the chosen vulnerability.
2	The character suffers +1D additional damage from the chosen source. If the effect does not inflict damage, they become Stunned instead.
3	The character suffers +2D additional damage from the chosen source or 1 Wound if the source normally inflicts no damage.
4	The character suffers +3D additional damage from the chosen source or 1 Wound each round of continued exposure.
5	The chosen vulnerability is potentially fatal. The character suffers +4D additional damage or 1 Wound each round of exposure until the source is removed.

Examples of vulnerabilities include fire, cold, electricity, salt water, silver, iron, sunlight, radiation, specific chemicals, magical energies, psionic effects, or other hazards appropriate to the setting. The chosen vulnerability should be uncommon enough to remain interesting without making the character unplayable.

Talents & Drawbacks List

Talents	Type	Levels	Prerequisites
Equipment	Material	1 - 5	
Money Management	Material	1	
Vehicle	Material	1 - 5	
Wealth	Material	1 - 5	
Arcane Recovery	Perks	1-3	Extranormal (Any)
Arcane Precision	Perks	1	Extranormal (Any)
Arcane Reservoir	Perks	1-5	Extranormal (Any)
Collector	Perks	1 - 5	
Common Sense	Perks	1	
Efficient Casting	Perks	1 - 3	Extranormal (Any)
Eidetic Memory	Perks	1 - 5	
Expanded Grimoire	Perks	1 - 5	Extranormal (Any)
Healthy Paranoia	Perks	1 - 5	
Fortuitous Discovery	Perks	1 - 3	
Light Sleeper	Perks	1 - 3	
Iron Stomach	Perks	1 - 5	
Luck	Perks	1 - 5	
Perfect Timing	Perks	1 - 3	
Power Mastery	Perks	1	Extranormal (Any)
Presence	Perks	1 - 5	
Push Through	Perks	1	
Rapid Casting	Perks	1	Extranormal (Any)
Ritual Master	Perks	1	Extranormal (Any)
Quick Draw	Perks	1	
Quickness	Perks	1-3	
Sense of Direction	Perks	1 - 5	

Skeptic	Perks	1 - 5	
Unflappable	Perks	1 - 5	
Authority	Professional	1 - 5	
Fame	Professional	1 - 5	
Patron	Professional	1 - 5	
Profession	Professional	1	
Professional Affinity	Professional	1	
Ace	Profession Aptitudes:	1	Rogue, Warrior
Acrobat	Profession Aptitudes	1	Rogue
Acute Senses	Profession Aptitudes	1	Rogue, Scout
Agitator	Profession Aptitudes	1	Rogue, Leader
Alchemist	Profession Aptitudes	1	Scholar, Adept, Scholar-Chemistry 2, Craft2
Animal Friendship	Profession Aptitudes	1	Scout, Scholar
Arcane Researcher	Profession Aptitudes	1	Adapt, Extranormal (Magick), Scholar-Arcane Lore 2 or Magic Casting 2
Assassin	Profession Aptitudes	1	Rogue, Warrior
Athlete	Profession Aptitudes	1	Warrior, Scout
Blind Fighting	Profession Aptitudes	1	Warrior, Rogue
Charismatic	Profession Aptitudes	1	Leader
Cryptographer	Profession Aptitudes	1	Scholar, Scholar-Cryptography 2 or Investigation 2
Dead Shot	Profession Aptitudes	1	Warrior
Demoralize	Profession Aptitudes	1	Leader, Rogue
Enforcer	Profession Aptitudes	1	Warrior, Leader
Enhanced Stamina	Profession Aptitudes	1	Scout
Environmental Res.	Profession Aptitudes	1	Scout
Esoteric Knowledge	Profession Aptitudes	1	Scholar, Adept
Explorer	Profession Aptitudes	1	Scout
Fast Reactions	Profession Aptitudes	1	Rogue, Warrior
Field Surgeon	Profession Aptitudes	1	Scholar, Medicine 2

Forensic Analyst	Profession Aptitudes	1	Scholar, Investigation 2, Medicine or Scholar-Biology 2
Gambler's Feint	Profession Aptitudes	1	Rogue, Persuasion 2, Gambling 2
Infiltrator	Profession Aptitudes	1	Rogue
Inspire	Profession Aptitudes	1	Leader
Inspirational Leader	Profession Aptitudes	1	Leader, Persuasion 2
Intimidating	Profession Aptitudes	1	Warrior, Adept
Investigator	Profession Aptitudes	1	Scholar, Adept
Jumper	Profession Aptitudes	1	Warrior, Rogue
Know What to Steal	Profession Aptitudes	1	Rogue
Know the Streets	Profession Aptitudes	1	Rogue, Scholar-Streetwise 2, Persuasion 2
Linguist	Profession Aptitudes	1	Scholar, Three Languages (Any) Rank 1
Magic User	Profession Aptitudes	1	Adept, Extranormal (Magick)
Martial Artist	Profession Aptitudes	1	Warrior
Master Engineer	Profession Aptitudes	1	Scholar, Scholar-Engineering 2, Craft 2
Master Interrogator	Profession Aptitudes	1	Rogue, Warrior, Persuasion 2, Investigation 2
Medic	Profession Aptitudes	1	Scholar
Natural Leader	Profession Aptitudes	1	Leader
Observant	Profession Aptitudes	1	Rogue, Adept
Pharmacologist	Profession Aptitudes	1	Scholar, Medicine 2, Scholar-Chemistry 2
Polyhistor	Profession Aptitudes	1	Scholar, Any three Scholar Skills at Rank 2
Psion	Profession Aptitudes	1	Adept , Extranormal (Psionics)
Psionic Researcher	Profession Aptitudes	1	Scholar, Extranormal (Psionics), Scholar-Psionic Theory 2 or Psionics 2
Ranger	Profession Aptitudes	1	Scout
Researcher	Profession Aptitudes	1	Scholar, Investigation 2, any Scholar 2
Ritualist	Profession Aptitudes	1	Scholar, Adept, Extranormal (Magick) or Extranormal (Psionics), Magic Casting 2 or Psionics 2
Silver Tongue	Profession Aptitudes	1	Leader, Persuasion 2
Soldier	Profession Aptitudes	1	Warrior

Stealthy	Profession Aptitudes	1	Rogue
Swimming	Profession Aptitudes	1	Warrior, Scout
Teacher	Profession Aptitudes	1	Scholar
Technician	Profession Aptitudes	1	Scholar
Toxicologist	Profession Aptitudes	1	Scholar, Adept, Scholar-Biology 2
Trademark Spec.	Profession Aptitudes	1	Any
Xenobiologist	Profession Aptitudes	1	Scholar
Ally	Social	1 - 5	
Contacts	Social	1 - 5	
Noble Lineage	Social	1 - 5	
Secret	Social	1 - 5	
Accelerated Healing	Special Talents	1 - 5	
Ambidextrous	Special Talents	1 - 2	
Animal Control	Special Talents	1 - 5	
Armor-Defeating Attack	Special Talents	1 - 5	
Attack Resistance	Special Talents	1 - 5	
Burrowing	Special Talents	1 - 5	
Climbing Claws	Special Talents	1 - 2	
Concealment	Special Talents	1 - 5	
Danger Sense	Special Talents	1 - 5	
Elasticity	Special Talents	1 - 5	
Energy Absorption	Special Talents	1 - 5	
Enhanced Senses	Special Talents	1 - 5	
Environmental Adaptation	Special Talents	1 - 5	
Extra Body Part	Special Talents	1 - 5	
Extranormal	Special Talents	1	
Flight	Special Talents	1 - 5	

Harmful Touch	Special Talents	1 - 5	
Hive Mind	Special Talents	1 - 5	
Immunity	Special Talents	1	
Intangibility	Special Talents	1 - 5	
Iron Will	Special Talents	1 - 5	
Large	Special Talents	1	
Life Drain	Special Talents	1 - 5	
Longevity	Special Talents	1 - 5	
Mental Influence	Special Talents	1 - 5	
Natural Armor	Special Talents	1 - 5	
Natural Communication	Special Talents	1	
Natural Melee Weapons	Special Talents	1 - 5	
Natural Ranged Weap.	Special Talents	1 - 5	
Possession	Special Talents	1 - 5	
Regrowth	Special Talents	1 - 5	
Shapeshifting	Special Talents	1 - 5	
Small	Special Talents	1	
Teleportation	Special Talents	1 - 5	
Transmutation	Special Talents	1 - 5	
Venom	Special Talents	1 - 5	
Wall Walker	Special Talents	1 - 5	
Drawbacks	Type	Level	Notes
Addiction	General Drawback	1 - 5	
Age	General Drawback	1 - 5	
Amnesia	General Drawback	1 - 5	
Bigotry	General Drawback	1 - 5	
Compulsion	General Drawback	1 - 5	

Conviction	General Drawback	1 - 5	
Curse	General Drawback	1 - 5	
Debt	General Drawback	1 - 5	
Dependency	General Drawback	1 - 5	
Eccentricity	General Drawback	1 - 5	
Enemy	General Drawback	1 - 5	
Greedy	General Drawback	1 - 5	
Hindrance	General Drawback	1 - 5	
Illiterate	General Drawback	1 - 5	
Low Self-Confidence	General Drawback	1 - 5	
Mental Instability	General Drawback	1 - 5	
Obligation	General Drawback	1 - 5	
Personality Flaw	General Drawback	1 - 5	
Phobia	General Drawback	1 - 5	
Poor Memory	General Drawback	1 - 5	
Prejudice	General Drawback	1 - 5	
Simple Minded	General Drawback	1 - 5	
Tech. Illiteracy	General Drawback	1 - 5	
Wanted	General Drawback	1 - 5	
Allergy	Species Flaws	1 - 5	
Accelerated Meta.	Species Flaws	1 - 5	
Atmospheric Incom.	Species Flaws	1 - 5	
Contagious	Species Flaws	1 - 5	
Dietary Dependency	Species Flaws	1 - 5	
Fragile Physique	Species Flaws	1 - 5	
Impaired Sense	Species Flaws	1 - 5	
Instinctive Aversion	Species Flaws	1 - 5	
Stigma	Species Flaws	1 - 5	
Physical Instability	Species Flaws	1 - 5	

Symbiotic Dep.	Species Flaws	1 - 5	
Gravity Adaptation	Species Flaws	1 - 5	
Vulnerability	Species Flaws	1 - 5	

Combat & Interaction

Combat, Damage & Interaction

Time & Rounds

During normal play, time flows naturally, with the Game Master determining how long actions take. During combat, chases, or any other fast-paced encounter, time is divided into Rounds to track each character's actions more precisely.

A **Round** represents approximately **five seconds** of game time. During each Round, every character has an opportunity to act. Characters take their turns in Initiative order until everyone has acted, after which a new Round begins. This process continues until the encounter ends.

Combat Basics

Combat in RD6 is designed to be fast, cinematic, and easy to adjudicate. Once Initiative has been determined, each character takes their turn in Initiative order until every participant has acted. This completes one Round. Combat continues until one side is defeated, flees, surrenders, or the encounter otherwise ends. Every attack follows the same basic sequence.

The Combat Sequence

1. Determine Initiative.
2. Take Actions in Initiative order.
3. Resolve attacks and defenses.
4. Resolve damage and apply any effects.

Repeat these steps each Round until combat ends.

Determine Initiative

Initiative determines the order in which characters act during a Round. At the beginning of each Round, every player rolls **Perception** and adds any Initiative bonuses. The Game Master rolls once for each important NPC or group of similar NPCs.

Characters act from the highest Initiative total to the lowest. Characters who are unconscious, immobilized, surprised, or otherwise incapable of acting lose their turn until they are able to act again.

Breaking Initiative Ties

If two or more characters tie, determine their order using the following priorities:

- A Talent or special ability that grants Initiative priority.
- Highest Agility.
- Highest applicable combat skill.

- The Game Master decides based on the situation.

Taking Actions

When your Initiative comes up, decide what your character does.

A character may perform one or more Actions, up to their Multi-Action Limit. Before making any rolls, determine how many Actions your character intends to perform during the Round. Every Action beyond the first applies a Multiple Action penalty to all Actions taken that Round.

A character is not required to declare every Action in advance-only the total number of Actions they intend to perform.

Action Types

RD6 uses three types of actions: Free Actions, Actions, and Full Actions.

Free Actions

Free Actions require little effort and normally do not require a skill roll. They may be performed in addition to a character's normal Actions, provided the Game Master feels they are reasonable.

Examples of Free Actions include:

- Speaking a few words.
- Dropping an item.
- Looking around the immediate area.
- Drawing attention with a shout or gesture.
- Making a Damage Resistance roll.
- Rolling Resolve or another defensive test when required.

The Game Master may limit Free Actions if they become excessive or would interfere with the flow of play.

Actions

An Action represents a task requiring concentration or effort that can normally be completed within a single Round.

- Common examples include:
- Making a melee or ranged attack.
- Using a skill.
- Drawing or readying a weapon.
- Reloading a weapon.
- Throwing an object.
- Grappling or escaping a grapple.
- Disarming an opponent.
- Using a Talent or Special Ability.

- Making a Partial Move.

This list is intended as a guideline rather than a complete catalog of possible Actions.

Full Actions

Some activities require a character's complete concentration or physical effort. These are known as Full Actions. A character performing a Full Action cannot perform any other Actions during that Round.

Examples include:

- Making a Full Move.
- Sprinting.
- Carefully aiming a weapon.
- Operating complex machinery.
- Any Action specifically designated as a Full Action.

Multiple Actions

Characters may attempt multiple Actions during a single Round. The first Action is made normally. Every additional Action applies a - 1D penalty to every Action performed during that Round.

Actions This Round	Penalty to All Actions
1	None
2	- 1D
3	- 2D
4	- 3D
5	- 4D
6	- 5D

Damage rolls, Damage Resistance rolls, and Initiative rolls are never reduced by Multiple Action penalties. No Action may ever be reduced below 1D.

Multi-Action Limit: A character's Multi-Action Limit determines the maximum number of Actions they may attempt during a single Round. A character's base Multi-Action Limit equals their Agility Die Code.

Examples:

- Agility 3D = 3 Actions
- Agility 4D = 4 Actions
- Agility 5D = 5 Actions

The Quickness Talent increases this limit. Each Rank of Quickness grants +1 additional Action, up to 3. Spending a Fate Point doubles the character's Multi-Action Limit for one Round.

Waiting

Rather than acting immediately, a character may choose to Wait.

Waiting counts as one Action.

A waiting character may interrupt another character later in the Round after that character declares an Action but before its effects are resolved. The waiting character must still have an unused declared Action available to perform the interruption.

Unused Actions remaining at the end of the Round are lost.

Movement

Movement is measured in **Combat Spaces**. As a general guideline, **1 Combat Space** equals approximately **2 meters (2 yards)**.

A typical human has a **Move** of **5 Combat Spaces**. Characters with **3D or higher** in **Strength: Athletics** or **Stamina: Fortitude** begin play with a Move of **6 Combat Spaces**.

Movement is divided into two categories.

Partial Move

A Partial Move allows a character to move up to half of their Move value. A Partial Move counts as one normal Action and may be combined with other Actions during the Round.

Full Move

A Full Move allows a character to move up to their full Move value. A Full Move is a Full Action and may not be combined with any other Actions during the Round.

Difficult terrain, obstacles, hazards, or other environmental conditions may reduce movement or require an Athletics Test at the Game Master's discretion.

Terrain

Terrain and environmental conditions may affect movement.

Situation	Examples	Difficulty Modifier
Easy	Flat ground, calm water, ladder	None
Moderate	Uneven ground, small obstacles, tree climbing	+1 Difficulty Level
Rough	Rubble, strong current, rough wall	+2 Difficulty Levels
Very Rough	Dense obstacles, storm conditions	+3 Difficulty Levels
Hazardous	Minefield, narrow ledge, smooth wall	+4 Difficulty Levels
Extreme	Falling debris, hurricane, complete darkness	+5+ Difficulty Levels

Normal Movement: As part of a **Basic Action**, a character may move up to their full **Move**. As a **Free Action**, a character may move up to **half their Move**, rounded down.

Movement Tests

Running, swimming, and climbing are resolved using **Strength: Athletics** with the appropriate specialization. A character may move farther than their normal Move by making a Movement Test. Each additional multiple of the character's Move increases the Test Difficulty by **one Difficulty Level**.

Distance	Difficulty
Up to Move	No Test
Up to 2× Move	Easy
Up to 3× Move	Standard
Up to 4× Move	Moderate
Up to 5× Move	Difficult
Up to 6× Move	Very Difficult

Running up to **2× Move** is a **Basic Action**. Moving farther than **2× Move** is a **Full Action**. If the Test fails, the character moves only their normal Move.

Swimming: A character's swimming Move is half their normal Move (rounded up).

Climbing: Characters with **Strength: Athletics (Climbing)** climb at their normal Move. Characters without the specialization climb at half their normal Move.

Jumping: Jumping is resolved with a **Strength: Athletics (Jumping)** Test. A standing jump covers 1 Combat Space. Every 2 Result Points increases the jump by 1 additional Combat Space, to a maximum of 6 additional Spaces. A running start of at least half the character's Move grants +1D to the Test. The Game Master may modify the Test for unusual gravity or environmental conditions.

Holding Your Breath: Without preparation, a character may hold their breath for a number of **seconds** equal to **10 × their Stamina: Fortitude Die Code**. With proper preparation, a character may hold their breath for a number of **minutes** equal to **5 × the result of a Stamina: Fortitude Test**.

Fatigue: A character may perform continuous strenuous activity for a number of Rounds equal to their **Stamina: Fortitude Die Code**. After this limit is reached, they must make a **Stamina: Fortitude Test** each Round. The Difficulty increases by **one Difficulty Level** each additional Round. On a failure, the character becomes **Fatigued** and must immediately stop the strenuous activity.

Resolve attacks and defenses

Making an Attack

When a character attacks, they choose the appropriate combat skill and make a Test against the target's Defense. Unless modified by circumstances, this is a Standard Opposed Test. Range, cover, Talents, Conditions, and defensive actions may increase this Difficulty.

If the attacker equals or exceeds the required Difficulty, the attack hits. Any additional Successes become **Result Points**, which may increase damage or activate special combat effects (see Combat Feats).

Cover

Cover makes a target more difficult to hit by obscuring part or all of their body.

Apply the appropriate modifier to the attacker's **Attack Test** based on how much of the target is protected.

Cover	Attack Modifier
Light Cover	-2
Medium Cover	-5
Heavy Cover	-10
Total Cover	Cannot be targeted.

Examples of cover include walls, trees, barricades, vehicles, furniture, and similar obstacles.

The Game Master determines the amount of cover provided by terrain and circumstances. Cover modifiers are cumulative with Range, Visibility, and other applicable modifiers.

Range

The effectiveness of most ranged attacks depends on the distance to the target. Every ranged weapon lists four range values: **Point Blank**, **Short**, **Medium**, and **Long**.

When making a ranged attack, determine which range band the target occupies and apply the appropriate modifier to the **Attack Test**.

Range	Distance	Difficulty Modifier
Point Blank	1 Space	+5
Short	As per weapon	0
Medium	As per weapon	-5
Long	As per weapon	-10

Point Blank: A target within **1 Combat Space** is considered to be at Point Blank range. Attacks at Point Blank gain a **+5** modifier to the Attack Test.

Unarmed attacks may only be made against targets at Point Blank range unless a Talent, weapon property, or Special Ability states otherwise.

Short Range: Short Range is the weapon's normal effective range and applies no modifier to the Attack Test.

Medium Range: Targets at Medium Range are more difficult to hit. Apply a **-5** modifier to the Attack Test.

Long Range: Targets at Long Range are extremely difficult to hit. Apply a **-10** modifier to the Attack Test.

Targets beyond a weapon's Long Range cannot normally be attacked. The Game Master may apply additional modifiers for poor visibility, weather, moving targets, or other environmental conditions.

Reach

Some melee weapons have exceptional reach, allowing them to strike opponents farther away than normal. A melee weapon with the **Reach** property may attack targets beyond the normal Point Blank range. The maximum Reach of a weapon is listed in its profile and is measured in Combat Spaces. Unless otherwise noted, melee attacks may only target opponents within **1 Combat Space**.

Defense

Every character has some ability to avoid or withstand attacks. RD6 uses two forms of Defense:

- Passive Defense, representing natural awareness, positioning, and equipment.
- Active Defense, representing a deliberate attempt to avoid or block incoming attacks.

A defender chooses whether to actively defend when their turn comes up during the Round.

Active Defense remains in effect until the beginning of the defender's next turn.

Passive Defense

Passive Defense represents a character's normal ability to avoid attacks without taking a defensive Action. A character's Passive Defense is equal to the **Standard Test Difficulty**, modified by their Passive Agility.

$$\text{Passive Defense} = \text{Standard Test Difficulty} + (\text{Passive Agility} - 2)$$

Talents, equipment, shields, cover, Conditions, and other circumstances may further modify a character's Passive Defense.

Active Defense

A character may spend an Action to actively defend against incoming attacks. An Active Defense replaces the character's Passive Defense with an **Opposed Test** against the attacker.

To use an Active Defense, the defender makes the appropriate Defense Test. The attacker then compares their attack Test against the defender's Defense Test.

If the attacker equals or exceeds the defender's total, the attack is resolved normally.

If the defender wins the Opposed Test, the attack misses. In addition, any **Defense Result Points** generated by the Defense Test are added to the character's Passive Defense until the start of their next turn.

Active Defense is subject to the normal Multiple Action penalty. The appropriate skill depends on the type of defense being used.

Defense Type	Attribute & Skill	Effective Against
Dodge	Agility: Dodge	Ranged and melee attacks
Parry	Strength: Melee Weapons	Melee weapon attacks
Block	Strength: Fighting	Unarmed attacks

Full Defense

A character may devote their entire Round to defense. A Full Defense is a **Full Action**. When making a Full Defense, the character gains **+2D** to their Active Defense Test.

Resolve the defense as a normal Active Defense. If the defender wins the Opposed Test, the attack misses, and any **Defense Result Points** generated are added to the character's Passive Defense until the start of their next turn.

Because Full Defense requires complete concentration, the character may perform no other Actions during the Round.

Combat Feats

Combat Feats allow a character to spend Result Points generated by a successful attack to perform cinematic combat maneuvers or enhance the attack's effects. (See Result Point Feats for a complete list)

Interaction Attacks

Not every conflict is resolved through violence. Characters can use social influence, intimidation, deception, or physical feints to gain an advantage over their opponents.

An **Interaction Attack** is resolved like any other Attack Test, except the goal is to influence the target rather than inflict damage.

The attacker makes the appropriate Skill Test opposed by the target's relevant defense. A target may resist with either **Passive Defense** or **Active Defense**, depending on the type of interaction.

If the Interaction Attack succeeds, the attacker may spend **Result Points** to inflict one or more effects from the appropriate Interaction Attack table.

Interaction	Attack Skill	Defense
Intimidation	Will Power: Persuasion (Intimidation)	Will Power: Resolve
Taunt	Will Power: Persuasion (Taunt)	Will Power: Resolve
Trick	Will Power: Persuasion (Trick)	Will Power: Resolve
Maneuver	Strength: Athletics (Maneuver) or Agility: Acrobatics (Trick)	Strength: Athletics (Maneuver) or Agility: Acrobatics (Trick)

Interaction Result Points

Cost	Effect
1	Target becomes Stymied .
2	Target becomes Fatigued .
3	Target becomes Untrained .
4	Target suffers a Setback .
5	Target immediately loses their next Action.
6	Target suffers a Setback and immediately loses their next Action.

The same effect may not be applied to the same target more than once from a single Interaction Attack unless the Game Master rules otherwise.

Roleplaying Interactions

Some interaction skills are generally used outside of combat and are resolved through roleplaying rather than Interaction Attacks.

Skill	Typical Use
Charm	Influence attitudes, negotiate, and build relationships.
Persuasion	Convince, bargain, or negotiate.
Interrogation	Extract information from a reluctant subject.

Interaction Actions

Interaction Actions allow characters to influence opponents through words, deception, or physical skill rather than direct damage. Unless otherwise noted, an Interaction Action is a **Basic Action** and is resolved as an **Interaction Attack**.

Intimidation

The character attempts to frighten, threaten, or bully an opponent into hesitation or submission.

Attack Skill: Will Power: Persuasion (Intimidation).

Defense: Will Power: Resolve.

A successful Intimidation may inflict Conditions or other effects as determined by the Interaction Attack rules.

Maneuver

The character uses footwork, feints, positioning, or similar techniques to gain a tactical advantage over an opponent.

Attack Skill: Strength: Athletics (Maneuver).

Defense: Strength: Athletics (Maneuver).

A successful Maneuver may inflict Conditions or other effects as determined by the Interaction Attack rules.

Taunt

The character insults, mocks, or provokes an opponent in an attempt to make them lose focus or act recklessly.

Attack Skill: Will Power: Persuasion (Taunt).

Defense: Will Power: Resolve.

A successful Taunt may inflict Conditions or other effects as determined by the Interaction Attack rules.

Trick

The character deceives, distracts, or misdirects an opponent with words or actions.

Attack Skill: Will Power: Persuasion (Trick).

Defense: Will Power: Resolve.

A successful Trick may inflict Conditions or other effects as determined by the Interaction Attack rules.

Acrobatic Trick

The character uses agility, tumbling, or acrobatic movement to confuse or outmaneuver an opponent.

Attack Skill: Agility: Acrobatics (Trick).

Defense: Agility: Acrobatics (Trick).

A successful Acrobatic Trick may inflict Conditions or other effects as determined by the Interaction Attack rules.

Resolve damage and apply any effects.

After applying all applicable modifiers, the attacker rolls the appropriate combat skill against the target's **Defense Value**.

If the attacker's Test equals or exceeds the target's Defense Value, the attack hits. Any amount by which the Test exceeds the Defense Value becomes **Result Points**. Result Points may increase damage or be spent to perform **Combat Feats**, as described in the Basics chapter.

If the attacker's Test is lower than the target's Defense Value, the attack misses. If the target was using an **Active Defense** or **Full Defense**, any **Defense Result Points** generated by the successful Defense Test are added to the target's Passive Defense until the start of their next turn.

A failed attack does not necessarily mean the attacker completely missed. The Game Master should describe the outcome appropriately, such as a near miss, a glancing blow, a successful parry, or a well-timed dodge.

Damage & Wounds

Damage in RD6 is intentionally straightforward. Instead of tracking multiple wound categories, characters simply accumulate **Wounds**.

When a character is hit, compare the attack's **Damage Total** to the target's **Damage Resistance Total**.

