



WORLDBOOK



Adventurous Scholar

Player Name: _____

Character Name		Home Cosm		Core Earth		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		7 21	
Weight						9 23	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Melee		DEX	
Unarmed Combat		DEX	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Scholar (primary field)	3	PER	15
Scholar (other field)		PER	
Scholar (other field)		PER	
Trick		PER	
Faith		SPI	



Attributes		Approved Actions	
Dexterity	9	Maneuver	
Strength	8		
Toughness	8		
Perception	12	Trick	
Mind	10	Test	
Charisma	9	Taunt	
Spirit	10	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
.38 Revolver	14	20	3-10	25	50

Bonus Chart

Die	3 5 7 9 11 13												21 26 31 36 41 46								
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Barbarian Warrior

Player Name: _____

Character Name		Home Cosm		Asyle		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		18 18	
Weight						16 15	

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Long Jumping		DEX	
Maneuver		DEX	
Melee Weapons	3	DEX	13
Missle Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Find		PER	
Tracking		PER	
Survival		MIN	
Willpower		MIN	
Faith		SPI	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	12		
Toughness	11		
Perception	9	Trick	
Mind	8	Test	
Charisma	7	Taunt	
Spirit	9	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Ring Mail	14	12			
Weapons					
Broadsword	18	9			

Bonus Chart

Die	3 5 7 9 11 13												21 26 31 36 41 46								
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



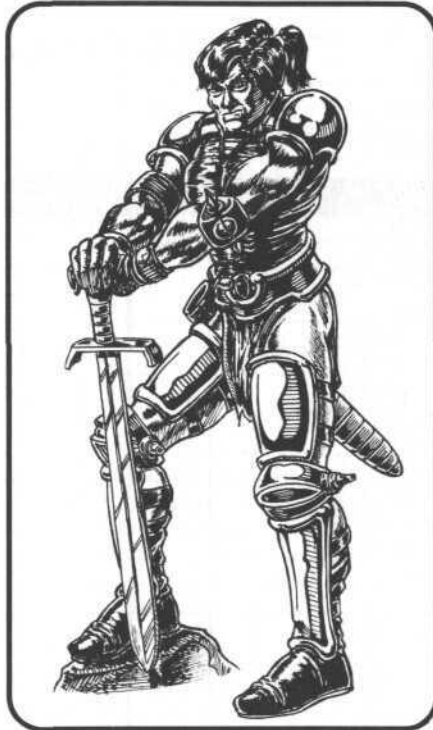
Barbarian Warrior

Player Name: _____

Cosm: Aysle.

Background: New lands have appeared, lands which have somehow caused a change in Aysle itself. You do not know how the changes came about, or how the pathways work. The dark oppression of the land has been partially eradicated, and it is rumored that even Pella Ardinay has had a change of heart. But there are others who still hold to the old dark ways. You have fought many of those in the past few days, fighting your way to one of the pathways to the new land. There you hope to aid those who struggle against the dark ways, for the glory of a battle well fought and to rekindle a sense of pride long ago crushed in Aysle. The new land has been stranger than you had ever expected, but the battle is evident nearly everywhere. Perhaps this time it can be won.

Personality: Aggressive, with a strong sense of personal honor and pride. Foes or companions who fight honorably deserve respect. Companions who act cowardly are disdained, foes who fight dishonorably are ruthlessly dispatched.



Equipment: ring mail (+3/armor value 14), broadsword (+6/damage value 18), scabbard, small peddler's bag, tribal totem on neck thong, a Timex watch, 100 Ayslish Trades.

Quote: "These trucks, are they as powerful as trolls?"

Skill Notes: Your tag skill is *melee weapons*.



Adventurous Scholar

Player Name: _____

Cosm: Core Earth.

Background: You were trained in one of the world's finest universities, although you did not take full advantage of your training. Learning second hand, by word of mouth, or from well-worn books was a necessary evil. You began traveling while working on your doctoral thesis, which to the surprise of your adviser, you did finish. Since then you have done a number of one year stints at different universities, spending too much time in the field to play the important political games back on campus.

You find your work exhilarating, enjoying the challenges of the field. You learned to scavenge your own resources rather than rely on governmental or institutional support; the Possibility Wars have rewarded this skill. The savagery of the wars have not dimmed your enthusiasm for collecting the rare or discovering the unknown. You are one of the few sources of new knowledge available to Core Earth, and the chances for adventure have never been greater. The world of shifting realities is waiting to be discovered.

Personality: Confident, friendly, you are attracted to the unknown, and are willing to undergo considerable risks for an obscure, but important fact. You can operate alone, but you have learned that sharing knowledge can increase the total knowledge available to you; it's just that getting people to go where you want to go is sometimes difficult.



Equipment: backpack, camping gear, .38 revolver (damage value 14), spare ammunition, flashlight, notebook, sketchpad, \$500.

Quote: "Tokari poison is not always painfully fatal, but I still recommend that you duck the darts."

Skill Notes: Your tag skill is *scholar*; choose a primary field of study. Other *scholar* skills are in other, not necessarily related fields.



Contract Ninja

Player Name: _____

Character Name		Home Cosm		Nippon Tech		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		2	
Weight		Hvy Wound		Social		22	
		Mortal		Spiritual		8	
		Dead		Tech		24	
		K		O			

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Lock Picking		DEX	
Long Jumping		DEX	
Maneuver		DEX	
Martial Arts	3	DEX	16
Melee Weapons		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Climbing		STR	
Air Vehicles		PER	
Land Vehicles		PER	
Tracking		PER	
Trick		PER	
Water Vehicles		PER	
Willpower		MIN	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	13	Maneuver
Strength	8	
Toughness	10	
Perception	9	Trick
Mind	10	Test
Charisma	9	Taunt
Spirit	10	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	S	Range	M	L
Armor						
Weapons						
Shimsi Sword	13	15				
Throwing Stars	11	15	3-5	10	15	

