



WORLDBOOK

Introduction

Legends. They speak of The Place, in the Time of Nothing. The Void was alone in The Place, possessed by an unending hunger but unable to sate it. Then Eternity entered The Place, full of dreams and possibilities locked within its infinite instant with no method of release. Void and Eternity met, and The Maelstrom was formed.

The Void tasted the essence of Eternity, and it became aware of what it craved. Eternity boiled away into the Void and billions of possibilities were destroyed. Whole galaxies came and went as the Void fed. The Maelstrom endlessly tossed out possibilities that were destroyed in the whirling currents of creation. But, eventually, two possibilities survived.

The Nameless One, a being that took after the Void, was destruction personified. Apeiros, created from realized possibilities, was of Eternity's image. The two waged a war of creation and destruction - Apeiros setting possibilities free, the Nameless One feeding on their power. But as fast as the Nameless One could feed, Apeiros could create. There could be no victor. Then the Nameless One invoked the Void.

With no other course available, Apeiros left The Place. It appealed to Eternity and saw an infinite number of possibilities opened before it. Apeiros took them all, diffusing the possibilities throughout the new place — throughout the cosmverse.

The Nameless One, now alone in The Place with the Void, vowed to hunt down Apeiros and Eternity, no matter how long it took. It used what limited creative powers it had learned during its war against Apeiros to create the Darkness Devices. Then it sent these items of evil into the cosmverse to perpetuate acts of destruction and capture the dispersed shards of Eternity.

Legends. They tell of the discovery of the first Darkness Device, and how it elevated its possessor to High Lord and then led him to other cosms to destroy and drain possibilities. Thus was born the first of the Possibility Raiders; thus was spoken The Prophecy — there would arise a High Lord with the knowledge and power to absorb so much energy as to become immortal, all powerful, a god. And this High Lord would be called the Torg!

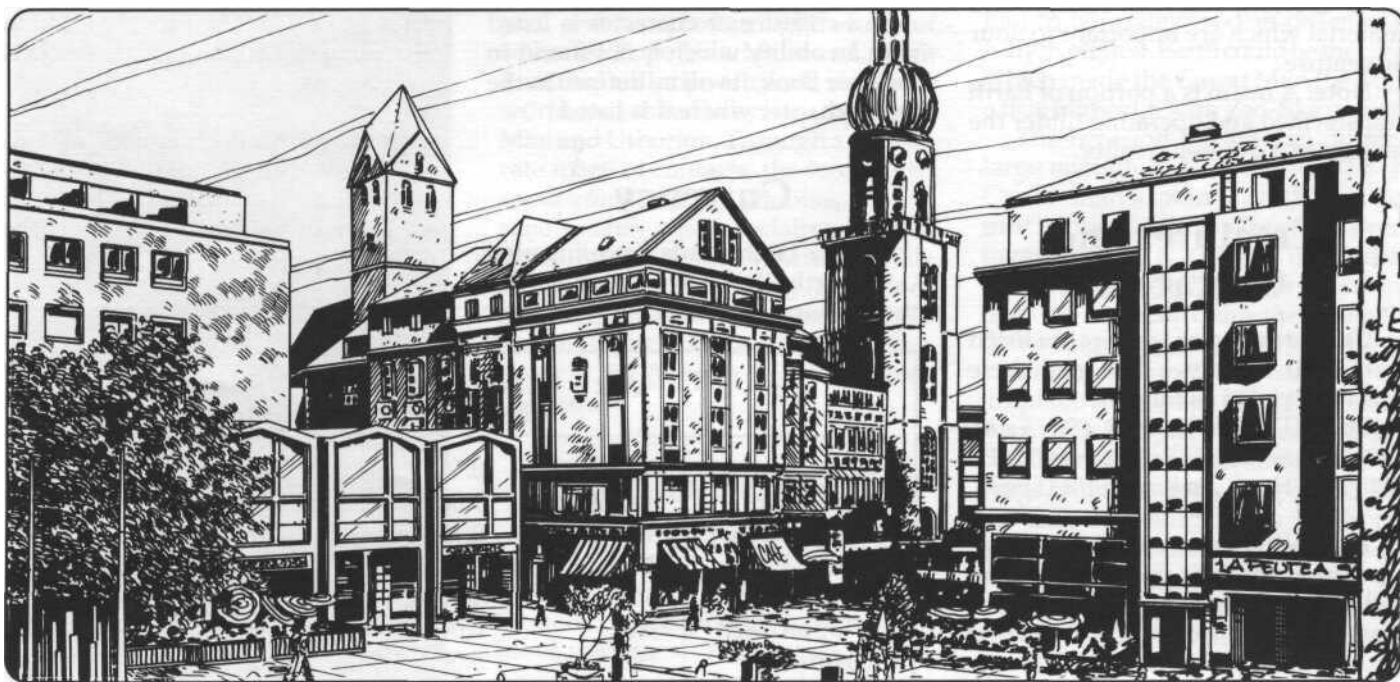
Legends. They whisper of the Gaunt Man, most powerful of the High Lords. It was he who discovered Earth, a world

richer in possibilities than any ever discovered before. It was he who planned the Possibility Raid, gathered other High Lords to help him, and orchestrated the conquest. It was he who proclaimed himself Torg!

The Near Now. It is a time of legends in the making, of designs that do not proceed as smoothly as planned. It is a time of The Possibility Wars!

The Possibility Wars have sundered Earth's reality, overlaying much of it with invading realities from other cosms. This book is an introduction to the world of the Possibility Wars. The complexities of the Possibility Wars and the invaders' realities, however, can only be touched upon in this book.

This World Book is a handy reference tool for the Torg universe. The invading realms of the Living Land, the Nile Empire, Aysle, the Cyberpacity, Nippon Tech and Orrorsh, as well as what remains of Core Earth, are briefly described in this book. But these descriptions are only starting points — capsule reviews, if you will. West End Games publishes sourcebooks on each of the invading realms,



and will update campaign events through the *Infiniverse Newsletter*. We recommend you pick up those sourcebooks that detail the realms that interest you the most, as well as subscribing to the newsletter. But it all begins here, and there is plenty to get you started.

Each of the chapters that follow cover one of the realms, including details on the environment and axioms, important personalities, and creatures native to the area. They also talk about relations with others realms, upcoming plans and strategies, new rules, new equipment, and other things of interest.

Using the World Book Entries

The World Book contains history, characters, creatures, spells and other rules for the realms. Some of the character templates (located in the back of this book) require the rules listed in their section. For example, the Gadget Hero needs the power rules found in the Nile Empire chapter, while the Werewolf template needs the shape change rules found in the Orrorsh chapter.

Before setting an adventure in a realm, read the realm entry to see if there are any rules or background material which are important to your adventure.

Note: A realm is a portion of Earth transformed and operating under the axioms of a different reality.

Creatures and Characters

Creatures and characters are listed with their attributes first, and these are abbreviated as follows:

DEX (*Dexterity*), STR (*Strength*), TOU (*Toughness*), PER (*Perception*), MIN (*Mind*), CHA (*Charisma*), SPR (*Spirit*).

Possibility Potential. Creatures are also listed for their possibility potential, whether or not the creature is possibility rated or not. If a creature has a potential of "all", it is always possibility rated. If the creature has a

possibility potential of "none", the creature is never possibility rated. If the potential is "some", the gamemaster can decide whether or not the creature is possibility rated. As a guide, there is a number given in parentheses beside the "some". You may choose to roll a die; if your final roll (rolling again on 10s and 20s) is equal to or greater than the number, the creature or character is possibility rated.

Natural Tools. Natural tools include claws and teeth, or magical abilities (but not skills), which are part of the creature or character.

Equipment. Equipment includes tools which have to be given to the character or creature. Cyberware, now part of a character's body, is considered equipment because it did not originate in that character's body. If a character type always has certain equipment, the equipment is listed under the equipment section. He may have more if you decide to give it to him.

Skills. Creatures and characters may have skills which are only used defensively, as the difficulty numbers for another character's actions. Most commonly these are interaction skills; while it may be very difficult to taunt an Udatok, it is certainly not the case that an Udatok could easily taunt your average character. Defensive skills are listed parenthetically next to the skill names.

If a creature or character is listed with an ability which is not found in the Rule Book, it will be defined in the realm chapter where it is listed.

own economic systems. One of the most obvious differences is the currency they use. In the Rule Book, the prices for equipment are given in Core Earth US dollars. The table below gives the equivalents for the currency of other realms.

For the game, you often need the values of the measure of money for determining equipment availability. If the price is given in dollars, you just look up the value of the measure of that number of dollars. For other currency use the value modifier listed in the realm column, applying it to the value of the measure.

Example: The price of a Peugeot 707 is 50,000 francs in the Cyberpacy. A measure of 50,000 has a value of 24. The modifier for a price given in francs is -4; the value for determining availability is 20, which is the same as saying 50,000 francs is worth approximately 10,000 dollars.

The column labeled US\$ translates the values of dollar prices into the value of realm currency. You can use The Torg Value Chart (Rule Book, page 43) instead of dividing the price in dollars by the exchange rate to find the realm price.

Example: You believe the price of a Nippon Tech motorcycle should be about \$2500. A measure of 2500 has a value of 17. The modifier is +11, for a yen value of 28. The motorcycle costs 400,000 yen.

In the World Book entries, all values are given in terms of US\$ for checking equipment availability. The prices are given in the local currency of the realm.

Currency

As the High Lords have invaded Core Earth, they have brought with them their own societies, with their

	Unit	Equivalent in Core Earth US \$	Value Modifiers Realm	US \$
Aysle	Trades	0.50	-2	+2
Equipment	Dollar	1.00	0	0
Cyberpacy	Franc	0.15	-4	+4
Living Land	barter	na	na	na
New Nile	Royal	10.00	+5	-5
Nippon Tech	Yen	0.007	-11	+11
Orrorsh	Sterlings	5.00	+4	-4



Chapter One

Core Earth and the Still World



The Possibility Raiders came from alien cosms of differing realities, invading Earth in order to strip this cosm of its enormous amount of possibility energy. The invasion was coordinated by the Gaunt Man, the High Lord of Orrorsh. Earth was too large a prize for even so powerful a High Lord, so the Gaunt Man contacted others to help him invade Earth.

He contacted Baruk Kaah with his primitive reality, a reality higher in spiritual energies than any other cosm subdued by a High Lord. The Gaunt Man cajoled Uthorion, once his chief officer and now lord of the fantasy cosm of Aysle, into participating in the invasion, although Lord Uthorion was suspicious and had goals of his own. Another of the Gaunt Man's ex-lieutenants, now High Lord of a techno-horror realm, was invited to join, and accepted in light of recent setbacks. Pope Jean Malraux I, High Lord and antipope of a dark, medieval world, was asked in by both the Gaunt Man and Uthorion. Through an elaborate maze of contacts, the lord of Orrorsh contacted Dr. Mobius, the insane genius who proclaims himself Pharaoh of a reality where the Nile Empire still exists. Finally, a series of complex, tense and expensive negotiations with the Kanawa Corporation brought the Nippon Tech cosm into the plan.

The Gaunt Man's Prize

From his squat, ugly observatory in Orrorsh, the Gaunt Man, most powerful of the current High Lords, began his search for new worlds to plunder.

He sent agents via dimthreads to dozens, then hundreds, of cosms in search of one filled with enough possibility energy that he might fulfill an ancient and legendary prophecy — that he might become the Torg. Decades of futile expeditions were necessary. Thousands of valuable agents disappeared or were destroyed. But the Gaunt Man persevered. Eventually he found Earth.

The High Lord was astonished by the amount of possibility energy which flowed through Earth. At a loss to explain why this single planet was situated in such a dense possibility nexi, the Gaunt Man was not about to overlook his good fortune. He prepared for the invasion by sending several of his best agents through. Their appearance was spread over many, many years, for the Gaunt Man approached Earth cautiously. This prize, more than any of his earlier plunders, had to be understood in order to be fully exploited. Earth could be the cosm which made the Gaunt Man the Torg, a true immortal with god-like powers.

The invasion ran into an obstacle large enough to temporarily halt the Gaunt Man's plans. Earth had too much possibility energy. In every invasion there is a contest of realities, in which possibility energy surges from the invading cosm, then from the defending cosm, then back to the invading cosm, until one reality is triumphant (see page 92 of *The Rule Book*). Each High Lord uses his Darkness Device to sustain and absorb the surge from the defending cosm. But the defensive surge from Earth was too large to be handled by Orrorsh. The excess energy would destroy stelaes, removing the protective boundary from the invading reality, and Earth's reality would quickly reassert itself.



The Gaunt Man experimented, theorized, worked obsessively on the difficulties of draining Earth, but the problem remained beyond even his enormous powers. After years of brooding, the Gaunt Man decided there was only one solution: invade Earth from several cosms within a short span of time. This tactic would spread the defensive surge across a number of cosms, and allow all of them to survive.

The Gaunt Man's calculation indicated that nine cosms was the safest number for invasion. With nine there would be no chance of failure. The minimum number which had any chance of succeeding was four; with four invading cosms there was a slight chance Earth's possibility surge would not eradicate all four invading realities. At five through eight, the chances of an invading realm being eliminated dropped off rapidly, and Earth's surge manifested itself in more or fewer stormers. In the end, the Gaunt Man decided to invade with seven cosms, giving each High Lord a substantial gain in possibility energy, while being safe enough to virtually guarantee the success of the invasion.

Now the Gaunt Man's large problem was broken down into two smaller problems— finding six other High Lords he could trust (or manipulate) well enough to plan the invasion, and then coordinate the details of the invasion.

The High Lords Attack

The invasion took a number of years to prepare. The High Lords sent agents to infiltrate Earth, to scout and report on the forms and strength of resistance. Most cosms, but particularly the False Papacy and Nippon Tech, sent agents to help prepare the people of Earth to accept the new realities which were about to establish bridgeheads. A few weird events were reported, but only the tabloids carried the news. Then, as the cycle of events quickened, respectable news agencies carried the news. Reuters, the BBC, Gemini News Service, Asiaweek, Le Monde, IRNA, all began to carry stories as too much physical evidence

was gathered to be ignored. Only in NipponTech were the effects virtually invisible, as the Kanawa Corporation worked carefully to integrate itself into the existing society before changing reality.

The Gaunt Man was the first to invade, dropping a maelstrom bridge in Indonesia. He brought with him a formidable army of horrors, more than enough to establish a pure zone. Most of the army then splintered into small groups, more herded than led by the agents who had been previously sent to Indonesia. Sabotage and reality storms did their work; for a short period of time Indonesia was completely cut off from the rest of the world. The incidents of terror increased a hundredfold.

Almost immediately the Gaunt Man moved his Darkness Device and his possibility machine to the realm of Orrorsh on Earth. At the same time he unleashed waves of savagery across the countryside, and in their wake he planted fields of gospog.

The second invasion came from the Living Land. Baruk Kaah dropped three bridges down onto North America, one in Canada and two in the United States. Whole tribes of edeinos swarmed down the bridges. Extremely violent reality storms wracked North America as two hugely disparate realities struggled against one another. Huge winged reptiles called lakten were pushed beyond their breaking point, held together only by the power of faith of their riders; these edeinos then planted stelae to increase their High Lord's demesne.