- If the Damage Total is less than the Damage Resistance Total, the attack has no lasting effect.
- If the Damage Total equals or exceeds the **Damage Resistance Total**, the target is **Stunned**.
- For every **6 points** by which the Damage Total exceeds the Damage Resistance Total, the target suffers **one Wound**.

Wounds are cumulative until healed.

Damage Resistance Total

When a character is successfully hit by an attack, determine their **Damage Resistance Total** and compare it to the attack's Damage Total to determine the effects of the attack.

Toughness + Armor + Special Abilities + other modifiers

Armor, Talents, Special Abilities, environmental effects, and similar circumstances may modify the Damage Resistance Total. A character may spend Character Points or a Fate Point to improve a Damage Resistance roll as normal.

Base Toughness

A character's **Base Toughness** represents their natural ability to withstand injury and is derived from their Strength.

Base Toughness = Strength Die Code × 4

Damage Resistance Total

A character's **Damage Resistance Total** is equal to:

Base Toughness + Armor Dice Total + Special Abilities + other modifiers

Armor, Talents, Special Abilities, environmental effects, and similar circumstances may modify a character's Damage Resistance Total.

Unlike previous D6 systems, characters do not normally roll Strength to resist damage. Using a static Damage Resistance Total greatly speeds play by eliminating an additional roll for every successful attack.

Spending Character Points

A character may spend Character Points to improve their Damage Resistance.

Each Character Point spent adds **one Wild Die** to the Damage Resistance Total. Roll each Wild Die separately, applying the normal Wild Die rules, and add the results to the Damage Resistance Total.

Spending a Fate Point

A character may spend a Fate Point to dramatically increase their ability to withstand injury.

When resisting damage with a Fate Point, **double all Damage Resistance values that represent rolled dice** before applying any other modifiers. This normally includes:

- Base Toughness
- Armor

Flat modifiers from Talents, Special Abilities, environmental effects, Conditions, and similar sources are **not** doubled unless specifically stated otherwise.

Damage Resistance Total with a Fate Point = (Base Toughness × 2) + (Armor × 2) + other modifiers

Injury Effects

Injury	Effect
Stunned	The character suffers -1D to all physical Tests until they recover. Recovery requires one successful Stamina: Fortitude Test or one full Round spent taking no Actions.
1 - 2 Wounds	Each Wound imposes a cumulative -1D penalty to all Tests until healed.
3 Wounds	The character is Incapacitated . They immediately fall unconscious unless they succeed on a Standard Stamina or Will Power Test. If successful, they remain conscious but suffer a -3D penalty to all Tests.
4 Wounds	The character is Mortally Wounded and immediately falls unconscious. At the end of each minute, roll Strength. If the result is less than the number of minutes since receiving the wound, the character dies.
5 Wounds	The character dies immediately.

Additional Wounds continue to accumulate until the character is healed or dies.

Conditions

Conditions represent temporary physical or mental effects that hinder a character. A character may suffer multiple Conditions at the same time, and their effects are cumulative unless otherwise stated. Unless a Condition specifies a duration, it remains in effect until the source is removed or the Game Master determines the character has recovered.

Confused

The character is mentally disoriented or unable to think clearly.

Effect: The character cannot spend **Character Points** or **Fate Points** and suffers a **-5 modifier** to all Tests.

Recovery: The duration is determined by the effect that caused the Condition.

Fatigued

The character is physically exhausted from exertion, environmental hazards, or lack of rest. The character can take up to 3 Fatigue Conditions before falling Unconscious.

Effect: The character suffers **-1D** to all physical Tests for each Fatigue Condition.

Recovery: The character recovers after sufficient rest or by any other means specified by the source of the Condition.

Setback

The character suffers an unexpected complication that temporarily interferes with their plans.

Effect: The Game Master immediately introduces a minor complication appropriate to the situation. Examples include dropping a weapon, running out of ammunition, losing footing, exposing a weakness, fumbling an item, or suffering another temporary disadvantage. A Setback should never directly inflict damage, but it should meaningfully complicate the character's current situation.

Recovery: A Setback lasts only until the complication has been resolved.

Stunned

The character has been momentarily dazed or staggered.

Effect: The character suffers **-1D** to all physical Tests.

Recovery: A character may remove the Stunned Condition by succeeding on a **Standard Stamina: Fortitude Test** or by taking no Actions for one full Round.

Stun Damage: Some weapons are designed to incapacitate rather than kill. After determining the number of Wounds inflicted, reduce the result by **2 Wounds**, to a minimum of **Stunned**. A character affected by Stun Damage falls unconscious for a number of minutes equal to the difference between the Damage Total and the Damage Resistance Total. Stun Damage has no effect on inanimate objects or devices unless specifically noted.

Stymied

The character is distracted, off balance, or unable to perform at their best.

Effect: The character loses the ability to reroll the **Wild Die**. If a 6 is rolled on the Wild Die, it is treated as a normal result and is **not rerolled**. This restriction also applies to any Wild Dice gained from spending Character Points.

Recovery: The duration is determined by the effect that caused the Condition.

Untrained

The character loses confidence, composure, or concentration, making even familiar tasks feel unfamiliar.

Effect: Until the end of the character's next turn, they are treated as **Untrained** in any Skill they use. They may not add Skill Dice to Skill Tests, rolling only the associated Attribute. Skills that cannot normally be used Untrained may not be attempted.

Recovery: The Condition ends at the end of the character's next turn unless otherwise specified.

Massive Damage

If a character suffers **2 or more Wounds** from a single attack, they are reeling from the impact. Until the end of their next turn, they may only move, defend, or perform one Action. A successful **Standard Stamina: Fortitude Test** at the beginning of their next turn ignores this restriction.

Special Combat Rules

All-Out Attack (Melee)

The character throws caution aside in favor of a devastating attack. An All-Out Attack is a Full Action. The attacker gains +2D to the Attack Test and +1D to Damage. Until the start of their next turn, the character cannot use Active Defense.

Breaking Objects (Melee/Ranged)

A character may attack an object just as they would any other target. The attacker makes a normal **Attack Test** against the object's Defense (if any). If the attack hits, compare the **Damage Total** to the object's **Damage Resistance Total**.

If the Damage Total equals or exceeds the Damage Resistance Total, the object is damaged. The object suffers **one level of structural damage for each Result Point** generated by the attack. The Game Master determines the effects of each level of structural damage based on the object's size, construction, and purpose.

Object Toughness

Construction	Toughness
Flimsy (thatch, thin wooden door)	1D
Tough (hardwood door, most weapons)	2D
Sturdy (brick wall, reinforced interior door)	3D
Very Sturdy (castle gate, heavy metal door)	4D
Reinforced (fortifications, vault door, jail cell)	6D

The Game Master may modify an object's Toughness based on its size, thickness, construction, or existing damage.

Burst Fire as Single (Ranged)

A weapon capable of **Burst Fire (BF)** may instead fire a single round. This attack uses the weapon's normal Attack Test and Damage but expends only **one round of ammunition** with a -2D to damage.

Called Shot (Ranged)

A character may target a specific body part, held item, or vulnerable location instead of making a normal attack. The size of the target determines the Attack Test modifier using the **Scale** rules. If the attack succeeds, the character achieves the intended effect. Examples include:

- Striking a specific body part.
- Shooting a weapon from an opponent's hand.
- Pinning clothing to a wall.
- Damaging a vital area.
- Activating or disabling a device.

The Game Master determines any additional effects based on the location struck. If the target is particularly vital, such as the head or heart, the Game Master may award additional damage.

Charge (Melee)

A Full Action. Move at least 2 Combat Spaces and up to twice your Move directly toward a target before making a single melee attack. Gain **+2D** to the Attack Test and suffer **-1 Passive Defense** until the start of your next turn. Weapons set to receive a charge gain **+2D Damage** against the charging character.

Coordinated Attack (Melee/Ranged)

Characters attacking the same target may coordinate their efforts.

For each additional allied attacker beyond the first, every participating attacker gains a **+1 pip** bonus to their **Attack Test**, to a maximum bonus of **+1D**.

A maximum of **four** attackers may benefit from a Coordinated Attack against the same target.

Participating Attackers	Attack Bonus
2	+1
3	+2
4 or more	+1D

Escape (Melee)

A **Grappled** character may attempt to break free as an Action. The character makes a **Strength: Fighting Test** opposed by the grappler's **Strength: Fighting Test**.

If the escaping character equals or exceeds the grappler's Test, the Grapple immediately ends. Otherwise, the character remains Grappled. A Grappled character may attempt to Escape once per Action.

Full Auto (Ranged)

Only weapons with the **Full Auto (FA)** fire mode may make a Full Auto attack.

A Full Auto attack is a **Full Action**. The attacker gains **+1D** to the Attack Test and **+2D** to Damage.

Because of the character's total concentration on maintaining automatic fire, they **cannot use Active Defense** until the start of their next turn.

Heads Down (Ranged)

A character uses automatic or rapid fire to suppress an area rather than inflict damage.

Heads Down is a **Full Action**. Instead of resolving damage, the Attack Test becomes an **Intimidation Interaction Attack** against every target within the affected area.

Each affected target must succeed on an opposed **Will Power Test** or immediately seek cover, losing their next Action. Targets also suffer any normal effects of the Intimidation interaction.

Lunge (Melee)

A character wielding a melee weapon with the Reach property may make a Lunge to extend the weapon's Reach by 1 Combat Space for a single attack. A Lunge suffers a -1D modifier to the Attack Test and -1D to the weapon's Damage. A Lunge is a Basic Action.

Multiple Weapons (Melee or Ranged)

A character may attack with a weapon in each hand during the same Action. The attack is treated as a **Multiple Action**, with each attack suffering the normal Multiple Action penalty.

If the character attacks with their **off hand**, that attack suffers an additional **-1D** penalty unless the character possesses the **Ambidextrous** Talent.

A character with the **Ambidextrous** Talent ignores the off-hand penalty.

Prone (Melee/Ranged)

A Prone character is lying on the ground.

Effects:

- Ranged attacks against a Prone character suffer a -5 modifier unless the attacker is within Point Blank range.
- Melee attacks against a Prone character gain a +5 modifier.
- A Prone character's Movement is reduced to half while crawling.
- Standing from a Prone position requires one Action.

Rapid Fire (Ranged)

A character using a **Semi-Automatic** weapon may fire multiple rounds at a single target.

Each additional round fired grants **+1** to the Attack Test and **+1D** to Damage, up to the weapon's ammunition capacity.

Rapid Fire is a **Basic Action** when firing no more than half the weapon's remaining ammunition. Firing more than half the remaining ammunition is a **Full Action**.

Ready a Weapon (Melee/Ranged)

Readying a weapon normally requires one Action. This includes drawing a weapon, unsheathing a blade, retrieving a stowed item, reloading a firearm, or preparing a weapon for use.

Some weapons or devices may require additional Actions to ready, as noted in their descriptions.

The Game Master may require an appropriate Skill Test when attempting to ready a weapon under particularly stressful or difficult circumstances.

Characters with the Quick Draw Talent may Ready eligible weapons as described in that Talent.

Surprise (Any)

A character who catches an opponent completely unaware gains a significant advantage.

A Surprised character cannot use **Active Defense** against the first attack made against them and suffers a **-1D** penalty to their Initiative Test during the first Round of combat.

The Game Master determines when Surprise applies. Common examples include ambushes, attacks from concealment, attacks from behind, or any situation in which the target is genuinely unaware of the impending attack.

Sweep Fire (Ranged)

A character sprays an area with automatic or rapid fire rather than carefully aiming. Sweep is a **Full Action**. The attacker gains **+1D** to the Attack Test but suffers **-3D** to Damage. The Game Master determines which targets within the affected area may be struck.

Burst Areas (Explosions)

Some attacks, powers, and abilities affect an area rather than a single target. These use **Burst Areas**, measured in **Spaces** from the target Space (the point of impact or origin).

Burst Size	Radius
Small Burst	1 Space
Medium Burst	3 Spaces
Large Burst	6 Spaces
Huge Burst	12 Spaces

A Burst affects the target Space and every Space within its listed radius. Unless a power or ability states otherwise, the point of origin must be within the attack's range, and all characters, creatures, and objects within the Burst Area are affected.

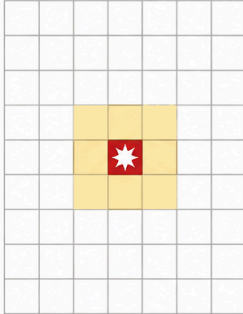
The Game Master determines whether walls, barriers, or other terrain block or reduce the effects of a Burst Area.

BURST AREAS

A Burst affects the target Space and every Space within its listed radius, measured in Spaces from the point of origin.

SMALL BURST

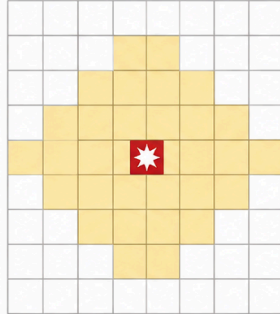
Radius: 1 Space



Affects 5 Spaces
(the target Space + 4)

MEDIUM BURST

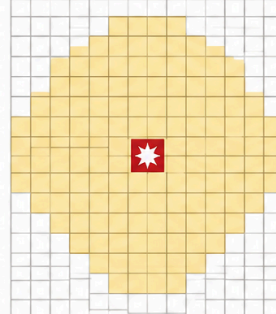
Radius: 3 Spaces



Affects 29 Spaces
(the target Space + 28)

LARGE BURST

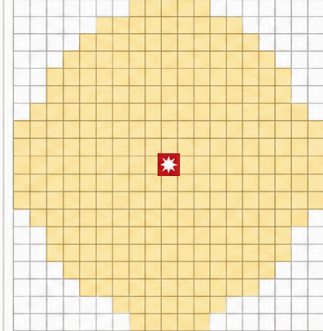
Radius: 6 Spaces



Affects 113 Spaces
(the target Space + 112)

HUGE BURST

Radius: 12 Spaces



Affects 469 Spaces
(the target Space + 468)



Target Space
(Point of Origin)



Affected Spaces
(Within the Burst Radius)

*Obstacles, cover, and line of sight
are determined by the Game Master.*

Cone Areas

Some attacks, powers, and abilities project their effects outward from the user in a widening arc. These use **Cone Areas**, measured in **Spaces** from the origin Space occupied by the attacker.

A Cone always begins in a Space adjacent to the attacker and extends directly away from them in the chosen direction. A Cone cannot extend through the attacker's own Space.

Cone Size	Length
Small Cone	3 Spaces
Medium Cone	6 Spaces
Large Cone	9 Spaces
Huge Cone	12 Spaces

A Cone widens as it extends from its point of origin. The affected Spaces are shown on the Cone template for the appropriate size. The attacker chooses the Cone's facing (north, south, east, west, or any diagonal if diagonal facing is used) when the attack is made.

Unless a power or ability states otherwise:

- Every character, creature, and object within the Cone is affected.

- The Cone originates from a Space adjacent to the attacker.
- The attacker is never affected by their own Cone unless a rule specifically states otherwise.
- Walls, barriers, and solid terrain block the Cone beyond the point of impact, at the Game Master's discretion.
- Cover provides its normal benefits against Cone attacks unless the effect specifically ignores cover.

Cone templates are intended to provide fast, consistent play on a square grid. Players simply place the appropriate Cone template adjacent to the attacker, facing the desired direction, and resolve the effect against every occupied Space within the template.

CONE AREAS

A Cone originates from the source Space and extends outward in a straight line.
A Cone affects every Space within its listed length and width.

SMALL CONE
Length: 3 Spaces | Width: 3 Spaces

Affects 6 Spaces
(including the source Space)

MEDIUM CONE
Length: 6 Spaces | Width: 5 Spaces

Affects 21 Spaces
(including the source Space)

LARGE CONE
Length: 9 Spaces | Width: 7 Spaces

Affects 45 Spaces
(including the source Space)

HUGE CONE
Length: 12 Spaces | Width: 9 Spaces

Affects 78 Spaces
(including the source Space)

LEGEND

Source Space
(Point of Origin)

Affected Spaces
(Within the Cone)

Unaffected Spaces

RULES

- Measure Cone length from the source Space outward.
- Width is measured at the farthest point of the Cone.
- The Cone includes the source Space.
- Cones do not bend or go around corners unless a power, weapon, or ability specifically states otherwise.
- Obstacles, cover, and line of sight are determined by the Game Master.

CONE REFERENCE

Cone Size	Length	Width (at Far End)	Spaces Affected (Including Source)
Small Cone	3 Spaces	3 Spaces	6 Spaces
Medium Cone	6 Spaces	5 Spaces	21 Spaces
Large Cone	9 Spaces	7 Spaces	45 Spaces
Huge Cone	12 Spaces	9 Spaces	78 Spaces

The Game Master determines how terrain, barriers, and cover interact with Cone effects.

Distance from Origin	Small Cone (3)	Medium Cone (6)	Large Cone (9)	Huge Cone (12)
1	3 Spaces	3 Spaces	3 Spaces	3 Spaces
2	3 Spaces	3 Spaces	3 Spaces	3 Spaces
3	3 Spaces	3 Spaces	3 Spaces	3 Spaces
4	—	5 Spaces	5 Spaces	5 Spaces
5	—	5 Spaces	5 Spaces	5 Spaces
6	—	5 Spaces	5 Spaces	5 Spaces

Distance from Origin	Small Cone (3)	Medium Cone (6)	Large Cone (9)	Huge Cone (12)
7	—	—	7 Spaces	7 Spaces
8	—	—	7 Spaces	7 Spaces
9	—	—	7 Spaces	7 Spaces
10	—	—	—	9 Spaces
11	—	—	—	9 Spaces
12	—	—	—	9 Spaces

Healing

Characters recover from injuries through rest, medical treatment, or extraordinary means. Healing removes **Wounds**, allowing a character to gradually recover from their injuries.

A character who is **Stunned** or **Fatigued** is not considered Wounded and recovers much more quickly.

Natural Healing

A character may recover naturally through rest. After the appropriate recovery period, the character makes a **Stamina: Fortitude Test**. Characters who perform strenuous activity, travel, or otherwise fail to rest during the Recovery Time must Test against oneDifficulty higher check.

Characters who rest for **twice** the required recovery period gain **+1D** to the Test.

Recovery Times

Injury	Recovery Time
Stunned	1 minute
1 or more Wounds	3 days per Wound
Incapacitated	2 weeks
Mortally Wounded	5 weeks

Natural Healing Results

Test Result	Effect
Critical Failure	The character suffers one additional Wound.
Failure	No recovery.
Success	Heal 1 Wound .
2 or more Result Points	Heal 2 Wounds .

A character can never heal more than **2 Wounds** from a single Natural Healing Test.

Assisted Healing

Another character may provide medical treatment using the **Medicine** skill. Emergency first aid requires no special equipment, though a medical kit may provide bonuses as described in its equipment entry.

The healer makes a Medicine Test using the following Difficulty.

Patient's Condition	Difficulty
Stunned	Easy
1 Wound	Standard
Each additional Wound	+1 Difficulty Level

If successful, the patient immediately heals **1 Wound**. If the healer generates **1 or more Result Points**, the patient heals **2 Wounds** instead. A character may only benefit from one successful Assisted Healing attempt for each injury.

Scale

The size of a creature, vehicle, or object can have a dramatic effect on combat. Larger targets are generally easier to hit and inflict greater damage, while smaller targets are harder to hit and more difficult to injure.

Every creature, vehicle, and object has a **Scale**.

Scale	Modifier	Example
Planetary	+16D	Moon, large space station
Large Capital	+12D	Starship
Small Capital	+8D	Shuttle, sea vessel
Colossal	+4D	5+ story building
Gargantuan	+3D	2 - 4 story building
Huge	+2D	Land vehicle
Large	+1D	Large animal
Medium	+0D	Humanoid
Small	-1D	Small child, large dog
Tiny	-2D	Bird
Minute	-3D	Insect

Determining the Scale Modifier

When two objects of different Scales interact, compare their Scale Modifiers. The **difference** between the two Scale values is the **Scale Modifier**.

Example

- Medium (0D) vs. Large (+1D) = 1D
- Huge (+2D) vs. Small (-1D) = 3D
- Planetary (+16D) vs. Small Capital (+8D) = 8D

Larger Attacker

When the attacker is larger than the defender:

- Apply the Scale Modifier as a penalty to the Attack Test.
- Add the Scale Modifier to the attack's Damage.

Large targets are easier to strike, but hitting a much smaller target accurately is considerably more difficult.

Example: A Huge creature (+2D) attacks a Medium-sized character (0D). The attack suffers a **-2D** penalty to the Attack Test but gains **+2D** to its Damage.

Smaller Attacker

When the attacker is smaller than the defender:

- Apply the Scale Modifier as a bonus to the Attack Test.
- Add the Scale Modifier to the defender's Damage Resistance.

Small attackers can more easily strike larger targets, but their attacks are less effective against massive opponents.

Example: A Small creature (-1D) attacks a Medium-sized character (0D). The creature gains **+1D** to its Attack Test, while the defender gains **+1D** to their Damage Resistance.

Special Cases

Some objects are exceptionally large but lightly constructed, such as balloons, tents, or fragile structures. In these cases, the Game Master may choose not to apply the Scale Modifier to Damage Resistance. Unless otherwise noted, a weapon uses the same Scale as the creature or vehicle wielding or mounting it.

Technology Levels

Every civilization, weapon, armor, vehicle, and piece of equipment belongs to a **Technology Level (TL)** that represents the sophistication of its design and manufacture. Technology Levels range from primitive stone tools to devices so advanced they appear indistinguishable from magic.

Technology Level Chart

TL	Era
1	Stone Age
2	Bronze / Iron Age
3	Medieval Age
4	Renaissance Age
5	Industrial Age
6	Information Age
7	Fusion Age
8	Spacefaring Age
9	First Stellar Age

TL	Era
10	Second Stellar Age
11	Third Stellar Age
12	Fourth Stellar Age
13	Ultratech Age
14	Transmatter Age
15	Dysonian Age
16	Supertech Age

Technology Level Differences

Normally, equipment functions equally well against equipment of the same Technology Level.

When a weapon and armor are from different Technology Levels, the more advanced technology has a significant advantage.

Determine the **Technology Difference** by subtracting the lower Technology Level from the higher Technology Level.

Each point of Technology Difference is called a **Technology Step**. Each Technology Step is worth **one pip**. Every **three Technology Steps** convert into **+1D**, with any remaining Technology Steps retained as pips.

Higher Technology Weapon

If the weapon has the higher Technology Level, add the Technology Difference to the weapon's Damage.

Example

A **TL 9 Plasma Rifle** attacks a knight wearing **TL 4 Plate Armor**. The Technology Difference is **5 Technology Steps**, granting the weapon **+1D+2 Damage**.

Higher Technology Armor

If the armor has the higher Technology Level, add the Technology Difference to the defender's Damage Resistance.

Example

A **TL 3 Longbow** attacks a soldier wearing **TL 10 Combat Armor**. The Technology Difference is **7 Technology Steps**, granting the defender **+2D+1 Damage Resistance**.

Manufacturing Technology

A weapon or suit of armor always uses the Technology Level at which it was manufactured, not the age of its design.

For example, a sword forged using **TL 9** manufacturing techniques is considered a **TL 9 weapon**. Although it is still a sword, its advanced materials, precision craftsmanship, and superior construction allow it to compete on equal footing with other TL 9 equipment.

Gear

Purchasing Equipment

Every piece of equipment has a **Price Difficulty (PD)** representing how difficult it is to acquire rather than its exact monetary value.

Price Difficulty	Category	Daily Purchase Limit
0	Automatic	Funds × 6
1	Inexpensive	Funds × 4
2	Affordable	Funds × 3
3	Expensive	Funds × 3
4	Costly	Funds × 2
5	Very Costly	Funds × 1
6	Luxury	Funds × 1

Funds refers to the number before the **D** in the character's Funds Attribute. For example, a character with **Funds 4D** may make up to **12 Affordable (PD 2)** purchases per day.

The Game Master may assign Price Difficulties higher than 6 for exceptionally rare, military-grade, prototype, or one-of-a-kind items.

Purchase Modifiers

The Game Master may modify the Funds Test to reflect market conditions.

Situation	Modifier
Common item, average quality	-
Very common or abundant	+1D
High demand or limited availability	-1D
Restricted, illegal, or significantly higher Tech Level	-2D
Damaged or poor quality	+1D
Exceptional craftsmanship	-1D

Multiple modifiers may apply when appropriate.

Making a Purchase

To purchase an item, make a **Funds Test** against the item's **Price Difficulty**, applying any modifiers for availability, quality, or market conditions.

If the Test succeeds, the character acquires the item. Failure means the item cannot currently be obtained, exceeds the character's purchasing power, or acceptable terms cannot be negotiated.

Other characters may assist through complementary Tests such as **Business**, **Persuasion**, **Streetwise**, or any other appropriate skill, granting bonus dice or additional Result Points as normal.

Unless the Game Master decides otherwise, **Character Points** and **Fate Points** may not be spent on Funds Tests.

Purchasing Result Point Feats

When a Funds Test succeeds, the purchaser may spend Result Points to gain one or more of the following benefits.

Cost	Feat	Effect
1	Fast Transaction	Complete the purchase in half the normal time.
1	Minor Discount	Reduce the purchase cost enough that it does not count against today's purchase limit.
2	Better Price	Receive a favorable discount or better payment terms.
2	Extra Supplies	Gain a small quantity of related consumables, accessories, or spare parts at no additional cost.
3	Premium Quality	The item is of unusually high quality or grants a minor narrative advantage due to superior craftsmanship.
3	Reliable Supplier	Establish a favorable relationship with the seller, granting a +1D on future Purchasing or Business Tests involving this vendor.
4	Rare Find	Locate an item that would normally be unavailable or significantly more difficult to obtain.

The Game Master may approve other appropriate Purchasing Feats based on the situation.

Purchasing Outside the Setting

Price Difficulties assume the item's native technological setting. The Game Master should adjust the Price Difficulty whenever an item is significantly more or less common in the current setting.

For example, a medieval sword is inexpensive in a fantasy world but may be an expensive collector's item in a modern city. Likewise, a laser rifle may be commonplace in an advanced interstellar civilization but nearly impossible to purchase on a primitive world.

Tech Level

Many items are assigned a **Tech Level**, representing the sophistication required to manufacture, maintain, or understand them. Similar items may exist across multiple genres, but higher Tech Levels generally provide greater efficiency, reliability, durability, or additional features.

Tech Levels are based loosely on the progression of Human history, though every intelligent species follows its own technological path. A higher Tech Level version of an item is not necessarily more difficult to use, but it is often smaller, lighter, more efficient, or equipped with additional features. Conversely, lower Tech Level versions may be bulkier, less reliable, or require more maintenance.