Bonus Chart																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																																			
Die	3	5	7	9	11	13	15	17	19	21	23	25	27	29	31	33	35	37	39	41	43	45	47	49	51	53	55	57	59	61	63	65	67	69	71	73	75	77	79	81	83	85	87	89	91	93	95	97	99	101	103	105	107	109	111	113	115	117	119	121	123	125	127	129	131	133	135	137	139	141	143	145	147	149	151	153	155	157	159	161	163	165	167	169	171	173	175	177	179	181	183	185	187	189	191	193	195	197	199	201	203	205	207	209	211	213	215	217	219	221	223	225	227	229	231	233	235	237	239	241	243	245	247	249	251	253	255	257	259	261	263	265	267	269	271	273	275	277	279	281	283	285	287	289	291	293	295	297	299	301	303	305	307	309	311	313	315	317	319	321	323	325	327	329	331	333	335	337	339	341	343	345	347	349	351	353	355	357	359	361	363	365	367	369	371	373	375	377	379	381	383	385	387	389	391	393	395	397	399	401	403	405	407	409	411	413	415	417	419	421	423	425	427	429	431	433	435	437	439	441	443	445	447	449	451	453	455	457	459	461	463	465	467	469	471	473	475	477	479	481	483	485	487	489	491	493	495	497	499	501	503	505	507	509	511	513	515	517	519	521	523	525	527	529	531	533	535	537	539	541	543	545	547	549	551	553	555	557	559	561	563	565	567	569	571	573	575	577	579	581	583	585	587	589	591	593	595	597	599	601	603	605	607	609	611	613	615	617	619	621	623	625	627	629	631	633	635	637	639	641	643	645	647	649	651	653	655	657	659	661	663	665	667	669	671	673	675	677	679	681	683	685	687	689	691	693	695	697	699	701	703	705	707	709	711	713	715	717	719	721	723	725	727	729	731	733	735	737	739	741	743	745	747	749	751	753	755	757	759	761	763	765	767	769	771	773	775	777	779	781	783	785	787	789	791	793	795	797	799	801	803	805	807	809	811	813	815	817	819	821	823	825	827	829	831	833	835	837	839	841	843	845	847	849	851	853	855	857	859	861	863	865	867	869	871	873	875	877	879	881	883	885	887	889	891	893	895	897	899	901	903	905	907	909	911	913	915	917	919	921	923	925	927	929	931	933	935	937	939	941	943	945	947	949	951	953	955	957	959	961	963	965	967	969	971	973	975	977	979	981	983	985	987	989	991	993	995	997	999	1001	1003	1005	1007	1009	1011	1013	1015	1017	1019	1021	1023	1025	1027	1029	1031	1033	1035	1037	1039	1041	1043	1045	1047	1049	1051	1053	1055	1057	1059	1061	1063	1065	1067	1069	1071	1073	1075	1077	1079	1081	1083	1085	1087	1089	1091	1093	1095	1097	1099	1101	1103	1105	1107	1109	1111	1113	1115	1117	1119	1121	1123	1125	1127	1129	1131	1133	1135	1137	1139	1141	1143	1145	1147	1149	1151	1153	1155	1157	1159	1161	1163	1165	1167	1169	1171	1173	1175	1177	1179	1181	1183	1185	1187	1189	1191	1193	1195	1197	1199	1201	1203	1205	1207	1209	1211	1213	1215	1217	1219	1221	1223	1225	1227	1229	1231	1233	1235	1237	1239	1241	1243	1245	1247	1249	1251	1253	1255	1257	1259	1261	1263	1265	1267	1269	1271	1273	1275	1277	1279	1281	1283	1285	1287	1289	1291	1293	1295	1297	1299	1301	1303	1305	1307	1309	1311	1313	1315	1317	1319	1321	1323	1325	1327	1329	1331	1333	1335	1337	1339	1341	1343	1345	1347	1349	1351	1353	1355	1357	1359	1361	1363	1365	1367	1369	1371	1373	1375	1377	1379	1381	1383	1385	1387	1389	1391	1393	1395	1397	1399	1401	1403	1405	1407	1409	1411	1413	1415	1417	1419	1421	1423	1425	1427	1429	1431	1433	1435	1437	1439	1441	1443	1445	1447	1449	1451	1453	1455	1457	1459	1461	1463	1465	1467	1469	1471	1473	1475	1477	1479	1481	1483	1485	1487	1489	1491	1493	1495	1497	1499	1501	1503	1505	1507	1509	1511	1513	1515	1517	1519	1521	1523	1525	1527	1529	1531	1533	1535	1537	1539	1541	1543	1545	1547	1549	1551	1553	1555	1557	1559	1561	1563	1565	1567	1569	1571	1573	1575	1577	1579	1581	1583	1585	1587	1589	1591	1593	1595	1597	1599	1601	1603	1605	1607	1609	1611	1613	1615	1617	1619	1621	1623	1625	1627	1629	1631	1633	1635	1637	1639	1641	1643	1645	1647	1649	1651	1653	1655	1657	1659	1661	1663	1665	1667	1669	1671	1673	1675	1677	1679	1681	1683	1685	1687	1689	1691	1693	1695	1697	1699	1701	1703	1705	1707	1709	1711	1713	1715	1717	1719	1721	1723	1725	1727	1729	1731	1733	1735	1737	1739	1741	1743	1745	1747	1749	1751	1753	1755	1757	1759	1761	1763	1765	1767	1769	1771	1773	1775	1777	1779	1781	1783	1785	1787	1789	1791	1793	1795	1797	1799	1801	1803	1805	1807	1809	1811	1813	1815	1817	1819	1821	1823	1825	1827	1829	1831	1833	1835	1837	1839	1841	1843	1845	1847	1849	1851	1853	1855	1857	1859	1861	1863	1865	1867	1869	1871	1873	1875	1877	1879	1881	1883	1885	1887	1889	1891	1893	1895	1897	1899	1901	1903	1905	1907	1909	1911	1913	1915	1917	1919	1921	1923	1925	1927	1929	1931	1933	1935	1937	1939	1941	1943	1945	1947	1949	1951	1953	1955	1957	1959	1961	1963	1965	1967	1969	1971	1973	1975	1977	1979	1981	1983	1985	1987	1989	1991	1993	1995	1997	1999	2001	2003	2005	2007	2009	2011	2013	2015	2017	2019	2021	2023	2025	2027	2029	2031	2033	2035	2037	2039	2041	2043	2045	2047	2049	2051	2053	2055	2057	2059	2061	2063	2065	2067	2069	2071	2073	2075	2077	2079	2081	2083	2085	2087	2089	2091	2093	2095	2097	2099	2101	2103	2105	2107	2109	2111	2113	2115	2117	2119	2121	2123	2125	2127	2129	2131	2133	2135	2137	2139	2141	2143	2145	2147	2149	2151	2153	2155	2157	2159	2161	2163	2165	2167	2169	2171	2173	2175	2177	2179	2181	2183	2185	2187	2189	2191	2193	2195	2197	2199	2201	2203	2205	2207	2209	2211	2213	2215	2217	2219	2221	2223	2225	2227	2229	2231	2233	2235	2237	2239	2241	2243	2245	2247	2249	2251	2253	2255	2257	2259	2261	2263	2265	2267	2269	2271	2273	2275	2277	2279	2281	2283	2285	2287	2289	2291	2293	2295	2297	2299	2301	2303	2305	2307	2309	2311	2313	2315	2317	2319	2321	2323	2325	2327	2329	2331	2333	2335	2337	2339	2341	2343	2345	2347	2349	2351	2353	2355	2357	2359	2361	2363	2365	2367	2369	2371	2373	2375	2377	2379	2381	2383	2385	2387	2389	2391	2393	2395	2397	2399	2401	2403	2405	2407	2409	2411	2413	2415	2417	2419	2421	2423	2425	2427	2429	2431	2433	2435	2437	2439



Covert Operative

Player Name: _____

Cosm: Core Earth.

Background: You were in Africa when reality was torn to shreds by the invaders. While your organization was paralyzed for a few days, it recovered far faster than other branches of the government, and began to seek out the causes for this catastrophe, understand them, and eliminate them — if possible. Resources are scarce, the mission more difficult, and the enemy more baffling than ever, but that soon became part of the job.

For now reconnaissance is the name of the game; find out how strong the enemy is, harass them where practicable, and discover which portions of the population might be contacted to help bolster resistance to the Possibility Raiders. You are to keep yourself in play; do not take yourself out of the game by taking foolish risks unless directly ordered to do so.

Personality: You are efficient, and approach most people as a puzzle to be solved. You do appreciate people who share your views, and return loyalty with loyalty. You are extremely unpleasant when crossed.