Canadian and United States military forces were devastatingly effective outside of the stelae bounds, but virtually useless within the reality of the Living Land. Official doctrine is not changing as fast as the battlefield conditions, and a few field-brewed solutions are being attempted. Security forces currently have their hands full trying to maintain order in the areas they still hold, as there are millions of refugees streaming away from the Living Land.

The fantasy cosm of Aysle invaded next with several bridges, but the High Lord Uthorion declined to personally partake in the invasion, holding back until the situation became a little more

stable for his tastes. Transformation of the Scottish countryside, and many of its people, posed the most immediate danger to the United Kingdom. As the realm of Aysle spread, the deterioration of technology became a far greater problem than the occasional pixie or ghost. London remained a hardpoint for the British, and Ireland and parts of Wales seemed to be less affected.

Norway fell completely to the invaders. Resistance continues, but Viking raiders have taken over many of the smaller cities and cyclically loot the larger ones.

Sweden fell as the Stockholm bridge converted a large number of Swedes and allowed the Viking fleets access to the Norwegian Sea and the Gulf of Bothnia. As the Vikings roamed, the areas fell to the fantasy axioms. But the town of Mora, Sweden remained a Core Earth hardpoint. Storm Knights were drawn there, and there a plan for

Schemes Within Schemes: Uthorion and Jean Malraux

The High Lords of Aysle and the False Papacy cosms had known each other for several decades, and had developed an appreciation for each other's cynical manipulations of their suppressed peoples. Uthorion was unsettled by the Gaunt Man's offer, edgy at again dealing with his old master. But the prize was too great for him to turn down the offer. He and Jean Malraux each requested, and received, more detailed information on the invasion from the Gaunt Man. They each began to plan, then joined in a conspiracy to maximize their own gains.

Uthorion was to encourage Baruk Kaah into overextending himself, and lend him help in a destructive form, most likely the Wild Hunt. Jean Malraux was to gain territory originally allotted to Uthorion, and contain the expansion and influence of the clearly insane Dr. Mobius.



liberation formed. Small adventures were soon followed by heroic deeds. As tales of the heroes spread, the people in the Stockholm triangle began to reconnect to the Core Earth axioms. The possibility storms raged for hours, but in the end a mixed area supporting both magic and technology emerged. When the Viking fleets returned they were swiftly eliminated by Swedish airpower.

The False Papacy arrived next, reverting France to its medieval mindset and theocratic dominion.

The horror-tech realm belonging to another former lieutenant of the Gaunt Man invaded next. When the bridge dropped into the Soviet Union, that country's psychics had already located one of the stelae and Soviet forces had disposed of it. When the maelstrom bridge appeared, Core Earth quickly built a tremendous surge of possibility energy, culminating in a storm severe enough to completely eliminate the competing horror reality and remove the bridge.

The next few days produced the greatest amount of tension of the early invasion. Enough gospog fields were being harvested to provide fresh forces for the invaders. At the same time, only four cosms had successfully invaded. The possibility storms were growing more severe, threatening all four, so the High Lords could afford to pay less attention to increasing the progress of the invasion, and had to focus on retaining what they had gained so far. For a brief time it looked as though Core Earth was about to free herself from the invaders. Then the Nile Empire arrived.

Dr. Mobius quickly established himself as Pharaoh of a new Egyptian empire. With him came an army equipped with reality bombs, weird science constructs which allowed them to temporarily overrun a battlefield with their own reality, denying Core Earth troops the use of most of their best weapons. The Pharaoh's armies made two lightning strikes. The first against Israel, the second (and far longer) strike south through Sudan into Ethiopia and beyond. Dr. Mobius was extravagant in his expansion, covering vast tracts of desert with precious stelae. This act alone was enough to convince most of the High Lords that Mobius, if perhaps bril-

Schemes Within Schemes: The Kanawa Plan

To: Kanawa Corporation; Section Blue Mountain.

From: Kanawa Corporation; Section Harvest Gold.

Date: Code 14 Office Access Denied.

Kanawa Sama,

The weather in Moscow was beautiful yesterday, and although I could not identify the sweet fragrance in the breeze, I was reminded of the calming air of your garden. I well remember the perfect Yorosai and the arrangement along the walk. It was by the Yorosai that you imparted the wisdom which I have kept close to me, the wisdom which has always guided me as I travel these new lands.

While I am sure you already know this, I would be remiss in my duty if I did not give you my conclusions in the matter for which I have traveled so far.

First, little direct aid must be given the Soviet government, and less indirect aid, in order to assure their discovery of the ste-

lae. Their Bureau of Psychic Research has several promising candidates, and they are most likely to find the invasion site without our intervention. They should be able to destroy the stelae before the Gaunt Man's client lord can establish a bridge. The realm should then be destroyed when the bridge drops. I recommend we shift covert resources to sufficiently damaging the Soviet infrastructure so that they will accept our invitations of direct aid.

Second, we should increase our contact with this Wu-Han of the Nile Empire. His desire for superior technology is strong, and if we can convince him to delay Mobius' entrance into Egypt, there will be only four realms on Earth: the Gaunt Man's, Baruk Kaah's, Uthorion's and Jean Malraux's. Each would be destroyed by the powerful surge of this cosm's possibility energy. With one blow we could rid ourselves of two competitors and badly damage two others.

liant, was completely insane.

Dr. Mobius and his Nile Empire represented the fifth cosm, distributing Earth's retaliatory energy five ways; the timely appearance greatly increased the chances of the Possibility Raiders, significantly enough to convince the Kanawa Corporation that there was now more to be gained by joining the invasion than in trying to subvert it. The first bridge came down silently, almost invisibly. Kanawa Corporation began their expansion in the same manner of controlled quiet, and the Nippon Tech realm was formed.

Core Earth

The areas of Earth not conquered by the Possibility Raiders are collectively referred to as Core Earth. Much

of Core Earth is in turmoil, as the political, military, and social upheaval caused by the invasion continues to grow. But resolve is growing, and possibility-rated Storm Knights are appearing faster than the High Lords can destroy them. Core Earth faces a grim situation. But Core Earth is not without hope.

Africa

Africa is reeling from the rapid expansion of the Nile Empire, while Morocco, Algeria and Tunisia are also preoccupied with the appearance of the Cyberpapacy. During the initial confusion following the invasion, Angola, Mozambique, South Africa and Zimbabwe took advantage of being out of the international spotlight by engaging in ferocious bloodletting to settle old scores. As Soviet-





Alan Jude Summa

supplied weapons began to dry up, South Africa gained the upper hand. Then its economy teetered on the brink of collapse, partially from strikes, largely from Mobius suddenly producing gold, diamonds and minerals in quantity (and cheaply enough) to provide virtually all of the world's dwindling needs. Coupled with the loss of Israel as a technological partner, South Africa halted its offensives. The nations of southern Africa are now in an uneasy truce, willing to put energy into keeping their own house in order rather than pummeling themselves.

The central African nations, spear-headed by Zaire and Kenya, are attempting to form a united front to deal with Mobius and the Nile, but Mobius has plans which so far keep frustrating the diplomatic initiatives. Libya has arranged a separate peace with the Nile Empire, but for how long is anybody's guess.

Asia

The rise of the Kanawa Corporation and the coming of Nippon Tech has been largely invisible. This invisibility is due in part to the carefully laid plans of the Kanawa Corporation, partly due to the distractions — dinosaurs in New York, witchburnings in France, dragons over London, and

horrible occurrences in next door Indonesia — which have softened the focus on Japan. Core Earth nations desperately need the industrial might of Japan, and they are willing to look a little blindly at changes in the internal workings of that nation.

Korea, China, and the Soviet Union are the only nations whose governments have branches which suspect something is amiss in Japan, and they are keeping quiet about it for the moment. Other Pacific nations have become mildly concerned by the increasingly interventionist rhetoric coming out of Tokyo, rhetoric with eerie echoes of Imperial Japan's Co-Prosperity Sphere philosophy prior to World War II, but the leadership of Japan is still sought in this time of crisis.

India has been drawn into the conflict spiritually more than materially, as many of the myriad spiritual sites in India have increased their power. Thousands of pilgrims drawn to these sites are not even aware of why they were called. Many stay in India, but some journey out again. Most of those who journey out travel to Sumatra or Java to help build the spiritual resistance against the horror realm.

The Phillipines and Thailand are locked in a struggle with Orrorsh. Their valiant struggle is doomed if they are forced to face the horror realm without help.

Australia

Australia is entrenching. Creatures have been boiling out of Orrorsh, whose southernmost boundary is within a couple hours boat travel from Australia. Perth is preparing for a siege. Many have chosen to flee to the east, but those who have stayed are staying for the long haul. Churches are used as storehouses with the rationale that they are most resistant to the forces of evil, and civilians are not allowed to travel alone. The government is trying to secure adequate supplies for what they believe will be a bloody, protracted struggle. They are purchasing most of their materials from Japan, and they are receiving a small quantity of goods from Japan in a lend-lease style program. Australia is in turn lending what aid they can to the Phillipines, less to Thailand, as they too are battling Orrorsh.

Europe

Germany has reunified in the chaos of the early days of the Possibility Wars, consolidating their nations for mutual defense. With the Soviets suffering from internal upheaval made worse by Kanawa provocateurs, Germany has become Core Earth's largest economic power. There is still cooperation between Germany and Japan,



as Bonn has little reason to suspect Nippon Tech even exists. Germany is doing what it can to halt the Cyberpapacy and help African nations slow the advance of the Nile Empire. While the vast majority of American troops have returned to the United States, a few units are "on loan" to the German government, being supplied from existing NATO stockpiles.

Italy is locked in a death struggle with the Cyberpapacy. The Antipope Jean Malraux I has declared the Core Earth Roman Pope to be, or at least allied with, the antichrist. Avignon and Rome battle for the souls of millions of worshippers, and the military might involved pales in comparison to the spiritual significance of the struggle. Spain is leaning toward Rome in this struggle.

Eastern Europe is slowly gravitating toward the German sphere of influence as the USSR wanes. Greece and Turkey had a brief five-day clash over Cyprus, but then aggression from the Nile Empire cooled that conflict.

The Middle East

Saudi Arabia is buying every weapons system they can get their hands on, mostly from the Germans and the Japanese. German and American advisors are trying to help the Saudis counter the threat of Dr. Mobius. Help is pouring in from the Islamic world as Mobius is increasing troop concentrations at Bur Sudan, across the Red Sea from Mecca. Jordan and Iraq have received permission to send troops through Saudi Arabia. Syria and Iran may soon receive similar permission.

North America

Canada and the United States have been invaded from Takta Ker, as Baruk Kaah forms the Living Land realm. There are still large areas of these two nations not under the dominion of the primitive High Lord. While the Canadian government is struggling in Regina, Saskatchewan, the turmoil suffered by the United States is even greater. The President and Vice-President disappeared while attending a United Nations conference when the invasion began. The Speaker of the

House assumed the Presidency, appointed the Secretary of Defense as Vice-President, and was assassinated during his first few weeks in office, after establishing the Delphi Council to deal with the crisis at hand. The new President, Dennis Quartermain, is a member of the Delphi Council, and is restoring what order he can to the nation.

Mexico has a severe refugee problem, as tens of thousands of people are crossing the border to escape the changes further north. Many of them are repatriates, returning to the country of their birth. Some are Americans desperate to flee the alien war which threatens to engulf the whole continent. Food, water, and basic necessities are in short supply, especially since France stopped shipping aid. Mexico is turning away from the United States, and is working with the nations of Central and South America to form a joint policy on the invasion.

South and Central America

Argentina, Mexico and Brazil are spearheading initiatives to form a joint coalition against the invaders. Colombia, Bolivia and Peru are consolidating their hold on their own countries, sweeping clear the drug lords whose markets have largely disintegrated. Religious revival, support of the Pope in Rome, and education in cultural heritage to support Core Earth beliefs are among the first items on the agenda.

Baruk Kaah appears to be the nearest threat, but emotionally the Cyberpapacy is far more dangerous and occupies a greater portion of policymakers' time. This interest is returned by Jean Malraux I, who has shown an intense interest in the leaders of traditionally Catholic nations. Cyberpapal agents have been agitating in South America, but so far with only very limited effect.

The Still World

To become Torg requires three basic conditions. The first is a tremendous quantity of possibility energy. Second

is gathering a vast amount of physical energy, energy equal to thousands upon millions of times the energy of the Earth's entire nuclear arsenal. The third is the ability to sort possibilities, which the Gaunt Man accomplished by building a device which used stormers as sensing devices. The Gaunt Man has hoarded possibility energy for years, and with the huge potential of Earth's cosm before him he could quickly strip the Earth of what he needed.

The physical energy required would be more problematical. To this problem the Gaunt Man harnessed his considerable knowledge, filtered through his personal bent to cause misery in as spectacular a way as possible. The solution he eventually decided upon was slowing the Earth's rotation so that it matched its period of revolution. Doing so would face the same portion of Earth toward the sun all year long, causing nearly boiling temperatures on the light side, while freezing the dark side. It more than amused him that the other Possibility Raiders would not have time to strip the Earth of its possibilities before the world's population became extinct.

Using a combination of eldritch knowledge and Orrorsh physical engineering, the Gaunt Man built the machine necessary for the job, a machine patently impossible by the reality of Core Earth. It worked too well, absorbed and distributed heat too perfectly. Even so, the Gaunt Man had to send agents to mystically prepare several volcanoes around Indonesia to accept what little heat bled off from the machine.

The machine was built, piece by piece, by his agents, at a spot on the ocean floor several nautical miles due north of Christmas Island, in the Java Trench. When the Gaunt Man invaded, the machine was within a stelae bounded area, and could now work within Orrorsh axioms. Earth's rotation began to slow. The linked volcanoes erupted in their most fiery display ever, spewing dark ash high into the atmosphere to be carried by the winds around the world.

The plan was working perfectly, until a group of Storm Knights (as chronicled in *The Possibility Wars* novel trilogy) interfered with his efforts,



neutralizing the Gaunt Man. Thratchen, a demon who helped ease the Gaunt Man to his demise, had no real knowledge of this portion of the Gaunt Man's plans. He did not even know the location of the machine. While this would-be lord of horror had reason to stop the Gaunt Man's device, he had no way of doing so. The Still World arrived despite no one remaining who wanted it.

Still World Climate

The adventure in the Adventure Book, "Before the Dawn", chronicles a party of Storm Knights' efforts to find the Gaunt Man's machine and begin to respin the Earth, using Orrorsh technology against its master's intentions. In *Torg* products, we assume the Storm Knights succeed. If they do not, or if another High Lord tries to stop Earth again (with the Gaunt Man's machine or a method of his own choosing), or if you simply like that as a campaign setting, the section below

describes the condition of the Still World over time.

Four Days

North and South America are in the light, portions of Britain, France, Spain and Africa are in perpetual twilight. The heating and cooling begin very rapidly; the interior of the Americas is 140 degrees fahrenheit or greater. At that temperature no common Core Earth cooling technology works. Refrigeration, air conditioning, and the like break down.