For example, a Tech Level 3 blanket simply provides warmth, while a Tech Level 8 thermal blanket automatically regulates temperature, repels moisture, folds into a compact package, and may even monitor the user's vital signs.

Common Gear

	Fantasy/Modern/Sci-fi	
Item	Price Difficulty (PD)	Minimum Tech Level (TL)
Alarm clock	-/Easy/Easy	5
Archaeologist's kit	Difficult/Standard/Standard	4
Art supplies	Standard/Easy/Easy	4
Backpack	Standard/Easy/Easy	3
Basket, woven	Standard/Easy/Easy	2
Basic clothing	Standard/Standard/Standard	2
Basic field rations	Standard/Standard/Standard	2
Bedroll	Standard/Easy/Easy	2
Binoculars	Very Difficult/Standard/Standard	4
Blanket	0/Easy/Easy	1
Brazier, portable bronze	Difficult/Easy/Easy	2
Bucket, wooden	Standard/Easy/Easy	2
Camera, Basic	-/Standard/Standard	5

Chest, small wooden	2/Standard/Easy	2
Climbing Gear	Difficult/Standard/Standard	3
Comlink	-/Difficult/Standard	6
Compass	0/Easy/Easy	4
Cred-key	-/-/Standard	7
Crowbar	Standard/Easy/Easy	3
Duct tape, 10 meters	-/Standard/Easy	5
Duffel bag	Difficult/Standard/Easy	4
Enviro-suit	-/-/Difficult	7
Forensics kit	-/Standard/Standard	5
Field radio	-/Standard/Standard	5
First-aid kit/Healer pack	Standard/Standard/Standard	4
Fishing gear	Standard/Easy/Easy	3
Flashlight, large	-/Standard/Easy	5
Gas mask	-/Standard/Standard	5
Gas stove	-/Standard/Standard	5
Geiger counter	-/Difficult/Difficult	6
Grappling hook/Rope (50m)	Standard/Standard/Easy	2
Handcuffs/Shackles	Standard/Standard/Standard	3
Hand Comp	-/Standard/Easy	6
Hand Scanner	-/-/Difficult	7
Holo-vid Player	-/-/Standard	7
Holster	-/Standard/Standard	5
Holy symbol, silver unblest	Difficult/Standard/Standard	2
Kerosene heater	-/Standard/Standard	5
Lantern	Standard/Easy/Easy	3
Lighter	-/Easy/Easy	5

Lodging (Inn/Motel/Hotel)	Standard/Standard/Standard	2
Movie/Video Camera	-/Standard/Standard	5
Parachute	-/Difficult/Difficult	5
PDA/Smart Phone/Tablet	-/Difficult/Standard	6
Pouch, large leather	Standard/Easy/Easy	2
Quick-draw holster	-/Standard/Standard	5
Quiver	Standard/Easy/Easy	3
Radio, portable	-/Standard/Standard	5
Rifle scope	-/Standard/Standard	5
Rope (50m or 150ft)	Easy/Easy/Easy	2
Scabbard	Standard/Standard/Standard	2
Scholarchip	-/-/Standard	7
Shovel/Pick/Large Hand Tools	Standard/Easy/Easy	2
Signal locator	-/Very Difficult/Very Difficult	5
Spikes, Iron	Standard/Easy/Easy	2
Steamer trunk	Difficult/Standard/Easy	4
Survival Gear	Standard/Standard/Standard	2
Tape recorder	-/Standard/Easy	5
Telescope	Difficult/Standard/Easy	4
Tent	Standard/Standard/Easy	2
Thermo-Disk	-/-/Standard	7
Tool kit, Carpenter/Wood Worker	Difficult/Standard/Standard	4
Tool kit, Construction	Very Difficult/Standard/Standard	3
Tool kits, Cooking	Easy/Easy/Easy	2
Tool Kit, Disguise	Very Difficult/Standard/Standard	4
Tool kit, Electrician	-/Standard/Standard	5

Tool kit, Lockpicking	Standard/Standard/Standard	4
Tool Kit, Makeup	Very Difficult/Standard/Standard	3
Tool kit, Mechanic	Very Difficult/Difficult/Standard	4
Tool kit, Writing/Forgery	Easy/Easy/Easy	2
Tracking device	-/Difficult/Difficult	5
Trinkets (Marbles, small bells)	0/Easy/Easy	2
Typewriter	-/Standard/Easy	5
Torch	0/Easy/Easy	1

Each is listed for the individual setting. Just know that you are buying that piece of equipment of the appropriate quality for that setting. The sci-fi blanket is completely different from a fantasy blanket.

Armor

Fantasy (TL 2-4)

Armor	Type	Protection	PD	Min TL
Hides/furs, fur cloak	Light Cloth, Primitive	+2	2	1
Soft leather, heavy fabric	Light Cloth	+2	2	2
Quilted silk	Light Cloth	+2	2	2
Bone and hide	Medium Cloth, Primitive	+1D	2	1
Padded leather	Medium Cloth	+1D	2	2
Hard leather	Heavy Cloth	+1D	2	2
Ring mail	Medium Cloth	+1D+2	2	2
Chain mail	Medium Cloth*	+2D	2	3
Bronze Plate	Light Plate	+2D	2	2
Plate Mail	Medium Plate	+3D	3	2
Plate	Heavy Plate	+4D	4	3

Fantasy Armor

Shields (TL 2-4)

Shield	Type	Protection	PD	Min TL
Buckler	Light, One-Handed	+2	1	2
Small shield	Medium, One-Handed	+2D	1	2
Medium shield	Large, One-handed	+2D+1	2	2
Large Shield	Large, One-handed	+2D+2	2	2

Fantasy Armor

Modern/Pulp (TL 5-7)

All Fantasy Armors are PD-1 at a minimum of 0.

Armor	Type	Protection	PD	Min TL
Woven metal fabric (light)*	Light Cloth	+1	1	5
Canvas, heavy khaki	Light Cloth	+2	1	5
Flight jacket	Medium Cloth	+1D	1	5
Bulletproof Vest	Heavy Cloth	+3D	2	5
Flak jacket	Light Plate	+3D+1	2	6
Light Kevlar	Light Plate	+2D+1	3	6
Heavy Kevlar	Medium Plate	+3D	3	6
Ceramic armor	Heavy Plate	+3D+1	4	7

Modern/Pulp Armor

Sci-Fi (TL 7+)

Armor	Type	Protection	PD	Min TL
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Syntheleather	Light Cloth	+2	1	7
Padded Syntheleather	Medium Cloth	+1D	1	7
Syntheleather Mesh	Medium Cloth	+1D+1	2	7
Plastovex	Heavy Cloth	+1D+2	2	8
Plastosteel	Medium Plate	+2D	2	9
Heavy Plastosteel	Heavy Plate	+3D	3	9
Kelvex Mk I	Heavy Plate	+3D+1	3	9
Kelvex Mk V	Heavy Plate	+3D+2	4	9

Sci-Fi (TL 7+) Armor Descriptions

Syntheleather

Jackets or bodysuits made of synthetic leather, this is better than cloth or flesh at protecting a character, but not by much.

Padded Syntheleather

Two layers of Syntheleather cloth with cushioned material in between, this is better at absorbing shocks than basic syntheleather. It is commonly worn as an under-suit for power armor.

Syntheleather Mesh

Synthetic leather fiber interwoven with metal mesh to form a light armor similar to chainmail.

Plastovex

Plastovex is a combination of polymer and Kevlar. Thin and light, yet still good protection against attack, plastovex is favored by those who wish an unobtrusive armor to wear under their clothing.

Plastosteel

Combining the strength of metallic armor with the relatively light weight of polymer, plastosteel is among the best non-powered armor available. However, it does come with a price: if wearing a breastplate and either arm or leg greaves (or both), the wearer suffers a -2 to the Penalty of all *Agility*-based actions.

Kevlex

Kevlex armor is an advanced ceramic/polymer blend interweaved fibers to form thick plates of tough armor. It's Light weight but still a little bulky. The wearer suffers a -3 to the Penalty of all *Agility*-based actions.

Extranormal

Extranormal Powers

Power Allotment

The Game Master determines the Campaign Power Level during campaign creation. This establishes the maximum number of Powers characters may know and reflects how common and versatile supernatural abilities are within the setting.

The Power Allotment is based on the character's **Will Power Attribute**, modified by the Campaign Power Level.

Will Power	Low Power	Standard Power	High Power	Epic Power
1D	2	4	6	8
2D	3	6	9	12
3D	4	8	12	16
4D	5	10	15	20
5D	6	12	18	24
6D	7	14	21	28
7D	8	16	24	32
8D	9	18	27	36

Campaign Guidelines

Low Power: Supernatural abilities are rare and specialized. Characters know only a handful of Powers and must rely primarily on mundane abilities. This level is well suited for hard science fiction, gritty fantasy, horror, and investigative campaigns.

Standard Power: Characters possess a respectable repertoire of supernatural abilities while still specializing in particular areas. This is the recommended default for most campaigns.

High Power: Supernatural practitioners are versatile and capable of solving many problems through their abilities. This level suits heroic fantasy and cinematic settings.

Epic Power: Masters of supernatural forces command an extensive array of Powers and routinely perform legendary feats. This level is intended for mythic fantasy and world-shaping campaigns.

Talents, Special Abilities, and other effects that increase a character's Power Allotment are applied after determining the Campaign Power Level.

Power Customization Framework

Every supernatural ability in RD6 is built from a single unified Power system. Rather than learning hundreds of individual spells or psionic abilities, characters learn generic Powers and customize them through permanent and temporary options.

Design Philosophy

Every supernatural ability in RD6 follows the same framework:

- Power determines what the character can do.
- Power Aspects determine the permanent form that Power takes for that character.
- Casting Modifiers determine how the Power is cast on a particular occasion.
- Result Point Enhancements determine how effectively the Power is manifested.

This unified framework allows a relatively small number of generic Powers to produce hundreds of unique spells and psionic abilities while keeping the rules consistent across all supernatural disciplines.

Learn a Power

When a character learns a new Power, they permanently add it to their list of known Powers. The total number of Powers a character may know is limited by their Power Allotment.

Select Power Aspects

When a Power is learned, the player selects one or more Power Aspects. These are permanent choices that define how that specific Power functions for the character. Unless the Power is relearned or retrained, these choices cannot normally be changed.

Power Aspects include:

- **Components** - Verbal, Somatic, Material Focus, Ritual, or other casting requirements.
- **Manifestation** - The supernatural appearance or elemental nature of the Power, such as Fire, Ice, Lightning, Force, Shadow, Radiance, Nature, Holy, or Psychic.
- **Shape** - For Powers that create or project an effect, such as Bolt, Beam, Burst, Cone, Line, Sphere, Wall, or Touch.
- **Signature Effects** - Unique visual, audible, or sensory characteristics that identify the caster's style, such as glowing runes, crackling sparks, frost, swirling leaves, ghostly whispers, or violet flames.
- **Specialization** - This is another means to narrow down the focus of spell to reduce the Focus Cost.

These choices individualize a Power and effectively create the character's unique "spell" or "psionic technique."

Example: Two characters may both know the Manifest Energy Power.

- One learns Fire + Burst, creating a classic Fireball.
- Another learns Lightning + Line, creating a Lightning Bolt.

Mechanically they use the same Power but have different permanent Power Aspects.

Components

Casting Components are optional requirements a caster voluntarily incorporates into a Power. By accepting additional limitations, the caster channels supernatural energy more efficiently.

Unless otherwise stated, multiple Components may be combined.

Component	Benefit	Limitation
Incantation	Reduce the Focus Cost by 1 (minimum 0).	The caster must clearly speak a word, phrase, or chant throughout the casting. The Power automatically fails if the caster cannot speak.
Gesture	Reduce the Focus Cost by 1 (minimum 0).	The caster must have at least one free hand and be capable of making precise movements. The Power cannot be cast while restrained or otherwise unable to gesture.
Material Focus	Reduce the Focus Cost by 1 (minimum 0).	The caster must possess and manipulate a specific focus such as a wand, staff, holy symbol, crystal, or psionic focus.
Extended Casting	Reduce the Focus Cost by 1 (minimum 0).	Increase the Base Casting Time by one step.
Ritual Casting	Reduce the Focus Cost by 2 (minimum 0).	Increase the Base Casting Time to 10 minutes or longer, as determined by the Game Master.
Feedback	Gain +1 Result Point if the Power succeeds.	Suffer one Wound or one Fatigue Condition (caster's choice) after the Power is resolved. This damage cannot be prevented or redirected.
Countenance	Gain +1 Result Point if the Power succeeds.	The caster undergoes an obvious physical transformation while the Power remains active, making it immediately apparent that supernatural forces are being used.
Concentration	Gain +1 Result Point if the Power succeeds.	The caster must maintain concentration for the duration of the Power. If concentration is broken, the Power immediately ends.
Somatic	Reduce the Focus Cost by 1 (minimum 0).	The caster must perform deliberate physical gestures or movements as part of the casting.

Manifestations

A Manifestation is a permanent Power Aspect selected when a Power is learned. It determines the supernatural appearance of the Power and grants a minor thematic effect whenever appropriate. The Game Master has final authority over how a Manifestation interacts with the environment.

Manifestation	Theme	Typical Mechanical Effect
Acid	Corrosion	May damage or weaken unattended objects and armor over time.
Air	Wind	May push or knock back Small unattended objects.
Arcane	Pure magic	No additional effect; ignores elemental resistances and vulnerabilities.
Blood	Vital essence	May leave lingering wounds or interact with blood-based rituals and abilities.
Cold	Ice and frost	May reduce movement or leave surfaces slippery.
Crystal	Mineral growth	May leave behind fragile crystal formations or increase structural stability.
Darkness	Void and shadow	May reduce visibility or create areas of dim light.
Earth	Stone and metal	May create unstable ground, rubble, or difficult terrain.
Electricity	Lightning	May briefly disrupt electronic devices or stun on exceptional success.
Fire	Flame and heat	May ignite flammable materials.
Force	Pure kinetic energy	May push targets or unattended objects without causing secondary elemental effects.
Holy	Divine power	Particularly effective against undead, fiends, or similarly unholy creatures, at the GM's discretion.
Life	Growth and vitality	May encourage natural growth or stabilize living creatures.
Light	Illumination	Produces bright light and may reveal concealed creatures or objects.
Nature	Plants and wood	May encourage vines, roots, or vegetation to grow naturally.
Poison	Venom and toxins	May contaminate food, water, or surfaces.
Psychic	Mental energy	May be perceived by creatures capable of sensing psionic activity.
Radiant	Brilliant energy	Produces intense light and may temporarily dazzle observers.
Shadow	Living darkness	May create concealment or merge naturally with existing shadows.

Manifestation	Theme	Typical Mechanical Effect
Sonic	Sound and vibration	May create loud noise, shatter fragile objects, or attract attention.
Spirit	Souls and the ethereal	May be perceived by spirits or affect incorporeal beings when appropriate.
Water	Liquid and mist	May extinguish small flames or leave surfaces wet and slippery.

Design Notes

- Manifestations primarily define the appearance and flavor of a Power.
- Their mechanical effects are intentionally minor and should never replace a Power's primary Effect or its Enhancements.
- The Game Master may grant situational bonuses, penalties, or environmental interactions when a Manifestation is particularly appropriate.
- Additional Manifestations may be introduced to suit the needs of individual campaign settings.

Shapes

A Shape is a permanent Power Aspect selected when a Power is learned. It determines how the Power is delivered or occupies space. The Shape establishes the Power's default area of effect, while Enhancements may temporarily expand or modify it.

Shape	Description	Typical Mechanical Effect
Aura	The Power radiates from the caster.	Affects all valid targets adjacent to the caster.
Beam	A continuous stream of energy or force.	Affects all targets in a straight line.
Bolt/Ray	A focused projectile directed at a single target.	Single-target attack with normal range.
Burst	Explodes outward from a point of impact. See Burst Radius Rules	Affects all targets within a small radius. See Burst Radius Rules in Combat
Cone	Spreads outward in a widening arc. See Con Rules	Affects all targets within a cone extending from the caster. See Cone Rules in Combat
Emanation	Expands outward from the caster in all directions.	Creates a radius centered on the caster.
Sphere	Creates a stationary or movable globe of energy.	Occupies an area and may persist for the Power's duration.
Touch	Delivered through physical contact.	Requires the caster to touch the target.
Wall	Creates a linear or curved barrier.	Blocks movement, attacks, or line of sight.

Zone	Creates a persistent area of supernatural influence.	Affects all valid targets entering or remaining within the area.
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Design Notes

- A Shape determines **how** a Power is delivered, not **what** it does.
- Each Power lists which Shapes are compatible with it.
- Shapes are permanent choices made when the Power is learned.
- Result Point Enhancements may temporarily increase the size, length, width, or radius of a Shape, but they do not change it into a different Shape.
- Some Powers, such as **Heal** or **Teleport**, may only be compatible with a limited number of Shapes.

Signature Effects

A Signature Effect is a permanent Power Aspect selected when a Power is learned. It represents the unique visual, audible, or sensory characteristics that accompany a specific Power. Unless otherwise noted, Signature Effects have no mechanical effect and exist purely for flavor and identification.

Signature Effect	Description
Arcane Runes	Glowing runes or sigils appear around the caster or target.
Aura	A colored supernatural aura surrounds the caster or target.
Crackling Energy	Sparks of energy dance around the Power.
Echoing Voices	Faint whispers or distant voices accompany the manifestation.
Ethereal Chains	Ghostly chains briefly appear around the target or effect.
Floating Symbols	Mystical glyphs, geometric shapes, or icons orbit the Power.
Ghostly Afterimage	The caster or target leaves translucent afterimages.
Glowing Eyes	The caster's eyes shine with supernatural light.
Halo	A radiant ring or crown of light appears above the caster.
Heat Distortion	The air shimmers as if viewed through intense heat.
Mist	Fog, smoke, or vapor surrounds the manifestation.
Rippling Air	The surrounding air ripples like disturbed water.
Shadow Veil	Darkness gathers and swirls around the Power.
Shimmering Light	The Power sparkles or refracts brilliant light.
Sparks	Tiny sparks, embers, or motes drift through the air.
Spectral Forms	Ghostly spirits, animals, or silhouettes briefly appear.

Signature Effect	Description
Swirling Leaves	Leaves, petals, feathers, or similar natural debris circle the effect.
Tremor	The ground vibrates subtly during the manifestation.
Vines and Roots	Brief growth of vines, roots, or flowering plants accompanies the Power.
Whispering Wind	A gentle wind carries whispers, chimes, or distant music.

Design Notes

- Signature Effects are purely cosmetic unless the Game Master determines that the narrative circumstances make them relevant.
- A character may select a different Signature Effect for each Power they learn.
- Signature Effects help distinguish different practitioners, even when they know the same Power.
- Campaigns are encouraged to create additional Signature Effects appropriate to the setting and supernatural traditions.

Power Specialization

Some Powers are extremely broad in scope, allowing the caster to produce a wide variety of effects. A character may choose to learn a Power Specialization, permanently restricting a Power to a narrower purpose in exchange for improved efficiency. Some Power Specializations are required.

A Power Specialization is chosen when the Power is learned and cannot normally be changed afterward.

Benefits

A specialized Power reduces its **Focus Cost by 1** (minimum 1) or reduce. This reduction applies only when using the specialized version of the Power.

Restrictions

The Power may only be used for its chosen specialization. The specialization should be broad enough to remain useful but narrow enough to meaningfully limit the Power's versatility. The Game Master has final approval over all specializations.

Examples

General Power	Specialized Version
Create Equipment	Create Dagger
Create Equipment	Create Sword
Create Equipment	Create Shield
Create Equipment	Create Bow
Create Object	Create Rope
Create Object	Create Ladder
Create Object	Create Key
Create Substance	Create Water
Create Substance	Create Stone
Create Substance	Create Iron
Manifest Energy	Fire Blast
Manifest Energy	Lightning Bolt
Manifest Energy	Cone of Cold
Bestow	Grant Flight
Bestow	Grant Burrowing
Bestow	Grant Darkvision
Protection	Barkskin
Protection	Force Shield
Protection	Stone Skin
Adapt	Water Breathing
Adapt	Resist Fire
Adapt	Resist Cold

Power Specialization is intended to represent years of practice with a single application of a broad Power. Specialized Powers are less flexible but more efficient, allowing characters to develop unique supernatural techniques without increasing the total number of core Powers.

Cast the Power

Each time a Power is manifested, the caster may apply one or more Casting Modifiers. These represent the method used to cast the Power and only apply to that specific use. Casting Modifiers may alter the

Focus Cost, Base Difficulty, Casting Time, Range, Duration, or other mechanical aspects of the Power. See Power Casting Modifiers below.

Additionally, the Caster can choose Efficient Casting. When Casting a Power, a caster may choose to reduce its Focus Cost by accepting a higher Base Difficulty.

Difficulty Increase	Focus Cost Reduction
+1 Difficulty Level	−1 Focus Cost
+2 Difficulty Levels	−2 Focus Cost

A Power's Focus Cost can never be reduced below **1**, and its Base Difficulty can never be increased beyond **Legendary**.

Paying Focus Costs

Whenever a character successfully manifests a Power, they immediately pay its Focus Cost. A character may pay a Power's Focus Cost using any combination of the following resources:

1. **Focus** (1 Focus pays 1 Focus Cost)
2. **Overexertion**: Fatigue (1 Fatigue Condition pays 1 Focus Cost)
3. **Character Points** (1 Character Point pays 1 Focus Cost)

Focus is always spent first unless the player chooses otherwise.

Focus Pool

Focus represents a character's reserve of supernatural energy and mental endurance. It is used to manifest Powers through either Magick or Psionics. A character's Focus Pool is determined by the Skill Rank of their primary supernatural skill (Magick Casting or Psionics).

$$\text{Focus Pool} = (\text{Skill Rank} \times 2) + 1$$

Skill Rank	Focus Pool
1	3
2	5
3	7
4	9
5	11
6	13
7	15

Skill Rank	Focus Pool
8	17
9	19
10	21

Whenever a character successfully manifests a Power, they immediately spend the Power's Focus Cost. If the character does not have enough remaining Focus, the Power cannot normally be manifested. Most Powers have a Focus Cost of 1, while particularly demanding Powers may have a Focus Cost of 2 or 3.

Focus determines how often a character may use supernatural abilities. It does not affect how powerful those abilities are. The effectiveness of a Power is determined by the Power Test and any Result Points generated by that test.

Focus is recovered after adequate rest, meditation, or other means determined by the Game Master. Certain Talents, abilities, rituals, or equipment may increase a character's Focus Pool or improve the rate at which Focus is recovered.

Overexertion: A character who has exhausted their Focus Pool may continue to manifest Powers by pushing beyond their physical and mental limits.

When a character does not have enough Focus to pay a Power's Focus Cost, they may choose to suffer **one Fatigue Condition for each point of Focus they are unable to spend**. The Fatigue is applied immediately after the Power is resolved, regardless of whether the Power succeeds or fails.

A character may never voluntarily gain enough Fatigue to become Unconscious. If the required Fatigue would exceed the character's remaining capacity, the Power cannot be attempted. Overexertion does not reduce a Power's Focus Cost; it merely allows the caster to substitute Fatigue for missing Focus on a one-for-one basis.

Example: Talia has 0 Focus remaining and wishes to manifest a Power with a Focus Cost of 2. She chooses to overexert herself, suffering 2 Fatigue Conditions after resolving the Power. If she already had 2 Fatigue Conditions, she could not attempt the Power because doing so would cause her to become Unconscious.

Heroic Effort

A character may spend Character Points (including those in the Party Pool) to pay any portion of a Power's Focus Cost. Character Points may be combined freely with Focus and Fatigue to pay the total cost.

A character may never reduce or ignore the Focus Cost of a Power through Heroic Effort; Character Points simply replace unavailable Focus.

Power Casting Modifiers

Power Modifiers are optional techniques and methods a caster may employ when manifesting a Power. Modifiers are chosen before making the Power Test and may alter the Power's Focus Cost, Base Difficulty, Casting Time, Range, Duration, or other characteristics.

Unless otherwise stated, multiple Modifiers may be combined.

Common Modifiers

Modifier	Cost	Effect
Additional Targets	+1 Focus Cost or +1 Difficulty Level	Affect one additional valid target. This Modifier may be selected multiple times.
Extended Casting	-1 Focus Cost	Increase the Base Casting Time by one step
Concentrated Casting	+1 Focus Cost or +1 Difficulty Level	Increase the Base Difficulty by one level to gain +1 Result Point if the Power succeeds.
Ritual Casting	-2 Focus Cost	Increase the Base Casting Time to 10 minutes to reduce the Focus Cost by 2 (minimum 0).
Hasty Casting	+1 Focus Cost or +1 Difficulty Level	Reduce the Base Casting Time by one step
Overchannel	+1 Focus Cost or +1 Difficulty Level	Increase the Power's Base Value by 50%.
Careful Shaping	+1 Focus Cost or +1 Difficulty Level	Exclude designated targets from an area effect or tool the effect in a specific way.
Extended Range	+1 Focus Cost or +1 Difficulty Level	Increase the Base Difficulty by one level or to double the Base Range.
Lingering Power	+2 Focus Cost or +2 Difficulty Level	Double the Base Duration.

Resolve the Power

The caster makes a Power Test using the appropriate Discipline. If successful, the Power's base effect occurs.

Spend Result Points

Any Result Points generated by the Power Test may immediately be spent on Enhancements listed for that Power.

Enhancements improve or expand the Power's effect without increasing its Focus Cost. Examples include increasing damage, extending duration, enlarging the area of effect, affecting additional targets, or unlocking unique effects.

Power Enhancements

Every Power has a base effect that is achieved on a successful Power Test. If the caster generates one or more Result Points, those Result Points may be spent immediately to enhance the Power.

Unless otherwise stated, each Enhancement may only be selected once per use of a Power. Multiple different Enhancements may be combined, provided the caster has sufficient Result Points to pay their costs. Enhancements never reduce the effectiveness of a Power and do not increase the Difficulty of the Power Test. Instead, they represent the caster's superior control over the supernatural forces being used.

Each Power includes a list of available Enhancements. While many Enhancements are unique to a specific Power, some common Enhancements appear throughout the system. A caster is never required to spend Result Points. Any unspent Result Points are simply lost when the Power is resolved.