Equipment: 9mm Beretta (damage value 15), ammunition, ankle knife (+3/damage value 11), false ID papers, miniature camera, miniature tape recorder, hand-held satellite transceiver (tech 23), \$2,000 worth of gold coins.

Quote: "I wonder if you haven't got your priorities a little mixed up here."

Skill Notes: Your tag skill is *persuasion*.



Contract Ninja

Player Name: _____

Cosm: Nippon Tech.

Background: Need for your services grew rapidly during the Mitsuyana/Kanawa takeover wars. The only distress you felt was the rapid expansion of the ninja class, many of whom were glorified street fighters with no sense of tradition, whose training consisted of a few choreographed brawls. Your opinion is correct, but it is unpopular with some of those who employ you. Unfortunately, being unpopular has led to the request for your termination. Fortunately, your correct opinion meant that those who sought to kill you lack the necessary skill to do so. You are getting better. So are they. They have the numbers. So you have sought defensive ground outside the realm of Nippon Tech, ground which neutralizes the resources the corporations can grant your adversaries. In these areas you have found that employment opportunities are still available, and you have found others whose fight is similar to your own struggles. There are forces which seek to eliminate those who follow the correct path, forces which are growing stronger each day.

Personality: You pursue your art with diligence. While you are far from perfection, you know that to seek anything less is incorrect. You honor a contract, and consider an oath between friends or within family such a contract.



Equipment: Niyoki camouflage suit (+1 to stealth), shimsi sword (+5/damage value 13), throwing stars (+3 / damage value 11), Sorubu gloves (+2 to climbing), 100,000 yen account card.

Quote: "Conceding one's death before battle may prevent that death."

Skill Notes: Your skill tag is *martial arts*. You only have 11 skill points to assign, and must take *lockpicking*, *stealth*, and *prestidigitation*. You are unable to spend possibilities on *reality* skill rolls.



Disgruntled Corporate

Player Name: _____

Cosm: Nippon Tech.

Background: You worked for one of the medium sized arbitrage houses which did work for Mitsuyana Industries. You acquired a reputation as a youthful miracle worker, finessing the finance net in time to prevent huge gains by Kanawa Corporation, even posting respectable gains for your own firm. But the fight became increasingly grim, fought on the street almost as often as across terminals. Clever financial action blurred into the unethical, then into the murderously criminal. They were doing it, so you would have to do it too.

You decided that you would not. The art of business had gone horribly wrong. It was time to move elsewhere. When you began to look around, you saw that more than business was starting to go wrong. As you regain control of your life, you see that others are diligently working to restrict self-termination in others.

Personality: Hard-working, you dive into any task in which you believe with a zeal others may find hard to understand. You enjoy working with others, but find idle time difficult; relaxation makes you restless for the next challenge.

Equipment: Panasonic currency emulator (manufactures copies of up to 1,000 units of any paper currency per cartridge), three cartridges, portable computer (in purse or attache) with telecom links (tech 24), convertible rain-poncho/mono-tent, infrared binoculars, first aid kit, 9mm Beretta



(damage value 15), ammunition, jim-mied identity card, 5,000,000 yen account card.

Quote: "The bottom line is there is more than the bottom line."

" **Skill Notes:** Your tag skill is *charm*."



Curious Mage

Player Name: _____

Cosm: Aysle.

Background: Since being amazed by the illusions of a merchant magician, you have devoted most of your life to the study of magic, much of that time hiding from Ardinay's minions. Luckily they thought your research annoying rather than a real threat, and you could deal with the minions the High Lord did bother to send. Your knowledge has grown slowly, painstakingly, but events have unfolded which may give you an opportunity to increase your knowledge manyfold!

The flow of magic was interrupted by when Ardinay ordered another invasion; and now the magic of Aysle is "spilling over" into someplace else. To travel these lands, to explore the "edges" of magic, and areas where magic works differently, would be a great help to your research.

Personality: Enthusiastic and curious about everything related to magic, you occasionally forget the practical side of life. Usually the result is a tad embarrassing, but nothing else. In the wild situations of the Possibility Wars, the flaw may be more serious, and you have promised yourself you will become more practical as soon as you finish designing your next spell.

Arcane Knowledges: Fire +2,

Spells:



Equipment: robes, equipment belt, belt pouches, spell components, dagger (+3/damage value 10), empty food pouch, and you could swear you had brought a healing draught, right next the the pouch with all your money... well maybe you left that one at home.

Quote: "While not having quite the effect intended, the spell was a success. Don't you think so?"

Skill Notes: Your tag skill is alteration magic. You have 10 points to distribute in other arcane knowledges and spells, in addition to the 13 to spend on skills.



Doubting Cleric

Player Name: _____

Character Name		Home Cosm		Core Earth		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		Social	
Weight		Hvy Wound		7		21	
		Mortal Dead		Spiritual		Tech	
		K O		9		23	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Unarmed Combat		DEX	
Evidence Analysis	3	PER	15
Find		PER	
First Aid		PER	
Language		PER	
Scholar		PER	
Artist		MIN	
Medicine		MIN	
Test		MIN	
Charm		CHA	
Persausion		CHA	
Faith		SPI	
Focus		SPI	
Intimidation		SPI	



Attributes		Approved Actions
Dexterity	9	Maneuver
Strength	8	
Toughness	8	
Perception	9	Trick
Mind	12	Test
Charisma	8	Taunt
Spirit	12	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
Club	11	6			

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Fast Hero

Player Name: _____

Character Name		Home Cosm		Nile Empire		Possibilities	
Age		Wound Level		Shock Damage		9	
Height		Wound		Magic		Social	
Weight		Hvy Wound		12		20	
		Mortal Dead		Spiritual		Tech	
		K O		17		21	

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Flight		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Unarmed Combat		DEX	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Flight Power		DEX	15



Attributes		Approved Actions
Dexterity	12	Maneuver
Strength	9	
Toughness	8	
Perception	9	Trick
Mind	9	Test
Charisma	11	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Fast Hero

Player Name: _____

Cosm: Nile Empire.

Background: You spent your youth reading the stories in *Weird Tales*, imagining yourself as a hero. Heck, you could probably go them one better if you had the chance — certainly you would give yourself snappier dialogue. When you read the small advertisement from Elhai University, the one about "enhancement research", you figured this was your chance. The boys in white had it mostly figured out, but there were some setbacks and a lot of hard work before the payoff. And then things got weird. The Pharaoh moved his palace somewhere else, another planet; you were expected to help the Pharaoh crush the natives. That isn't what you had become a hero for, and your weren't going to let a few dozen shocktroopers dissuade you. Okay, maybe the shocktroopers could convince you to leave, but they couldn't dissuade you from being a hero.

Personality: Brash, energetic, you are ready to tackle the world. You have abilities beyond most mortal men, just as you have always wanted. There is the occasional drawback, but heck, that's always been part of the hero biz. This is the life you have always wanted to lead.



Equipment: costume, street clothes, Nile identity papers, 50 Nile Royals.

Quote: "This time Dr. Mobius has gone too far!"

Skill Notes: You start with only 9 Possibilities and no tag skill. You have *flight* power 15. Your power has an adventure cost of 3; you must spend 3 possibilities an adventure to keep *flight*.