Central Asia goes into a deep freeze which is still barely livable. The twilight nations settle into temperatures ranging from the 40s to 60s. Storms begin to rage along the twilight zone. They only get worse as time goes on.

One Month

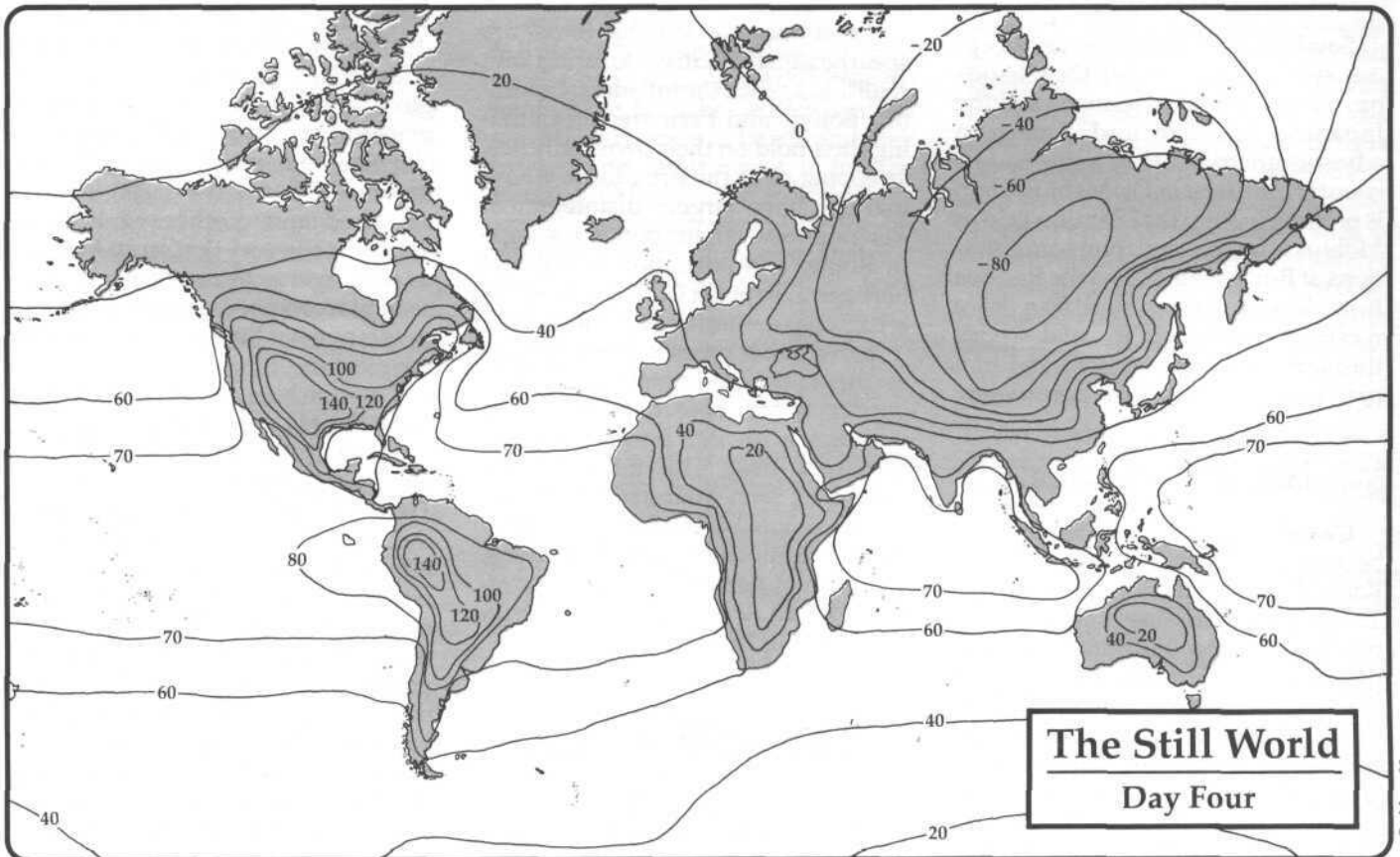
The interior of North and South America are dead lands. Much of the Amazon Rain Forest is destroyed. Alaska has warmed to the 40s and 60s,

and the coastal areas of the Americas, particularly those to the extreme north or south, are livable. Greenland looks good for real estate speculators. The Antarctic icecap begins expanding north into the Indian Ocean.

Three Months

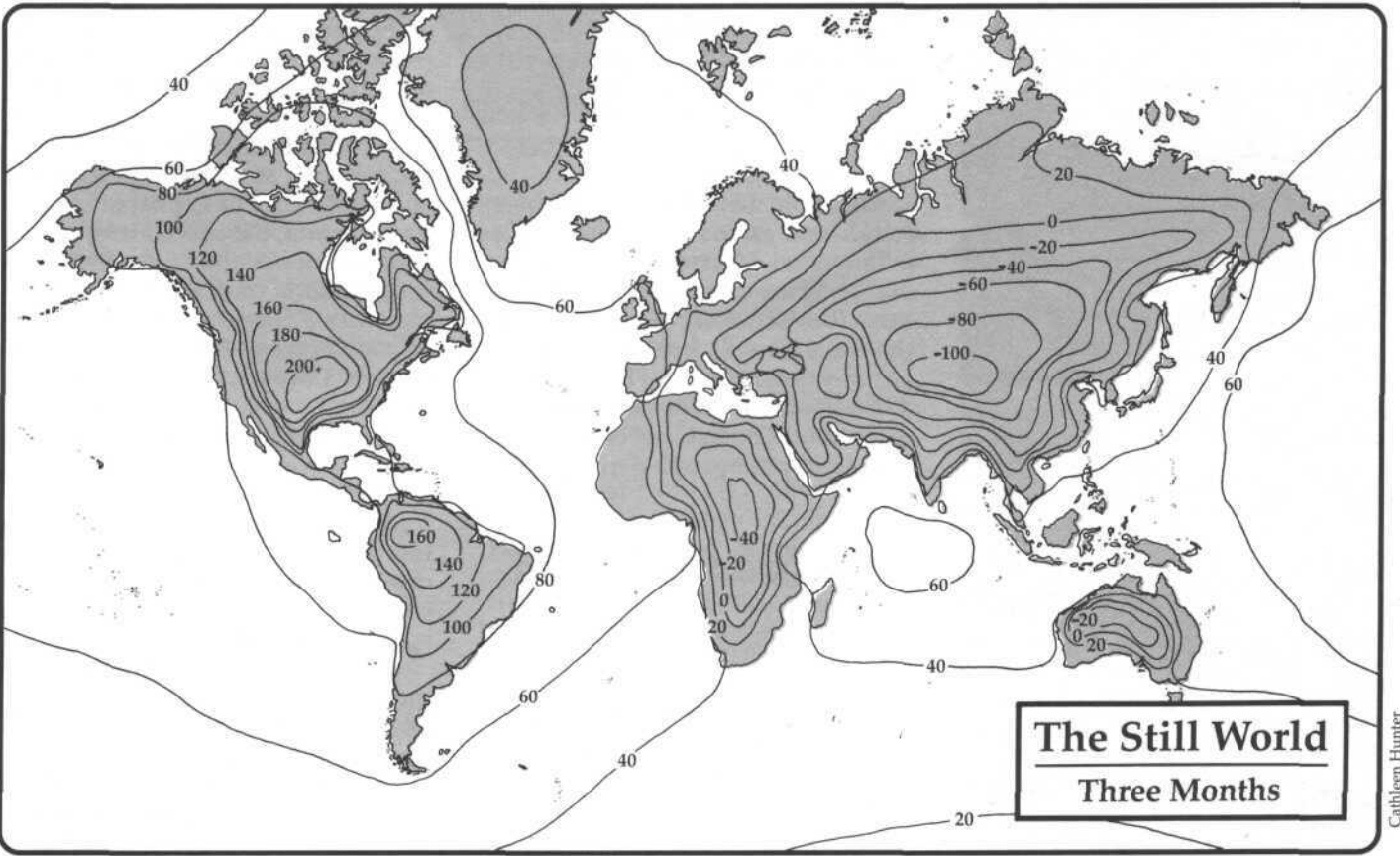
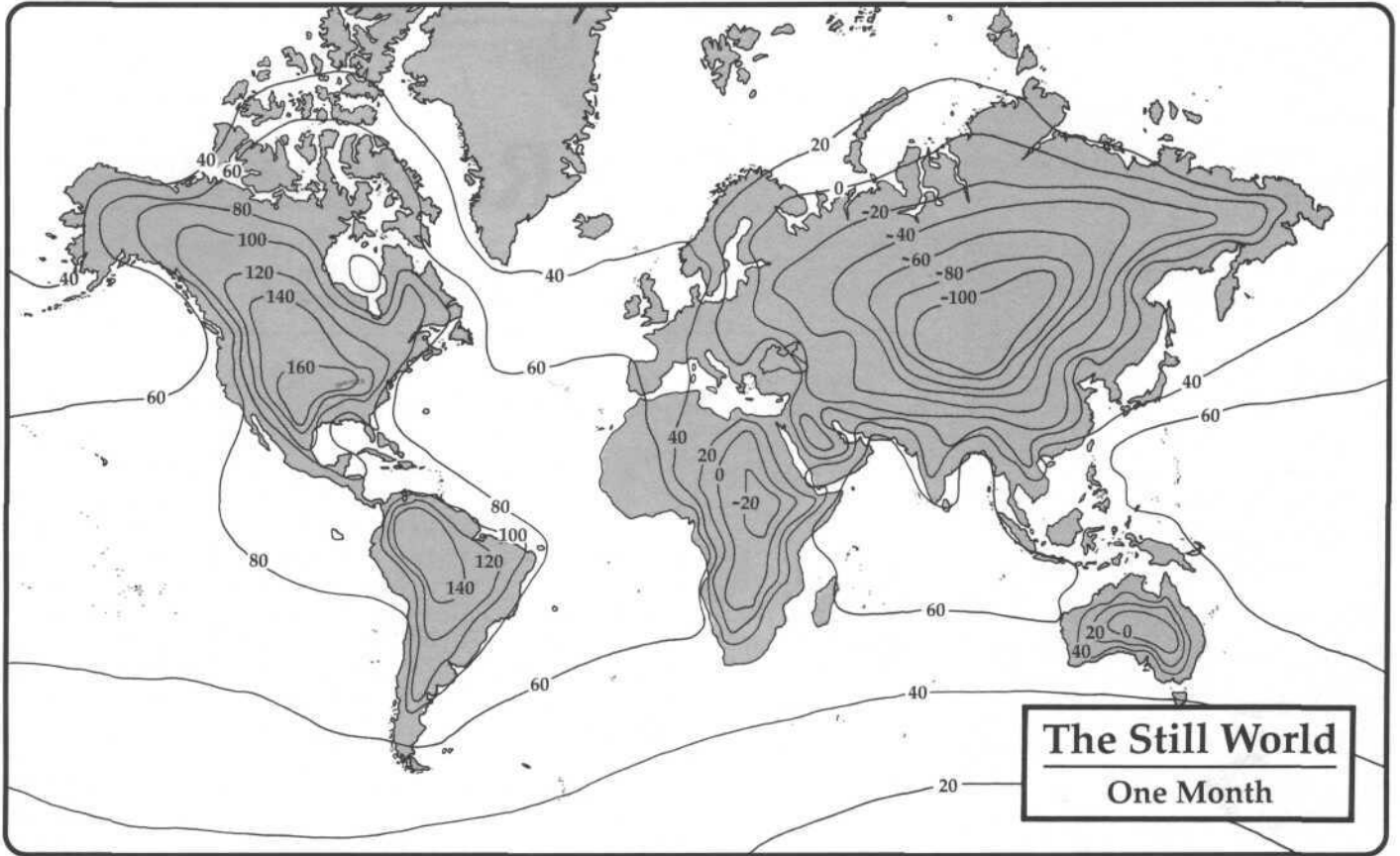
Alaska basks in the 80s, only the southern tip of South America is livable. The Greenland icecap melts more rapidly. Britain, France, Spain, and West Africa are the only other livable areas on Core Earth.

Unless the High Lords provide magical, spiritual, or technological means to support life on Earth, the planet and its lifeforms will die. This does not make for fun roleplaying. We suggest that you stop the dramatic temperature changes at something livable (via a High Lord's intervention) or allow your Storm Knights to restart Earth's spin at some point during your campaign.



Cathleen Hunter





Cathleen Hunter





Chapter Two

The Realm of Orrorsh

"I need the possibility energy to succeed. The misery and despair are an added bonus."

— *The Gaunt Man*



Orrorsh is the horror realm. It is a place of agony and despair, where monsters stalk the night while men huddle in terror, waiting for the day. Orrorsh is the realm of the Gaunt Man — the instigator of the Possibility Wars and would-be Torg.

Though the Gaunt Man is for the moment imprisoned (see *The Possibility Wars* novel trilogy), his evil presence still infects the land like a cancer. A cunning and powerful demon, Thratchen, inhabits the High Lord's keep on Borneo, seeking to learn the power of the Darkness Device and become a High Lord himself before the Gaunt Man escapes.

On Earth, the Orrorsh realm covers roughly the same area as the countries of Indonesia, Malaysia and Singapore, excepting the eastern portion of Indonesia (the island of New Guinea is for the moment still free). Orrorsh also encompasses several Phillipine and Australian islands, as well as sections of the South China, Celebes and Banda Seas (see accompanying map).

Before the Storm

This portion of the world contains more than 150,000,000 people spread out over 13,000 islands, in conditions ranging from isolated tribes living in jungles, to teeming masses crammed in the highly-technological city of Singapore.

The terrain is rugged, with steep mountains descending almost to the

sea. The climate is hot and wet, though the mountains are cooler than the lowlands. Tropical rain forests and jungles cover much of the countryside, though many acres have been destroyed to create farmland to support the huge population.