Powers

Afflict	Inflict one harmful Condition.
Alter Size	Increase or decrease size.
Analyze	Learn detailed information.
Animate Object	Grant motion or life to an object or construct.
Banish	Forces an extraplanar, summoned, conjured, spiritual, or supernatural entity back to its place of origin; dismisses a temporary supernatural creation.
Barrier	Create a protective barrier.
Bolster	Strengthen morale, resolve, or vitality.
Bond	Create a lasting supernatural connection.
Clairvoyance	Perceive distant locations or events.
Commune	Communicate with supernatural entities or echoes.
Conceal	Hide a creature, object, or effect from supernatural detection.
Corrupt	Taint or degrade a creature, object, or substance.
Create Creature	Create a living magical being.
Create Environment	Create terrain or structures.
Create Equipment	Create tools, armor, or weapons.
Create Light	Produce illumination.
Create Object	Produce mundane objects.
Create Substance	Produce raw materials.
Deflect	Redirect attacks or moving objects.
Detect	Sense the presence of something.
Disrupt	End, suppress, or unravel an active supernatural effect.
Dominate	Assume direct control of another creature.
Dream	Enter or influence dreams.
Element Control	Manipulate existing fire, water, earth, air, ice, electricity, etc.

Emotional Influence	Alter emotional states.
Empathic Link	Share emotions between creatures.
Enhance	Improve an existing attribute or quality.
Exchange	Swap the locations of two targets.
Grant	Grant a new capability.
Gravity	Manipulate localized gravity or weight.
Material Strength	Alter durability or rigidity.
Heal	Restore injuries or health.
Illusion	Create false sensory experiences.
Manifest Energy	Create and shape supernatural energy.
Memory	Restore, erase, or alter memories.
Mend	Repair damage.
Mind Link	Establish direct mental communication.
Move Object	Push, pull, lift, or carry.
Mutate	Introduce biological adaptations.
Phase	Temporarily alter the target so it can partially or completely ignore physical matter.
Project Consciousness	Separate consciousness from the body.
Protection	Protection strengthens the target.
Purge	Remove harmful conditions.
Purify	Remove impurities or corruption.
Read Thoughts	Perceive conscious thoughts.
Restore	Restore one permanently lost function, feature, or capability.
Reshape	Change an object's form.
Suggestion	Implant subtle ideas.
Suppress	Temporarily inhibit an ability or trait.
Teleport	Instantly relocate across any distance.
Transfer	Move injuries, conditions, or energy between targets.

Transform Creature	Change a creature into another form.
Transform Object	Change one object or material into another.
Veil	Hide a creature, object, or area from ordinary perception.

Afflict

Disciplines: Alteration, Conjuration, Empathic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Inflict one harmful Condition.

Resistance: Opposed Power (Magick Resistance or Will Power)

Manifestation Options: Arcane (Default), Beast, Crystal, Life, Nature, Psychic, Shadow, Spirit

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster inflicts one harmful Condition upon a creature.

The chosen Condition immediately affects the target and lasts for the duration of the Power unless removed or ended by another effect. The exact Condition is chosen when the Power is manifested unless the caster has learned a specialized version of this Power.

Specializations & Example Uses

Specialization	Description
Blind	Inflict the Blind Condition.
Burning	Inflict the Burning Condition.
Confused	Inflict the Confused Condition.
Deafened	Inflict the Deafened Condition.
Diseased	Inflict the Diseased Condition.

Specialization	Description
Entangled	Inflict the Entangled Condition.
Fatigued	Inflict the Fatigued Condition.
Immobilized	Inflict the Immobilized Condition.
Poisoned	Inflict the Poisoned Condition.
Silenced	Inflict the Silenced Condition.
Slowed	Inflict the Slowed Condition.
Stymied	Inflict the Stymied Condition.

Discipline Notes

Alteration (Magick): The caster temporarily alters the target's body or mind, imposing a debilitating condition.

Conjuration (Magick): The caster surrounds the target with supernatural energies that impose a harmful condition for the duration of the Power.

Empathic (Psionics): The psion disturbs the target's life force, physiology, or emotional balance, inducing a harmful Condition by disrupting the body's natural functions or the mind's emotional equilibrium.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Inflict one additional closely related Condition.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 hour.
3	Affect all valid targets within a Small Burst.
3	Increase the severity or effectiveness of the inflicted Condition, subject to GM approval.
4	Increase the Base Duration to 24 hours.

Restrictions

- Afflict inflicts only a single Condition unless enhanced.
- Afflict cannot duplicate the primary function of another Power, such as Heal, Teleport, Barrier, Manifest Energy, Move Object, or Transform Creature.

- If multiple applications of Afflict impose the same Condition, only the most severe version applies.
- The Game Master has final approval over Conditions not specifically defined by the rules.
- A specialized version of Afflict inflicts only its chosen Condition but reduces the Focus Cost by 1.

Alter Size

Disciplines: Alteration, Telekinetic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Increase or decrease the target's Size by 1.

Resistance: None. (An unwilling target may resist with Will Power.)

Manifestations: Arcane (Default), Crystal, Earth, Life, Nature, Psychic, Shadow

Shapes: Self (Default), Touch

Components Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect

The caster temporarily increases or decreases the physical Size of a creature or object.

Changing a target's Size alters its physical dimensions, reach, and the amount of space it occupies. Any game effects associated with Size are applied normally.

Alter Size does not inherently improve or reduce a target's physical Attributes, Skills, or supernatural abilities unless modified by another Power or Enhancement.

Equipment worn or carried by a creature changes size with the target unless the Game Master determines otherwise.

Example Uses

- Enlarge an ally.
- Shrink an object for easier transport.
- Reduce an enemy's Size.
- Increase the Size of a doorway or bridge.
- Shrink a lock or mechanism.
- Enlarge a tree trunk to create cover.

Discipline Notes

Alteration (Magick): Alteration physically restructures the target's body or material, causing it to grow or shrink while maintaining its overall form.

Telekinetic (Psionics): The psion manipulates the spatial relationships between the target's molecules, increasing or decreasing the distance between them to enlarge or compress the target. The creature or object remains structurally intact as its physical dimensions change, returning to its normal size when the Power ends.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Increase or decrease Size by an additional 1.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 hour.
3	Affect all allies within 5 Spaces.
3	Increase or decrease Size by an additional 2.
4	Increase the Base Duration to 24 hours.

Restrictions

- Alter Size cannot reduce a target below the minimum Size allowed by the Game Master or increase it beyond what the campaign permits.
- The Power changes only the target's physical Size. It does not grant new abilities or alter Attributes except as required by the game's normal Size rules.
- Multiple applications of Alter Size do not stack; use only the greatest Size increase and the greatest Size reduction currently affecting the target.

Analyze

Disciplines: Divination, Visionary

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Learn one significant fact about the target.

Resistance: None. (Unwilling creatures may resist with Will Power.)

Manifestation Options: Arcane (Default), Crystal, Holy, Life, Nature, Psychic

Shape Options: Touch (Default), Sight

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster studies a creature, object, location, phenomenon, or supernatural effect and learns one significant piece of information about it.

The information revealed should be accurate, useful, and directly related to the caster's intent. If multiple facts are equally relevant, the Game Master chooses which is revealed.

Analyze cannot reveal information that does not exist, nor can it predict future events or expose intentionally hidden information beyond the Power's capabilities.

Example Uses

- Determine whether an object is magical or psionic.
- Identify the purpose of an unknown device.
- Diagnose a disease, poison, or curse.
- Assess the structural integrity of a wall or bridge.
- Identify a creature's species.
- Determine whether food or water is contaminated.
- Learn the function of a supernatural effect.
- Recognize an alchemical substance or unusual material.

Discipline Notes

Divination (Magick): The caster gains mystical insight into the target, revealing hidden truths through magical perception, ancient knowledge, or supernatural intuition.

Visionary (Psionics): The caster instinctively perceives patterns, relationships, and subtle details, allowing them to rapidly understand the target through heightened extrasensory awareness.

Result Point Enhancements

RP Cost	Enhancement
1	Learn one additional significant fact.
1	Increase the Base Range to 5 Spaces.
1	Analyze all objects or creatures within a 2-Space radius.
2	Increase the Base Range to 20 Spaces.
2	Gain detailed information instead of a general fact.

RP Cost	Enhancement
2	Ignore mundane attempts to conceal the target's nature.
3	Analyze every valid target within 5 Spaces.
3	Detect lingering supernatural effects associated with the target.
4	Instantly recognize any immediately dangerous properties of the target.

Restrictions

- Analyze reveals information; it does not alter, detect, or manipulate the target.
- The information gained is limited to what the target inherently possesses or what has affected it.
- Information deliberately concealed by more powerful supernatural abilities may require additional Result Point Enhancements or may remain hidden at the Game Master's discretion.
- Multiple uses of Analyze may reveal additional information about the same target.

Animate Object

Disciplines: Conjunction

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Animate one unattended object of up to Size 0.

Resistance: None. (An unwilling possessor or controller may resist with Will Power at the Game Master's discretion.)

Manifestation Options: Arcane (Default), Crystal, Earth, Life, Nature, Psychic, Shadow

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster grants temporary animation to an unattended, non-living object. The object can move, manipulate itself, and perform simple physical tasks appropriate to its form.

Animated objects possess no intelligence or independent will. They obey the caster's commands to the best of their physical ability and continue carrying out their last instruction until given a new one or until the Power ends.

An animated object cannot perform actions requiring judgment, creativity, or specialized knowledge unless another Power grants those capabilities.

Example Uses

- Animate a rope to tie itself.
- Cause a key to turn in a lock.
- Command a statue to walk.
- Animate a broom to sweep.
- Cause a shield to float beside an ally.
- Animate chains to wrap around an object.
- Make a ladder climb into position.

Discipline Notes

Conjuration (Magick): The caster infuses an existing object with temporary magical animation, allowing it to move and obey simple commands without granting true life or consciousness.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Increase the maximum Size by 1.
2	Affect one additional object.
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 hour.
3	Grant the object the ability to perform moderately complex tasks.
3	Increase the maximum Size by an additional 2.
4	Increase the Base Duration to 24 hours.

Restrictions

- Animate affects only existing, unattended, non-living objects.
- The Power does not create objects; use Create Object or another appropriate Power to do so.
- Animated objects are not intelligent and cannot make independent decisions.
- The object cannot perform actions physically impossible for its shape or construction.
- Animate does not transform the object or improve its durability, strength, or capabilities beyond normal movement unless another Power provides those effects.

Banish

Disciplines: Apportation, Conjunction, Divination, Telekinesis

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: Instant

Effect/Value: Force one supernatural entity or effect to return to its origin.

Resistance: Will Power.

Manifestation Options: Arcane (Default), Holy, Light, Psychic, Shadow

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster attempts to dismiss or return a supernatural creature, summoned entity, spiritual manifestation, conjured object, or ongoing supernatural effect to its place or state of origin.

If used against a creature, the target resists with **Will Power**. On a failed resistance, the target is immediately banished if it is sustained by supernatural means or originates from another plane, dimension, or realm.

If used against an ongoing Power, compare the caster's Power Test against the original caster's Power Test. On a success, the targeted Power immediately ends.

Banish has no effect on ordinary creatures or mundane objects.

Example Uses

- Dismiss a summoned creature.
- Return a spirit to the afterlife.
- Close a temporary planar rift.
- Dispel a magical construct.
- End an ongoing summoned barrier.
- Drive a possessing entity from its host.

Discipline Notes

Apportation (Magick): The caster mystically displaces the target, forcibly transporting it from the current location to its native plane, a designated destination, or another valid location beyond the immediate area.

Conjuration (Magick): The caster severs the supernatural connection that anchors a creature or effect to the physical world, forcing it back to its place of origin.

Divination (Magick): The caster identifies the true nature of a supernatural entity or effect and invokes its fundamental laws to unravel or dismiss it.

Telekinetic (Psionics): The psion manipulates the fabric of space through immense psychokinetic force, forcibly relocating the target across space or returning it to its point of origin or another appropriate destination.

Result Point Enhancements

RP Cost	Enhancement
1	Increase the Base Range to 50 Spaces.
1	Affect one additional supernatural effect on the same target.
2	Affect one additional valid target.
2	Ignore one level of supernatural protection against banishment.
2	Increase the Base Range to Line of Sight.
3	Affect all valid targets within 5 Spaces.
3	Temporarily prevent the banished entity from returning for 24 hours.
4	Permanently dismiss a temporary conjured creation or seal a temporary supernatural gateway, subject to GM approval.

Restrictions

- Banish affects only supernatural creatures, conjured creations, spirits, extraplanar beings, or ongoing supernatural effects.
- Banish cannot permanently destroy a creature unless the Game Master determines it exists solely through supernatural means.
- Ordinary creatures and mundane objects are unaffected.
- Permanent supernatural phenomena may require extraordinary circumstances or may be immune at the Game Master's discretion.

Barrier

Disciplines: Conjuration, Telekinetic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: 5 Spaces

Duration: 10 minutes

Effect/Value: Create a barrier occupying one 2-Space by 2-Space section with a Barrier Value equal to the caster's Will Power.

Resistance: None.

Manifestation Options: Force (Default), Arcane, Crystal, Earth, Fire, Ice, Nature, Shadow

Shape Options: Wall (Default), Sphere, Dome, Line

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster creates a temporary barrier that blocks movement, line of effect, line of sight, or a combination thereof, depending on its form and Manifestation. The barrier occupies the designated area and remains in place until the Power ends or the barrier is destroyed.

A barrier has a **Barrier Value** equal to the caster's **Will Power**. Whenever the barrier suffers damage, compare the damage against its Barrier Value using the normal Damage rules. If destroyed, the barrier immediately collapses. The exact appearance of the barrier depends on its Manifestation.

Specializations & Example Uses

Specialization	Example Uses
Crystal	Seal doorways, create crystal walls, or form transparent protective barriers.
Darkness	Raise curtains or domes of supernatural darkness that block vision and passage.
Earth	Create stone walls, earthen embankments, or rocky barricades.
Energy	Create barriers of force, arcane energy, or other pure supernatural power.
Ice	Form walls, domes, or shields of solid ice.
Lightning	Create crackling barriers of electrical energy that impede or harm those who pass through.
Plant	Grow hedges, thorn walls, tangled roots, or barriers of living vegetation.

Discipline Notes

Conjuration (Magick): The caster creates a tangible supernatural barrier composed of magical energy or manifested substance.

Telekinetic (Psionics): The caster compresses and stabilizes kinetic force into an invisible or visible field capable of resisting physical force.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 20 Spaces.
1	Increase the Barrier Value by +2.
2	Double one dimension of the barrier.
2	Increase the Base Duration to 1 hour.
2	Shape the barrier around existing objects or terrain.
3	Create one additional connected barrier section.
3	Increase the Barrier Value by an additional +4.
4	Increase the Base Duration to 24 hours.

Restrictions

- A Barrier must be created in an unoccupied space capable of containing it.
- A Barrier cannot be created inside a creature or solid object.
- Unless an Enhancement states otherwise, the barrier is stationary.
- Multiple Barriers created by the same caster may connect but remain separate objects for determining damage and destruction.
- Barrier does not inherently inflict damage. Hazardous manifestations, such as fire or lightning, are cosmetic unless combined with another Power or Enhancement.

Bolster

Disciplines: Alteration, Empathic

Difficulty: Standard

Focus Cost: 2

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Grant +1D to resist Fear, Intimidation, and Interaction Attacks.

Resistance: None. (An unwilling target may resist with Will Power.)

Manifestation Options: Life (Default), Holy, Light, Psychic

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster strengthens a creature's emotional resilience and mental fortitude. While the Power remains in effect, the target gains **+1D** when resisting Fear, Intimidation, Interaction Attacks, and other effects that challenge its courage, determination, or emotional stability.

Bolster does not remove existing Conditions or ongoing supernatural effects, but it provides increased resistance against new attempts to influence or undermine the target.

Example Uses

- Inspire an ally before battle.
- Strengthen a leader's resolve during negotiations.
- Help a companion resist supernatural fear.
- Reinforce emotional stability during traumatic events.
- Encourage a frightened crowd to remain calm.

Discipline Notes

Alteration (Magick): Alteration strengthens the target's body and mind through physical enhancement. Heightened adrenal response, improved stamina, accelerated neural activity, or magically reinforced physiology allow the target to endure fear, stress, and fatigue more effectively.

Empathic (Psionics): The psion channels emotional strength and confidence into the target, reinforcing courage, determination, and mental resilience without controlling the target's thoughts or emotions.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Increase the bonus to +2D.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
3	Affect all allies within 5 Spaces.
3	The target immediately removes the Stymied Condition if caused by fear, intimidation, or emotional influence.
4	Increase the Base Duration to 24 hours.

Restrictions

- Bolster improves emotional resilience; it does not heal injuries or remove physical Conditions.

- Bolster does not grant immunity to Fear or Interaction Attacks.
- Multiple applications of Bolster do not stack; use only the highest bonus currently affecting the target.
- Bolster does not compel actions or alter the target's personality.

Bond

Disciplines: Empathic, Telepathic

Difficulty: Standard

Focus Cost: 2

Casting Time: 1 Action

Range: Touch

Duration: 24 hours

Effect/Value: Establish one supernatural bond between the caster and a willing creature.

Resistance: None. (The target must be willing.)

Manifestation Options: Psychic (Default), Life, Light

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster establishes a lasting supernatural connection with a willing creature. The exact nature of the connection depends on the Discipline used to manifest the Power.

A Bond serves as a conduit through which other Powers may operate if those Powers specifically allow the use of an existing Bond. A creature may maintain multiple Bonds simultaneously.

Example Uses

- Establish a lasting bond with an ally.
- Prepare companions for future supernatural support.
- Form a connection before entering dangerous territory.
- Create a permanent supernatural relationship between two willing creatures.

Discipline Notes

Empathic (Psionics): The Bond creates an emotional and life-force connection. Each participant instinctively senses the other's emotional state, general well-being, and distress. The Bond facilitates Empathic Powers such as Heal, Transfer, Restore, and Bolster.

Telepathic (Psionics): The Bond creates a mental connection. Each participant instinctively recognizes the other's presence and may use compatible Telepathic Powers, such as Mind Link, Read Thoughts,

Suggestion, or Dream, through the Bond. The Bond itself does not permit communication or mind reading.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
2	Establish one additional Bond.
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 week.
3	The Bond functions anywhere on the same world.
3	The Bond cannot be detected by ordinary supernatural means.
4	The Bond becomes permanent until voluntarily dismissed by either participant.

Restrictions

- Bond may only be established with willing creatures.
- Bond does not, by itself, permit communication, emotional influence, mind reading, or the sharing of memories.
- Either participant may voluntarily end the Bond at any time.
- A creature may maintain multiple Bonds simultaneously.
- Bond has no effect across different planes of existence unless another Power specifically states otherwise.

Clairvoyance

Disciplines: Divination, Visionary

Difficulty: Standard

Focus Cost: 5

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Perceive a distant location, a past event, a probable future event, or the history of an object or location.

Resistance: None.

Manifestation Options: Arcane (Default), Crystal, Light, Psychic

Shape Options: Sight (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster projects their senses beyond the normal limits of space and time, allowing them to perceive information unavailable through ordinary means.

The exact clarity, reliability, and amount of information received are determined by the Power's Difficulty, Result Point Enhancements, and the Game Master's judgment. Visions of the future reveal **probable outcomes**, not fixed destinies.

By default, Clairvoyance allows the caster to choose one of the following forms of extrasensory perception:

Specialization & Example Uses

Specialization	Description
Remote Viewing (Scrying)	Observe a distant location as though your senses were physically present there like look beyond a closed door, observe a distant chamber or Watch events occurring elsewhere.
Precognition	Glimpse probable future events or likely outcomes before they occur.
Retrocognition	Witness echoes or visions of significant events that occurred in the past.
Psychometry	Learn the history, emotions, or significant events associated with an object through physical contact.
Location Reading	Perceive echoes of important events tied to a specific place or area like experience echoes of a battlefield.
Combat Foresight	Briefly perceive an opponent's most likely immediate actions, providing tactical insight during combat.
Danger Sense	Receive instinctive warnings of imminent danger before it occurs.
True Sight	Perceive reality beyond illusions, invisibility, disguises, concealment, and similar supernatural deceptions, subject to GM approval.

Discipline Notes

Divination (Magick): The caster mystically extends their awareness beyond the normal boundaries of space and time, perceiving distant places, past events, and possible futures through supernatural insight.

Visionary (Psionics): The psion expands their extrasensory perception, allowing their consciousness to perceive distant locations, temporal echoes, and probable futures through heightened psychic awareness.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Perceive through one additional sense (smell, touch, or taste).
2	Move the remote viewpoint at walking speed when using Remote Viewing.
2	Increase the Base Duration to 1 hour.
2	Gain clearer or more detailed impressions when using Precognition, Retrocognition, Psychometry, or Location Reading.
3	Perceive through all normal senses simultaneously.
3	Increase the Base Range to Line of Sight when using Remote Viewing, or greatly extend the temporal reach of other applications.
4	Increase the Base Duration to 24 hours or receive exceptionally clear and comprehensive visions, subject to Game Master approval.

Restrictions

- Clairvoyance provides sensory information only; it cannot manipulate creatures, objects, or events.
- The caster's body remains stationary while using the Power.
- Future visions reveal probable events rather than absolute certainties.
- The Game Master determines the accuracy and clarity of information received, particularly when viewing the future or distant past.
- Clairvoyance does not reveal hidden or invisible creatures unless another ability would normally allow them to be perceived.

Commune

Disciplines: Divination, Visionary

Difficulty: Difficult

Focus Cost: 3

Casting Time: 1 Minute

Range: Self

Duration: 10 minutes

Effect/Value: Communicate with one supernatural entity or lingering supernatural echo.

Resistance: None.

Manifestation Options: Arcane (Default), Holy, Light, Psychic, Spirit

Shape Options: Self (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specializations: Yes

Effect: The caster opens a temporary channel of communication with a supernatural entity, spiritual presence, ancestral spirit, lingering psychic impression, or similar supernatural echo.

The contacted entity is not compelled to answer truthfully, completely, or at all. Information gained depends upon the nature, knowledge, attitude, and awareness of the contacted presence.

Commune cannot establish communication with ordinary living creatures.

Specializations & Example Uses

Specialization	Description
Ancestor Communion	Commune with the spirits of your ancestors or departed family members.
Animal Communion	Establish communication with animals and beasts.
Construct Communion	Communicate with constructs, golems, or artificial intelligences.
Dead Communion	Speak with the spirits of the deceased.
Dragon Communion	Establish communication with dragons or dragon-like beings.
Elemental Communion	Commune with elemental spirits and manifestations of the natural elements.
Nature Communion	Communicate with plants, forests, and the spirits of nature.
Object Communion	Commune with objects to perceive impressions of their history or purpose.
Planetary Communion	Commune with the consciousness or spirit of a world or celestial body.
Spirit Communion	Communicate with incorporeal spirits, ghosts, and similar entities.
Machine Communion	Establish communication with machines, vehicles, or technological systems.
Telepathic Communion	Form a deep mental connection with a willing intelligent creature.

Discipline Notes

Divination (Magick): The caster reaches beyond the physical world, opening a mystical conduit to spirits, divine beings, magical entities, or lingering supernatural echoes.

Visionary (Psionics): The caster attunes to psychic impressions embedded within minds, places, or the collective unconscious, interpreting echoes of thought, memory, and spiritual resonance.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Ask one additional meaningful question.
2	Increase the Base Duration to 1 hour.
2	Contact a more distant or obscure entity, subject to GM approval.
2	Gain clearer or more detailed answers.
3	Establish communication with multiple related entities or echoes simultaneously.
3	The contacted entity cannot intentionally deceive the caster, though it may still refuse to answer.
4	Increase the Base Duration to 24 hours.

Restrictions

- Commune does not compel a response.
- Contacted entities answer only according to their own knowledge and disposition.
- Answers may be symbolic, incomplete, cryptic, or misunderstood.
- Commune cannot reveal information that no contacted entity or echo possesses.
- The Game Master determines the availability, reliability, and personality of any contacted entity.

Conceal

Disciplines: Divination, Telepathy, Visionary

Difficulty: Standard

Focus Cost: 2

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Conceal one creature, object, or supernatural effect from supernatural detection.

Resistance: None. (An unwilling target may resist with Will Power.)

Manifestation Options: Arcane (Default), Light, Psychic, Shadow

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specializations: Yes

Effect: The caster obscures a creature, object, location, or ongoing supernatural effect from supernatural perception.

While the Power remains in effect, attempts to detect, analyze, locate, scry, or otherwise perceive the concealed target through supernatural means automatically fail unless the opposing caster overcomes the Conceal effect through an opposed Power Test or another method approved by the Game Master.

Conceal has no effect on normal vision, hearing, or other mundane senses.

Specializations & Example Uses

Specialization	Description
Conceal Creature	Hide a creature from ordinary observation.
Conceal Object	Hide an object from ordinary observation.
Conceal Sound	Suppress or hide sounds produced by a target.
Conceal Scent	Mask odors and scent trails.
Conceal Tracks	Hide footprints, trails, and other physical evidence of passage.
Conceal Aura	Hide magical, psychic, or supernatural auras.
Conceal Presence	Reduce awareness of the target, making it difficult to notice even when in plain sight.
Conceal Thoughts	Shield a creature's mind from Read Thoughts and similar Powers.
Conceal Identity	Hide a target's true identity or supernatural nature from detection.
Conceal Location	Obscure a target's location from supernatural sensing or divination.

Discipline Notes

Divination (Magick): The caster weaves mystical veils that obscure the target from magical perception, disguising or suppressing its supernatural presence.

Visionary (Psionics): The caster clouds psychic impressions surrounding the target, causing supernatural senses to overlook or misinterpret its presence.

Telepathic (Psionics): The psion subtly manipulates the minds of nearby observers, causing them to overlook, ignore, or fail to consciously perceive the concealed target. The target is not physically invisible; instead, the observers' minds simply fail to recognize its presence.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Conceal one additional target.

RP Cost	Enhancement
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 hour.
2	Conceal all supernatural effects currently affecting the target.
3	Affect all allies within 5 Spaces.
3	Require opposing supernatural powers to succeed at an opposed Power Test to penetrate the concealment.
4	Increase the Base Duration to 24 hours.

Restrictions

- Conceal protects only against supernatural methods of perception.
- Conceal does not make the target invisible, silent, or physically hidden.
- Conceal does not block mundane investigation or ordinary senses.
- Multiple applications of Conceal do not stack; use the most powerful effect currently active.

Corrupt

Disciplines: Alteration, Empathic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Inflict one corruption upon a creature, object, or substance.

Resistance: Opposed Power (Will Power against Empathic; Magick Resistance against Alteration Magick if available.)