Doubting Cleric

Player Name: _____

Cosm: Core Earth.

Background: You have always wondered about many things, particularly about the hard questions, the tough questions of existence and meaning. Combined with a desire to help others answer their own questions, you entered the clergy. You sought answers in formal religious training; instead your questions loomed larger once you finished. Travel did not ease your soul, and you eventually returned home to assume the traditional role of the cleric. Then armageddon struck.

Now the questions of good, evil and free will, of what man's role is, of what constitutes reality, are being brutally posed by the Possibility Raiders. The answers cannot be found in meditation. You must find them in action, helping others to find those answers in time to save themselves from the Raiders.

Personality: Earnest, seeking the truth, you have developed a keen sense of humor and a sarcastic wit to protect you from the disappointments of your search so far. The news of miracles has given you hope, while news of the Possibility Wars threatens to crush it.



Equipment: holy symbol, holy book, first aid kit, envelopes, postage, paper and pen, club (+3/damage value 11), \$250.

Quote: "Not all mysteries are meant to be solved, but you can't tell which is which without trying to solve them."

Skill Notes: Your tag skill is evidence analysis 3/15.



Gadget Hero

Player Name: _____

Character Name		Home Cosm		Nile Empire		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		Magic 12 Social 20	
Weight						Spiritual 17 Tech 21	

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Dodge		DEX	
Fire Combat		DEX	
Flight		DEX	
Lock Picking		DEX	
Long Jumping		DEX	
Melee Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Air Vehicles		PER	
Evidence Analysis		PER	
Find		PER	
Scholar (science)	3	PER	15
Trick		PER	
Science		MIN	
Faith		SPI	
Intimidation		SPI	



Attributes		Approved Actions	
Dexterity	10	Maneuver	
Strength	8		
Toughness	9		
Perception	12	Trick	
Mind	9	Test	
Charisma	8	Taunt	
Spirit	10	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
.38 Revolver	14	20	3-10	25	50

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



GodNet Raider

Player Name: _____

Character Name		Home Cosm		Cyberpapacy		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		Magic 10 Social 18	
Weight						Spiritual 14 Tech 26	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Stealth		DEX	
Cyberdeck Op.	3	PER	15
Fire		PER	
First Aid		PER	
Language		PER	
Scholar (computer science)		PER	
Trick		PER	
Artist		MIN	
Science		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		CHA	



Attributes		Approved Actions	
Dexterity	9	Maneuver	
Strength	8		
Toughness	8		
Perception	12	Trick	
Mind	10	Test	
Charisma	9	Taunt	
Spirit	10	Intimidate	
Movement Rates		Limit Values	
Running			
Swimming			
Jumping			
Climbing			
Lifting			

Equipment	Axiom		Range		
	Value	Level	S	M	L
Armor					
Weapons					
Uzi	17	22	3-15	40	100

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



GodNet Raider

Player Name: _____

Cosm: Cyberpapacy.

Background: Things became a mother-circuit mess in a hurry. You were working for IRCOM, working on electronic composition, when the machines started to wack out. Yours were one of the first to go, and then nothing would work for you, even your electric guitar. Then the beeps came back, and you could work things again. When his Holiness Jean Malraux arrived, something snapped. First it snapped in France, then you; when you heard of the GodNet, it sounded like a dream. You jacked in with altered IRCOM equipment and discovered the truth. The GodNet was wrong, like a great piece of music being butchered by a backup band. Whoever set it up didn't have a clue — or worse, they knew exactly what they were doing, and wanted it this way. You found things out, but people didn't want to hear them.

Things are hot right now, so you have taken a vacation elsewhere. But someday you are going back to the GodNet. Someday you are going to help get it right.

Personality: Energetic, committed to music and meaning, you believe that harmony is a key principle in life. The Possibility Raiders increase discord and destroy harmony, although some of the tools they have introduced will be useful in the right hands — such as yours. You intend to use them.



Equipment: J-Jack, cyberdeck Delicious and spare parts, Uzi (damage value 17), ammunition, IRCOM pass, portable holo CD, portable keyboard, 10,000 Franc account card.

Programs: attack +1, defense +2, stealth +2, charm +1.

Quote: "You gotta learn to listen before you learn to play."

Skill Notes: Your tag skill is *cyberdeck operation*. You have *cyber* value 2.



Gadget Hero

Player Name: _____

Cosm: Nile Empire.

Background: As a boy, you were fascinated by your grandfather's watch, and your mother let you conduct simple experiments in the lab, under her strict supervision. As you grew older, you exploited the lapses in her supervision (and the really keen articles in *Journal for the Advancement of the Sciences* and *Popular Mechanics*) to build a few widgets of your own. Bolstered by simple successes you conceived a far more complicated device, one which would give you an ability you had always wanted. It just never came together.

Then the Pharaoh gathered all his scientists and moved them across the maelstrom bridge. It had happened before, but this time something happened to you. You gained a clearer vision of what was happening around you, and what was happening was wrong. At the same time, your technical understanding made a leap, and you completed your device. Minutes later the lab was attacked by creatures seeking you, and you fled. You have been battling crime and evil ever since.

Personality: Shy, you tried to overcome your shyness by developing technical marvels to impress people. As your social skills improved, you found you could interact with people on your own, but you retained your love of gadgets.



Equipment: costume, gadget belt (value 17 for one of the following powers: dazzle, flight, invisibility, fog screen, mega-hearing, ultra-sight, x-ray eyes), .38 revolver (damage value 14), ammunition, toolkit, oscilloscope parts, 400 Nile Royals.

Quote: "This isn't anything a little ingenuity can't get us out of."

Skill Notes: Your skill tag is *scholar (science)*. Pick a science.



Gypsy Soothsayer

Player Name: _____

Character Name		Home Cosm		Orrorsh		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		Social	
Weight		Hvy Wound		15		20	
		Mortal		Spiritual		Tech	
		Dead		17		19	

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Lock Picking		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Prestidigitation		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Alteration Magic		PER	
Divination Magic	3	PER	15
Find		PER	
First Aid		PER	
Language		PER	
Apportation Magic		MIN	
Test		MIN	
Willpower		MIN	
Charm		CHA	
Faith		SPI	



Attributes	Approved Actions
Dexterity 8	Maneuver
Strength 8	
Toughness 9	
Perception 12	Trick
Mind 10	Test
Charisma 9	Taunt
Spirit 10	Intimidate
Movement Rates	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Boot Knife	11	7	3-5	10	15
Colt Peacemaker	15	19	3-5	15	40

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Human Tribal Shaman

Player Name: _____

Character Name		Home Cosm		Core Earth		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound		Magic		Social	
Weight		Hvy Wound		7		21	
		Mortal		Spiritual		Tech	
		Dead		9		23	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Alteration Magic		PER	
Divination Magic		PER	
Language		PER	
Scholar (mythic lore)		PER	
Trick		PER	
Apportation Magic		MIN	
Conjuration Magic	3	MIN	14
Medicine		MIN	
Survival		MIN	
Charm		CHA	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 8	Maneuver
Strength 8	
Toughness 10	
Perception 11	Trick
Mind 11	Test
Charisma 9	Taunt
Spirit 9	Intimidate
Movement Rates	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Leather +2	12	5			
Weapons					
War Boomerang	12	7	3-5	25	40

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Human Tribal Shaman

Player Name: _____

Cosm: Core Earth.