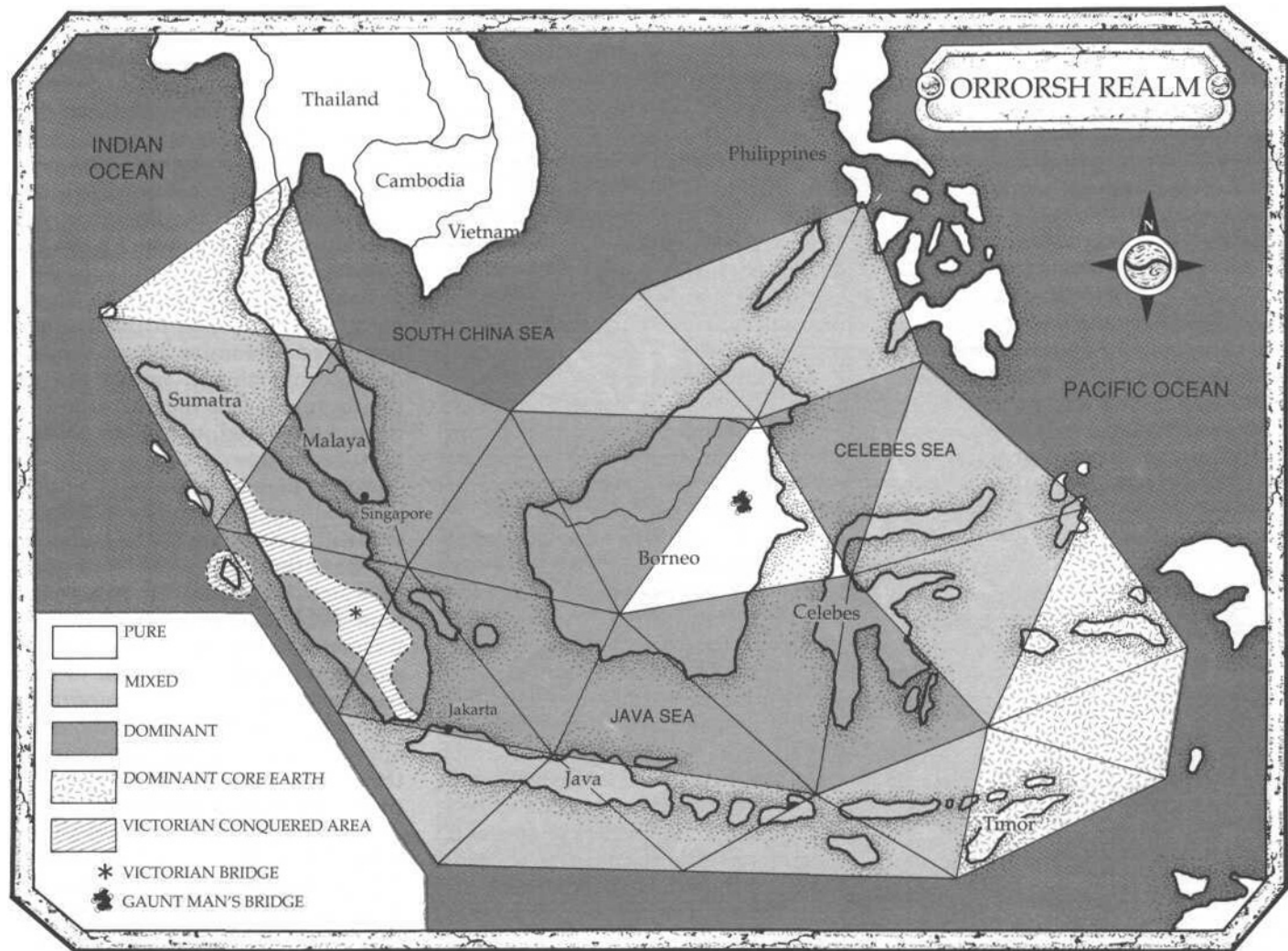
The land is geologically unstable and subject to frequent earthquakes and volcanic activity, including the infamous Krakatoa volcano which erupted in 1883, destroying an entire island and darkening the skies across the entire globe.

Indonesia is a democratic republic. It contains a wide variety of ethnic cultures, including Malay, Chinese, and Irianese. Eighty percent of the population is Moslem. Thirty percent of the population lives in urban areas — the island of Java is one of the most densely populated places in the world, with 1,500 persons to the square mile — the remaining 70 percent are farmers, living in small villages scattered on the islands. The capital of Indonesia is Jakarta; the official language is Bahasa Indonesian.

Malaysia is a parliamentary democracy with a constitutional monarchy. Its population is 60 percent Malays, 30 percent Chinese, and nine percent Indian. The major religions are Moslem, Hinduism, and Buddhism. The population is evenly split between urban and rural. Heavily industrialized, Malaysia produces 30 percent of the world's output of rubber. The capital city is Kuala Lumpur; the official language is Malay, though many speak English and Chinese.

Singapore is a parliamentary democracy. The entire country is virtually one large city; with an area of 224 square miles (smaller than New York City), it has a population in excess of 2,600,000 people. Seventy-seven percent of the population is Chinese, 15





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percent Malays, and six percent Indian. Virtually all of the world's major religions are practiced in Singapore. Singapore is heavily industrialized and relies on imports for nearly all its agricultural needs. With an excellent harbor, it is one of the great commerce and manufacturing centers of the world. The capital of Singapore is Singapore; Chinese, Malay, Tamil, and English are all official languages.

The Cosm of Orrorsh

Orrorsh is similar in many ways to late 19th century Earth. Orrorsh's geography is very much like Earth's, and it is inhabited by people, animals and plants which, for the most part,

could easily be taken for natives of our planet. Though Orrorsh has a higher magical and spiritual axiom than Earth, much of the planet's history bears a striking resemblance to ours, at least through the late 17th century. Then the Gaunt Man appeared.

He came with his numberless slaves and creatures of horror — ravagons, gopogs, ghosts, werewolves, and other monsters. In a few short years he overran much of the Orrorsh American continents and all of Asia and Africa. Millions were wiped out or driven mad. He deliberately let Europe survive untouched — on the surface, anyway — while subtly corrupting the leaders and destroying the populace very, very slowly from within.

It was more fun that way, and he thought that he might someday need

the humans alive — his other minions were absolutely loyal and very tough, but often not quite intelligent or subtle enough for his purposes.

Currently, in Orrorsh Europe, the most powerful people are the Victorians, very similar to Earth's English in the 19th century. They are not aware that their planet is under the domination of the Gaunt Man, except for a very few of their ruling class who work for him directly — and even fewer who fight against him. The people know that their planet was invaded by *something* out of nightmare, but they have no comprehension what that something is.

Even though they don't know what they are fighting, the Victorians are warriors: they fight the Gaunt Man's monsters whenever and wherever they



find them, seeking to reclaim their world.

The Gaunt Man savors the hopeless battle, feeding off of the Victorians' emotions and the possibility energy spent in a losing cause. He lets the Victorians win often enough to make them think eventual victory is possible — but if they are *too* successful, he unleashes a relentless fury of monsters to drive them back, or his thralls in the Victorian upper classes find a way to impede their progress.

In a final piece of irony, the Gaunt Man has duped the Victorians into helping him invade and overrun Earth. While they believe they come as saviors, they are in fact the agents of much of the pain and misery suffered by the people of Indonesia.

The Invasion of Earth

First came the creatures. Vampyres, werewolves, things which looked human but were something much, much worse. Dead things. Creatures which gibbered and capered madly, or moved silently with ominous purpose. They came down the dimthreads, bearing their master's stela. They planted dozens all across Indonesia.

At first, no one noticed. The telephones kept working; the tribesmen in the jungles who suddenly found that their magic and religious incantations worked were ignored. Most people were unaware that anything had changed at all.

Then the terror started. Fisherman went out to sea and were never heard from again. A bizarre rash of ritual killings rocked Singapore. It rained blood in the Celebes. A child was born with wings and fangs. Across the country, people began to dream of a pale, thin white man, dressed in rags and with burning eyes. His laughter rang in their ears, even after they awoke screaming.

Then the maelstrom bridge came down in Borneo. A horrible, evil, somehow living thing, built of twisted and tortured bodies, mortared with the blood of innocents. The Gaunt Man descended, followed by armies of his

monsters. Within hours, the area between Tanjungselor, Sukadana and Balikpapan was overrun. Thousands — if not millions — of men, women and children were killed. The area transformed into the realm of Orrorsh.

The rest of the world didn't notice, even yet. But they soon would.

Settling into his castle, Illmound Keep, created instantaneously by possibility energy stolen from Earth, the Gaunt Man waited patiently for the second phase of his invasion to commence.

Several months earlier, back in the Orrorsh cosm, a scientist from Her Majesty's London Institute made an astonishing discovery. While on an expedition to the darkest reaches of Rhodesland (Orrorsh Africa), Dr. Wells found an ancient treatise of arcane knowledge which stated that there were other worlds in the void, worlds one could travel to if one had the will. However, there were risks — if one made a mistake, one could seriously weaken the very fabric of reality, allowing all manner of beasts and creatures to cross between worlds — or possibly opening a gate into hell itself.

Dr. Wells built the device described in the treatise. A master of science and magic, he used both arts in its creation. He was obsessed; he could neither eat nor sleep until he completed the machine. His friends and fellow scientists worried that he was going mad — a not uncommon fate for those who dabble in the arcane — but he was the greatest scientist of his day, and they respected him too much to interfere. He grew secretive, almost paranoid, working in his laboratory all through the night, refusing to let anyone see what he was doing.

Eventually, it was finished. He turned it on... and it worked.

It was as though the far wall of the science lab had disappeared, opening onto a long, dark bridge leading down into the middle of a jungle. He could hear the birds sing! He could feel the breeze! Dr. Wells was elated. He had found a new, clean world, where perhaps they could escape the terrors of this one! With tears in his eyes, he approached the portal. And retreated in horror.

While he watched, something

stepped through the portal, onto the bridge and down into the jungle night. It came from nowhere, suddenly appearing before him as if it had been in his lab with him, unnoticed, and then passed through his gate into the new world. Paralyzed, he watched helplessly, as another creature appeared. And then another. And another. And then dozens. Thousands. An army of monsters.

Shaking in terror, he ran over to the machine and turned it off. Nothing happened. Screaming, he smashed the delicate machinery, wiped out the pentagrams. The portal stood. A demon appeared, turned to point at him, and laughed.

Before he killed himself, Dr. Wells wrote a long letter to his colleagues, explaining exactly what he had done.

The authorities quickly set a guard to watch the portal, to ensure that none of the creatures stepped through the portal to the lab. Fortunately, the supply of demons appeared to have been exhausted, at least temporarily, for few more were seen, and those that appeared were quickly dispatched by the Victorian soldiers, priests and magicians stationed in the lab.

Though it appeared that the invasion was contained and no demons had used the gate to get into Orrorsh's London, no one knew how many creatures had been let loose on the New World. The Victorians were aghast. Through the actions of one of their people, an innocent world had been subjected to the same kind of calamity which had all but destroyed their own world, rendering nearly nine-tenths of it a place of hell.

They were responsible. Somehow, they must make amends. They must go and warn the populace of the New World and help defeat the monsters. Plans were readied. Troops were called up.

Two months later, the day after the Gaunt Man invaded Borneo, the Queen's Own 17th Lancers stepped onto the bridge, followed in short order by 30,000 other troops, support services, doctors, camp followers, lawyers and missionaries.

The Victorians had been duped. The Gaunt Man had caused Dr. Wells to discover the treatise, and he had ere-



ated the illusion that it had worked — the Doctor's pitiful machine had done nothing. The bridge, the monsters they saw stepping through, had all been illusory; the Gaunt Man sent his real forces down threads or through the real bridge on Borneo.

It was only when the Victorians prepared to cross that the Gaunt Man replaced the illusion with a real bridge, leading not to Borneo, but to the neighboring island of Sumatra.

The second phase of his invasion had begun.

When the Victorians went down the bridge into Sumatra, *they* were the invaders, *they* provided the believers to activate the stelae, *they* destroyed the Indonesians' reality. They brought the horrors of Orrorsh to Earth.

Orrorsh Realm Today

The realm of Orrorsh is a very unpleasant place. Monsters roam the Earth, killing thousands of innocent people. Sections of Indonesia have been transformed into *someplace else*, where Earth's laws don't work. The delicate infrastructure of this densely-populated area begins to collapse.

The Victorians are marching across the countryside of Sumatra, fighting monsters, alerting the population to the menace. As they do so, they create more believers in Orrorsh, causing new areas to flip, changing the area's axioms, causing more damage to the infrastructure and causing some of the natives to transform into monsters.

Seeing the new monsters, the Victorians are more than ever convinced of the rightness of their mission. The monsters must be stopped *now*, before they gain too strong a foothold on this planet. They send more and more soldiers—and, increasingly, colonists — exacerbating the problem even further.

Centers of civilization such as Singapore are paralyzed. Monsters roam the streets. The military and civil authorities are helpless. As technological equipment breaks down, vital services are interrupted. People begin to starve. Chaos grows.



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The High Lord

Though few are aware of it, the Gaunt Man is in trouble. Several weeks after the invasion commenced, he became embroiled in a battle with an unlikely group of Storm Knights. Though not destroyed, the Knights were able at great cost to neutralize him for an indefinite period of time. The invasion of Earth is without its most powerful and dangerous leader.

In Orrorsh realm, his place has been taken by Thratchen, a techno-demon from another cosm. Thratchen does not have control over the Gaunt Man's Darkness Device—though he's working on it desperately. Until he does, or until the Gaunt Man returns, there is

no real High Lord in power in Orrorsh realm.

Thratchen is doing the best he can to cover up the Gaunt Man's absence. He pretends to be acting in the Gaunt Man's name; he is able to fool most of the Gaunt Man's minions within Orrorsh, but the other High Lords are becoming suspicious, as are the ravagons.

None are yet willing to make a move against the horror realm, however; the Gaunt Man is famous for his deep plots and intricate traps to snare the unwary. The Gaunt Man may have gone into hiding to draw them to attack; once in his realm, he could swat them like insects. So they wait, and watch.



Without a Darkness Device, Thratchen cannot create stelae or expand the cosm's foothold on the planet. He's got a few extra stelae that the Gaunt Man made and had not yet placed; Thratchen is conserving them to replace stelae destroyed by Storm Knights. For the moment, the invasion of Earth by Orrorsh is contained.

Thratchen (Techno-Demon): DEX 15, STR 18, TOU 26, PER 24, MIN 25, CHA 16, SPI 24.

Skills: reality 28, charm 21, persuasion 22, taunt 23, dodge 17, energy weapons 17, fire combat 16, flight 19, maneuver 18, stealth 18, unarmed combat 23, faith 27, focus 26, intimidation 26, evidence analysis 26, find 27, scholar (The Nameless One) 27, tracking 25, trick 26, science 26, test 27, willpower 27.

Possibilities: 35.

Known Equipment: cybersenses, internal computer, cyberclaws (damage value STR+5), cyberwings (speed value 11), laser pistol (damage value 19), armor (defense value 30).

The Victorians

The Victorians are always firmly convinced that they are doing the right thing. That may be their single most important characteristic: self-righteousness. They fight to the death for Queen and Country; the Victorian Way is the best way; God has given them a mission to civilize their world — and, apparently, this New World as well.

They treat others as inferiors - European-stock people as poor second-cousins with the misfortune to have not been born Victorian, non-whites as savage children, needing control and guidance to achieve civilization (whether they want it or not). Though there are notable exceptions, most Victorians firmly believe that they are the chosen people.

On the other hand, Victorians are scrupulously honest and courageous, and fully believe in the principles of fair play. Believing themselves noble, they take *noblesse oblige* quite seriously. Secure in the rightness of their actions, they will fight to the death to defend them.

Victorians in Battle

Victorians fight with single-action revolvers (similar to Colt Peace makers), Lee-Hollings bolt-action rifles, Meecham water-cooled machineguns, and 15-pound breach-loading rifled field guns. Officers are armed with pistols and sabres; their infantry excel at the bayonette charge, and they have excellent cavalry (horse, not mechanized).