Manifestation Options: Shadow (Default), Blood, Disease, Earth, Psychic, Venom

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specializations: Yes

Effect: The caster taints a creature, object, or substance with a harmful supernatural corruption.

The exact corruption depends on the caster's intent and Manifestation, but it always degrades, contaminates, or diminishes the target rather than destroying it outright.

Corrupt cannot directly inflict damage. Instead, it introduces one harmful condition, contamination, or impairment appropriate to the target.

Specializations & Example Uses

Specialization	Description
Corrupt Creature	Taint a living creature with physical, mental, or spiritual corruption.
Corrupt Mind	Twist a creature's thoughts, emotions, or personality.
Corrupt Spirit	Defile or taint a creature's soul or spiritual essence.
Corrupt Object	Taint an object, reducing its quality or imbuing it with malign properties.
Corrupt Weapon	Infuse a weapon with corrupting supernatural energy.
Corrupt Food	Spoil food or drink, making it unsafe or unwholesome.
Corrupt Water	Taint water or other liquids with decay or supernatural pollution.
Corrupt Land	Blight an area of terrain, causing decay or unnatural effects.
Corrupt Plant	Twist or wither vegetation through supernatural corruption.
Corrupt Magic	Taint an existing magical effect or enchantment with corruptive energy.

Discipline Manifestations

Alteration (Magick): The caster physically or mystically degrades the target, causing decay, rot, corrosion, contamination, or supernatural blight.

Empathic (Psionics): The psion disrupts the target's life force and biological processes, introducing sickness, fatigue, toxicity, disease, or other harmful physiological conditions.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Inflict one additional appropriate corruption.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
3	Affect all valid targets within 5 Spaces.

3	The corruption persists until removed by Purify, Restore , or another appropriate Power.
4	Increase the Base Duration to 24 hours.

Restrictions

- Corrupt cannot instantly destroy a creature or object.
- Corrupt cannot directly inflict damage; it introduces harmful states, contamination, or degradation.
- The exact corruption must be appropriate to both the target and the chosen Manifestation.
- Multiple applications of the same corruption do not stack unless the Game Master determines otherwise.

Create Creature

Disciplines: Conjuraton

Difficulty: Difficult

Focus Cost: 5

Casting Time: 1 Action

Range: 5 Spaces

Duration: 10 minutes

Effect/Value: Create or summon one temporary creature.

Resistance: None.

Manifestation Options: Arcane (Default), Beast, Celestial, Construct, Elemental, Nature, Shadow, Spirit

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster creates or summons a temporary living creature under their control.

The creature appears in an unoccupied space within range and obeys the caster's commands to the best of its ability. Unless otherwise directed, it acts to defend itself and the caster.

The creature's statistics are determined by its Base Value and any Result Point Enhancements, or by a creature template approved by the Game Master.

If reduced to Incapacitated, dismissed, or when the duration expires, the creature disappears without leaving a physical body unless the Game Master determines otherwise.

Specializations & Example Uses

Specialization	Description
Animal	Create a natural animal appropriate to the environment.
Beast of Burden	Create a creature suited for carrying loads or transporting creatures.
Celestial	Create a celestial or holy servant.
Elemental	Create a creature composed of elemental energy or substance.
Guardian	Create a loyal creature dedicated to protecting a creature, object, or location.
Scout	Create a creature specialized in reconnaissance and observation.
Shadow Creature	Create a creature formed from darkness or shadow.
Spirit	Create a spirit or incorporeal supernatural being.
Vermin	Create insects, arachnids, or other small crawling creatures.

Discipline Manifestations

Conjuration (Magick): The caster summons or magically creates a temporary living creature from supernatural energies, another realm, or the natural world.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 20 Spaces.
1	Improve one Attribute or Special Ability of the creature by one step.
2	Create one additional identical creature.
2	Increase the Base Duration to 1 hour.
2	Grant the creature one additional Bestowed Trait.
3	Improve the creature's overall power level by one category, subject to GM approval.
3	The creature may act independently while pursuing a general command.
4	Increase the Base Duration to 24 hours.

Restrictions

- The creature is temporary and cannot become a permanent companion through this Power.
- The creature disappears immediately when the duration ends or if dismissed by the caster.
- The creature cannot create additional creatures through this Power.
- The Game Master has final authority over available creature templates and their capabilities.
- Multiple castings of Create Creature may exist simultaneously, provided the caster can maintain them.

Create Environment

Disciplines: Conjuration

Difficulty: Difficult

Focus Cost: 6

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Create one environmental feature occupying up to a 5-Space area.

Resistance: None.

Manifestation Options: Arcane (Default), Crystal, Earth, Ice, Light, Nature, Shadow, Stone

Shape Options: Target (Default), Burst, Line

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster creates a temporary environmental feature composed of supernatural matter or energy.

The created feature may provide support, cover, concealment, elevation, or alter movement through an area. It remains stable for the duration of the Power unless destroyed or dismissed.

The environment created must be physically plausible for its chosen Manifestation and may not directly attack creatures, though it may obstruct, protect, or reshape the battlefield.

Specializations & Example Uses

Specialization	Description
Bridge	Create a bridge or similar span across a gap or obstacle.
Defensive Works	Create trenches, embankments, barricades, or other defensive terrain.
Platform	Create raised platforms, ledges, or other elevated surfaces.
Shelter	Create temporary shelters, huts, or protective structures.
Stairway	Create stairs, ramps, ladders, or other means of vertical movement.
Tunnel	Create entrances, passages, or tunnels through suitable terrain.
Wall	Create walls, barriers, hedges, or similar vertical obstacles.
Earthworks	Shape earth, stone, or soil into useful terrain features.

Iceworks	Create structures formed from ice or snow.
Crystal Growth	Create structures formed from crystal or similar supernatural materials.

Discipline Manifestations

Conjuration (Magick): The caster conjures temporary terrain, structures, or natural features from supernatural energy.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the size of the created feature.
1	Increase the Base Range to 50 Spaces.
2	Increase the Base Duration to 1 hour.
2	Create one additional connected environmental feature.
2	Increase the structural durability by one category.
3	Double the area again.
3	Create complex structures containing multiple connected features such as bridges with railings, multi-level platforms, or enclosed shelters.
4	Increase the Base Duration to 24 hours.

Restrictions

- Create Environment cannot directly create creatures, equipment, or vehicles.
- The created environment cannot directly inflict damage, though creatures may suffer normal consequences from interacting with it (such as falling from a created platform).
- Environmental features disappear harmlessly when the duration expires, leaving creatures and objects safely displaced to the nearest suitable location if necessary.
- The Game Master determines the maximum complexity of any created structure.

Create Equipment

Disciplines: Conjuration

Difficulty: Standard

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Create one piece of equipment. Max effect value (damage or defense) is 3D.

Resistance: None.

Manifestation Options: Arcane (Default), Crystal, Earth, Force, Ice, Light, Metal, Nature, Shadow

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster creates one temporary piece of usable equipment composed of supernatural matter or energy.

Specialization: Required

The equipment functions as a normal item of its type for the duration of the Power. Weapons use their normal game statistics, armor provides its normal Armor value, and tools function as ordinary examples of their kind.

The equipment disappears when the duration expires, if dismissed by the caster, or if destroyed.

Specializations & Example Uses

Specialization	Description
Create Armor	Create armor, shields, helmets, and other protective equipment.
Create Climbing Gear	Create ropes, grappling hooks, pitons, harnesses, and similar climbing equipment.
Create Light Sources	Create lanterns, torches, lamps, candles, or other portable illumination.
Create Medical Equipment	Create healer's kits, bandages, splints, surgical tools, and similar medical supplies.
Create Melee Weapons	Create swords, axes, spears, maces, daggers, and other hand-held weapons.
Create Polearms	Create spears, halberds, pikes, and other long-reach weapons.
Create Ranged Weapons	Create bows, crossbows, slings, and other ranged weapons.
Create Shields	Create bucklers, kite shields, tower shields, and similar defensive equipment.
Create Thieves' Tools	Create lockpicks, tension wrenches, pry bars, and similar infiltration tools.

Specialization	Description
Create Tools	Create hammers, shovels, saws, picks, crowbars, and other utility tools.

Discipline Manifestations

Conjuration (Magick): The caster conjures temporary equipment from supernatural matter or energy. The appearance depends upon the chosen Manifestation.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Create one additional piece of equipment.
1	Increase the Base Range to 20 Spaces.
1+	Increase the effect Value +1D per Result Point
2	Increase the Base Duration to 1 hour.
2	Create a complex kit consisting of several related tools (such as a healer's kit, locksmith's kit, or climbing kit).
2	Increase the equipment's quality by one category, subject to GM approval.
3	Create equipment for one additional creature.
3	The equipment gains one temporary Special Property appropriate to its Manifestation, subject to GM approval.
4	Increase the Base Duration to 24 hours.

Restrictions

- Create Equipment cannot create permanent items.
- Created equipment cannot itself produce supernatural effects unless enhanced by another Power.
- Ammunition, fuel, and other consumables disappear with the created equipment unless separately created.
- The Game Master determines the maximum complexity and quality of any created equipment.
- Multiple castings of Create Equipment may exist simultaneously.

Create Light

Disciplines: Conjuration

Difficulty: Standard

Focus Cost: 1

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Illuminate a 5-Space radius.

Resistance: None.

Manifestation Options: Light (Default), Arcane, Crystal, Fire, Holy, Nature, Psychic, Shadow, Color

Shape Options: Target (Default), Burst, Line

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specializations: Yes

Effect: The caster creates a source of supernatural illumination.

The light may originate from a point in space, an object, or a willing creature. The illumination functions as normal light, reducing or eliminating penalties caused by darkness within its area.

The caster may choose the color, brightness, and appearance of the light when the Power is manifested.

Specializations & Example Uses

Specialization	Description
Beacon	Create a bright stationary light visible from great distances.
Daylight	Create brilliant illumination that mimics natural daylight.
Floating Light	Create a mobile light that follows a creature or location.
Lantern	Create a steady, localized light suitable for exploration.
Radiance	Cause a creature or object to emit bright light.
Signal Light	Create flashes, pulses, or patterns for communication.
Spotlight	Create a focused beam of light that illuminates a specific area or target.
Starlight	Create soft, dim illumination over a broad area without revealing every detail.

Discipline Manifestations

Conjuration (Magick): The caster conjures a stable source of supernatural light that radiates from the chosen location or object.

Result Point Enhancements

RP Cost	Enhancement
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1	Double the Base Duration.
1	Double the illuminated radius.
1	Increase the Base Range to 50 Spaces.
2	Increase the Base Duration to 1 hour.
2	Create one additional light source.
2	The light moves under the caster's control at walking speed.
3	Increase the illuminated radius again.
3	The light may change color, brightness, or intensity each round without additional cost.
4	Increase the Base Duration to 24 hours.

Restrictions

- Create Light produces illumination only. It does not inflict damage or create heat.
- The light is considered ordinary illumination unless another Power modifies it.
- The Power does not automatically reveal invisible, concealed, or supernatural creatures.
- Multiple light sources created by this Power overlap normally but provide no additional benefit beyond fully illuminating an area.

Create Object

Disciplines: Conjuraton

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Create one mundane object.

Resistance: None.

Manifestation Options: Arcane (Default), Crystal, Earth, Ice, Light, Metal, Nature, Shadow, Wood

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster creates one temporary, non-living mundane object composed of supernatural matter or energy.

The object functions as a normal example of its type for the duration of the Power. It may be handled, carried, and interacted with normally until the Power ends.

The created object disappears when the duration expires, if dismissed by the caster, or if destroyed.

Specializations & Example Uses

Specialization	Description
Containers	Create chests, barrels, crates, bottles, bags, and other storage objects.
Fasteners	Create chains, locks, keys, shackles, and similar securing devices.
Furniture	Create chairs, tables, benches, beds, shelves, and similar furnishings.
Household Goods	Create cups, bowls, plates, utensils, cookware, and other common domestic objects.
Ladders & Scaffolding	Create ladders, scaffolds, platforms, and similar climbing aids.
Reading Materials	Create books, scrolls, maps, journals, or blank writing materials.
Rope & Cordage	Create ropes, cords, twine, nets, and similar flexible materials.
Simple Mechanisms	Create pulleys, wheels, levers, gears, or other uncomplicated mechanical objects.
Storage	Create sacks, backpacks, pouches, satchels, and other carrying containers.
Utility Objects	Create common everyday objects that don't fit another specialization.

Discipline Manifestations

Conjuration (Magick): The caster conjures a temporary mundane object from supernatural matter or energy. Its appearance reflects the chosen Manifestation.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 20 Spaces.
1	Create one additional object.
2	Increase the Base Duration to 1 hour.

2	Create a larger or more complex object, subject to GM approval.
2	Create a set of related objects (such as a dining set or writing desk with chair).
3	Double the maximum size of the created object.
3	Create multiple identical objects as a single creation, subject to GM approval.
4	Increase the Base Duration to 24 hours.

Restrictions

- Create Object creates only ordinary, non-living objects.
- Created objects possess no supernatural properties unless granted by another Power.
- The Power cannot create creatures, equipment, vehicles, structures, or hazardous environments; use the appropriate Create Power instead.
- Extremely intricate or valuable objects may require additional Result Point Enhancements or Game Master approval.
- Multiple castings of Create Object may exist simultaneously.

Create Substance

Disciplines: Conjunction

Difficulty: Standard

Focus Cost: 5

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Create one quantity of a single raw mundane substance occupying up to a 2-Space area.

Resistance: None.

Manifestation Options: Air, Crystal, Earth, Fire, Ice, Light, Metal, Nature, Sand, Shadow, Water (Default selected when the Power is learned.)

Shape Options: Target (Default), Burst, Line

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster creates a quantity of a single raw, non-living substance composed of supernatural matter or energy.

The created substance behaves exactly like its natural counterpart for the duration of the Power. It may be handled, moved, shaped, or manipulated normally and may later become the target of **Element Control** or other appropriate Powers.

When the duration expires, the substance disappears harmlessly unless otherwise specified by the Game Master.

Specializations & Example Uses

Specialization	Description
Acids	Create corrosive acids and similar caustic substances.
Clay	Create clay, mud, and other workable earthen materials.
Crystals	Create crystal, quartz, gemstones, and similar mineral substances.
Earth & Sand	Create soil, sand, gravel, and other loose earth materials.
Ice	Create ice, snow, frost, and other frozen substances.
Liquids	Create water and other non-corrosive liquids.
Metals	Create iron, steel, copper, bronze, and other common metals.
Smoke & Vapor	Create smoke, mist, fog, steam, and similar airborne substances.
Stone	Create stone, rock, granite, limestone, and other solid mineral materials.
Wood	Create wood, lumber, bark, and other plant-based structural materials.

Discipline Manifestations

Conjuration (Magick): The caster conjures raw matter or elemental material from supernatural energy, temporarily bringing it into physical existence.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the amount of substance created.
1	Increase the Base Range to 50 Spaces.
2	Increase the Base Duration to 1 hour.
2	Create one additional raw substance of the same type.
2	Increase the density or purity of the substance by one category, subject to GM approval.
3	Double the amount of substance again.
3	Create multiple connected masses of the same substance.

RP Cost	Enhancement
4	Increase the Base Duration to 24 hours.

Restrictions

- Create Substance creates only raw, homogeneous materials.
- The Power cannot create finished objects, equipment, structures, creatures, or complex manufactured goods.
- The created substance possesses only the normal physical properties of its natural counterpart.
- Hazardous substances (such as acid, lava, or poisonous gases) may require Game Master approval and are still subject to their normal physical effects.
- Multiple castings of Create Substance may exist simultaneously.

Deflect

Disciplines: Apportation, Telekinetic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Reaction

Range: Self

Duration: Instant

Effect/Value: Redirect one incoming attack or moving object up to 3D in Damage.

Resistance: Opposed Power (Against the attacker's attack roll or the controlling caster's Power Test, as appropriate.)

Manifestation Options: Arcane (Default), Force, Psychic, Shadow, Wind

Shape Options: Self (Default), Touch

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster redirects the path of a single incoming attack, projectile, or moving object.

If the Power succeeds, the attack or object is deflected harmlessly away from the target or redirected toward another legal target, subject to Result Point Enhancements and Game Master approval.

Deflect may be used against physical missiles, thrown weapons, energy attacks, or unattended moving objects. It may also oppose Powers that project a physical object or energy toward the target.

Specialization & Example Uses

Specialization	Description
Energy	Deflect energy attacks such as fire, lightning, cold, acid, or similar effects.
Melee	Deflect hand-held weapon attacks and unarmed strikes.
Missiles	Deflect arrows, bolts, bullets, thrown weapons, and other projectiles.
Objects	Deflect moving objects such as boulders, barrels, or falling debris.
Psionic Force	Deflect telekinetically propelled objects or psionic attacks that create physical force.
Redirect	Change the direction of a deflected attack toward another target or location.
Shielding	Create a sustained defensive field that continuously deflects incoming attacks.

Discipline Manifestations

Apportation (Magick): The caster magically alters the trajectory of the incoming attack or object, causing it to veer harmlessly away or toward another destination.

Telekinetic (Psionics): The psion applies an instantaneous burst of telekinetic force to alter the momentum and direction of the incoming attack or object.

Result Point Enhancements

RP Cost	Enhancement
1	Increase the Base Range to 5 Spaces.
1	Deflect one additional projectile from the same attacker.
1+	Increase the Effect Value +1D per Result Point
2	Increase the Base Range to 20 Spaces.
2	Redirect the attack toward another legal target within range.
2	Deflect an area attack affecting only the caster.
3	Deflect all projectiles originating from a single attacker this round.
3	Redirect a moving object weighing up to twice the normal limit.
4	Redirect the attack back at its original source.

Restrictions

- Deflect affects only attacks, projectiles, or objects already in motion.
- Deflect cannot stop stationary hazards, barriers, or environmental effects.
- The Power cannot redirect attacks that lack a physical or energy trajectory unless the Game Master determines otherwise.
- Area attacks affecting multiple targets may only be deflected if specifically enhanced.
- Deflect does not increase Armor or reduce damage; it changes the attack's path.

Detect

Disciplines: Divination, Empathic, Telekinesis, Visionary,

Difficulty: Standard

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Detect one type of presence.

Resistance: None. Creatures or objects concealed by supernatural means may require an Opposed Power Test.

Manifestation Options: Arcane (Default), Holy, Life, Nature, Psychic, Shadow, Spirit

Shape Options: Self (Default), Burst, Cone

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster senses the presence of one chosen type of creature, object, substance, energy, condition, or supernatural phenomenon within range.

Detect reveals only the existence of the chosen presence. It does not identify, analyze, or pinpoint the exact location of what is detected. Additional Powers such as **Analyze** or **Locate** may be required to learn more detailed information.

The caster chooses what is being detected when the Power is manifested unless the Power has been learned as a specialized version.

Specializations & Example Uses

Specialization	Description
Disease	Detect diseases, infections, and similar biological afflictions.
Dimensional Portals	Detect portals, gateways, rifts, and other dimensional anomalies.
Emotions	Detect the emotional state of nearby creatures.
Fire	Detect sources of heat, fire, or intense thermal energy.
Force	Detect magical, psionic, or physical force fields and kinetic disturbances.
Gravity	Detect gravitational anomalies or localized changes in gravity.

Hidden	Detect concealed creatures, objects, secret doors, or hidden compartments.
Life	Detect living creatures and other life forms.
Magick	Detect magical energy, enchantments, and supernatural effects.
Metal	Detect metallic objects and deposits.
Motion	Detect movement within the Power's range.
Poison	Detect poisons, toxins, and other harmful substances.
Psionics	Detect psionic energy, powers, and mental phenomena.
Truth	Detect deception, falsehoods, or concealed truths.
Undead	Detect undead creatures and necromantic energies.
Vibration	Detect vibrations transmitted through solid surfaces or other media.
Water	Detect water, moisture, and other significant liquid sources.

Discipline Manifestations

Divination (Magick): The caster extends mystical senses beyond the normal five senses, perceiving the chosen presence through supernatural awareness.

Empathic (Psionics): The psion senses biological, emotional, or life-force signatures, allowing the detection of living creatures, diseases, emotional states, or other life-related phenomena.

Telekinetic (Psionics): The psion senses kinetic forces, momentum, vibration, pressure, and gravitational disturbances directly.

Visionary (Psionics): The psion expands perception beyond ordinary senses, recognizing subtle psychic, spatial, or supernatural patterns associated with the chosen presence.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Detect one additional related presence.
2	Increase the Base Duration to 1 hour.
2	Ignore ordinary concealment or barriers.
2	Sense the approximate direction of each detected presence.
3	Ignore most supernatural concealment unless specifically protected.
3	Determine the number of detected presences.

4	Increase the Base Duration to 24 hours.
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Restrictions

- Detect reveals only the presence of the chosen target.
- Detect does not identify, analyze, or reveal detailed information about what is detected.
- Detect does not automatically reveal an exact location unless enhanced or combined with another Power.
- Supernatural concealment or masking may require an Opposed Power Test to overcome.
- A specialized version of Detect may sense only its chosen subject but reduces the Focus Cost by 1.

Disrupt

Disciplines: Divination, Telepathic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: Instant

Effect/Value: End or interfere with one ongoing supernatural Power or effect. The Effect value is up to 2D.

Resistance: Opposed Power Test. If the effect has no caster, use the Game Master's assigned Difficulty.

Manifestation Options: Arcane (Default), Holy, Light, Psychic, Shadow

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster attempts to unravel, suppress, or neutralize an ongoing supernatural Power or effect.

If the target effect is maintained by another caster, make an opposed Power Test against the original caster's Power Test Total. If successful, the targeted Power immediately ends.

If the target is a supernatural effect without an active caster, such as a magical trap, enchanted object, lingering field, or psychic residue, the Game Master assigns the Difficulty based on the effect's strength.

Disrupt affects only ongoing supernatural Powers and effects. It cannot counter an instantaneous Power once it has resolved.

Specializaion & Example Uses

Disrupt Specialization	Description
Counterspell	Interrupt or suppress magical Powers like collapse a Barrier, end a Protection effect, or remove a Veil or Conceal.
Psychic Static	Disrupt telepathic communication and psionic Powers.
Power Suppression	Temporarily prevent a specific supernatural ability from functioning.
Energy Disruption	Destabilize magical or psychic energy.
Mental Interference	Hamper concentration and mental actions.
Null Field	Create an area where supernatural Powers are weakened or disrupted.

Discipline Notes

Divination (Magick): The caster identifies and unravels the mystical structure sustaining the supernatural effect, causing it to collapse.

Telepathic (Psionics): The caster disrupts the psychic patterns maintaining the supernatural effect, breaking its coherence and causing it to dissipate.

Result Point Enhancements

RP Cost	Enhancement
1	Increase the Base Range to 50 Spaces.
1	Immediately identify the Power being disrupted if it was previously unknown.
1+	Increase the Effect Value +1D
2	Attempt to disrupt one additional supernatural effect on the same target.
2	Increase the Base Range to Line of Sight.
2	Ignore one level of protection against disruption.
3	Attempt to disrupt all supernatural effects affecting a single target.
3	Attempt to disrupt all ongoing supernatural effects within a 5-Space radius.
4	Prevent the disrupted Power from being manifested again by the same caster until the end of the next round.

Restrictions

- Disrupt affects only ongoing supernatural Powers and effects.
- Instantaneous Powers that have already resolved cannot be disrupted.
- Disrupt does not permanently remove innate supernatural abilities or permanently enchanted objects unless specifically allowed by the Game Master.
- If multiple ongoing Powers are present, the caster must designate the intended target unless using an Enhancement that affects multiple effects.

Dominate

Disciplines: Alteration, Telepathic

Difficulty: Opposed

Focus Cost: 5

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Assume direct control of one creature.

Resistance: Opposed Power (Psionics Resistance or Will Power.)

Manifestation Options: Psychic (Default), Shadow, Spirit

Shape Options: Target (Default)

Component Options: Verbal, Somatic

Signature Effect Options: Player's Choice

Specializations: Yes

Effect: The caster establishes complete mental control over the target creature.

While dominated, the target obeys the caster's mental commands to the best of its ability. The caster may direct the target's movement, actions, speech, and other voluntary behavior.

The target retains its own knowledge, memories, and abilities but cannot voluntarily act contrary to the caster's commands.

The caster must maintain concentration to issue complex or changing commands. If no commands are given, the target continues carrying out its most recent instruction in a reasonable manner.

Specialization & Example Uses

Specialization	Description
Compel Action	Force a target to perform a specific action or task.
Compel Truth	Force a target to truthfully answer questions or reveal information.
Control Movement	Direct where a target moves or prevent it from moving elsewhere.
Control Will	Override a target's free will, allowing broad mental domination.
Flee	Compel a target to retreat from a creature, object, or location.
Obedience	Force a target to obey simple verbal commands.
Pacify	Prevent a target from attacking or acting aggressively.

Provoke	Compel a target to attack a specific creature or object.
Surrender	Force a target to cease hostilities and surrender peacefully.

Discipline Manifestations

Alteration (Magick): The caster magically alters the target's will, instincts, and supernatural essence, compelling obedience through enchantment or mystical domination. The target's mind remains aware but its ability to choose its own actions is overridden.

Telepathic (Psionics): The psion overwhelms the target's conscious mind, replacing its voluntary decisions with the psion's own mental commands.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
2	Increase the Base Duration to 1 hour.
2	Issue complex standing commands that continue without concentration.
2	The target believes its actions are its own while dominated.
3	Affect one additional target.
3	Temporarily access the target's senses while maintaining control.
4	Increase the Base Duration to 24 hours.

Restrictions

- Dominate affects only creatures with minds capable of independent thought.
- The caster cannot force the target to perform actions that are physically impossible.
- Particularly self-destructive commands may grant the target an immediate new Resistance Test at the Game Master's discretion.
- If the caster becomes Incapacitated or voluntarily ends the Power, the domination immediately ends.
- Multiple Dominate effects cannot control the same target simultaneously; only the most recent successful effect applies.

Dream

Disciplines: Divination, Telepathic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 10 Minutes

Range: Unlimited (Same Plane)

Duration: One dream

Effect/Value: Enter or influence the dreams of one sleeping creature.

Resistance: Opposed Power (Magick Resistance for Divination; Psionics Resistance for Telepathic. If the target lacks the appropriate Resistance Skill, it resists with **Will Power**.)

Manifestation Options: Arcane (Default), Moon, Psychic, Shadow, Spirit

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster enters, observes, or influences the dreams of a sleeping creature.

While within the dream, the caster may communicate with the dreamer, alter the dream's imagery, present symbolic visions, ask questions, or attempt to influence the dreamer's emotions and perceptions.