Background: The spirits whispered to you when you were a young child. Oh, you ignored them first, as did all the others who had forgotten, but the spirits were patient. In a few years, you were ready to listen, to learn the wisdom they could teach, and walk the paths they set before you. You saw what the white man could no longer see, heard what he no longer was able to hear. At first the vision was beautiful, liberating. It soon changed. The spirits foretold of the ripping of the souls of the people at the hands of invaders, of the struggle to preserve the very link between Earth and her people, a link already weak. You began your travels, guided by the knowledge of your visions, and seeking others who would join you in your quest to heal the lands.

Personality: Patient with purpose, you wait for the emotions of others to crest before speaking. Your calm strength carries you, and others with you, through severe circumstances.

Equipment: street clothes, tribal clothes, war boomerang +4/12, leather coat/armor +2/12.

Arcane Knowledges:

Spells:



Quote: "To hear the answers given you, you must listen to the quiet in between the words, for much is spoken there."

Skill Notes: Your tag skill is *conjur-ation magic*. You have 12 points of arcane knowledges and spells



Gypsy Soothsayer

Player Name: _____

Cosm: Orrorsh.

Background: You have always had more empathy for the natives than the colonists. The Victorians were too stuffy, too stolid in their day to day lives. You believe they understand less about the night dangers than they think they do; such pride in Orrorsh is a deadly extravagance. But coins rarely walk up to you without being invited, and the invitations are so easily extended to the Victorians. Their coins do not walk to you, they run. Not one to spit at such benefits, you have traveled with the colonists, and share their desire to defeat the horror which permeates the land. Your methods may just be a little different.

Personality: Showman, con artist, magician: you are a little of each and relish each role as it is appropriate. Confident, you know never to show doubt, certainly never to a client.

Equipment: Silver jewelry, gold bandana pin, boot knife (+3/damage value 11), Colt Peacemaker (damage value 15), ammunition including nine silver bullets, incense, combustible powders for colored flame, the Gro-lisch Tome of Ancient Lore (not really, but an impressive enough forgery), 100 Victorian Sterlings.

Arcane Knowledges: Folk +1,

Spells:



Quote: "You are wise to seek me out, for I have read the lore of Gro-lisch herself, and I myself have seen the eyes which fill the pale night."

Skill Notes: Your tag skill is *divi-nation magic*. You have 11 points to distribute in other arcane knowledges and spells, in addition to the 13 to spend on skills.



Intrepid Reporter

Player Name: _____

Character Name		Home Cosm		Core Earth		Possibilities	
Age	Wound Level	Shock Damage		Magic	Social	10	
Height	Wound			7	21		
Weight	Hvy Wound			Spiritual	Tech		
	Mortal			9	23		
	Dead	K	O				

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Air Vehicles		PER	
Evidence Analysis		PER	
Find		PER	
Land Vehicles		PER	
Water Vehicles		PER	
Artist		MIN	
Science		MIN	
Charm		CHA	
Persuasion	3	CHA	15
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	9	
Toughness	8	
Perception	9	Trick
Mind	9	Test
Charisma	12	Taunt
Spirit	10	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Weapons					
.38 Revolver	14	20	3-10	25	50

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Jaz Fighter

Player Name: _____

Character Name		Home Cosm		Cyberpapacy		Possibilities	
Age	Wound Level	Shock Damage		Magic	Social	10	
Height	Wound			10	18		
Weight	Hvy Wound			Spiritual	Tech		
	Mortal			14	26		
	Dead	K	O				

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Energy Weapons		DEX	
Fire Combat	3	DEX	15
Long Jumping		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Find		PER	
Land Vehicles		PER	
Language		PER	
Tracking		PER	
Trick		PER	
Survival		MIN	
Test		MIN	
Faith		SPI	



Attributes	Approved Actions	
Dexterity	12	Maneuver
Strength	10	
Toughness	11	
Perception	9	Trick
Mind	9	Test
Charisma	8	Taunt
Spirit	7	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Axiom Value	Level	S	Range M	L
Armor					
IriMesh Jacket	14	24			
Weapons					
Wrist Gun	19	26	3-40	100	150

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Jaz Fighter

Player Name: _____

Cosm: Cyberpapacy.

Background: The street was iced when the hood-and-frocks started to wipe everything down. It was eerie the way they found punks; blink and they would be there. The street wasn't safe for anybody but pedestrians. Then things began to change. Sharps could pick up parts, from chopshops that had nothing to do with cars. And the parts kept getting better. When the frocks showed again, you decided you needed something to even the odds. So you went on the jaz, and got a little wire-and-polish done. The frocks went ape when they first saw you, and you made sure those frocks weren't going to get a second look. The street's interesting again. Like it should be.

Personality: Rough, you like those wo handle rough and dish it too. Your patience has decreased since the jaz, but you will listen to folk who are talking sense. As long as you don't have to sit around too long to hear them.



Equipment: Avro PR II.V wrist gun (damage value 19), ammunition, Kreelar tendon-supplements, apotheduct, rove-eye, two jaz packs, IriMeshjacket (+3/armor value 14), Paris Liberte pass.

Quote: "Moving targets are more fun."

Skill Notes: Your tag skill is *fire combat*. You have *cyber* value 10.



Intrepid Reporter

Player Name: _____

Cosm: Core Earth.

Background: Indonesia disappeared from the electronic eyes of the world. Then New York collapsed almost overnight, and people everywhere wanted to know why. Why Paris? Why London? The whole planet was besieged by uncertainty in the wake of the invasion of the Possibility Raiders. You read the incoming reports, then decided to enter the war zones to look for answers. When you find answers you disseminate them however possible, through the networks if the machinery works, by local couriers if nothing else. The job is dangerous, for the invaders have a strong interest in keeping the people of Earth ignorant as long as possible. But the people have a right to know! You have lost most of your reporter's objectivity they taught you in journalism school, for everyone is on the front lines of the Possibility Wars in some way or another, and the people on the other side want you dead.

Personality: Brusque when you need answers, and a skilled verbal duelist, you have developed an ability to relate to people off the record. You are often the only source of information people have, and you have met the challenge head on.



Equipment: News van, camcorder, dozens of yellow pads, pens, Macintosh portable computer, Samsonite luggage, .38 revolver (damage value 14), \$700.

Quote: "The pen isn't always mightier than the sword, but it can help someone else decide where to swing."

Skill Notes: Your tag skill is *persuasion*.



National Hero

Player Name: _____

Cosm: Core Earth.

Background: You rose to prominence through the feats of your youth, a hero / celebrity for much of the nation. As your fame began to fade, opportunists decided it was time for you to move into politics, to act as speaker for a coalition, to coax the public into accepting their agenda. You were elected, and applied yourself to the new job as you had to everything else; you were determined to be the best you could possibly be. Your "advisors" tried to contain you in your role as mouthpiece, but your ideas, your agenda, began to be heard. You survived your opponent's smear campaign, and some of your ideas even came to fruition. Then the Possibility Raiders tore everything apart.

Now you hope to rally the people, to help them regain hope and control of their destiny. You travel in other countries as well, as an ambassador-at-large, reminding the world that your nation still exists.