Victorian officers come almost exclusively from the aristocracy, the soldiers from the lower classes. They get along surprisingly well together.

Lee-Hollings Rifle

This is the standard weapon of the Victorian army. Virtually identical to the Lee-Netford rifle used in the late 19th century on Earth, the Lee-Hollings is a bolt-action rifle, with a magazine clip holding eight rounds of .303 inch cartridges.

Lee-Hollings Rifle: tech 19, damage 18, range 3-40/41-300/301-1800, ammo 8.

Special Loads: The Victorian soldier typically carries 100 rounds of normal ammunition. In addition, he is often equipped with two dozen silver bullets, specially blessed by the Regimental Chaplain in a mass ritual held once a month (see "Miracles"). He uses these when facing undead or other monsters, some of whom cannot be injured by normal bullets, to inflict spiritual damage upon them.

Bayonettes

The bayonette is a short sword, mounted below or to the right of the barrel of a rifle, turning the gun into a deadly hand-to-hand combat weapon. Many Victorian bayonettes are inlaid with silver, making them effective against certain monsters. Characters trained in the Victorian military automatically gain the *melee combat* skill (with the bayonette only) at the same adds as their *fire combat* adds.

Bayonette: tech 16, damage +5/19 max.

15-Pound Breach-Loading Rifled Gun

This artillery piece is pulled into battle by teams of six horses, oxen, or, in unusual cases, camels or elephants. It fires 76.2mm shells weighing 15 pounds each. The shells are explosive, designed to hit targets with shrapnel.

15-Pound Breach-Loaded Rifled Gun: tech 19, damage 25, range of shell 3-250/251-1000/1001-6000, range of shrapnel 4/6/10 from point of impact, ammo 1.

Special Loads: Artillery shells also can be made of silver (or at least a silver alloy). These are also blessed in the same religious ceremony for blessing the regiment's bullets (see "Miracles").

Victorian Technology

Victorian transportation consists of horse-drawn carriages, steam-driven railroads, and coal steamers. They have experimented with Zeppelins, but with little success. Long-range communication is by fast packet steamer or, increasingly, telegraph.

Coming from a lower tech level, Victorians are fascinated by the impossible devices they encounter on this planet—heavier than air vehicles, telephones, heart transplants, and so forth. However, they note that those things break with alarming frequency in Orrorsh realm (because of the lower tech level they have caused in their realm, though they don't know it); obviously, their way is the best.

Victorian Religion

Victorians practice a religion very similar to some sects of Core Earth Christianity. The mythos and religious rites are nearly identical; though the Victorians' deity is seen as somewhat harsher, more quicker to anger than most modern Core Earth views of God — more Old Testament than New.

The Victorians see the Core Earth Christian religions as tragically warped views of the truth. Having a high spiritual axiom, they have con-



stantly witnessed miracles, vastly reinforcing their faith. They pity the Christian Earthers their misguidedness, but generally do not interfere.

With non-Christians, however, the Victorians are ardent missionaries; as they spread across Indonesia fighting the monsters, they also proselytize to the natives. Saving the savages' souls is at least as important as defeating the creatures, if not more so. Victorians consider all non-Christian religions to be enemies.

Miracles

The miracles of the Victorian religion tend to be of the Old Testament sort: curses, plagues, pillars of salt, burning bushes, and so forth. The Victorians' god is a jealous god: (increase the difficulty of casting beneficial miracles on non-believers by 2).

Bless Missile

Spiritual Rating: 11

Community Rating: 10

Difficulty: variable (see below)

Range: voice

Duration: one month

Effect: imbues bullets, arrows, cannon shells, grenades, and the like with the faith of the firer.

The *bless missile* miracle is a ritual, typically performed by the Regimental Chaplain once a month during Sunday services. The missiles are piled to the right of the altar. After sprinkling them with holy water, the Chaplain calls the community (the regiment) to pray for God to allow their missiles to smite the unholy with His Righteous Anger.

The difficulty of the spell is equal to the value of the number of bullets blessed. Arrows are equal to 10 bullets, grenades to 30 bullets, artillery shells to 70 bullets.

If the chaplain equals the difficulty, the missiles are blessed for a month. When a blessed missile hits a target, it does both physical and spiritual damage. The physical damage is as normal for the missile type; the spiritual attack has a damage value equal

to the *faith* value of the firer plus the bonus.

Note: the blessed missiles are only effective in the hands of a firer who took part in the ritual; they are merely normal missiles when fired by anyone else.

Curse

Spiritual Rating: 10

Community Rating: 6

Difficulty: 10

Range: sight

Duration: year and a day

Effect: marks target as enemy of the faith; lowers *Charisma* and *Charisma-based* skills.

Curse causes an ugly welt, scar, or blemish to appear on the target character's face. The mark cannot be eradicated and will quickly burn through cosmetics or plastic surgery. The character must either have the curse lifted by the character's religion or the religion which caused it, or go to a cosm whose spiritual level is not high enough to support the curse. Even then, the curse will return if the character subsequently goes to a cosm with a spiritual axiom of 10 or higher before the time period passes.

Curse lowers the character's *Charisma* values. It lowers these values by one when the character interacts with non-members of the religion; when interacting with members of the religion, it lowers them by one for each success level attained by the miracle (i.e., a *good* success lowers values by three).

Staff of Righteousness

Spiritual Rating: 11

Community Rating: 12

Difficulty: 12

Range: touch

Duration: permanent

Effect: imbues a staff with holy power to smite the enemies of the faithful.

A *staff of righteousness* may only be created in a ritual. The character

who is to be the beneficiary of the miracle must be judged pure and righteous by the elders of the church (typically gamemaster characters). He must vow to always follow the church's instructions and die willingly to smite the enemy of the church, in sure knowledge of his reward in the next world.

If these conditions are met, the character is given a staff prominently marked with symbols of his religion. He fasts and prays for seven days. At the end of the seven days, the faithful appeal to God to make the character strong in His work. For each level of success in the miracle, the character's *Strength* and *melee combat* skill are increased by one when fighting with the staff. In addition, the staff acts as a focus for the character, with the same level as the level of success achieved in the miracle.

The staff loses its potency if the character breaks his vow.

Victorians and Magic

The Victorians' cosm of Orrorsh has a magic axiom of 15. This is high enough to give magic real power: spells may be cast, magical beings exist, and so forth. The Victorians accept the existence and power of magicians, alchemists, witches, and so forth.

However, there is a large stigma attached to the practice of magic. Because of the peculiar world rules of Orrorsh (largely due to the Gaunt Man's interference), it is easier to hurt than to heal with magic in Orrorsh — destruction is a lot easier than creation. Magic also has a distinct warping effect upon its practitioners: constantly tempted by the evil of the Gaunt Man, many are twisted, destroyed by the powers they wield, or simply go mad. There is nothing so frightening as a madman who wields arcane power.

There are exceptions. "White" magicians who scrupulously avoid doing evil and thus manage to avert the destructive side effects exist, but they are weaker than practitioners of the black arts. Black or white, all are viewed with justifiable suspicion and fear by the populace.



Spells

As stated above, in Orrorsh (realm or cosm), it is easier to use magic to hurt than it is to heal. Increase the difficulty of non-combat spells by one; decrease the difficulty of combat spells by one.

Following are several magic spells of common use in Orrorsh.

Boiling Blood

Axiom Level: 13

Skill: *alteration/folk* 15

Backlash: 19

Difficulty: 10

Effect Value: 10

Bonus Number to: Effect

Range: 10 (100 meters)

Duration: 8 (40 seconds)

Cast Time: 3 (four seconds)

Manipulation: control

Boiling blood requires a torch or other open flame and small portion of blood from the folk type under attack. The magician pours the blood over his hand and places his hand in the flame. The pain is excruciating (hence the high backlash) but the hand emerges unscathed.

If the spell hits (the *alteration* total is higher than the target's *dodge* or *Dexterity*), the target's blood begins to boil. The effect value is compared to the target's *Toughness*, ignoring armor adds, and the target takes that level of damage for four rounds. The magician does not need to concentrate to keep the spell operating for the four rounds; once he has cast it, it continues to operate on its own for the full duration.

Madness

Axiom Level: 13

Skill: *alteration/folk* 20

Backlash: 16

Difficulty: 15

Effect Value: 15

Bonus Number to: effect

Range: 10 (100 meters)

Duration: 29 (one week)

Cast Time: 23 (10 hours)

Manipulation: control, duration

Madness is an impressed spell, cast in advance of need. To activate the spell, the magician thinks of images of hatred, pain, misery and despair, working himself into a frenzy of emotion. Then he hurls his emotions at the target, attempting to write them on the target's mind. The spell's effect value is compared to the target's *Mind*; if a *superior* success is achieved, the target is deranged for one week.

Note that if the caster is knocked unconscious by the backlash of the spell, *he* is affected by the madness — whether or not the target was. However, the caster is mad for only one day.

The exact form the madness takes is up to the gamemaster: paranoid delusions, catatonia, schizophrenia, homicidal mania, or a combination of the above are all possibilities.

Transmute Lead to Gold

Axiom Level: 9

Skill: *alteration/metal* 22

Backlash: 24

Difficulty: 10

Effect Value: 1

Bonus Number to: duration

Range: 0 (one meter)

Duration: 25 (one day)

Cast Time: 18 (one hour)

Manipulation: control, duration

By using this spell, the magician changes one kilogram of lead into one kilogram of gold.

The magician needs a kilogram of lead and a small coin, one side of which is covered in gold, the other in lead. The magician ties the coin to a string, and dangles it in the air. While making the correct incantations, the magician taps the coin's edge, causing it to twirl rapidly. At the end of an hour, the magician taps the coin sharply against the lead, causing it to transmute.

The gold is to all appearances real, except that if it touches cold iron, it will immediately revert to lead. The

gold reverts to lead at the end of the spell's duration.

As lead is quite similar to gold, this is a relatively easy spell to cast. Lighter metals are more difficult; non-metals all but impossible. Magicians have been working intently to increase the spell's duration, with limited success (unless they are willing to spend weeks casting it); attempts to make the gold impervious to the iron test have thus far been completely unsuccessful.

Note that in Victoria, shopkeepers have iron plates to test all gold they receive. It may take Earth merchants several months to realize the dangers from arcane forgery — until they do, unscrupulous Victorian magicians will have a field day.

Victorians and Earthers

Indonesians

The Victorians treat the dark-skinned natives of Indonesia with everything from good-natured condescension to outright contempt. They are savages, to be treated fairly but firmly. The Victorians believe in the White Man's Burden: under the Victorians' guidance, the natives may some day be nearly as good as Europeans.

Naturally, this infuriates the Indonesians, who have spent the better part of this century ridding themselves of Core Earth imperialists, and they have no desire to be subjected to new ones from another cosm. The Indonesians are fighting as much against the Victorians as against the other invaders. Unfortunately, much of the Indonesians' modern weaponry is breaking down; without the ability to repair it, they are forced to use more primitive equipment against the Victorians.

With their discipline, esprit de corps, and unparalleled experience in small-unit combat — not to mention their access to magic and miracles — the Victorians are soundly beating the Indonesians, taking over territory as fast as their supply trains allow them to occupy it.



Australians

The Victorians are somewhat confused by their nearest European-based neighbors, the Australians. Obviously somehow distantly related, they feel that the Australians should join them (under Victorian command, of course) in stamping out the monsters and bringing civilization to the savages. They don't understand why the Australians disagree, and in fact insist upon viewing *Victorians* as invaders, as well.

Victorian gunboats which have ventured outside of Orrorsh realm into Australian waters have been fired on and destroyed by vastly superior Australian ships and airplanes; Australian vessels which have gone into Orrorsh realm have broken down and been summarily sunk by Victorian gunfire and magic.

A few on both sides are attempting to establish diplomatic relations, but with very limited success — the gap between the 19th and 20th centuries is almost insurmountable.

Lacking radio technology and concentrating upon consolidating their gains in Sumatra, the Victorians have had very limited contact with any of the other nations on Earth. For obvious reasons, few countries are willing to send diplomatic missions into the horror realm to open formal relations.

Shapeshifting

Shapeshifting is the ability (or curse) of changing form between human and animal. For most shapeshifters, the transformation is involuntary, triggered by stress, danger, or the full moon. They lose all memory of their humanity, becoming animal in body and mind. Possibility-rated shapeshifters maintain a modicum of self-control when shifted, though there are risks even for them.

Only characters from Orrorsh may have the *Shapeshifting* skill. Using the *Shapeshifting* skill in any other realm or cosm creates a contradiction. When a player chooses *Shapeshifting*, he must take the skill as the character's tag skill.

When a character shapeshifts, he transforms into another creature, typically a wolf; a player may choose a different animal for his *Shapeshifting* if



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the gamemaster agrees with the choice. The shapeshifter's animal form may be larger or smaller than his human form. The maximum difference is the character's initial adds in *Shapeshifting*. Once chosen the size does not vary.

Example: A character with a weight value of 10 and three initial adds of *Shapeshifting* may choose as his animal form a beast with a weight value of from seven to 13 (25 to 400 kilos).

A shapeshifter has the same total of attribute points in either form, though they can be distributed differently in each form. The *Spirit* attribute must be the same for both forms. In animal form a shifter may have very high attributes, beyond the normal character limits.

Example: Bill is a weretiger. In his human form he has: DEX 9, STR 9,

TOU 9, PER 10, MIN 9, CHA 9, SPI 11. Bill's player decides that his weretiger attributes are: DEX 12, STR 14, TOU 12, PER 10, MIN 4, CHA 3, SPI 11. Both sets of attributes total to 66 points; the *Spirit* is 11 for both forms.

The shifter also has two completely different sets of skills. When a player designs a shapeshifter, he has 16 skill points for each form. He must assign three adds to *Shapeshifting* for each form. If he wishes to have any other skill in both forms, he must also purchase the skill separately for both forms. When improving skills, skills are improved independently for each form. *Shapeshifting* adds must be improved simultaneously for each form; going from *Shapeshifting* +3 to +4 costs eight Possibilities.



Human forms may start with any skill available in Orrorsh. They may learn others throughout their life, including skills from other realms.

Animal forms are limited to skills which animals might logically know. The gamemaster must approve all skill choices. When in animal form shapeshifters have a primary attack form with a damage value equal to their *Strength* plus their shapeshifting adds. A werewolf with a *Strength* 14 and *shapeshifting* +3 has a primary attack damage value of 17. For a werewolf, his bite is his primary attack. As the *shapeshifting* adds increase, the damage value of the primary attack also increases.

A shapeshifter's animal form also has the following power and weakness:

Resistance to normal weapons
Severe weakness to silver

This power and weakness **do not apply** to the character's human form. Human forms can be damaged by any normal means.

A *severe weakness* is an item or material that causes damage if placed against the creature's flesh. If the item is normally used to cause damage, such as silver bullets, use the damage value of the item. Otherwise the damage value of the touch is the *Spirit* or *faith* of the person wielding the item (unless the item itself has *Spirit* or *faith*). If the character did not have to roll a bonus to touch the monster, she rolls a bonus to generate a damage total.