The dream itself cannot directly inflict physical harm, though the experience may affect the dreamer's thoughts, memories, or emotional state at the Game Master's discretion.

Example Uses

- Deliver a prophetic vision.
- Send a warning.
- Ask questions of a sleeping ally.
- Calm recurring nightmares.
- Create frightening dreams.
- Leave a symbolic message.
- Communicate across great distances.
- Observe another creature's dreams.

Discipline Manifestations

Divination (Magick): The caster travels through the mystical realm of dreams, where prophecy, symbolism, spirits, and fate intertwine. Dreams often reveal truths hidden from the waking world.

Telepathic (Psionics): The psion projects their consciousness into the target's dreaming mind, communicating directly with the subconscious and influencing the dream experience.

Result Point Enhancements

RP Cost	Enhancement
1	Affect one additional dreamer.

1	Remain within the dream for the entire sleep cycle.
2	The dreamer vividly remembers the dream upon waking.
2	Freely reshape the dream environment.
2	Communicate with complete clarity rather than through symbolism.
3	Share the same dream with multiple willing participants.
3	View recent memories represented within the dream, subject to GM approval.
4	Leave a persistent dream that recurs each time the target sleeps until removed or fulfilled, subject to GM approval.

Restrictions

- The target must be naturally asleep or otherwise dreaming.
- Dream does not directly control a creature's actions while awake.
- Information revealed through dreams may be symbolic, incomplete, or influenced by the dreamer's subconscious.
- Dream cannot directly inflict physical damage.
- Particularly powerful supernatural protections or dream wards may prevent or alter access to the dream.

Element Control

Disciplines: Alteration, Apportation, Telekinetic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Control one existing elemental substance or energy source occupying up to a 2-Space area.

Resistance: None. (If used offensively against an unwilling creature, resolve as an Opposed Power.)

Manifestation Options: Air, Crystal, Earth, Fire, Ice, Lightning, Light, Metal, Nature, Sand, Shadow, Sound, Water (Default selected when the Power is learned.)

Shape Options: Target (Default), Burst, Line

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster gains control over an existing elemental substance or naturally occurring energy source within range.

The controlled element may be moved, shaped, redirected, divided, combined, or otherwise manipulated within reasonable limits. The Power cannot create or destroy the element, only alter its position, movement, or configuration.

If the controlled element is used to directly hinder, move, or harm an unwilling creature, resolve the effect as an **Opposed Power** using the target's appropriate Resistance.

Specializations & Example Uses

Specialization	Description
Air	Manipulate air, wind, pressure, and atmospheric currents.
Darkness	Manipulate existing shadows and areas of darkness.
Earth	Manipulate stone, soil, sand, clay, and other earthen materials.
Electricity	Manipulate existing electrical energy, lightning, and static charge.
Fire	Manipulate existing fire, heat, and combustion.
Ice	Manipulate existing ice, snow, and frost.
Light	Manipulate existing light to illuminate, dim, focus, or bend it.
Metal	Manipulate existing metal, including shaping, heating, or cooling it.
Plants	Manipulate living plants, vines, roots, and similar vegetation.
Sound	Manipulate sound waves and vibration.
Temperature	Add or remove thermal energy from existing matter.
Water	Manipulate water, ice, steam, and other naturally occurring liquids.

Discipline Manifestations

Alteration (Magick): The caster alters the physical properties and behavior of the chosen element, causing it to flow, harden, soften, bend, or reshape.

Apportation (Magick): The caster magically moves and redirects the chosen element without altering its fundamental nature.

Telekinetic (Psionics): The psion manipulates matter and energy through precise kinetic force at the molecular level. By increasing or decreasing the motion of particles, the psion can heat or cool materials, generate flames (Pyrokinesis), freeze substances (Cryokinesis), produce electrical discharges (Electrokinesis), or otherwise influence existing elemental matter and energy. These effects require existing matter or energy to manipulate and cannot create matter from nothing.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Double the amount of elemental matter or energy controlled.
2	Increase the Base Duration to 1 hour.
2	Control one additional connected source of the same element.
2	Perform delicate or highly precise manipulations.
3	Affect an area twice the normal size.
3	Simultaneously manipulate two different aspects of the same element (such as moving and reshaping).
4	Increase the Base Duration to 24 hours.

Restrictions

- Element Control affects only existing elemental matter or naturally occurring energy.
- The Power cannot create, destroy, or permanently transform an element. Use Manifest Energy, Create Substance, or Transform Object for those effects.
- The chosen Manifestation determines the type of element that may be controlled.
- Multiple applications of Element Control affecting the same element do not stack; use the most recent successful manifestation.
- Supernatural manifestations of an element created by another caster may require an Opposed Power Test to control, at the Game Master's discretion.

Emotional Influence

Disciplines: Alteration, Telepathic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Alter one emotional state.

Resistance: Opposed Power (Magick Resistance for Alteration; Psionics Resistance for Telepathic. If the target lacks the appropriate Resistance Skill, it resists with **Will Power**.)

Manifestation Options: Arcane (Default), Holy, Nature, Psychic, Shadow, Spirit

Shape Options: Target (Default), Burst

Component Options: Verbal, Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster alters one emotional state of a creature. The chosen emotion becomes the dominant emotion experienced by the target for the duration of the Power. While the target retains control of its own actions, its decisions, reactions, and interactions are naturally influenced by the imposed emotion.

The exact emotional effect is determined when the Power is manifested unless the caster has learned a specialized version.

Specializations & Example Uses

Specialization	Description
Anger	Heighten or suppress feelings of anger, rage, and aggression.
Calm	Instill tranquility, reducing fear, panic, or emotional turmoil.
Confidence	Inspire confidence, determination, and self-assurance, or undermine it with self-doubt.
Courage	Inspire bravery and resolve, or diminish a target's courage.
Despair	Instill hopelessness, grief, and resignation, or relieve such emotions.
Fear	Evoke fear, dread, or anxiety, or suppress those emotions.
Guilt	Awaken feelings of guilt, remorse, or shame, or ease a guilty conscience.
Hatred	Intensify hatred, resentment, or hostility, or lessen those emotions.
Hope	Inspire optimism and hope, or extinguish a target's sense of hope.
Joy	Create feelings of happiness, delight, or contentment, or diminish them.
Love	Foster affection, compassion, or devotion, or weaken emotional attachment.
Panic	Trigger overwhelming panic and irrational fear, or calm a panicked target.
Suspicion	Encourage distrust and skepticism, or restore confidence in others.
Trust	Inspire trust, loyalty, and cooperation, or undermine a target's trust.

Discipline Manifestations

Alteration (Magick): The caster magically alters the target's emotional or spiritual essence, replacing or amplifying a chosen emotion through enchantment, glamour, divine influence, or mystical compulsion.

Telepathic (Psionics): The psion directly stimulates or suppresses emotional centers within the target's mind, causing the desired emotional state to dominate conscious thought.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 50 Spaces.
1	Increase the intensity of the chosen emotion.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Impose one additional closely related emotion.
3	Affect all creatures within a 5-Space Burst.
3	The target rationalizes the emotional change as natural while the Power remains active.
4	Increase the Base Duration to 24 hours.

Restrictions

- Emotional Influence affects emotions only. It does not directly alter memories, thoughts, beliefs, or actions.
- Particularly extreme emotional changes may be limited by the Game Master.
- Multiple Emotional Influence effects affecting the same emotion do not stack; use only the strongest effect.
- A specialized version of Emotional Influence may impose only one chosen emotion but reduces the Focus Cost by 1.

Empathic Link

Disciplines: Empathic

Difficulty: Standard

Focus Cost: 2

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Link the emotions of two willing creatures.

Resistance: None. (An unwilling target resists as an Opposed Power using Psionics Resistance or Will Power.)

Manifestation Options: Psychic (Default), Life, Spirit

Shape Options: Touch (Default)

Component Options: Somatic

Signature Effect Options: Player's Choice

Effect: The caster creates a temporary empathic bond between two creatures, allowing each to sense the emotional state of the other.

The link communicates feelings, moods, and emotional intensity, but not thoughts, memories, images, or spoken words. Participants instinctively know whether the linked creature is calm, afraid, angry, joyful, grieving, determined, or experiencing similar emotions.

The link does not compel emotional change; it merely allows each participant to perceive the emotions of the other.

Example Uses

- Quietly communicate emotional states.
- Determine whether an ally is frightened or injured.
- Sense betrayal or deception through conflicting emotions.
- Comfort a distressed companion.
- Verify another creature's emotional sincerity.
- Maintain emotional awareness during combat.

Discipline Manifestations

Empathic (Psionics): The psion creates a direct resonance between the emotional centers of two minds, allowing feelings to flow naturally between them without sharing thoughts or memories.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Link one additional willing creature.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
2	The caster may voluntarily suppress or emphasize their own emotions across the link.
3	Link all willing creatures within 5 Spaces into a shared empathic network.
3	Participants instinctively know which linked creature is experiencing each emotion without confusion.
4	Increase the Base Duration to 24 hours.

Restrictions

- Empathic Link conveys emotions only.
- The Power does not transmit thoughts, memories, sensory information, language, or mental commands.
- The link does not compel emotional changes or alter behavior.

- Participants may end their participation in the link voluntarily unless prevented by another Power.

Enhance

Disciplines: Alteration, Empathic

Difficulty: Standard

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Improve one existing Attribute (+1D), Skill (+1 Rank), Trait (+1 Level), or quality by one step.

Resistance: None. (An unwilling target may resist as an Opposed Power using Magick Resistance, Psionics Resistance, or Will Power.)

Manifestation Options: Arcane (Default), Blood, Crystal, Holy, Life, Nature, Psychic

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster temporarily improves one existing Attribute, Skill, Trait, or quality possessed by the target.

The exact mechanical benefit depends upon what is enhanced. Attributes and Skills typically receive a +1D bonus, while Traits or other qualities improve by one step or category as determined by the Game Master.

Enhance cannot grant new capabilities. The target must already possess the Attribute, Skill, Trait, or quality being enhanced.

Example Uses

Specialization	Description
Armor	Increase the effectiveness of natural or worn armor.
Attribute	Improve one existing Attribute.
Jumping	Increase jumping distance, height, and related mobility.
Movement	Increase movement speed and overall mobility.

Natural Weapons	Improve the effectiveness of existing natural weapons.
Notice	Sharpen perception and awareness.
Regeneration	Increase the effectiveness of an existing regenerative ability.
Resistance	Improve an existing resistance to environmental, magical, or supernatural effects.
Senses	Enhance one or more existing senses, such as vision, hearing, smell, or touch.

Discipline Manifestations

Alteration (Magick): The caster mystically augments the target's physical, mental, or supernatural capabilities, temporarily elevating them beyond their normal limits.

Empathic (Psionics): The psion stimulates the target's biological and neurological systems, improving performance, coordination, perception, resilience, or other innate qualities.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Enhance one additional closely related Attribute, Skill, Trait, or quality.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
3	Improve the chosen Attribute, Skill, Trait, or quality by an additional step.
3	Affect all allies within 5 Spaces.
4	Increase the Base Duration to 24 hours.

Restrictions

- Enhance improves only existing capabilities; it cannot grant new ones.
- A target cannot benefit from multiple Enhance effects affecting the same Attribute, Skill, Trait, or quality. Use only the highest enhancement.
- Enhance cannot duplicate the primary function of Bestow, Heal, or Transform Creature.
- A specialized version of Enhance may improve only one chosen Attribute, Skill, Trait, or quality but reduces the Focus Cost by 1.

Exchange

Disciplines: Apportation

Difficulty: Opposed (if either target is unwilling)

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: Instant

Effect/Value: Exchange the locations of two targets.

Resistance: None if both targets are willing. If one or both targets are unwilling, each unwilling target resists as an Opposed Power using **Magick Resistance** or **Will Power**.

Manifestation Options: Arcane (Default), Crystal, Light, Psychic, Shadow, Spirit

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster instantly exchanges the positions of two creatures, objects, or one of each. Each target must fit within the space occupied by the other. Equipment worn or carried by a creature travels with it.

The exchange occurs simultaneously and does not provoke additional movement effects unless determined otherwise by the Game Master.

Example Uses

- Rescue an ally from danger.
- Swap places with an enemy.
- Exchange a prisoner with an ally.
- Move an object into your hand.
- Place an opponent into a trap.
- Switch two guards to create confusion.
- Exchange two unattended objects.

Discipline Manifestations

Apportation (Magick): The caster folds space between two locations, causing both targets to exchange places simultaneously.

Result Point Enhancements

RP Cost	Enhancement
1	Increase the Base Range to 50 Spaces.
1	Ignore minor obstacles or barriers between the targets.
2	Increase the Base Range to Line of Sight.

2	Exchange one additional pair of targets.
2	Ignore differences in Size of up to one category.
3	Exchange all willing creatures within two designated areas of up to 5 Spaces each.
3	Leave behind a brief illusion or visual afterimage at each original location until the end of the round.
4	Ignore Size restrictions, subject to Game Master approval.

Restrictions

- Both destinations must be capable of safely containing the arriving target.
- A target cannot be exchanged into solid matter or another occupied space.
- If one unwilling target successfully resists, the entire exchange fails.
- Equipment worn or carried by creatures exchanges with them.
- The Game Master has final authority over exchanges involving extremely large, anchored, or magically restrained targets.

Grant

Disciplines: Alteration, Conjunction, Empathic

Difficulty: Standard.

Focus Cost: 2 + Special Talent Level

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Grant one Talent.

Resistance: Opposed Power (Will Power against unwilling targets. A willing target may choose not to resist.)

Manifestation Options: Arcane (Default), Beast, Crystal, Life, Nature, Psychic, Shadow, Spirit

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster grants one Trait to a creature or object.

A Trait may represent a new capability, special ability, movement mode, sensory ability, natural weapon, passive quality, or condition. The exact Trait is chosen when the Power is manifested unless the caster has learned a specialized version of this Power.

The granted Trait functions normally for the duration of the Power.

Beneficial Traits may be granted to willing targets without resistance. Harmful Traits require an Opposed Power Test.

Specializations and Example Uses

Specialization	Description
Amphibious	Grant the ability to breathe and function equally well in water and on land.
Burrowing	Grant the ability to tunnel through earth, sand, snow, or similar materials.
Camouflage	Grant the ability to naturally blend into the surrounding environment.
Darkvision	Grant the ability to see in darkness without normal light.
Flight	Grant the ability to fly through the air.
Gliding	Grant the ability to safely glide and descend through the air.
Natural Armor	Grant reinforced skin, scales, chitin, or other natural protection.
Natural Weapons	Grant claws, fangs, horns, spines, or other natural offensive weapons.
Radiation Resistance	Grant protection against harmful radiation and similar environmental hazards.
Regeneration	Grant the ability to rapidly recover from injuries.
Vacuum Resistance	Grant the ability to survive exposure to the vacuum of space or similar airless environments.
Venom	Grant the ability to deliver venom or poison through natural attacks.
Wall Walking	Grant the ability to climb and move across vertical or inverted surfaces.

Discipline Manifestations

Alteration (Magick): The caster physically transforms or augments the target, granting a temporary biological or structural adaptation.

Conjuration (Magick): The caster surrounds the target with supernatural energies that temporarily bestow a beneficial Special Talent.

Empathic (Psionics): The psion channels empathic life force into the target, temporarily awakening or reinforcing a latent capability represented by a Special Talent.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Grant one additional closely related Trait.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 hour.
3	Affect all allies or all valid targets within 5 Spaces.
3	Increase the effectiveness of the granted Trait by one category, subject to GM approval.
4	Increase the Base Duration to 24 hours.

Restrictions

- Bestow grants only a single Trait unless enhanced.
- Bestow cannot duplicate the primary function of another Power, such as Heal, Teleport, Barrier, Manifest Energy, Move Object, or Transform Creature.
- If multiple applications of Bestow grant the same Trait, only the most effective version applies.
- The Game Master has final approval over Traits not specifically defined by the rules.
- A specialized version of Bestow may grant only its chosen Trait but reduces the Focus Cost by 1.

Gravity

Disciplines: Conjuraton, Telekinetic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Increase or decrease localized gravity affecting one target or a 2-Space area.

Resistance: Opposed Power (Psionics Resistance or Will Power.)

Manifestation Options: Force (Default), Psychic

Shape Options: Target (Default), Burst

Component Options: Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The psion manipulates localized gravitational forces, increasing or decreasing the apparent weight and gravitational pull affecting a creature, object, or area.

Increasing gravity makes movement more difficult, increases apparent weight, and can pin creatures or objects in place.

Decreasing gravity reduces apparent weight, allowing higher jumps, slower falls, easier lifting, and other low-gravity effects.

The exact mechanical effects are determined by the degree of gravitational change and the Game Master's judgment.

Specializations and Example Uses

Decrease Gravity	Reduce gravity, making creatures and objects lighter.
Gravitic Anchor	Prevent movement by locking a creature or object in place with intense gravity.
Gravitic Burden	Increase the apparent weight of a creature's equipment or carried objects.
Gravitic Crush	Intensify gravity to damage or pin a target.
Gravitic Lift	Counteract gravity to make heavy objects easier to lift, carry, or move.
Gravity Repulsion	Create a localized field that pushes creatures and objects away from a chosen point.
Gravity Shield	Bend trajectories with localized gravity, making ranged attacks more difficult.
Gravity Well	Create a localized area of increased gravity that affects all creatures and objects within it.
High Gravity	Create an area of intensified gravity that hinders movement and increases weight.
Increase Gravity	Increase the gravitational pull affecting a creature, object, or area.
Levitation	Counteract gravity to suspend a creature or object in place.
Lighten	Reduce gravity affecting a creature or object, making it lighter and easier to move or lift.
Low Gravity	Create an area of reduced gravity, allowing higher jumps and slower movement through the air.
Microgravity	Create a nearly weightless environment.
Reverse Gravity	Reverse the direction of gravity within the affected area.

Slow Fall	Reduce gravity acting on a falling creature or object, slowing its descent and reducing impact.
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Discipline Manifestations

Conjuration (Magick): The caster conjures and shapes supernatural gravitational forces, increasing, reducing, or redirecting gravity within the affected area. These mystical forces behave as though they were a natural part of the environment for the duration of the Power.

Telekinetic (Psionics): The psion manipulates localized gravitational fields through precise control of fundamental telekinetic forces, altering how gravity affects creatures, objects, and the surrounding environment.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Increase the gravitational intensity by one category.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Increase the affected area to a 5-Space Burst.
3	Reverse the direction of gravity within the affected area.
3	Create a localized gravitational field that pulls creatures or objects toward a chosen point.
4	Increase the Base Duration to 24 hours.

Restrictions

- Gravity alters only gravitational forces; it does not move targets directly. Use Move Object for precise telekinetic manipulation.
- The Game Master determines the exact effects of extreme gravitational changes.
- Multiple Gravity effects affecting the same target do not stack; use only the strongest effect.
- A specialized version of Gravity (such as Increase Gravity, Decrease Gravity, or Reverse Gravity) reduces the Focus Cost by 1.

Heal

Disciplines: Alteration, Empathic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Restore one Injury Level or an equivalent amount of health.

Resistance: None. (An unwilling target may resist using Will Power.)

Manifestation Options: Holy (Default), Arcane, Life, Nature, Psychic, Spirit

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster restores the target's physical health, healing wounds and repairing bodily injury.

Heal removes physical damage that has already been sustained but does not remove the cause of that damage. It cannot cure poison, disease, curses, or other ongoing conditions unless another Power specifically addresses them.

The exact amount of healing is determined by the Power's Base Value and any Result Point Enhancements.

Specializations and Examples of Use

Heal Specialization	Description
Battlefield Medicine	Rapidly restore injuries sustained during combat.
Bone Mending	Restore broken or fractured bones.
Burn Healing	Heal burns and other heat-related injuries.
Close Wounds	Rapidly seal cuts, lacerations, and other open injuries.
Cure Wounds	Restore physical injuries and recover lost Health.
Emergency Stabilization	Stabilize a critically injured creature and prevent further deterioration.
Greater Healing	Restore exceptionally severe injuries with increased effectiveness.
Group Healing	Restore injuries to multiple creatures simultaneously.
Healing Touch	Channel restorative energy through direct physical contact with exceptional efficiency.
Internal Healing	Repair internal injuries and damaged organs.
Regenerative Healing	Greatly accelerate the target's natural healing process.

Heal Specialization	Description
Restore Vitality	Relieve exhaustion and restore a creature's physical stamina following injury.
Self-Healing	Specialize in restoring your own injuries more efficiently.
Staunch Bleeding	Stop bleeding and stabilize traumatic wounds.
Vital Healing	Restore lost Health from any physical injury.
Vital Surge	Flood the target with life energy, greatly increasing the effectiveness of the healing.

Discipline Manifestations

Alteration (Magick): The caster accelerates the body's natural healing through restorative magic, knitting flesh, mending bone, and restoring damaged tissues.

Empathic (Psionics): The psion stimulates the target's biological systems, dramatically accelerating natural healing and cellular repair.

Result Point Enhancements

RP Cost	Enhancement
1	Heal one additional Injury Level.
1	Increase the Base Range to 5 Spaces.
1	Remove the Bleeding Condition, if present.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Stabilize a Mortally Wounded or Dying creature before applying healing.
3	Heal all allies within a 5-Space Burst.
3	Restore a severe injury that would normally require extended natural healing, subject to GM approval.
4	Fully restore the target's physical health, subject to Game Master approval and campaign limitations.

Restrictions

- Heal restores only physical injuries and lost health.
- Heal does not cure poison, disease, curses, corruption, fatigue, or other ongoing conditions unless specifically enhanced by another Power.
- Heal cannot restore missing body parts or regenerate destroyed organs; use **Restore** for such effects.
- Multiple Heal effects may be applied normally, but each heals only existing injuries.

- A specialized version of Heal (such as **Heal Wounds** or **Battlefield Healing**) reduces the Focus Cost by 1.

Illusion

Disciplines: Conjuraton, Telepathic, Visionary

Difficulty: Opposed (if interacted with or affecting an unwilling creature)

Focus Cost: 5

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Create one false sensory experience.

Resistance: None until a creature has reason to doubt the illusion or physically interacts with it. At that point, the creature may attempt an Opposed Power Test using **Magick Resistance**, **Psionics Resistance**, or **Will Power**.

Manifestation Options: Arcane (Default), Dream, Light, Psychic, Shadow, Spirit

Shape Options: Target (Default), Burst

Component Options: Verbal, Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster creates one false sensory experience affecting one or more creatures.

An illusion may affect any of the normal senses, including sight, sound, touch, smell, or taste. The illusion appears completely real until successfully resisted or disproven through physical interaction.

Illusions create convincing perceptions but do not produce actual physical effects. Any apparent damage, barriers, creatures, or hazards exist only within the minds of affected creatures..

Specializations & Example Uses

Specialization	Description
Camouflage	Conceal creatures or objects by blending them into their surroundings like conceal a doorway.
Disguise	Alter the apparent appearance of a creature or object.
False Image	Create visual illusions of creatures, objects, or scenery.
False Sound	Create illusory or phantom voices, noises, music, or other sounds like create false footsteps.

False Sensation	Create illusory touch, temperature, pain, or other tactile sensations.
False Scent	Create or conceal smells and odors.
False Taste	Alter or create gustatory sensations.
Invisibility	Render a creature or object visually imperceptible.
Mirror Image	Create illusory duplicates of a creature.
Phantom Creature	Create a convincing illusion of a living creature.
Phantom Terrain	Alter the apparent appearance of the surrounding environment.
Silent Image	Create purely visual illusions without sound or other sensory effects.

Discipline Manifestations

Illusion (Magick): The caster weaves magical glamours that deceive the senses, creating convincing but insubstantial sensory phenomena.

Telepathic (Psionics): The psion projects false sensory information directly into the minds of affected creatures, causing each to perceive the illusion as real.

Visionary (Psionics): The psion directly alters sensory perception, causing affected creatures to perceive sights, sounds, smells, textures, or other sensations that do not truly exist.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Affect one additional sense.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Create a moving or animated illusion.
3	Affect all creatures within a 5-Space Burst.
3	The illusion reacts realistically to its surroundings and simple interactions.
4	Increase the Base Duration to 24 hours.

Restrictions

- Illusions produce no actual physical effects.
- Illusions cannot directly inflict damage, although creatures may react to them as if they were real.

- Physical interaction or compelling contradictory evidence may allow a creature to attempt a new Resistance Test.
- The Game Master determines the believability of particularly complex or implausible illusions.
- A specialized version of Illusion (such as Invisibility, Mirror Image, Phantasmal Sound, or Disguise) reduces the Focus Cost by 1.

Manifest Energy

Disciplines: Conjuraton, Telekinetic

Difficulty: Opposed

Focus Cost: 5

Casting Time: 1 Action

Range: 20 Spaces

Duration: Instant

Effect/Value: Inflict **3D Damage** with one type of supernatural energy.

Resistance: Opposed Power (Magick Resistance for Conjuraton; Psionics Resistance for Telekinetic. If the target lacks the appropriate Resistance Skill, it resists with **Will Power**.)

Manifestation Options: Acid, Arcane (Default), Cold, Fire, Force, Lightning, Light, Psychic, Radiant, Shadow, Sonic

Shape Options: Bolt (Default), Ball (+1 Focus, +1D damage), Burst (Small Burst), Cone (Small Cone), Beam

Component Options: Verbal, Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster manifests and shapes a chosen form of supernatural energy, projecting it at a target or into an area.

Manifest Energy creates the energy itself, allowing it to be formed into bolts, beams, cones, bursts, lines, or other approved Shapes. The chosen Manifestation determines the damage type and any secondary effects appropriate to that energy.

Manifest Energy creates new energy rather than manipulating existing energy. Existing energy is manipulated using **Element Control**.

Specializations & Example Uses

Specialization	Description
Acid	Manifest corrosive energy that burns and dissolves its targets.
Arcane Force	Manifest pure magical force to strike or batter targets.

Specialization	Description
Cold	Manifest freezing energy that chills and damages its targets.
Electricity	Manifest electrical energy as arcs, bolts, or bursts.
Fire	Manifest flames, heat, or explosive fire.
Heat Ray	Manifest a concentrated beam of intense thermal energy.
Plasma	Manifest superheated plasma capable of devastating damage.
Radiance	Manifest brilliant holy or radiant energy that burns with pure light.
Shadow	Manifest destructive darkness or shadow energy.
Sonic	Manifest concussive sound and vibration as destructive force.

Discipline Manifestations

Conjuration (Magick): The caster conjures raw supernatural energy and shapes it into a destructive elemental or mystical form before releasing it.