Personality: Determined, optimistic, you believe the ideals of your nation are meant as a blueprint for action, not musty ideas to be relegated to history discussions. You constantly take calculated risks, and are used to winning. You are going to win this one also.



Equipment: business suit with kevlar lined coat (+5/armor value 13), casual clothes, passport, Mac 10 (damage value 18), ammunition, 10 one-ounce gold bars, pen and government stationery.

Quote: "Times which need heroes usually get the heroes they need, but probably not the ones they want."

Skill Notes: Your tag skill is *reality*.



Obsessed Prodigy

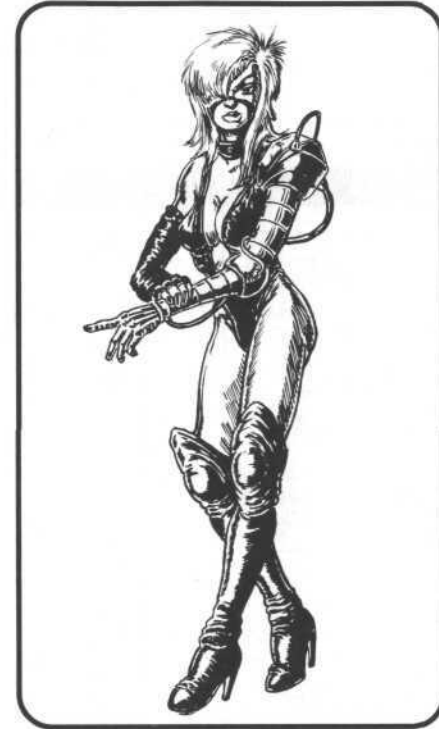
Player Name: _____

Cosm: Cyberpapacy.

Background: You have always excelled, often to the point where there was no meaning to the phrase, "your peers." You have been alone for nearly as long as you have achieved, at least in the sense of true friendship. The one or two people to whom you grew close have been almost clinically removed by the others around you. There have been plenty of people eager to latch onto your work, to share the credit, and others equally eager to discredit you to save their own egos. You have tread the path between the two types carefully.

You thrive in your work, as your work never deserts you and is still important. But the Possibility Wars have given a new dimension to your life, creating a problem so large, events so vast, that they dwarf any of the work you have done. Somehow, this must be your life's work. Somehow the Wars are a key to yourself.

Personality: Quick, smart, and occasionally guilty at how smart you are. You take things literally, and are just beginning to develop a sense of humor and a way of dealing with people other than through your work.



Equipment: SC Kyogo T11 (damage value 21), two extra clips, Valle chipware (3 skills/+1 add each), chipholder 1, climbing cable, infrared goggles. Cyber value 1. 125,000 franc account card.

Quote: "Cosm catastrophe folds were just a theory, until someone else used them to start kicking our butt."

Skill Notes: Your tag skill is *science*.



Paladin

Player Name: _____

Character Name		Home Cosm		Aysle		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Hvy Wound		Magic		Social	
Weight		Mortal Dead		18		18	
		K O		Spiritual		Tech	
				16		15	

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Running		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		PER	
Lifting		PER	
Find		STR	
First Aid		PER	
Language		PER	
Scholar (philosophy)		PER	
Trick		PER	
Charm		CHA	
Persuasion		CHA	
Faith	3	SPI	14
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	11	Maneuver
Strength	9	
Toughness	9	
Perception	9	Trick
Mind	8	Test
Charisma	9	Taunt
Spirit	11	Intimidate

Movement Rates	Limit Values
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Plate	15	15			
Weapons					
Broadsword	15	9			

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Realm Runner

Player Name: _____

Character Name		Home Cosm		Core Earth		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Hvy Wound		Magic		Social	
Weight		Mortal Dead		7		21	
		K O		Spiritual		Tech	
				9		23	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Lock Picking		DEX	
Melee Weapons		DEX	
Running		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Air Vehicles		PER	
Find		PER	
First Aid		PER	
Land Vehicles	3	PER	14
Language		PER	
Scholar (mechanical eng.)		PER	
Tracking		PER	
Trick		PER	
Water Vehicles		PER	
Survival		MIN	
Charm		CHA	



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	10	
Toughness	9	
Perception	11	Trick
Mind	8	Test
Charisma	10	Taunt
Spirit	9	Intimidate

Movement Rates	Limit Values
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Weapons					
Savage 77E	18	22	3-15	40	60

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Realm Runner

Player Name: _____

Cosm: Core Earth.

Background: You have been called a grease monkey since you were 12, and have been fascinated by cars, trucks, planes and boats since you were three. You are good with vehicles, although you have your favorites, and made a decent living along the smaller racing circuits. Then the muck really hit the fan; buggies stopped working, tractors stopped working, even can openers stopped working. You noticed that things worked fine when you used them, and you could even get them going again when they stopped on you, a talent too few people have.

As you are one of the few people who can keep a vehicle going, regardless of where it is, you have entered a new line of work. You have become a realm runner, the person who gets goods into areas which need them, or who takes things out of an area when someone else needs them. The first few times were pretty straight hauls, but lately things have gotten pretty weird. But hey, the world's pretty weird, too. You figure you are doing good by doing what you do best. That's about all you can ask out of life.

Personality: Jovial, easy going in a crisis, you are often taken less seriously than you ought to be. Not that it bothers you, and being underestimated can be an advantage sometimes. You allow other people their pride, and you get the results.



Equipment: battered vehicle (choice of land, water, or air), spare parts, tool kit, welding mask, acetylene torch, extra battery, old calendar, Savage 77E (damage value 18), \$100 and spare change.

Quote: "Stop looking so nervous, this buggy has always held it together at this speed... Uh-oh."

Skill Notes: Your tag skill is *land vehicles* (or *air vehicles* or *water vehicles*, your choice).



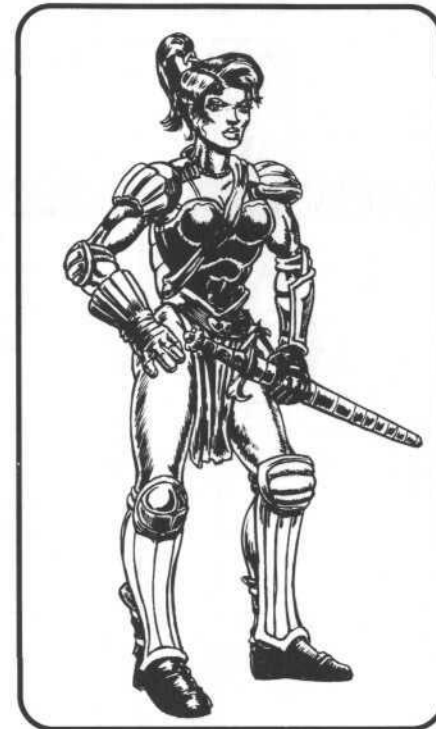
Paladin

Player Name: _____

Cosm: Aysle.

Background: You were a defender of a lord of Aysle, one of the privileged elite. When Uthorian's forces overwhelmed Aysle, you fought well, but were defeated. You vaguely remember your last moments, and were sure that you were going to be killed. But you have recently awakened in another world, not sure how you had gotten there, or where "there" is. Soon you came to realize that others like Uthorian were invading this world, that the gods have given you a chance to fight once more. As you began exploring further you discovered that Aysle itself had taken part in this invasion, but that dramatic events had changed things in your home land. Someday it may be possible for you to return home, and help your own people as you now help those of this Earth.