A shapeshifter whose animal form falls unconscious automatically reverts to human form. No *shapeshifting* total is needed. If the damage is from friendly sources (i.e., players trying to avoid having the shapeshifter lose control) the gamemaster may insist on a *shapeshifting* total, as described below, to see if the gamemaster takes control of the character.

The difficulty of voluntarily shifting into animal shape is 10. When the moon rises, or the character is in a life-threatening situation, the difficulty of remaining in human form is 10 plus the amount of shock damage taken. When in animal form, the difficulty of returning to human form is equal to the time value of the number of minutes spent in animal form. This number is increased by the amount of shock damage the character has. If a charac-

ter were in animal form for one hour, the *shapeshifting* difficulty is nine. If the character had six shock points at the time he tried to change back, the *shapeshifting* difficulty is 15.

If a character fails the shifting roll to return to human form, the animal nature has taken over. The gamemaster takes control of the character for a time equal to the time so far spent in animal form. During this time the gamemaster takes control of the character's sheet, and decides all actions for the character. At the end of this time the character automatically reverts to human form. The gamemaster does not take control if the character fails when trying to avoid changing to animal form.

Each time the gamemaster takes control of the character, the shapeshifter gains a *Corruption* point. Any evil done while under gamemaster control can increase this *Corruption*. The Power of Fear looks forward to the time when the shapeshifter becomes a true creature of Orrorsh.

Resistance to Normal Weapons: The creature can transform wound damage from standard weapons (non-magical swords, lead bullets) into shock damage. The first five wounds taken from an attack are converted into shock damage, one shock point per wound. Knock-out conditions are ignored. A single attack which causes six or more wounds can wound a creature with this power. In addition, the "shock wounds" are treated as wounds when spending a Possibility to remove damage.

Example: Tanya, a gypsy woman from Orrorsh, is a shapeshifter, able to turn into a giant eagle. Tanya's player designs her character as follows:

Tanya's Human Form: DEX 8, STR 8, TOU 9, PER 12, MIN 10, CHA 9, SPI 10.

Skills: reality 12, acrobatics 9, beast riding 9, dodge 10, melee weapons 11, alteration magic 13, divination magic 13, apportionment magic 11, conjuration magic 11, shapeshifting 13.

Giant Eagle Form: DEX 14, STR 9, TOU 8, PER 13, MIN 6, CHA 5, SPI 10.

Skills: reality 12, dodge 15, flight 15, stealth 15, unarmed combat 15, find 14, tracking 14, test 9, taunt 8, intimidation 11, shapeshifting 13.

Natural Tools: wings, speed value 9; claws, damage value 11; beak damage value 12.

Note: Resistant to non-magical, non-silver attacks (shock damage only).

Monsters of Orrorsh

There are thousands of monsters wandering Orrorsh realm. Some are under the control of the Gaunt Man (and now Thratchen); most are independent, killing and terrorizing humans for their own pleasure. The Gaunt Man's Darkness Device shields many of the monsters from casual sight; ghouls, vampyres and demons walk the streets of London, ignored by most, seen only by those with possibility energy (who are almost always judged mad by the rest of the population).

Common monsters of Orrorsh include the standard monsters from European legend—vampyres, werewolves, ghosts, ghouls, spectres, and so forth—as well as some rather nasty new creatures created by the Gaunt Man. Four of these monsters are listed below.

Werewolf

The werewolf hunts by the light of the moon, feeding on the flesh of men. It is cunning, evil, and very hard to defeat. By day, however, the creature is human, with nothing but confused, tortured memories of its actions during the night.

Some very few werewolves have the ability to control their curse — turning from man into beast and back again at will. However, these creatures may change involuntarily when excited or threatened, whether it be full moon or not (see "Shapeshifting," above).

The following monster is a standard werewolf, with average attributes and skills. Much tougher werewolves are possible, though rare.

Werewolf (Wolf Form): DEX 12, STR 12, TOU 14, PER 11, MIN 6, CHA 5, SPI 10.

Skills: dodge 13, maneuver 14, running 14, stealth 13, unarmed combat 16, tracking 12, test 9, taunt 8, intimidation 12, shapeshifting 13, willpower 12.

Possibility Potential: some (35).

Natural Tools: claws, damage value 14; teeth, damage value 15.



Note: resistant to physical attacks: takes shock damage only from non-magical, non-silver weapons.

Human Form: 70 points total: SPI 10, remainder determined by gamemaster.

Skills: as determined by gamemaster, but always including *shape-shifting* 13.

Vampyre

The vampyre also hunts by night. It feeds on man's blood, and can enslave the weak-willed with the power of its gaze.

During the day the vampyre is almost helpless and usually seeks the refuge of its coffin. If forced to battle during daylight hours, a vampyre is always *stymied* (that is, loses his first roll again). During the night, the vampyre always has an *up* result (that is, always gains a roll again).

In addition, a vampyre takes a wound every round it is subjected to direct sunlight. However, legend has it that older vampyres slowly gain immunity to sunlight, though they are never comfortable in it (and always *stymied*).

A vampyre also takes a wound for each round it is immersed in running water; it takes two shock points if it comes in contact with garlic. Characters with the *faith* skill and an appropriate *focus* may be able to damage vampyres with the power of their religion.

Vampyres are immune to most physical damage, taking only shock damage from non-magical weapons, including silver weapons. A vampyre is healed of all damage after spending a day in its coffin. Some vampyres are rumored to be able to change form, becoming wolf, bat, mist, or other shape at will. If true, this is not an innate ability; these vampyres must have learned *alteration magic* during their unnaturally long existences.

Vampyres are nearly immortal, and the older they are, the more powerful. The following vampyre is of average age, undead for perhaps 150 years.

Vampyre: DEX 12, STR 16, TOU 18, PER 11, MIN 14, CHA 14, SPI 9.

Skills: acrobatics 20, dodge 19, maneuver 17, running 17, stealth 20, unarmed combat 20, climbing 19, alteration magic 15, find 14, language



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15, scholar 16, trick 16, test 23, willpower 23, charm 26, persuasion 21, faith 12, intimidation 17, reality 18.

Possibility Potential: some (7).

Natural Tools: fangs, damage value 18.

Note: resistant to physical attacks: takes only shock damage from non-magical attacks.

The Others

The Others are huge, shambling octopus-like creatures. They roam the jungles of Orrorsh realm looking for human prey. When fresh human prey is not available, they graze on the gospog fields, feeding on those gospog too slow or weak to escape.

Others are very strong, and wield their tentacles with unearthly speed and accuracy, but they are also rather slow movers and not particularly intelligent. They are almost always accompanied by Caretakers (see below).

Others are particular favorites of the Gaunt Man.

The Others: DEX 10, STR 20, TOU 17, PER 8, MIN 5, CHA 5, SPI 8.

Skills: unarmed combat 16, find 13, tracking 13, intimidation 14, test (20), taunt (20).

Possibility Potential: none.

Natural Tools: tentacles, damage value 20.

Note: Ignore multi-action penalty to attack up to four opponents. If attacking five, penalty is 2; if attacking six, penalty is 3, etc.

The Caretakers

The Caretakers are second-generation gospog, specifically created to control the Others. Two are assigned to each Other, to herd them in the right direction, force them to follow orders, keep them out of mischief (though what second-generation gospog consider mischief is a frightening question).

The Caretakers are armed with huge, primitive blunderbusses; they fire these (with low powder charges) at the Others to control them.

Caretakers may be magically linked to commanders who are able to give them orders from miles away. Communication is normally one-way: a Caretaker cannot send messages to its commander unless the commander sets up the link specially. This is expensive and time-consuming and thus used only in emergencies.

Caretakers: DEX 10, STR 10, TOU 10, PER 9, MIN 8, CHA 8, SPI 8.

Skills: dodge 12, fire combat 14, maneuver 14, unarmed combat 13, tracking 13, trick 12, test 12, taunt 12, intimidate 12, willpower 10.

Possibility Potential: none.

Natural Tools: armor, defense value 12; fangs, damage value 12.

Equipment: blunderbuss; tech 15, damage value 18, range 3-10/11-20/21-40, ammo 1. (When controlling Others, Caretakers load weapons with half powder, reducing damage value to 12 and range to 10 meters.)





Chapter Three

The Living Land

"We bring new experiences to the Dead of this world. We show them what Life is. Then we kill them."

— *Baruk Kaah*



he Living Land is a primitive realm. It is dinosaurs and lizard men, action and adventure, unusable technology and high spiritual power. It is a "Lost World" superimposed over the world we know, thus adding to the mystery and horror of the place.

Baruk Kaah leads his slaves and followers in search of new experiences and greater power. He is a High Lord of strength and ambition who can be reckless in one instance, then overly cautious the next.

On Earth, the Living Land realm extends across three portions of North America — from New York to Wisconsin and James Bay to Kentucky on the East Coast, from Vancouver to Monterey on the West Coast, and around Canada's Great Slave Lake in the Far North (see the accompanying map).

Takta Ker

Takta Ker is a huge world of jungles, forests, and swamps, covered almost entirely by a Deep Mist. It is the home cosm of Baruk Kaah and his Possibility Raiders. The saurians who inhabit Takta Ker (literally translated as The Living Land) call themselves Edeinos. Because of the Deep Mist, the planet is constantly damp and warm — winter is unknown.

The Edeinos follow the ways of nature as personified in their goddess, Lanala. Lanala is the universe itself. She is all living things and all experiences. To honor Lanala is to live life to

the fullest, to experience extreme sensations. This religion of extreme passion is called Keta Kalles. Its central concept is that the more intensely one experiences life through the senses, the more Lanala will reward you. The faithful become instruments of sensation so that Lanala (the universe) can experience Life through them. It does not matter what the emotion or experience is, as long as it is intense.

Because of this love for life, followers of Keta Kalles refuse to make use of anything that is dead — tools, weapons, and the like created from non-living material such as rock, cut wood, etc. Further, organics not of Lanala are also considered dead, so humans from Core Earth who have not embraced Lanala are the living dead. The dead are anathema to Lanala, unholy. The only tools the Edeinos can employ are those living items formed by Lanala from hrockt shoots through prayer. The living hrockt can become a spear, club, or other implement in the hands of the faithful, and then be returned to the ground to continue its life.

Baruk Kaah changed some of these beliefs when he became Saar of the Edeinos and High Lord of Takta Ker. For one thing, his Darkness Device was a dead thing, as were the gifts it gave to him (such as stelae). But through his power and conquests he has given the Edeinos many new and intense experiences, so they remain loyal to his rule.

The Invasion of Earth

After conquering countless cosms, after bringing Keta Kalles to dozens of worlds, Baruk Kaah was approached to join other High Lords in the conquest of an extremely possibility rich



cosm called Earth. He readily agreed. In exchange for his services, the Gaunt Man provided Baruk Kaah with two types of aid — gospog seeds and ravagons.

The primitive High Lord's first maelstrom bridge of living jungle crashed into Earth's New York City. From there, Baruk Kaah and his followers quickly neutralized much of the north-eastern United States. Other bridges followed, spreading Baruk Kaah's primitive reality in the west and far north.

In those stela areas of pure Takta Ker, technology does not operate and the "dead" people of Earth transform to the ways of Lanala and Life.

The initial stages of the invasion went very well. Baruk Kaah took much of the land with little trouble. It was when he tried to overturn a Core Earth hardpoint in California that Baruk Kaah suffered his first true defeat. Since then, the boundaries between primitive and Core Earth reality have remained stable. But many feel that the war will soon resume with its original ferocity as the Edeinos move to extend their reality.

The Eastern Land

The Eastern Land is the seat of Baruk Kaah's power on Earth. From the abandoned and overgrown cities through the outlying farm lands, the area is filled with all manner of dinosaurs and tribes of Edeinos fiercely loyal to the Saar. These tribes have been bolstered by Core Earthers who have transformed to the reality of Takta Ker and become savages — at least by 20th century standards.

The dense population has allowed the High Lord to expand quickly. This has provided not only new tribe members, but also plenty of bodies for fertilizing gospog seeds.

New York, considered to be a dead land by the Edeinos, has been left to those humans who steadfastly refuse to flee. Although a few areas remain under the control of the Edeinos, notably the bridgehead area around Flushing Meadow Park and Manhattan's Central Park gospog field, the rest is left for those "soft-skinned ones" who have not yet found Life in Lanala. But

these people must make do without modern conveniences, as technology refuses to function in the pure zone.

Philadelphia is a Core Earth hardpoint that is surrounded on all sides by Takta Ker's Deep Mist. It serves as a place of refuge, a launching point for counter strikes, and a place of contact between the Living Land and Core Earth — as long as it can hold off the enemy army camped outside its bounds.

Scattered across the Eastern Land are resistance communities that refuse to fall to Baruk Kaah's raiders. Many of these communities are self-sufficient, but others need supplies that possibility-rated truckers transport from place to place. They tend to keep low profiles, not only to avoid the attention of the invaders, but to stay out of sight of the Delphi Council (see below).

Most of the battles still occurring in North America are taking place along the border zones of the Eastern Land.

The Western Land

As this was the site of Baruk Kaah's greatest defeat, many of the tribes in the west have turned away from the High Lord's rule. They feel that his association with and use of dead things is an abomination. Perhaps, they say, Lanala has abandoned him because of his familiarity with the dead. While there are huge forces still loyal to the Saar fighting to expand the stela bounds, they also find themselves fighting renegade tribes from within their own realm.

A religious war is beginning in this portion of the realm. Certain Edeinos tribes have started helping Core Earthers resist the invaders. What will eventually happen in this hot bed of revolution is anyone's guess.

The Northern Land

The Northern Land was taken so that Baruk Kaah could perform experiments combining his Darkness Device with Keta Kalles in relative quiet and away from the watchful eyes of Lanala's optants (priests of Life).

It is rumored that Baruk Kaah and

The Land Below

Rumors abound that the six realms that invaded Earth caused more changes to the planet than have been immediately obvious. One story speaks of an underground world of hollow spaces and twisting tunnels. It is said that one such tunnel connects the Living Land realm to the Nile Empire realm. If this is true, speculation continues, then perhaps all of the realms are connected in this way. But what else exists below the Earth? Which realities hold sway? Unless some brave adventurers decide to discover the truth to these rumors, then we may never know for sure.

his gotaks (priests of the dead) have at least two secret projects under way in the northern reaches. If and when these reach fruition, it will only mean more trouble for the beleaguered Earth.