Telekinetic (Psionics): The psion generates destructive energy through precise manipulation of kinetic motion, molecular activity, electromagnetic forces, or other physical phenomena, projecting it as a concentrated offensive effect.

Result Point Enhancements

RP Cost	Enhancement
1	Increase the damage to 4D .
1	Double the Base Range.
1	Change the Shape to Burst, Cone, or Beam.
2	Affect one additional target.
2	Increase the size of a Burst, Cone, or Line by one category.
2	The energy leaves behind a brief environmental effect appropriate to its Manifestation (burning flames, lingering frost, static discharge, acid residue, etc.).
3	Increase the damage to 5D .
3	The attack ignores one level of Cover or Armor when appropriate to the chosen Manifestation, subject to GM approval.
4	The manifested energy persists for one additional round, continuing to affect the designated area as appropriate to its Manifestation.

Restrictions

- Manifest Energy creates supernatural energy; it does not manipulate existing energy.

- The chosen Manifestation determines the attack's damage type and any narrative secondary effects.
- Environmental consequences are determined by the Game Master.
- Multiple Manifest Energy effects do not combine unless specifically allowed by another Power or Result Point Enhancement.
- A specialized version of Manifest Energy (such as Fireball, Lightning Bolt, Force Blast, Acid Spray, or Cone of Cold) reduces the Focus Cost by 1.

Material Strength

Disciplines: Alteration, Telekinetic

Difficulty: Standard

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Increase or decrease the durability or rigidity of one creature, object, or substance.

Resistance: None. (An unwilling creature may resist as an Opposed Power using Magick Resistance or Will Power.)

Manifestation Options: Arcane (Default), Crystal, Earth, Metal, Nature

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster temporarily increases or decreases the hardness, durability, flexibility, or rigidity of a creature, object, or substance.

Material Strength can do two things - Harden and Soften

Harden makes the target more resistant to damage, deformation, or wear.

Soften makes the target less rigid, easier to bend, deform, cut, or break.

The exact mechanical effects are determined by the target and the Game Master. Typical effects include increasing or decreasing Armor, Structural Integrity, or the Difficulty required to damage or manipulate the target.

Specializations and Example Uses

Specialization	Description
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Harden	Increase the hardness and durability of a material, like harden a wooden door, toughen a suit of armor, or harden skin into a bark- or stone-like surface
Soften	Reduce the hardness and rigidity of a material like soften metal bars for bending or soften earth for digging..
Strengthen	Improve a material's toughness and resistance to damage without necessarily making it harder like reinforcing a stone wall or strengthening a bridge.
Weaken	Reduce a material's structural integrity, making it easier to damage or break like weaken a lock.
Brittle	Make a material rigid and prone to shattering like make stone brittle.
Flexible	Increase a material's elasticity and ability to bend without breaking.
Elasticity	Alter how much a material stretches or compresses.
Density	Increase or decrease a material's density and apparent weight.
Friction	Increase or decrease the friction of a surface, making it more or less slippery.
Conductivity	Increase or decrease a material's electrical or thermal conductivity.
Buoyancy	Alter how readily a material floats or sinks in a fluid.
Corrosion Resistance	Make a material more or less resistant to weathering, rust, decay, or similar effects.

Discipline Manifestations

Alteration (Magick): The caster mystically alters the molecular or supernatural structure of the target, increasing or decreasing its hardness, density, elasticity, or resilience while leaving its overall form unchanged.

Telekinetic (Psionics): The psion manipulates the molecular cohesion of the target's matter, increasing or decreasing the forces that bind it together. Greater cohesion hardens the material, while reduced cohesion softens it, making it more flexible or fragile.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Increase the degree of hardening or softening by one category.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.

3	Affect all valid targets within a 5-Space Burst.
3	Temporarily grant or remove one additional structural property, subject to GM approval (such as flexibility, brittleness, or elasticity).
4	Increase the Base Duration to 24 hours.

Restrictions

- Material Strength changes only the target's physical durability or rigidity; it does not alter its size, shape, composition, or function.
- The Power cannot repair damaged objects or heal injuries; use Restore or Heal for those effects.
- Multiple Material Strength effects affecting the same property do not stack; only the strongest effect applies.
- A specialized version of Material Strength (such as Stone Skin, Soften Metal, or Harden Wood) reduces the Focus Cost by 1.

Mend

Disciplines: Alteration, Telekinetic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Repair one damaged object or restore one Structural Damage Level.

Resistance: None

Manifestation Options: Arcane (Default), Crystal, Earth, Metal, Nature

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster repairs damage to a non-living object or structure, restoring its integrity and function.

Mend can repair cracks, breaks, dents, tears, holes, and similar physical damage. Repaired objects regain their original strength unless the Game Master determines that some damage is beyond the Power's capability.

The Power restores damage but does not improve the object beyond its original condition.

Example Uses

- Repair a broken weapon.
- Mend damaged armor.
- Fix a torn rope.
- Restore a shattered window.
- Patch a breached hull.
- Repair machinery.
- Mend a damaged bridge.
- Seal a leaking pipe.

Discipline Manifestations

Alteration (Magick): The caster magically reunites damaged materials, restoring their original form and structural integrity.

Telekinetic (Psionics): The psion exerts extraordinarily precise psychokinetic control over the target's structure, realigning, reconnecting, and restoring damaged components at the molecular or structural level until the object is whole once again.

Result Point Enhancements

RP Cost	Enhancement
1	Repair one additional Structural Damage Level.
1	Increase the Base Range to 5 Spaces.
1	Repair a particularly intricate mechanism without disassembly.
2	Affect one additional object.
2	Increase the Base Range to 20 Spaces.
2	Repair an object composed of multiple materials or components.
3	Repair all damaged objects within a Small Burst.
3	Restore an object that has been broken into multiple pieces, provided all significant pieces are present.
4	Fully restore a severely damaged object or structure, subject to Game Master approval.

Restrictions

- Mend affects only non-living objects and structures.
- Mend repairs damage but does not create missing material; use **Create Object**, **Create Substance**, or **Restore** when significant portions are absent.
- Mend does not enhance or improve an object beyond its original quality.
- Magical or supernatural damage may require additional Powers or GM approval.
- A specialized version of Mend (such as **Repair Weapon**, **Repair Machinery**, or **Repair Hull**) reduces the Focus Cost by 1.

Memory

Disciplines: Divination, Telepathic

Difficulty: Opposed

Focus Cost: 5

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Restore, erase, alter, or implant one memory.

Resistance: Opposed Power (Psionics Resistance or **Will Power**.)

Manifestation Options: Psychic (Default), Dream, Spirit

Shape Options: Touch (Default)

Component Options: Somatic

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The psion manipulates a creature's memories, restoring forgotten recollections, erasing existing memories, altering remembered events, or implanting false memories.

The complexity and significance of the memory determines the final Difficulty and is subject to the Game Master's approval. Brief or recent memories are generally easier to manipulate than distant, emotionally significant, or magically protected memories.

The target remains unaware that its memories have been altered unless circumstances suggest otherwise.

Memory may also recover forgotten or suppressed knowledge without altering the target's recollections. This includes names, passwords, locations, languages, learned skills, or other information the target once knew but cannot presently remember.

Specialization & Example Uses

Specialization	Description
Erase Memory	Remove one or more memories from a creature's mind.
Restore Memory	Recover forgotten, suppressed, or magically removed memories.
False Memory	Implant fabricated memories that the target believes are genuine.
Rewrite Memory	Alter the details or interpretation of existing memories.
Memory Lock	Prevent specific memories from being accessed or recalled.

Specialization	Description
Memory Share	Copy or transfer memories between willing creatures.
Memory Archive	Store memories outside the mind for later retrieval or restoration.
Memory Extraction	Remove a memory from a creature without necessarily destroying it.
Memory Recall	Recover forgotten facts, names, locations, passwords, or other learned knowledge.

Discipline Manifestation

Divination (Magick): The caster reveals forgotten, hidden, or suppressed memories and knowledge through supernatural insight. More invasive applications, such as altering or implanting memories, require deeper mystical manipulation.

Telepathic (Psionics): The psion directly accesses and rewrites the neural pathways that store memory, modifying recollections while leaving the target's conscious mind otherwise intact.

Result Point Enhancements

RP Cost	Enhancement
1	Increase the Base Range to 5 Spaces.
1	Affect one additional related memory.
1	Restore or alter memories from a more distant point in the target's past.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Implant a detailed or emotionally convincing false memory.
3	Rewrite an extended series of related memories.
3	Make the memory alteration extremely difficult to detect or reverse.
4	Completely reconstruct or erase a significant portion of the target's personal history, subject to Game Master approval.

Restrictions

- Memory alters recollections, not reality.
- The Power cannot directly control behavior; use Dominate or Suggestion for immediate control.
- Deeply ingrained, magically protected, or supernatural memories may require higher Difficulties or be immune, at the Game Master's discretion.
- A specialized version of Memory (such as Erase Memory, Restore Memory, or False Memory) reduces the Focus Cost by 1.

Mind Link

Disciplines: Divination, Telepathic

Difficulty: None (Opposed if an unwilling target)

Focus Cost: 3

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 minutes

Effect/Value: Establish direct mental communication between two creatures.

Resistance: None for willing targets. An unwilling target resists as an Opposed Power using **Psionics Resistance** or **Will Power**.

Manifestation Options: Psychic (Default), Dream, Spirit

Shape Options: Target (Default)

Component Options: Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The psion establishes a direct mental link between themselves and another creature, allowing the exchange of thoughts, words, emotions, mental images, and simple sensory impressions without spoken language.

The link functions regardless of language barriers, provided both participants possess a compatible intelligence. Unless otherwise specified, only the linked creatures may communicate through the Power.

Specializations & Example Uses

Specialization	Description
Silent Speech	Exchange thoughts as words only. Fast, efficient telepathic conversation.
Battle Link	Optimized for tactical communication and coordination during combat.
Group Link	Link multiple willing participants instead of just two.
Sensory Link	Share sight, hearing, touch, smell, and taste in addition to thoughts.
Empathic Link	Share emotions as well as thoughts. (If you keep this separate from the Empathic power.)
Long-Distance Link	Greatly extends the communication range.
Dream Link	Communicate with sleeping creatures.

Mind Bridge	Allows communication between creatures that normally could not understand one another.
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Discipline Manifestation

Divination (Magick): The caster mystically binds the consciousness of two or more creatures, creating a spiritual link through which thoughts, emotions, and perceptions may be shared. Rather than reading or controlling minds, the spell reveals and connects the souls of those joined.

Telepathic (Psionics): The psion opens a temporary channel between two minds, allowing thoughts and ideas to pass instantly without speech.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Transmit vivid sensory impressions in addition to thoughts.
2	Include one additional willing participant in the link.
2	Increase the Base Duration to 1 hour.
2	Establish the link without requiring line of sight.
3	Create a group mind link connecting up to five willing participants.
3	Allow participants to silently share complex memories or learned information during the link.
4	Increase the Base Duration to 24 hours.

Restrictions

- Mind Link provides communication only; it does not read thoughts or control another creature.
- Participants may voluntarily withhold thoughts or information.
- The link ends immediately if either participant becomes unconscious or leaves the Power's range, unless another effect states otherwise.
- A specialized version of Mind Link (such as Battle Link, Group Link, or Silent Speech) reduces the Focus Cost by 1.

Move Object

Disciplines: Apportation, Telekinetic

Difficulty: Standard (Opposed if moving an unwilling creature.)

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: Concentration

Effect/Value: Push, pull, lift, carry, or otherwise move one creature or object.

Resistance: None for unattended objects or willing creatures. An unwilling creature resists with an Opposed Power using **Psionics Resistance** or **Will Power**.

Manifestation Options: Force (Default), Psychic

Shape Options: Target (Default)

Component Options: Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The psion exerts telekinetic force to move a creature or object without physical contact.

The target may be pushed, pulled, lifted, carried, suspended, or otherwise repositioned within the limits of the Power. Fine manipulation, such as opening doors, turning keys, pulling levers, pressing buttons, wielding simple tools, or performing similar actions, is possible provided the caster possesses the appropriate Skill.

The speed, distance, and weight that can be moved are determined by the Power's Base Value, Result Point Enhancements, and the Game Master's judgment.

Specializations & Example Uses

Specialization	Description
Force Push	Propel a target away using concentrated telekinetic force.
Force Pull	Draw a target toward you.
Levitate	Suspend and move a creature or object through the air.
Telekinetic Manipulation	Perform delicate, precise manipulation of objects.
Dancing Weapon	Control a weapon remotely as though wielding it.
Telekinetic Grip	Hold a creature or object immobile with sustained force.
Telekinetic Flight	Propel yourself through the air using telekinetic force.
Recall Object	Instantly draw an unattended object toward you with exceptional speed and precision.

Specialization	Description
Telekinetic Grip	Hold a creature or object motionless with sustained telekinetic force.
Stabilize	Hold creatures, objects, or structures stationary, preventing movement, collapse, or toppling.

Discipline Notes

Apportation (Magick): The caster magically moves creatures and objects through supernatural force, allowing them to push, pull, lift, carry, or manipulate targets without physical contact. The movement is the result of mystical energy rather than physical interaction.

Telekinetic (Psionics): The psion applies direct mental force to move creatures and objects with precise control, allowing them to push, pull, lift, carry, restrain, or manipulate targets entirely through psychokinetic power.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Range.
1	Double the maximum weight that may be moved.
1	Increase the movement speed by one category.
2	Affect one additional target.
2	Increase the Base Duration to 10 minutes without requiring Concentration.
2	Perform delicate manipulation requiring exceptional precision.
3	Affect all valid targets within a Small Burst.
3	Maintain independent movement of multiple targets simultaneously.
4	Increase the Base Duration to 24 hours.

Restrictions

- Unwilling creatures resist the Power normally.
- The Power applies direct telekinetic force; it does not alter gravity or inertia. Use **Gravity** to manipulate gravitational fields.
- Objects moved into hazardous situations may suffer damage normally.
- The Game Master determines the maximum practical weight and speed based on the caster's capability and any applicable enhancements.
- A specialized version of Move Object (such as **Force Push**, **Force Pull**, **Levitate**, **Telekinetic Manipulation**, or **Dancing Weapon**) reduces the Focus Cost by 1.

Mutate

Disciplines: Alteration, Empathic

Difficulty: Opposed (if the target is unwilling)

Focus Cost: 2 + Special Talent Level

Casting Time: 1 Action

Range: Touch

Duration: 24 Hours

Effect/Value: Introduce one biological adaptation or mutation (Use Special Talents).

Resistance: Opposed Power (Magick Resistance or Will Power.)

Manifestation Options: Arcane (Default), Flesh, Life, Nature

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster alters a living creature's biology, granting a new physical adaptation or mutation.

Mutations may provide new movement methods, natural weapons, sensory organs, defensive structures, environmental adaptations, or other biological features appropriate to the creature's anatomy. The exact effects are subject to Game Master approval.

Mutate changes the creature's physical body rather than granting a magical effect.

Specializations & Example Uses

Specialization	Example Uses
Bioluminescence	Develop glowing organs or markings that produce natural light.
Chitinous Armor	Develop hardened plates, scales, or natural armor.
Claws & Fangs	Grow claws, fangs, talons, or other natural weapons.
Darkvision	Develop enhanced vision capable of seeing in darkness.
Gills	Develop gills or similar organs for underwater breathing.
Prehensile Tail	Grow a tail capable of grasping or manipulating objects.
Protective Spines	Grow defensive quills, spines, or barbs.
Venom Glands	Develop venom sacs capable of delivering poison through natural attacks.
Webbed Limbs	Develop webbed hands, feet, or fins for improved swimming.

Wings	Grow functional wings capable of gliding or flight, subject to the creature's size and anatomy.
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Discipline Manifestation

Alteration (Magick): The caster reshapes the target's living tissues, rapidly adapting its biology to produce new natural features and abilities.

Empathic (Psionics): The psion reshapes the target's life force, guiding its natural biology to develop a new permanent adaptation. Rather than forcing physical change, the mutation emerges as the creature's vital essence expresses a different biological potential.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Introduce one minor additional adaptation.
1	Increase the Base Range to 5 Spaces.
2	Affect one additional willing target.
2	Increase the Base Duration to 1 week.
2	Grant a more complex biological adaptation, subject to GM approval.
3	Introduce multiple related adaptations as part of a single mutation.
3	Increase the Base Duration to Permanent until removed.
4	Completely redesign a major aspect of the target's biology, subject to Game Master approval.

Restrictions

- Mutate affects only living creatures.
- The mutation must be biologically plausible within the campaign's setting or approved by the Game Master.
- Mutate cannot fundamentally change a creature's species; use Transform Creature for complete transformations.
- Conflicting mutations affecting the same body part or function do not stack.'

Phase

Disciplines: Alteration, Conjuraton, Telekinesis

Difficulty: Difficult

Focus Cost: 4

Casting Time: 1 Action

Range: Self

Duration: 10 minutes

Effect/Value: The target becomes intangible.

Resistance: None. (An unwilling target may resist with Will Power.)

Manifestation Options: Arcane (Default), Crystal, Psychic, Shadow, Spirit

Shape Options: Self (Default), Touch

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster causes the target to become partially or completely intangible, allowing it to pass harmlessly through non-living, non-supernatural solid objects.

While phased, the target ignores difficult terrain, mundane barriers, restraints, and obstacles composed of ordinary matter. The target may freely move through walls, doors, and similar objects, provided it ends its movement in an unoccupied space.

While phased, the target cannot manipulate, carry, or physically interact with ordinary objects or creatures unless the Power is voluntarily ended or another Power specifically allows such interaction.

Equipment worn or carried when the Power is manifested phases with the target.

Example Uses

- Walk through a wall.
- Escape from mundane restraints.
- Pass through a locked door.
- Cross a collapsed tunnel.
- Avoid becoming trapped by falling debris.
- Hide within a solid object (provided the target exits before the Power ends).

Discipline Manifestations

Alteration (Magick): The caster temporarily alters the target's physical structure, allowing its body to pass harmlessly through ordinary matter.

Conjuration (Magick): The caster shifts the target slightly out of phase with reality, allowing it to exist between the material world and a neighboring supernatural state.

Telekinetic (Psionics): The psion exerts precise psychokinetic control over the target's molecular interactions, temporarily reducing its physical interaction with surrounding matter so it can pass through solid objects without resistance.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to Touch.
1	The target may carry one additional willing creature in physical contact.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	The target may manipulate unattended mundane objects while phased.
3	The target may move through supernatural barriers unless opposed by another Power.
3	The target may make melee attacks while phased, becoming tangible only for the instant of the attack.
4	Increase the Base Duration to 24 hours.

Restrictions

- The target must end its movement in an unoccupied space capable of containing it.
- If the Power ends while any part of the target occupies solid matter, the target is immediately displaced to the nearest open space and suffers damage determined by the Game Master.
- Phase does not allow passage through active supernatural barriers unless specifically enhanced.
- Phase does not grant invisibility or concealment.
- Multiple applications of Phase do not stack.

Project Consciousness

Disciplines: Apportation, Divination, Visionary

Difficulty: Difficult

Focus Cost: 5

Casting Time: 1 Minute

Range: Self

Duration: 10 Minutes

Effect/Value: Separate your consciousness from your physical body.

Resistance: None.

Manifestation Options: Arcane (Default), Dream, Psychic, Spirit

Shape Options: Self (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster projects their consciousness beyond their physical body, creating an incorporeal astral form while the body remains unconscious or in a deep trance.

Unless otherwise specified, the projected consciousness can move independently, perceive its surroundings normally, and communicate only through other appropriate Powers or abilities.

The projected form cannot normally manipulate physical objects, attack creatures, or cast Powers requiring physical Components.

Specializations & Example Uses

Specialization	Description
Astral Projection	Project your consciousness onto the astral plane.
Dream Projection	Enter and travel within the dreams of sleeping creatures.
Spirit Walk	Project your consciousness into the spirit world.
Remote Projection	Greatly extend the distance your consciousness may travel from your body.
Ghost Form	Become faintly visible and audible while projected.
Astral Scout	Specialize in reconnaissance and observation while projected.

Discipline Notes

Apportation (Magick): The caster mystically separates and transports their consciousness beyond the physical body, allowing the spirit or mind to travel independently while the body remains behind.

Divination (Magick): The caster mystically separates their spirit from their body, traveling the unseen planes while their body remains dormant.

Visionary (Psionics): The psion projects their consciousness beyond their physical form, allowing their mind to travel independently of the body.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the maximum distance the projected consciousness may travel from the body.
1	Perceive supernatural or astral phenomena more clearly.
2	Increase the Base Duration to 1 hour.
2	Communicate telepathically with creatures encountered while projected.
2	Pass through ordinary physical barriers.

3	Enter dreams, spirit realms, or other metaphysical domains, subject to GM approval.
3	Return instantly to the body as a free action.
4	Increase the Base Duration to 24 hours.

Restrictions

- The physical body remains unconscious, helpless, and unaware of its surroundings.
- If the projection is disrupted, the consciousness immediately returns to the body.
- The projected consciousness cannot normally affect the physical world.
- The Game Master determines interactions with supernatural creatures, spirit realms, and other projected entities.

Protection

Disciplines: Alteration, Conjuraton, Telekinetic

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: +2D Armor.

Resistance: None. (An unwilling target may resist with Will Power.)

Manifestation Options: Force (Default), Arcane, Crystal, Earth, Holy, Ice, Iron, Nature, Psychic, Shadow

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster surrounds a creature or object with supernatural protection, granting +2 Armor for the duration of the Power.

The Armor granted by Protection stacks with worn armor and other non-supernatural sources of Armor unless the Game Master rules otherwise. Multiple applications of Protection do not stack; only the highest Armor bonus applies.

Protection may also be cast upon unattended objects to reinforce them against damage.

Example Uses

- Create magical armor around an ally.
- Harden a creature's skin into stone.

- Surround a target with a telekinetic force field.
- Reinforce a shield or door.
- Create a shimmering divine ward.
- Cover a companion in crystalline armor.

Discipline Notes

Alteration (Magick): Alteration physically strengthens the target's body or structure, hardening skin, reinforcing bones, thickening bark, or transforming flesh into more resilient materials.

Conjuration (Magick): The caster creates a supernatural field or magical armor that surrounds the target, absorbing or deflecting incoming attacks.

Telekinetic (Psionics): The caster surrounds the target with a compressed field of kinetic force that deflects impacts and dissipates incoming energy.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1+	Increase the Armor bonus by +1D per point.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Increase the Base Duration to 1 hour.
3	Affect all allies within 5 Spaces.
4	Increase the Base Duration to 24 hours.

Restrictions

- Protection grants Armor only; it does not increase Toughness or heal damage.
- Multiple applications of Protection do not stack. Apply only the highest Armor bonus currently affecting the target.
- Protection may be cast on creatures or unattended objects.
- The Power does not repair damaged objects or restore lost Armor.

Purge

Disciplines: Alteration, Empathic

Difficulty: Standard

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Remove one harmful condition affecting a creature.

Resistance: None. (An unwilling creature may resist using **Magick Resistance** or **Will Power**.)

Manifestation Options: Arcane (Default), Holy, Life, Nature, Spirit

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster removes a harmful condition affecting a living creature.

Purge eliminates one poison, disease, curse, toxin, magical affliction, supernatural corruption, or other persistent harmful condition. It does not restore lost Health or repair physical injuries; use **Heal** for injuries and **Restore** for severe physical loss or permanent damage.

The exact conditions that may be removed are determined by the Power's Base Value, Result Point Enhancements, and the Game Master's judgment.

Specializations & Example Uses

Power Specialization	Description
Neutralize Poison	Remove poisons and toxins from a creature.
Cure Disease	Eliminate diseases and infections.
Remove Curse	End curses and malignant magical effects.
Cleanse Corruption	Remove supernatural taint or corruption.
Dispel Affliction	Remove a specific magical or supernatural condition.

Discipline Notes

Alteration (Magick): The caster reshapes the target's body or spirit, removing harmful influences and restoring it to its natural state.

Empathic (Psionics): The psion manipulates the target's life force to expel harmful influences from the body and mind. Poisons, diseases, fatigue, and other detrimental Conditions are forced out or naturally overcome as the target's vital essence is restored to a healthy balance.

Result Point Enhancements

RP Cost	Enhancement
1	Remove one additional harmful condition.
1	Increase the Base Range to 5 Spaces.
1	Suppress a condition that cannot be permanently removed.
2	Affect one additional target.
2	Increase the Base Range to 20 Spaces.
2	Remove particularly powerful or deeply rooted conditions, subject to GM approval.
3	Affect all creatures within a Small Burst.
3	Remove one condition affecting an object, location, or ongoing magical effect, subject to GM approval.
4	Completely cleanse the target of all removable harmful conditions, subject to GM approval.

Restrictions

- Purge removes harmful conditions but does not heal injuries or restore lost body parts.
- Permanent supernatural effects may require higher Difficulty, additional Result Points, or may be beyond the Power's capability.
- The Game Master determines whether exceptionally powerful curses, corruptions, or magical effects can be removed.
- Multiple Purge effects do not stack against the same condition.
- A specialized version of Purge (such as **Neutralize Poison**, **Cure Disease**, **Remove Curse**, **Cleanse Corruption**, or **Dispel Affliction**) reduces the Focus Cost by 1.

Purify

Disciplines: Alteration, Conjuraton, Empathic

Difficulty: Moderate

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: Instant

Value: Remove impurities, contamination, or corruption from a creature, object, substance, or area.

Resistance: None. Unwilling creatures may resist with an Opposed Power using **Will Power**.

Manifestation Options: Arcane (Default), Crystal, Life, Light, Nature, Psychic, Spirit

Shape Options: Touch (Default), Target

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Power Specialization: Required

Effect: The caster cleanses a creature, object, substance, or area of impurities, contamination, or supernatural corruption.

Purify can remove contaminants from food, water, air, and other materials, neutralize mundane toxins or pollutants, cleanse objects of corruption, or sanctify an area tainted by supernatural influence.

Purify does not restore injuries, remove Conditions, or repair damage. Those effects are handled by **Heal**, **Purge**, or **Restore**.

Power Specialization & Example Uses

Specialization	Example Uses
Air	Cleanse smoke, poisonous gases, foul odors, or airborne contamination.
Corruption	Remove supernatural taint, dark energies, or spiritual corruption from creatures, objects, or locations.
Food	Remove spoilage, contaminants, and impurities from food.
Object	Cleanse cursed, tainted, or contaminated objects.
Poison	Neutralize poisons and toxins in substances or environments.
Soil	Remove pollution, blight, or contamination from earth and vegetation.
Water	Purify water by removing contaminants, toxins, and harmful impurities.