Personality: Commanding, self-assured in battle, you are less assured when you put your sword down. You are often grim, but you can be warm when in the company of people whom you trust.



Equipment: broadsword(+6/damage value 15), plate armor (+6/armor value 15), holy symbol, food pouches, worn copy of *The Dark Knight*.

Quote: "Faith in our mission must never waiver, or we have lost the first battle with our enemy."

Skill Notes: Your tag skill is *faith*.



Renegade Edeinos

Player Name: _____

Character Name		Home Cosm		Living Land		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		0 7	
Weight						Spiritual Tech 24 7	

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Long Jumping		DEX	
Melee Weapons	3	DEX	12
Missile Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Tracking		PER	
Trick		PER	
Survival		MIN	
Test		MIN	
Faith		SPI	
Forus		SPI	
Intimidation		SPI	



Attributes	Approved Actions
Dexterity 9	Maneuver
Strength 9	
Toughness 14	
Perception 9	Trick
Mind 8	Test
Charisma 7	Taunt
Spirit 10	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	M	L
Armor					
Weapons					
Hrockt Spear	13	9*	3-5	25	40
Club	12	6			
Claws	13				
Tail	10				

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Soldier of Fortune

Player Name: _____

Character Name		Home Cosm		Core Earth		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		7 21	
Weight						Spiritual Tech 9 23	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat	3	DEX	14
Heavy Weapons		DEX	
Maneuver		DEX	
Melee Weapons		DEX	
Running		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Air Vehicles		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Tracking		PER	
Survival		MIN	
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	



Attributes	Approved Actions
Dexterity 11	Maneuver
Strength 10	
Toughness 11	
Perception 9	Trick
Mind 8	Test
Charisma 9	Taunt
Spirit 8	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	M	L
Armor					
Leather +2	13	5			
Weapons					
Uzi	17	22	15	40	100
.357 Desert Eagle	16	22	10	25	50

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Soldier of Fortune

Player Name: _____

Cosm: Core Earth.

Background: A short time ago you only concerned yourself with shifting the odds in another African struggle between democracy and despotism. Your ethics were dutifully subordinate to your mission, but your honesty shone through at inappropriate times, causing problems with your employers. Your employment abruptly terminated, you drifted north toward rumors of war in Egypt.

You found yourself in the strangest revolution you had ever seen — the return of the Pharaoh to rule Egypt, a reversion to four millenia old religion and 50 year old technology. But the totalitarian ring of the rhetoric was timeless. You fought against the revolutionaries; you lost. The Nile Empire only forgives dead enemies, and you decided you would pass on that sort of forgiveness. Since then you have drifted from one front of the Possibility Wars to another, hoping to win enough small victories to make a difference in the big picture.

Personality: You survive, and you have built your personality to enhance your chances of keeping your skin. You trust few people, and are always on guard when entering a new situation. While courageous, you fiercely resist being sucked into fighting for what looks like a completely lost cause.



Equipment: Uzi (damage value 17), .357 Desert Eagle (damage value 16), ammunition, stolen maps of Nile fortifications, fatigues and camo gear, sunglasses, hip pouches and canteen, \$700.

Quote: "Forget the song; dirty deeds cost big bucks."

Skill Notes: Your tag skill is *fire combat*.



Renegade Edeinos

Player Name: _____

Cosm: The Living Land.

Background: The gotak had told you it was time for the tribe to move once again, and you led a party of warriors ahead to scout. What you saw confused you. Other Edeinos, under direct orders from Baruk Kaah, were starving out the huge camps of the natives by intercepting food, rather than doing battle with the natives. The gotak who told you that the soft-skinned beings of this world were already dead instructed you to use the weapons of the walking dead. They wanted you to use the captured "rifles" rather than throw your spear for the glory of Lanala. They were telling you to become like the walking dead. Troubled, you went to talk to your optant; she seemed to understand, but then she called for the Ravagons to deal with you. You evaded them by crossing into the land of the dead, where some of their optants gave you sanctuary. Since then you have wandered in and out of the Living Land, sometimes as a guide for those who call themselves Americans, sometimes to regrow spiritually. You know Baruk Kaah is doing something bad to your people. You pray to Lanala that your people do not become as vapid as these Earthers.

Personality: You accept much of what life gives you, choosing to amplify the experience, good or bad, rather than avoid it. You find Core Earthers too restrained, but you have found a few new, delightful experiences outside of the Living Land.



Equipment: hrockt spear (+4/damage value 13), loincloth, musical greeting card, club (+3/damage value 12), TMNT tee-shirt.

Natural Tools: claws, damage value 13; tail, damage value 10.

Quote: "Why do so many of you watch the fighting on that box, rather than become warriors yourselves?"

Skill Notes: Your tag skill is *melee weapons*. Hrockt spear needs a spiritual level of nine to function.



Story Teller

Player Name: _____

Character Name			Home Cosm		Living Land		Possibilities 10	
Age	Wound Level	Shock Damage		Magic	Social			
Height	Wound Hvy Wound			0	7			
Weight	Mortal Dead	K	O	Spiritual	Tech			
				24	7			

Skill	Add	Attribute	Value
Reality		SPI	
Beast Riding		DEX	
Dodge		DEX	
Melee Weapons		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Find		PER	
First Aid		PER	
Language		PER	
Scholar (mythic lore)		PER	
Tracking		PER	
Survival		MIN	
Test		MIN	
Charm	3	CHA	14
Persuasion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	8	
Toughness	9	
Perception	9	Trick
Mind	10	Test
Charisma	11	Taunt
Spirit	10	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Short Bow	13	8	3-10	40	100
Spear	12	7	3-5	25	40

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Tough Hero

Player Name: _____

Character Name			Home Cosm		Nile Empire		Possibilities 10	
Age	Wound Level	Shock Damage		Magic	Social			
Height	Wound Hvy Wound			12	20			
Weight	Mortal Dead	K	O	Spiritual	Tech			
				17	21			

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Stealth		DEX	
Unarmed Combat	3	DEX	13
Climbing		STR	
Lifting		STR	
First Aid		PER	
Land Vehicles		PER	
Test		MIN	
Willpower		MIN	



Attributes	Approved Actions	
Dexterity	10	Maneuver
Strength	11	
Toughness	14	
Perception	8	Trick
Mind	10	Test
Charisma	8	Taunt
Spirit	8	Intimidate
Movement Rates		Limit Values
Running		
Swimming		
Jumping		
Climbing		
Lifting		

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
Brass Knuckles	13	9			
.38 Revolver	14	20	3-10	25	50

Bonus Chart	
Die	3 5 7 9 11 13 21 26 31 36 41 46
Roll	1 2 4 6 8 10 12 14 15 16 17 18 19 20 25 30 35 40 45 50 +5
Bonus #	-12 -10 -8 -5 -2 -1 0 1 2 3 4 5 6 7 8 9 10 11 12 13 +1



Tough Hero

Player Name: _____

Cosm: Nile Empire.