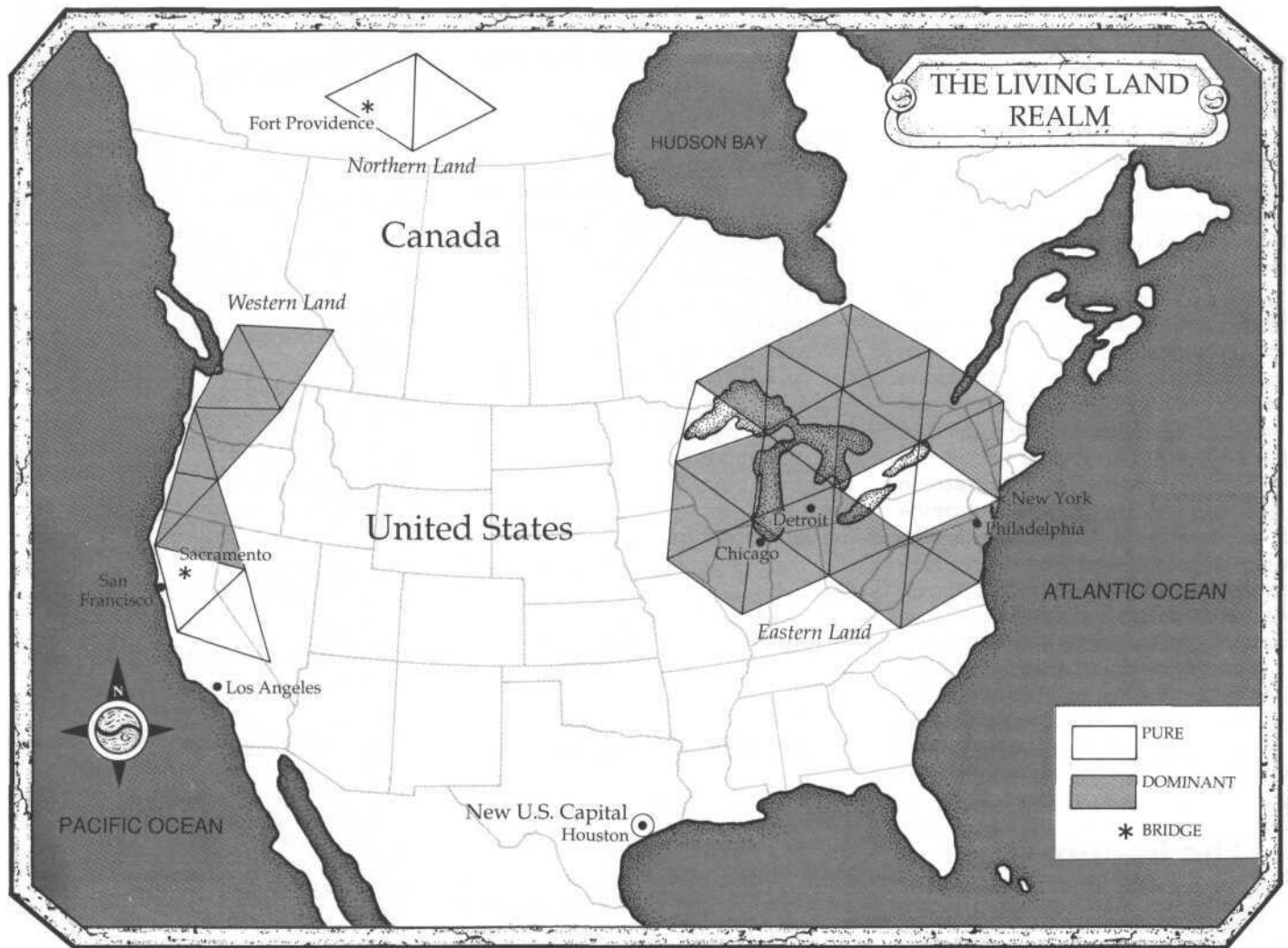
The Delphi Council

Established by the late President Jonathan Wells, the Delphi Council is an emergency task force with the authority to act in "the best interests of the people of the United States." With the support of the new President, Dennis Quartermain, the definition of what those best interests are is truly staggering. The Council works under a war mentality, doing everything in its power to assure the continued existence of the United States — even if its measures are definitely not in a democratic vein.

Border towns are placed under martial law and converted into armed camps in order to defend the interior nation. A military draft is about to be reinstated. Property is being confiscated for the greater good, and people are being forced to move if it is suspected they are unwittingly providing possibility energy to the invaders.

Special agents, codenamed Spar-





tans, work to promote the decisions of the Council. The primary function of the Spartans is to enter the Living Land, find and log resistance communities, and then remove them from the Living Land by any means possible so that the enemy cannot become stronger — including extermination.

Spartan: DEX 10, STR 10, TOU 11, PER 9, MIN 8, CHA 9, SPI 9.

Skills: charm 11, persuasion 12, taunt 10, dodge 12, fire combat 12, melee weapons 11, stealth 12, unarmed combat 11, intimidation 12, evidence analysis 10, tracking 10, plus three others at +2 adds (at gamemaster's discretion).

Possibility Potential: some (40).

Equipment: variable.

The Common Ground Association

The Common Ground Association is a grass-roots movement that is gaining popularity throughout the United States and Canada. This group believes that there are Edeinos who are not a part of the invading forces, and they demand that Keta Kalles be treated like any other religion in America.

Many Americans feel that members of the movement are simply enemy sympathizers, and the Delphi Council is doing its best to destroy the movement. This has caused many clashes at CGA demonstrations, and if support continues to grow it could lead to a civil war to add to the United States's troubles.

The Folk of the Land

The following are the predominant types of folk currently living in the realm of the Living Land.

Edeinos

Edeinos are the primary beings that make up Baruk Kaah's forces. The High Lord himself is of this race that obviously evolved from Takta Ker's dinosaurs. They are tall, powerful folk, with scaled hides, clawed hands and feet, and sharp-beaked heads. They have long tails they use for balance, and occasionally for attack. The main types of Edeinos are: the warriors who



The Deep Mist

The Deep Mist of Takta Ker has spilled into the realm of the Living Land. It pervades everything, causing the land to remain warm and humid through day and night. It confuses travelers, obscures vision, hides dangers. It is a thick gray fog that produces strange echoes and muffles sounds.

Characters in the mist can see no further than 30 meters on a good day, much less on a bad day or in specific areas where the mist gathers more thickly. Whatever the case, objects beyond 10 meters distant appear as vague shapes in the fog.

Because of a powerful miracle of Lanala, the Deep Mist also confuses compasses and other navigational equipment, even those items used by a possibility-rated character. Being lost is a permanent feature of the Living Land.

live to experience sensation through battle; the optants, priests of Life dedicated to Lanala and the religion of Keta Kalles; and the gotaks, the priests of the dead who Baruk Kaah appointed to deal with stelae and the gospog.

Edeinos Warrior: DEX 11, STR 9, TOU 10, PER 9, MIN 9, CHA 8, SPI 10.

Skills: 13 adds, variable.

Possibility Potential: some (65).

Edeinos Optant: DEX 9, STR 9, TOU 10, PER 9, MIN 9, CHA 8, SPI 12.

Skills: 13 adds, variable, including faith (Keta Kelles).

Possibility Potential: some (45).

Edeinos Gotak: DEX 10, STR 10, TOU 10, PER 8, MIN 9, CHA 8, SPI 11.

Skills: 13 adds, variable, including faith (Keta Kelles/Baruk Kaah).

Possibility Potential: some (55).

Jakatts

The followers of Lanala and Keta Kelles are known as Jakatts. While most Edeinos are also Jakatts, here we will describe those other races which have taken up the faith of Life. Each of these races was conquered by Baruk Kaah and then decided to join his continuing conquest of the cosmverse because of the sensations it provided.

The Bente are small, amoeba-like beings who can manipulate pheromones, thus controlling other beings and creatures through emotional releases. Baruk Kaah often attaches Bente to dinosaurs to provide them with intelligent control.

Humans who have transformed to the reality of the Living Land often hear the call of Lanala and take up her faith. These savages form perhaps the second largest force in Baruk Kaah's armies, if one does not count the gospog.

Stalengers are starfish-shaped beings that fly by sucking air through a hole in the top of their bodies and then forcing it out through holes in the bottom and tips of their appendages. Thin tentacles uncoil from the bottom of their bodies for use in navigation, sensory input, defense, and communication.

Bente: DEX 7, STR 7, TOU 12, PER 17, MIN 14, CHA 11, SPI 11.

Skills: 13 adds, variable, including faith (Keta Kelles). Immune to taunt attacks, cannot taunt another.

Possibility Potential: some (30).

Natural Tools: pheromone manipulation.

Human Jakatt: DEX 8, STR 8, TOU 8, PER 8, MIN 8, CHA 8, SPI 8.

Skills: 13 adds, variable, including faith (Keta Kelles).

Possibility Potential: some (65).

Stalenger: DEX 8, STR 8, TOU 8, PER 9, MIN 8, CHA 7, SPI 8.

Skills: 13 adds, variable, including faith (Keta Kelles), flight, tracking.

Possibility Potential: some (65).

Core Earthers

There are those people from Core Earth who refuse to let the invaders drive them away. Of the many types, two are most often encountered — stayers and realm runners. Stayers are humans who refuse to leave their homes. Some stayers are solitary, existing like hermits within their walled dwellings. Others join together to form resistance communities. The stayer's best friend is the realm runner, Core Earther's who shuttle back and forth between Core Earth and the Living Land bringing supplies, news, and other important items with them, often in the back of powerful rigs.

Stayer: DEX 8, STR 8, TOU 8, PER 8, MIN 8, CHA 8, SPI 8.

Skills: survival 11, fire combat 9, melee weapon 9, faith 9, intimidation 10, land vehicles 9, first aid 9, trick 9, plus three skills at +2.

Possibility Potential: some (45).

Realm Runner: DEX 8, STR 8, TOU 8, PER 8, MIN 8, CHA 8, SPI 8.

Skills: charm 10, persuasion 9, taunt 9, fire combat 10, missile weapons 9, unarmed combat 9, land vehicles 11, trick 9, lifting 9, plus three skills at +1.

Possibility Potential: some (35).

Living Land Miracles

The coming of the invaders changed the reality of the United States and Canada in many ways, but none was as profound as the rise of miracles of faith. These are some of the miracles available to the faithful of Lanala.

See Through Mist

Spiritual Rating: 10

Community Rating: 8

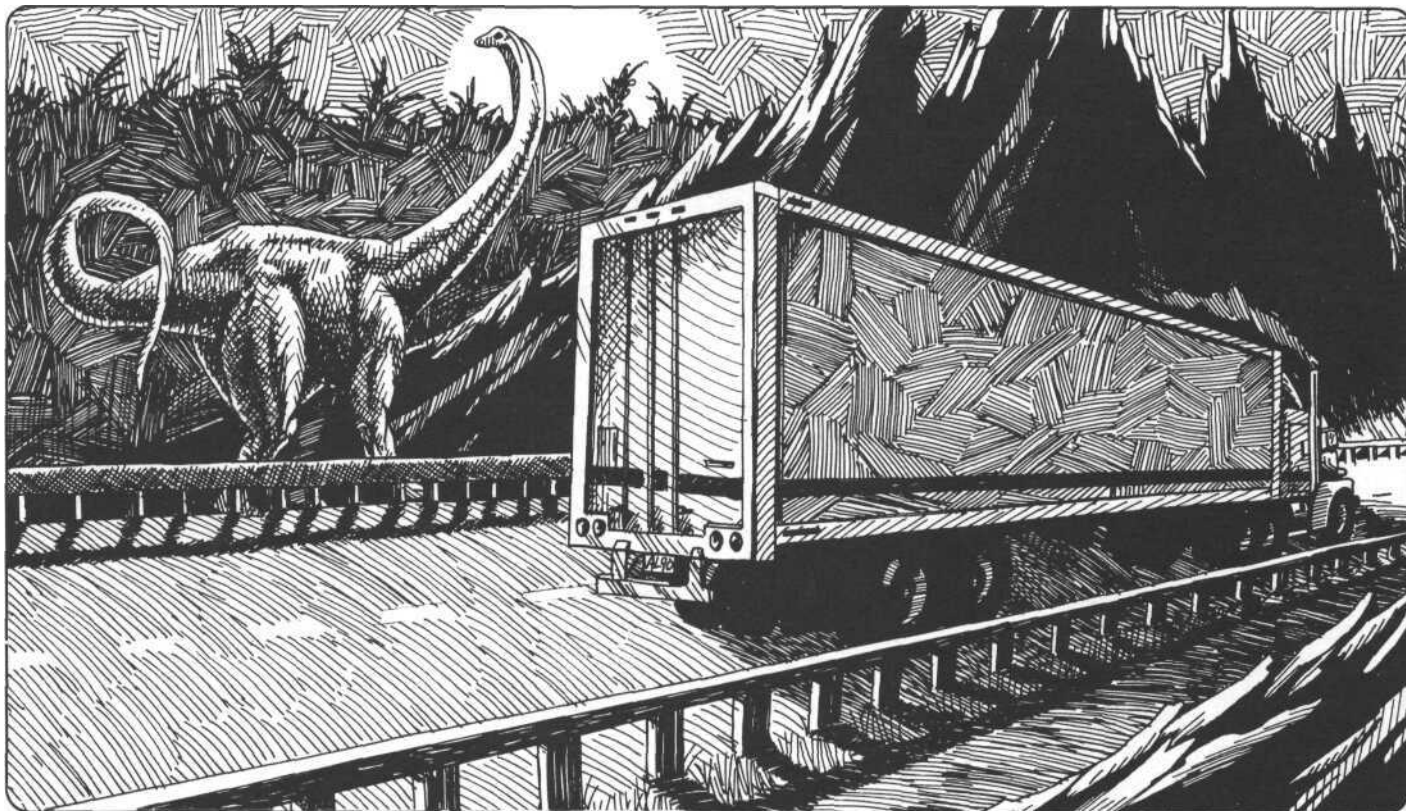
Difficulty: 12

Range: result points +5

Duration: 24 hours

Effect: lets the blessed Jakatt see through the Deep Mist without impairment





Alan Iude Summa

See *through mist* is usually a blessing upon an entire tribe to provide clear sight as though the Deep Mist was not present. Those blessed by this miracle are not hindered by the Deep Mist.

Heightened Sight

Spiritual Rating: 11

Community Rating: 6

Difficulty: 10

Range: sight

Duration: result points +3

Effect: makes everything the blessed character looks at more clear and vibrant

Heightened sight makes everything within sight much clearer, more vibrant. Every detail becomes distinct. A character under the effects of this miracle receives a PER+2 for all rolls involving sight, but also suffers a DEX -2 and MIN-2 because the brain and body cannot assimilate all of the information coming in through the eyes.

Pain Sacks

Spiritual Rating: 11

Community Rating: na

Difficulty: 13

Range: touch

Duration: until triggered

Effect: creates a device for causing pain to one's enemies

Pain sacks draws its power from Baruk Kaah's Darkness Device, and therefore can only be invoked by a gotak. It allows a gotak to create a sack of dead items that must be buried in the living ground. When a non-Jakatt steps over the sack, it explodes and inflicts damage on the victim. The *Strength* of the sack is determined by the success achieved when it was created — minimal 10, average 12, good 14, superior 16, spectacular 18.

Duration: until re-planted

Effect: turns a hrockt shoot into a spear

Simple spear allows a Jakatt to take a hrockt shoot and pray to Lanala to turn it into a weapon. The tip becomes sharp, the shaft strong. Damage is STR+3.