Discipline Notes

Alteration (Magick): The caster mystically transforms the target by removing impurities, toxins, contamination, or supernatural corruption from its physical or spiritual composition, restoring it to a pure state.

Conjuration (Magick): The caster channels purifying mystical energies that cleanse physical and supernatural impurities.

Empathic (Psionics): The psion harmonizes and restores the natural balance of matter or life force, eliminating contamination and corruption.

Result Point Enhancements

RP Cost	Enhancement
1	Double the area or volume affected.

1	Increase the Base Range to 5 Spaces.
2	Increase the Base Range to 20 Spaces.
2	Remove particularly stubborn or deeply rooted contamination.
2	Affect one additional target, object, or substance.
3	Purify all valid targets within a Small Burst.
3	Permanently sanctify a small object or location against minor corruption, subject to GM approval.
4	Purify a Large area or major source of contamination or corruption, subject to GM approval.

Restrictions

- Purify cannot heal injuries or restore lost Health.
- Purify cannot remove Conditions; use Purge instead.
- Purify cannot repair damaged objects; use Mend instead.
- Purify cannot restore permanently corrupted creatures; use Restore or another appropriate Power if applicable.
- The Game Master has final approval over the removal of powerful supernatural corruption.

Read Thoughts

Disciplines: Divination, Telepathic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: Concentration

Effect/Value: Perceive a creature's conscious thoughts.

Resistance: Opposed Power using **Psionics Resistance** or **Will Power**.

Manifestation Options: Psychic (Default), Dream, Spirit

Shape Options: Target (Default)

Component Options: Somatic

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The psion perceives the conscious thoughts of a target creature.

By default, the Power reveals what the target is actively thinking about at the moment of contact. Surface thoughts, intentions, emotions, and immediate mental focus are readily perceived, but memories, subconscious thoughts, and hidden knowledge require additional effort or Result Point Enhancements.

The target is not automatically aware that its thoughts are being read unless the Game Master determines there is a noticeable psychic interaction.

Specializations & Example Uses

Specialization	Description
Surface Thoughts	Read only a target's immediate conscious thoughts with exceptional clarity.
Interrogation	Specialize in extracting answers to specific questions from a target's thoughts.
Lie Detection	Detect deception by comparing thoughts with spoken words.
Emotional Insight	Perceive the target's dominant emotions and motivations alongside their thoughts.
Memory Search	Efficiently search for specific memories or information within the target's mind.
Truth Sense	Discern whether a target genuinely believes what they are thinking or saying.

Discipline Notes

Divination (Magick): The caster mystically perceives the target's surface thoughts as hidden knowledge revealed through supernatural insight. Rather than entering the target's mind, the caster divines the information that the target is consciously thinking.

Telepathic (Psionics): The psion establishes direct mental contact, perceiving the target's conscious thoughts and active mental processes.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Double the Base Range.
1	Learn one additional related thought or topic.
2	Search for specific information currently known by the target.
2	Ignore language barriers, perceiving meaning rather than words.
2	Increase the Base Duration to 10 minutes.
3	Probe deeply into subconscious thoughts or long-term memories, subject to GM approval.
3	Search the target's mind for a specific memory or piece of information.

RP Cost	Enhancement
4	Conduct an exhaustive mental search, uncovering hidden, suppressed, or forgotten information, subject to GM approval.

Restrictions

- Read Thoughts perceives information only; it does not alter or control the target's mind.
- The Power reveals thoughts as they exist in the target's mind, which may be incomplete, inaccurate, or intentionally misleading.
- Deeply buried, magically protected, or suppressed memories may require additional Result Points or may be inaccessible, at the Game Master's discretion.
- Reading multiple minds simultaneously requires an appropriate Enhancement or separate use of the Power.

Restore

Disciplines: Conjunction, Empathic

Difficulty: Difficult

Focus Cost: 5

Casting Time: 1 Minute

Range: Touch

Duration: Instant

Effect/Value: Restore one permanently lost function, feature, or capability.

Resistance: None. An unwilling target may resist using **Magick Resistance** or **Will Power**.

Manifestation Options: Arcane (Default), Divine, Holy, Life, Nature, Spirit

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster restores something that has been permanently lost, destroyed, or rendered inoperative.

Unlike **Heal**, which repairs injuries, or **Purge**, which removes harmful conditions, Restore reverses permanent or lasting loss. This may include lost body parts, permanently damaged senses, drained Attributes, destroyed supernatural connections, or other enduring impairments, subject to the Game Master's approval.

Restore cannot resurrect the dead or recreate an entirely destroyed creature. Such effects require separate Powers or extraordinary rituals.

Specializations & Example Uses

Specialization	Description
Restore Limb	Regrow or restore a lost limb or appendage.
Restore Sight	Restore permanently lost vision.
Restore Hearing	Restore permanently lost hearing.
Restore Attribute	Recover permanently reduced Attributes or similar lasting losses.
Restore Memory	Recover memories permanently erased or destroyed by supernatural means.
Break Transformation	Reverse a permanent supernatural transformation or curse.
Restore Bond	Reestablish a broken magical, spiritual, or psychic connection.
Greater Restoration	Restore multiple permanent losses affecting a single creature.

Discipline Notes

Conjuration (Magick): The caster conjures powerful restorative energies that reconstruct what has been permanently lost or destroyed, returning the target to its intended natural state.

Empathic (Psionics): The psion channels life force and empathic resonance to restore permanent physical, mental, or spiritual loss, reestablishing the target's natural wholeness.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Range.
1	Restore one additional closely related function or capability.
1	Greatly reduce the time required for the restoration to take full effect.
2	Affect one additional willing target.
2	Increase the Base Range to 20 Spaces.
2	Restore exceptionally severe or ancient losses, subject to GM approval.
3	Restore multiple related permanent losses affecting the same target.
3	Affect all willing targets within a Small Burst.

RP Cost	Enhancement
4	Completely restore a target to its natural state from a wide range of permanent losses or impairments, subject to GM approval.

Restrictions

- Restore does not heal ordinary injuries; use **Heal** for physical damage.
- Restore does not remove harmful conditions; use **Purge** for poisons, diseases, curses, and similar afflictions.
- Restore cannot resurrect the dead or recreate a creature that has been completely destroyed.
- The Game Master has final approval over what constitutes a permanent loss and whether it can be restored.
- A specialized version of Restore restores only its chosen type of permanent loss but reduces the Focus Cost by 1.

Reshape

Disciplines: Alteration, Telekinetic

Difficulty: Moderate

Focus Cost: 4

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Change the physical form of one existing non-living object without changing its material.

Resistance: None. An object held or worn by an unwilling creature may be protected by an Opposed Power using **Magick Resistance** or **Will Power**.

Manifestation Options: Arcane (Default), Crystal, Earth, Metal, Nature, Psychic

Shape Options: Touch (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Optional

Effect: The caster alters the shape of an existing non-living object while preserving its original material and overall mass.

Reshape can bend, compress, stretch, carve, fold, fuse, separate, or otherwise reform an object's physical structure. The Power cannot change one substance into another, create additional material, or destroy material. Objects created or repaired through other Powers may also be reshaped.

The resulting object must remain physically possible for its material. The Game Master has final approval over unusually complex or intricate designs.

Specialization & Example Uses

Specialization	Example Uses
Bend	Bend prison bars, pipes, blades, or other rigid objects.
Carve	Sculpt statues, engrave inscriptions, or cut intricate patterns.
Compress	Flatten or compact an object into a smaller form.
Expand	Stretch or enlarge an object's shape without changing its material.
Fold	Fold sheets of metal, cloth, leather, or similar flexible materials.
Fuse	Join two or more compatible objects into a single object.
Mold	Sculpt stone, clay, wood, or metal into a desired form.
Precision	Perform delicate shaping requiring exceptional accuracy.
Repair Shape	Restore a bent, warped, or misshapen object to its original form.
Separate	Split an object into multiple pieces along desired lines.

Discipline Notes

Alteration (Magic): The caster mystically reshapes the object's physical structure, molding it into a new form while preserving its substance.

Telekinetic (Psionics): The psion applies precise psychokinetic force to compress, bend, stretch, or sculpt the object into a new shape.

Result Point Enhancements

RP Cost	Enhancement
1	Double the maximum size of the object that can be reshaped.
1	Increase the Base Range to 5 Spaces.
1	Perform fine detail work, allowing intricate shaping or engraving.
2	Increase the Base Range to 20 Spaces.
2	Affect one additional object.
2	Reduce the casting time to an Instant Action, subject to GM approval.
3	Reshape a Large object or structure.
3	Perform exceptionally precise craftsmanship, producing masterwork-quality forms.
4	Reshape an entire structure or a Huge object, subject to GM approval.

Restrictions

- Reshape affects only existing non-living objects.
- Reshape cannot create or destroy matter.
- Reshape cannot change one material into another.
- Reshape cannot repair structural damage unless combined with Mend.
- Reshape cannot affect living creatures; use Transform Creature or Mutate instead.
- Extremely intricate mechanisms or precision devices may require an appropriate skill or additional Result Point Enhancements, at the Game Master's discretion.

Suggestion

Disciplines: Divination, Empathic, Telepathic

Difficulty: Opposed

Focus Cost: 4

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 Minutes

Effect/Value: Implant a subtle idea, impulse, or course of action into the target's mind.

Resistance: Opposed Power (Will Power against unwilling targets. A willing target may choose not to resist.)

Manifestation Options: Arcane (Default), Crystal, Psychic, Shadow, Spirit

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Power Specialization & Example Uses

Specialization	Example Uses
Compel Action	Encourage a target to perform a simple, reasonable task or action.
Compel Truth	Suggest that answering questions honestly is the best course of action.
Distraction	Cause the target to focus on another person, object, or event.
Forget	Encourage the target to overlook or ignore something it has seen or heard.
Influence	Steer the target toward a particular opinion or decision.
Misdirection	Convince the target to investigate or pay attention to the wrong thing.

Specialization	Example Uses
Pacify	Encourage the target to avoid violence or abandon hostile intentions.
Trust	Convince the target that a creature is trustworthy or harmless.
Withdrawal	Encourage the target to leave an area or avoid further involvement in a situation.

Effect: The caster subtly influences the target's thoughts by implanting a believable idea, suggestion, or impulse. The target perceives the suggestion as a reasonable course of action rather than recognizing it as supernatural manipulation.

The suggestion must be simple, plausible, and capable of being completed within the Power's duration. The target will not knowingly perform obviously suicidal acts, actions that directly violate its core beliefs or loyalties, or actions that are clearly impossible.

Suggestion influences judgment rather than overriding free will. More direct mental control requires the **Dominate** Power.

Discipline Notes

Divination (Magick): The caster glimpses the target's probable thoughts and choices, then subtly guides its decisions toward a desired outcome. Rather than overwhelming the target's will, the magic presents the suggestion as the most natural or reasonable course of action.

Empathic (Psionics): The psion subtly influences the target's emotional state and instincts, encouraging it to perceive the suggested action as the safest, wisest, or most desirable choice. The target believes the decision arises from its own feelings rather than outside influence.

Telepathic (Psionics): The psion implants a carefully crafted mental impulse that the target accepts as its own idea or conclusion.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 40 Spaces.
1	Make the suggestion unusually convincing, granting a bonus against attempts to recognize outside influence.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Delay the suggestion until a specified trigger or condition occurs.
3	Increase the Base Range to Line of Sight.
3	Allow the suggestion to persist until the instructed task is completed, subject to GM approval.

RP Cost	Enhancement
4	Affect all valid targets within a Small Burst.

Restrictions

- Suggestion cannot directly control a creature's actions; use Dominate for complete mental control.
- Suggestion cannot force a target to commit obvious suicide or perform actions that are clearly impossible.
- Suggestion cannot compel actions that fundamentally violate the target's deepest convictions, loyalties, or instincts, subject to GM approval.
- Only one active Suggestion may affect a target at a time; if multiple Suggestions are applied, only the most recent successful one remains in effect unless the GM rules otherwise.

Suppress

Disciplines: Alteration, Empathic, Telepathic

Difficulty: Opposed

Focus Cost: 5

Casting Time: 1 Action

Range: 20 Spaces

Duration: 10 Minutes

Effect/Value: Temporarily suppress one ability, Special Talent, or innate trait.

Resistance: Opposed Power (Will Power against unwilling targets. A willing target may choose not to resist.)

Manifestation Options: Arcane (Default), Crystal, Psychic, Shadow, Spirit

Shape Options: Target (Default)

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Power Specialization: Required

Effect: The caster temporarily suppresses one of the target's innate abilities, Special Talents, supernatural abilities, or extraordinary traits.

The suppressed ability ceases functioning for the duration of the Power. Passive traits provide no benefit, and activated abilities cannot be used. Suppress does not permanently remove the ability, nor does it affect Attributes, Skills, equipment, or active Power effects.

Power Specialization & Example Uses

Suppress Specialization	Example Uses
Darkvision	Suppress a creature's ability to see in darkness.
Flight	Prevent a creature from using its natural or supernatural flight.
Natural Armor	Suppress scales, chitin, barkskin, or other natural protection.
Natural Weapons	Suppress claws, fangs, horns, or similar natural weapons.
Regeneration	Prevent rapid healing or regenerative abilities from functioning.
Resistance	Suppress one specific resistance, such as fire, cold, poison, or radiation resistance.
Special Talent	Suppress one chosen Special Talent possessed by the target.
Venom	Prevent the target from producing or delivering venom or poison through natural attacks.

Discipline Notes

Alteration (Magick): The caster seals or negates a supernatural capability with powerful warding magic, preventing it from functioning.

Empathic (Psionics): The psion disrupts the target's biological or psychic potential, temporarily preventing a specific capability from manifesting.

Telepathic (Psionics): The psion blocks the conscious or subconscious mental pathways required to activate or control an innate ability, temporarily preventing it from functioning despite the target retaining the capability itself.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 40 Spaces.
2	Suppress one additional closely related ability or Special Talent.
2	Increase the Base Duration to 1 hour.
3	Affect one additional target.
3	Increase the Base Range to Line of Sight.
4	Increase the Base Duration to 24 hours.

Restrictions

- Suppress cannot permanently remove an ability or Special Talent.
- Suppress cannot affect Attributes, Skills, or equipment.
- Suppress cannot end an active Power or magical effect; use Disrupt for that purpose.

- The Game Master has final approval over whether a particular ability may be suppressed.

Teleport

Disciplines: Apportation, Conjuration, Telekinetic

Difficulty: Heroic

Focus Cost: 5

Casting Time: 1 Action

Range: Self

Duration: Instant

Effect/Value: Instantly relocate a creature or object to another location within the Power's range.

Resistance: None. An unwilling creature may resist with an Opposed Power using **Will Power**.

Manifestation Options: Arcane (Default), Crystal, Light, Psychic, Shadow, Spirit

Shape Options: Self (Default), Touch, Target

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Power Specialization: Required

Power Specialization & Example Uses

Specialization	Example Uses
Group Teleport	Teleport yourself and multiple willing creatures simultaneously.
Object Teleport	Instantly relocate unattended or willing objects.
Portal	Create a temporary gateway connecting two locations through which creatures and objects may travel.
Self Teleport	Instantly relocate yourself to another location.
Swap	Exchange the positions of two creatures or objects.
Target Teleport	Instantly relocate another willing creature or an unwilling creature that fails to resist.

Effect: The caster instantly transports a creature or object from one location to another without traveling through the intervening space.

The destination must be within the Power's range and must be a location the caster can clearly perceive or accurately identify. If the destination is occupied or otherwise unsuitable, the teleport fails at the Game Master's discretion.

Teleport ignores physical barriers, terrain, and intervening obstacles, but it cannot bypass effects that specifically prevent teleportation or dimensional travel.

Discipline Notes

Apportation (Magick): The caster folds space through mystical means, creating an arcane passage that instantly transports the target from one location to another without traversing the intervening distance.

Conjuration (Magick): The caster momentarily folds space, opening a mystical pathway that instantly transports the target to its destination.

Telekinetic (Psionics): The psion manipulates the fabric of space through immense psychokinetic force, relocating the target without traversing the intervening distance.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Range.
1	Teleport with carried equipment or one additional unattended object.
2	Increase the Base Range to Line of Sight.
2	Affect one additional willing creature.
2	Increase the maximum size of the teleported target by one category.
3	Increase the Base Range to anywhere on the same world.
3	Reduce the casting time to an Instant Action once per round, subject to GM approval.
4	Increase the Base Range to anywhere within the same plane or dimension, subject to GM approval.

Restrictions

- Teleport does not allow travel between dimensions or planes unless specifically enhanced.
- An unwilling target receives an Opposed Power Test to resist.
- The destination must be capable of safely accommodating the target.
- Teleport cannot pass through effects specifically designed to block teleportation or dimensional movement.
- The Game Master has final approval over unfamiliar or poorly described destinations.

Transfer

Disciplines: Conjuration, Empathic

Difficulty: Opposed

Focus Cost: 5

Casting Time: 1 Action

Range: Touch

Duration: Instant

Effect/Value: Transfer one injury, Condition, or form of energy from one target to another.

Resistance: Opposed Power. A willing target may choose not to resist.

Manifestation Options: Arcane (Default), Crystal, Life, Psychic, Spirit

Shape Options: Touch (Default), Target

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Power Specialization: Required

Effect: The caster transfers a single injury, Condition, or other transferable effect from one target to another.

The source immediately loses the transferred effect, while the recipient immediately gains it. Unless otherwise stated, both targets must be within the Power's range when the transfer occurs.

Transfer cannot duplicate an effect. It only moves an existing injury, Condition, or energy from one target to another.

Power Specialization & Example Uses

Transfer Specialization	Example Uses
Condition	Transfer a Condition such as Poisoned, Burning, Fatigued, or Blind from one creature to another.
Disease	Move a disease or infection from one host to another.
Energy	Transfer magical, psionic, or other supernatural energy between targets.
Health	Transfer injuries or Health loss from one creature to another.
Poison	Move poison or toxins from one creature to another.
Vitality	Transfer stamina, endurance, or similar life force between creatures.

Discipline Notes

Conjuration (Magick): The caster mystically channels an existing affliction or energy through supernatural pathways, relocating it from one creature to another.

Empathic (Psionics): The psion manipulates life force and psychic resonance, redistributing injuries, Conditions, or energy between living beings.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Range.
1	Transfer one additional closely related effect.
2	Increase the Base Range to 20 Spaces.
2	Affect one additional willing target.
2	Delay the transferred effect for up to 1 minute before it manifests.
3	Transfer all related injuries, Conditions, or energy affecting the source.
3	Increase the Base Range to Line of Sight.
4	Affect all valid targets within a Small Burst, subject to GM approval.

Restrictions

- Transfer cannot create or duplicate injuries, Conditions, or energy.
- Transfer cannot permanently remove an effect; it must be relocated to another valid target.
- Transfer cannot move permanent biological traits or Special Talents.
- The transferred effect functions normally on the new target.
- The Game Master has final approval over whether a particular effect may be transferred.

Transform Creature

Disciplines: Alteration, Empathic, Telekinetic, Visionary

Difficulty: Opposed

Focus Cost: 5

Casting Time: 1 Action

Range: Touch

Duration: 10 Minutes

Value: Transform a creature into another living form.

Resistance: Opposed Power (Will Power against unwilling targets. A willing target may choose not to resist.)

Manifestation Options: Arcane (Default), Beast, Life, Nature, Psychic, Spirit

Shape Options: Touch (Default), Target

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Specialization: Required

Effect: The caster transforms a living creature into another living form appropriate to the chosen specialization.

The target assumes the physical appearance, movement capabilities, natural attacks, natural armor, and other inherent biological characteristics of the new form. Unless otherwise noted, the target retains its own memories, personality, and mental abilities.

Equipment does not transform unless the Game Master rules otherwise. Worn or carried equipment may merge into the new form or fall to the ground, depending on the nature of the transformation.

Power Specialization & Example Uses

Specialization	Example Uses
Aquatic Form	Transform a creature into a fish, dolphin, shark, or other aquatic animal.
Avian Form	Transform a creature into a bird or other winged creature.
Beast Form	Transform a creature into a common land animal such as a wolf, bear, or horse.
Dragon Form	Transform a creature into a dragon or dragon-like creature, subject to GM approval.
Humanoid Form	Transform a creature into another humanoid species or ancestry.
Insect Form	Transform a creature into an insect or arachnid.
Reptilian Form	Transform a creature into a reptile, serpent, or similar creature.
Tiny Form	Transform a creature into a Tiny animal suitable for stealth or infiltration.

Discipline Notes

Alteration (Magick): The caster magically restructures the target's body into a completely different biological form while preserving its life essence.

Empathic (Psionic): The psion guides the target's life force into a new biological pattern, causing its body to naturally regenerate and adapt into the desired form. Rather than forcing physical change, the transformation emerges from the creature's own vital essence.

Telekinetic (Psionics): The psion exerts extraordinarily precise psychokinetic control over every cell of the target's body, reorganizing its biological structure into a new form while preserving the creature's life force and consciousness.

Visionary (Psionics): The psion reshapes the target's physical form through profound psychic control over biological structure and self-image. A Visionary psion doesn't directly manipulate cells—they alter that **psychic template**. Once the template changes, the body instinctively reshapes itself to match.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
2	Allow equipment to transform with the target.
3	Affect one additional willing creature.
3	Increase the Base Duration to 24 hours.
4	Affect all valid targets within a Small Burst.

Restrictions

- Transform Creature affects only living creatures.
- The transformation is temporary unless another ability specifically makes it permanent.
- The target retains its memories, personality, and mental faculties unless the Game Master rules otherwise.
- Transform Creature cannot create entirely new creatures or permanently alter biology; use **Create Creature** or **Mutate** for those effects.
- The Game Master has final approval over unusual forms or transformations.

Transform Object

Disciplines: Alteration, Telekinetic

Difficulty: Heroic

Focus Cost: 5

Casting Time: 1 Action

Range: Touch

Duration: 10 Minutes

Effect/Value: Transform one non-living object or material into another.

Resistance: None. An object held or worn by an unwilling creature may be protected by an Opposed Power using **Magick Resistance** or **Will Power**.

Manifestation Options: Arcane (Default), Crystal, Earth, Metal, Nature, Psychic

Shape Options: Touch (Default), Target

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Power Specialization: Required

Effect: The caster transforms a non-living object or material into another substance while generally preserving its size, shape, and mass.

The transformed object functions as though it were naturally made from the new material. Unless enhanced, the transformation is temporary, after which the object returns to its original form.

Transform Object changes **what an object is made of**, not its shape. To alter an object's form without changing its material, use **Reshape**.

Power Specialization & Example Uses

Specialization	Example Uses
Crystal	Transform objects into crystal or gemstone-like materials.
Earth	Transform objects into soil, clay, sand, or similar earthen materials.
Ice	Transform objects into ice or frozen matter.
Metal	Transform objects into iron, steel, copper, bronze, or other metals.
Stone	Transform objects into stone, granite, marble, or similar rock.
Water	Transform objects into water or other common liquids.
Wood	Transform objects into wood or other plant-based materials.

Discipline Notes

Alteration (Magick): The caster mystically transmutes one substance into another, fundamentally altering its physical composition.

Telekinetic (Psionics): The psion restructures the molecular composition of matter through precise psychokinetic manipulation, transforming one material into another.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Increase the maximum size of the transformed object by one category.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
2	Affect one additional object.
3	Increase the Base Duration to 24 hours.

RP Cost	Enhancement
3	Transform a Large object or structure.
4	Transform a Huge object or a significant portion of a structure, subject to GM approval.

Restrictions

- Transform Object affects only non-living objects and materials.
- The transformation is temporary unless another ability specifically makes it permanent.
- Transform Object changes only the material, not the object's basic form.
- Transform Object cannot create or destroy matter; the transformed object generally retains its original size and mass.
- The Game Master has final approval over unusual or exotic materials.

Veil

Disciplines: Alteration, Conjunction, Telepathic, Visionary

Difficulty: Standard

Focus Cost: 3

Casting Time: 1 Action

Range: Touch

Duration: 10 minutes

Effect/Value: Conceal one creature, object, or area from ordinary perception.

Resistance: None. (An unwilling target may resist with Will Power.)

Manifestation Options: Arcane (Default), Crystal, Light, Nature, Psychic, Shadow

Shape Options: Touch (Default), Burst

Component Options: Verbal, Somatic, Material Focus

Signature Effect Options: Player's Choice

Effect: The caster conceals a creature, object, or area from ordinary perception.

While Veil is in effect, observers suffer a -2D penalty to Notice Tests made to perceive the concealed target through normal senses. If an observer cannot overcome this penalty, they fail to perceive the target.

Veil affects only ordinary perception. It does not protect against supernatural powers such as Detect, Analyze, Clairvoyance, Locate, or Scry. Use Conceal to hide from supernatural detection.

Attacking, creating loud noises, or otherwise drawing obvious attention may allow observers an immediate Notice Test, at the Game Master's discretion.

Example Uses

- Become invisible by bending light.
- Blend naturally into surrounding terrain.
- Wrap yourself in supernatural shadows.
- Cloak an object from ordinary sight.
- Hide an entire campsite.
- Conceal a doorway or passage.
- Create an optical camouflage field.

Discipline Notes

Alteration (Magick): The target's body or surface physically changes to blend with its surroundings through altered coloration, transparency, or natural camouflage.

Conjuration (Magick): The caster surrounds the target with a supernatural veil that bends light, shadows, mist, or magical energy to obscure it from view.

Telepathic (Psionics): The caster subtly influences nearby minds, causing observers to unconsciously overlook, ignore, or dismiss the target's presence.

Visionary (Psionics): The caster distorts the perceptions of nearby observers, subtly altering what they see so the target becomes difficult to notice.

Result Point Enhancements

RP Cost	Enhancement
1	Double the Base Duration.
1	Increase the Base Range to 5 Spaces.
1	Increase the Notice penalty to -3D.
2	Affect one additional target.
2	Increase the Base Duration to 1 hour.
2	Increase the Base Range to 20 Spaces.
3	Affect all allies within 5 Spaces.
3	Conceal the target from one additional mundane sense (such as hearing, scent, thermal imaging, or vibration detection).
4	Increase the Base Duration to 24 hours.

Restrictions

- Veil conceals the target only from ordinary perception.
- Veil does not hide the target from supernatural powers unless combined with Conceal.
- Veil does not prevent the target from leaving physical evidence such as footprints, disturbed foliage, or open doors.

- Veil does not silence the target or mask odors unless enhanced.
- Multiple applications of Veil do not stack; use only the highest Notice penalty.