Background: Scum is scum, and no matter who is in charge, the scum sticks around the alleys and the gutters. Crime has gotten worse since the sun-loving Pharaoh took power, and all those extra shocktroopers don't do a wooden nickel's worth for the Joe on the street. The scum prey on the Joes. You wipe off the scum. At least some of them. Then they seem to grow back, and the cycle starts again. You can't seem to win. But if you stopped, the scum would win. And even a stinking hole-in-the-sand city like this one deserves better than that. So you go out, ask some question, knock a few heads together, and things get better — until tomorrow night.

Personality: Cynical, tough, you are rumored to have a heart of gold. But as a former secretary said, it might be there, but it certainly isn't getting any larger.

Equipment: Brass knuckles (+2/damage value 13), .38 revolver (damage value 14) which you sometimes even load, half a ham sandwich, opera glasses, Dentley's cinnamon gum, a checking account with a minimum balance (50 Nile Royals) and pocket change.



Quote: "Sorry punk, but you've got such a pretty face that my fist just had to meet it."

Skill Notes: Your tag skill is *unarmed combat*. You have only 10 skill points to distribute. You have a super-attribute, with two points added to *Toughness* and one to *Strength*. Adventure cost: 3.



Story Teller

Player Name: _____

Cosm: The Living Land.

Background: You were not good at stories as a child. You did not even particularly enjoy listening to the shaman tell his stories. Then one day you heard the wind, and a few weeks later the water. They began to tell you their stories. You listened enraptured as the wind and the water told you that it was your destiny to tell stories, to gather them from all over the lands, and plant them in the imaginations of others. This work is important, for people could find their ideals, their worlds, through the greater truth in stories. The wind murmured of the approaching storm, the water stood silent. When the Possibility Wars began, you knew that this was the storm you were warned of, and that you had to gather the stories of the world, and reseed hope in those who had lost it.

Personality: An eloquent, emotional speaker, you have learned how to entertain and how to inform through your stories. You believe that all good stories contain important truth, no matter how outrageous the story. You enjoy your travels and the people you get to know, but the Possibility Wars are never out of sight.



Equipment: spear (+4/12), short bow (+5/damage value 13) from Core Earth survivor, clothes, papers, pens and tape recorder from the "dead lands", blanket, copy of *Winnie the Pooh*.

Quote: "Time was different then than it is now ... this is a story of that time."

Skill Notes: Your tag skill is *charm*.



Vampyre Hunter

Player Name: _____

Character Name		Home Cosm		Orrorsh		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		10	
Weight							
				Magic 15		Social 20	
				Spiritual 17		Tech 19	

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Alternation Magic		PER	
Divination Magic		PER	
Evidence Analysis	3	PER	16
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Scholar (mythic lore)		PER	
Tracking		PER	
Trick		PER	
Science		MIN	
Test		MIN	
Faith		SPI	



Attributes	Approved Actions
Dexterity 8	Maneuver
Strength 8	
Toughness 8	
Perception 13	Trick
Mind 10	Test
Charisma 9	Taunt
Spirit 10	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Weapons					
.44 Revolver	15	19	3-5	15	40

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Werewolf

Player Name: _____

Character Name		Home Cosm		Orrorsh		Possibilities	
Age		Wound Level		Shock Damage		10	
Height		Wound Hvy Wound Mortal Dead		K O		10	
Weight							
				Magic 15		Social 20	
				Spiritual 17		Tech 19	

Skill	Add	Attribute	Value
Reality	/	SPI	
Dodge	/	DEX	
Fire Combat	/-	DEX	
Long Jumping	/-	DEX	
Maneuver	/	DEX	
Melee Weapons	/-	DEX	
Running	-/	DEX	
Stealth	/	DEX	
Swimming	/-	DEX	
Unarmed Combat	/	DEX	
Climbing	/-	STR	
Lifting	/-	STR	
Find	/	PER	
Tracking	/	PER	
Survival	/-	MIN	
Willpower	/-	MIN	
Persuasion	/-	CHA	
Taunt	/-	CHA	
Faith	/	SPI	
Intimidation	/	SPI	
Shape Shift	3/3	SPI	14/14



Attributes	Approved Actions
Dexterity 8/9	Maneuver
Strength 10/14	
Toughness 10/15	
Perception 10	Trick
Mind 8/2	Test
Charisma 9/5	Taunt
Spirit 11	Intimidate
Movement Rates Limit Values	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Weapons					
Claws	-/16				
Teeth	-/17				
.44 Revolver	15/-	19	3-5	15	40

Bonus Chart

Die	3	5	7	9	11	13	21	26	31	36	41	46									
Roll	1	2	4	6	8	10	12	14	15	16	17	18	19	20	25	30	35	40	45	50	+5
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	+1



Werewolf

Player Name: _____

Cosm: Orrorsh.

Background: You had served in Rhodeland as a Gallic Legionaire, battling the "squiggles", the horrific creatures which threatened the few vital colonies on the forsaken continent. Your patrol was ambushed by a shape shifter one night. It killed two and wounded five others, including yourself, before being driven off by silver-coated Enfield rounds. The dead were destroyed, and four of the wounded were later executed when the company chaplain pronounced them beyond hope. He said that you had avoided the fate of a beast, and so were spared. The chaplain was wrong.

A month later you first manifested an ability to shift shape; luckily you were alone at the time. But in a society well attuned to tracking and eliminating horrors, you knew your time in civilized lands to be limited. The new colony on Earth provided you an opportunity for as fresh a start as possible.

Personality: Honorable, you still conduct yourself in accordance with the code of the Gallic Legion — you have great physical and moral courage. But the wolf is far less civilized, and his behavior is beginning, ever so slightly, to blend with the man's.

Equipment: .44 revolver (damage value 15, akin to Colt Peacemaker), ammunition, including 12 silvered rounds, spare clothes, medal from the Battle of Vender's Bog, 30 Sterlings (the remains of your last pay from the Gallic Legion).



Quote: "Sir, savagery is a subject I better understand than you could ever know."

Skill Notes: Your tag skill is *shape shift*. All values are presented as human/werewolf. So, claws —/16 means that the human form cannot use the claws, but the werewolf has a value of 16. Each form receives 13 skill points. Faith adds must be the same for each form.



Vampyre Hunter

Player Name: _____

Cosm: Orrorsh.

Background: The undead claimed an older sibling when you were quite young. The pain, loss, and shame experienced by your family profoundly affected you. Fear, curiosity, and a desire for justice led you to delve into every available source of mythic lore. While you were primarily interested in the lore of the undead, your systematic, analytical mind arrayed every fact you discovered into a useful whole.

You attended Holgromb's College at Oxford, a college with an emphasis on science. Your classmates thought you odd, a perfectly valid conclusion given their rather pedestrian point of view. Your career as a stalker of the undead began when you found, and destroyed, the ghoul who had killed a university Don.

Personality: A brilliant, keen thinker, you are often brusque to those who waste your time with groundless speculation or mindless distortion of the facts. You are somewhat frightened of the possibility of someday, somewhere, encountering your vampiric sibling.



Equipment: holy symbol, wooden stake, .44 revolver (damage value 15, like the Colt Peacemaker), fingerprint powder of your own invention, pen and notebook, 500 Victorian Sterlings.

Quote: "A conclusion is like a portrait; it should be drawn so as to be accurate in every detail."

Skill Notes: Your tag skill is *evidence analysis*.

"There isn't always a silver lining behind a dark cloud.
Sometimes what's back there is much, much worse."



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