Intense Fear

Spiritual Rating: 11

Community Rating: 11

Difficulty: 15

Range: sight

Duration: result points +5

Effect: strikes terror into the hearts of those cursed by Lanala

Intense fear causes anyone so cursed to be seized by an extreme terror. This causes the victim to flee for a place of safety and hide there until the miracle dissipates. Once in safety, the victim can try to shake the fear before it elapses by making a *faith* roll of 15 difficulty.



Increase Toughness

Spiritual Rating: 13

Community Rating: 10

Difficulty: 17

Range: sight

Duration: one scene

Effect: increase the ability to withstand wounds

Increase toughness is one of the more perverse miracles available to the faithful of Lanala. It allows a Jakatt to feel all the pain inflicted upon him, but it has no physical effect. An Edeinos warrior, for example, ignores shock and KO damage in combat and does not fall. Instead, he keeps fighting, relishing the intense pain. All damage is real. The warrior simply ignores it until the battle ends. The miracle lasts throughout a scene, so the only way to stop the blessed warrior is to cause so much damage the body cannot continue to fight (seven wounds).

After the scene, the shock, KO, and other damage takes effect. If he has taken four or more wounds, the warrior must make a successful healing roll of TOU+10 to lower it to a mortal wound. Failure brings on automatic death.

Creatures of the Living Land

The creatures of the Living Land are many. Here are a few. For more, see *The Living Land Sourcebook*.

Baragon

Baragons are great two-legged monsters with powerful arms and rending teeth. They resemble reptilian bears, covered with heavy scales instead of fur. They are meat eaters, and very violent. They grow to a height of six meters and love to feed on larger dinosaurs.

Baragon: DEX 11, STR 18, TOU 19, PER 6, MIN 5, CHA 4, SPI 2.

Skills: unarmed combat 14, running 12, stealth 12, climbing 18, lifting 16, taunt (10), intimidation 10, trick (10), test (10).

Possibility Potential: none.

Natural Tools: armor +2; claws, damage STR+2; teeth, damage STR+3.

Kylot

Kylots are large, tanklike dinosaurs that walk on all fours beneath a heavy shell. Three spiked tails extend behind them. They can manipulate these tails independently to inflict damage on three separate targets at the same time. They grow to a length of eight meters and a height of three meters.

Kylot: DEX 8, STR 22, TOU 21, PER 3, MIN 3, CHA 3, SPI 2.

Skills: club 14, ram 11, intimidation 17, taunt (11), trick (8), test (8).

Possibility Potential: none.

Natural Tools: armor +5; clubs, damage STR+6; ram, damage STR+3.

Lakten

Lakten are flying lizards that Edeinos use as mounts. They have a wingspan of four meters, and grow as long as three meters. They have only two legs, but these are equipped with sharp talons. Their beaked heads can also cause extreme damage.

Lakten: DEX 12, STR 9, TOU 12, PER 7, MIN 6, CHA 4, SPI 4.

Skills: dodge 14, flight 14, unarmed combat 13, maneuver 14, intimidation (6), taunt (11).

Possibility Potential: none.

Natural Tools: beak, damage STR+2; talons, damage STR+3, wings, speed 12.

Carnol

Carnol are large predators with powerful jaws. An average carnol measures 15 meters from head to tail, has a spiked ridge running along its spine, long teeth, and useless forelimbs. It is a fast, graceful monster, able to deliver a terrible bite surprisingly quickly. Its hind legs are built for running and dodging, but its spiked tail can cause much damage.

Carnol: DEX 13, STR 26, TOU 30, PER 6, MIN 5, CHA 4, SPI 3.

Skills: dodge 16, bite 17, tail 14, maneuver 14, tracking 8, intimidation (22), test (12), taunt (10), trick (15).

Possibility Potential: none.

Natural Tools: armor +2; teeth, damage STR+6; tail, damage STR+2.

Tresir

The tresir is the hunter of the Living Land, prowling in search of prey. It is a catlike warm-blooded reptile of unusual grace and savagery. The average tresir has a sleek, black body with a mane of black fur falling around its head. Claws on each of four legs are designed to rend and tear, and its teeth are extremely sharp. A tresir grows as large as nine meters.

Tresir: DEX 15, STR 19, TOU 19, PER 8, MIN 7, CHA 5, SPI 5.

Skills: acrobatics 16, dodge 18, maneuver 16, running 18, intimidation 9, find 12, tracking 14, trick 10, test 8, willpower 9, taunt (8).

Possibility Potential: none.

Natural Tools: claws, damage STR+5, teeth, damage STR+6.





Chapter Four

Aysle Realm

"We remain to right the wrongs perpetuated upon these people by the evil Uthorion. We shall stay until that task is finished."

— *Lady Pella Ardinay*



Aysle is the fantasy realm. It is a place of dreams and nightmares, of folk both magical and mundane, of creatures of light ... and darkness. It is a realm thrown into confusion, a realm split along the lines of two powerful beings who can both claim to be its High Lord — Lady Pella Ardinay of the light, and Lord Angar Uthorion of the dark.

Humans, dwarves, elves, and giants are the predominant races that arrived from the cosm via maelstrom bridge, mingling with Earth humans and the newly-created races, goblins and faeries, as well as a huge increase in the population of the half-folk. Creatures include unicorns, dragons, basilisks, manes, manticores, trolls, and will'o'wisps.

On Earth, Aysle realm extends from the United Kingdom through Norway, Sweden, Finland, and parts of Denmark (see the accompanying map).

Before the Invasion

Long ago, on the world of Aysle, in a cosm where fantasy was reality, a terrible war took place. Aysle was invaded by horrific raiders under the control of Uthorion. This evil High Lord was once the Gaunt Man's chief lieutenant, but one day he discovered his own Darkness Device. The Gaunt Man, knowing that he might need to call on his lieutenant at some future time, helped Uthorion work out a plan.

If Uthorion found a cosm to his own liking, the Gaunt Man would provide the forces to conquer that cosm. Then

Uthorion could establish his own power base using what remained of that conquered reality. The cosm Uthorion chose was Aysle.

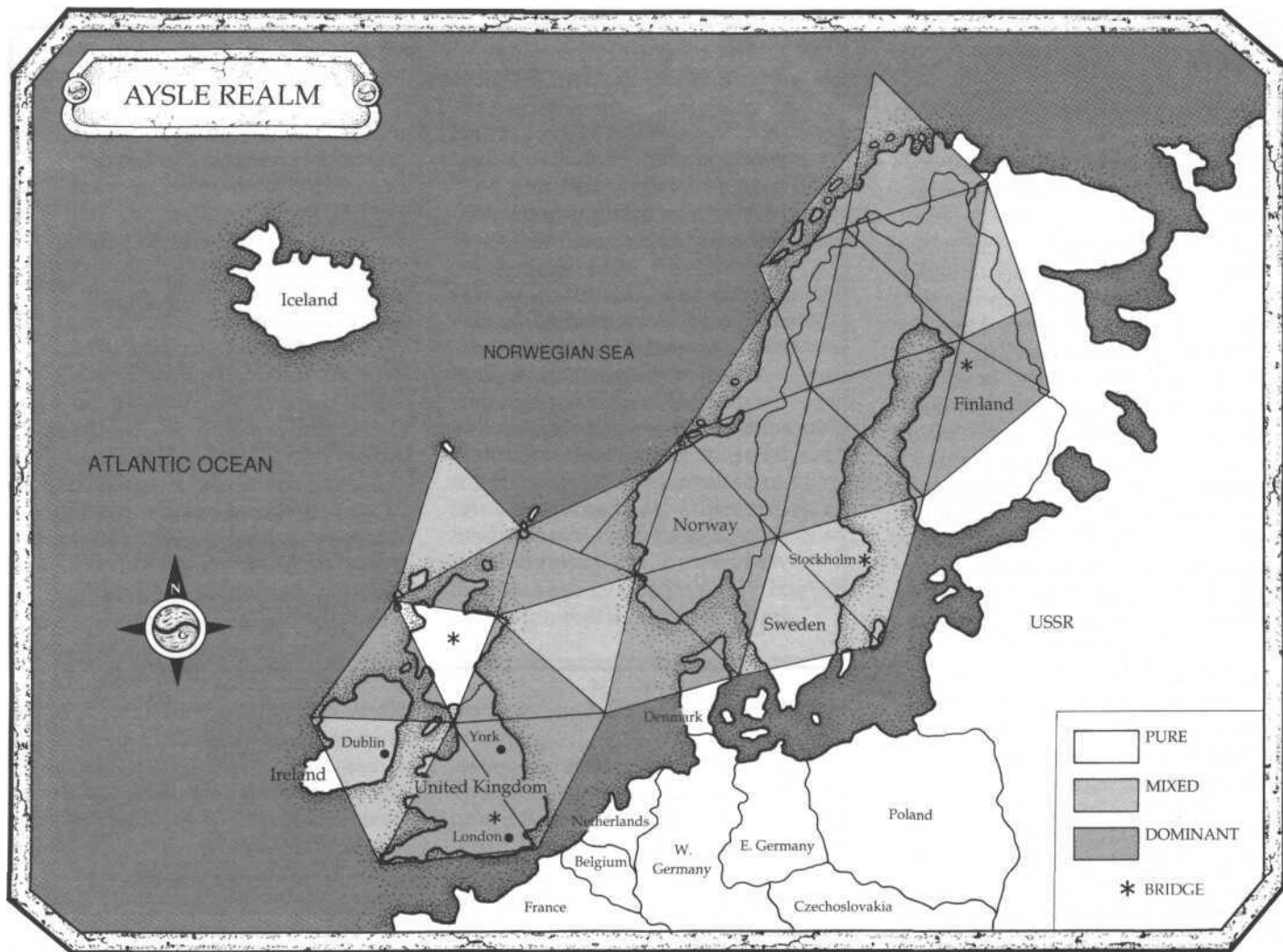
Using all manner of nightmare creatures, ravagons, gospog, and even the dread Carredon, Uthorion attacked. Aysle, though, was not without its own defenders, and these heroes rallied around their leader, the Lady of the Houses of Aysle, Pella Ardinay.

The final battle occurred within Ardinay's castle, out of the sight of the folk of Aysle. As the Carredon tore through the Knight Protectors, Ardinay faced off against Uthorion. There was no contest. With the power of his Darkness Device to aid him, Uthorion placed his spirit within Ardinay's body. Her own spirit was sundered as Uthorion took charge of her physical form. He re-attuned his Device to the new body and reality, thus making himself High Lord of Aysle. But it was an Aysle transformed to Uthorion's liking, full of dark and evil things.

The Gaunt Man saw that the conquest was complete, and he called his forces back to Orrorsh. The people of Aysle, of course, assumed that the monsters were retreating. Lady Ardinay must have triumphed! Uthorion did nothing to dispell that belief.

But when Aysle attacked Earth many centuries later, a group of Storm Knights returned Ardinay to her body and sundered Uthorion's spirit from herbody. Now Aysle contains aspects of both light and dark, and Lady Ardinay is working to restore her world to its former glory — first in the realm on Earth, and then back in the cosm. Rumors abound, though, that Uthorion has taken another form and is desperately seeking a way to reclaim his Darkness Device. Ardinay, of course, refuses to use it, though it promises her quick and easy solutions to the problems she works to correct.





Rosaria J. Baldari

The Cosm of Aysle

The Aysle homeworld is a disk-shaped planet with a hole cutting through its center, connecting the top half of the disk with the bottom. The world's sun travels through this hole, providing day and night to each side in turn.

The cosm has suffered under the oppressive rule of Uthorion (working through the body of Ardinay) for many centuries. As such, much of the land is dark and twisted. Evil creatures abound, as do malicious supernatural entities.

The cosm is in flux. Lady Ardinay has definitely changed since the invasion of Earth began, and many of the leaders of the ruling houses are preparing to make their own claims at total power. Many are in their vaunted

positions because of the oppressions imposed by Uthorion (who the people thought was Ardinay), and they are reluctant to so easily return to the ways of old which the changed Ardinay is proposing.

But Lady Ardinay has not yet returned to the cosm to deal with these issues. She remains on Earth to handle matters there. So, all kinds of mischief is occurring in her absence, especially by the Vikings, who seem most stringent in carrying out Uthorion's original plans.

Aysle on Earth

Aysle on Earth is a realm of magic and fantasy. In Aysle, elves and dwarves and giants roam, and the feeling that eldritch power saturates the very

air, there for the taking by those adept, is once more commonplace.

But Aysle does not cast a single, monochromatic veil across the portion of Earth it overlays. With the sundering of Uthorion's spirit, and the re-investing of Pella Ardinay's spirit in her natural body (these events are chronicled in *The Possibility Wars* novel trilogy), the reality of Aysle has been thrown into flux. Uthorion's dark laws still hold in patches of Aysle, though in other locales the Lady of the Houses' rules of light are dominant. As yet, the boundaries between the two forces are fluid, blurred in places, and overlapped in others.

As it is in the cosm, so is it in the realm — some of Uthorion's minions still function, their loyalty and their visages unchanged. Some have transformed into hideous caricatures of their former selves, the evil of their natures



reflected in the contortions of their bodies. And some of the Ayslish have been released from the bondage of the evil High Lord to become friends, even champions, of the native peoples in the realm.

If the residents of Aysle are a mixed lot, the peoples of the realm they occupy are a veritable smorgasbord. While the realm of Aysle on Earth may not have the largest number of different cultures ever to be invaded by a single High Lord, it does have the most active post-invasion mix.

The actual war for the land now occupied by Aysle realm was relatively short. Uthorion's forces fought savagely in the areas where the maelstrom bridges descended, but then were thrown into confusion when Ardinay ordered the fighting to cease. A truce was declared, and the Lady of Aysle worked to make reparations with the invaded nations. Only days passed, however, when those most loyal to Uthorion's dark vision took up weapons against Ardinay herself. Aysle seems caught in a destructive civil war, with the invaded nations trapped in the middle.

England

England was hardest hit by the invaders, in terms of actual fighting. It also suffered profound setbacks in technology due to the sudden lowering of tech and social axioms. The only places that computers and modern devices work are London and the lower Thames, within the walled city of York, and south of the line that transects Dover in the east and Land's End at the tip of Cornwall. Unfortunately, there is no coal to burn in the Tilbury electrical generating station within London's bounds, so even in this pure Core Earth area, the city current is down. An individual must have his own generator or batteries to run appliances.

For the majority of the English, horse-drawn carts are the most common transportation, though steam power still works. Bicycles? Most people can't seem to get the hang of how to balance any more, can't seem to pedal and steer and stay upright all at once. It's not so simple, riding a

Schemes Within Schemes: Uthorion and Jean Malraux

Uthorion, the High Lord of Aysle, smiled. On his own face, the expression would have been a hideous rictus straining keloid scars. But he occupied the lovely body of Pella Ardinay now, and the wise, sad tilt of her lips was the vision Pope Jean Malraux I apprehended.

"Our Huntsman tells us that Baruk Kaah is failing daily. His spirit falters, just as we had hoped," said Uthorion through Ardinay's lips. Forestalling a question he saw in the Antipope's eyes, Uthorion held Ardinay's slim-fingered hand aloft. "Wait. The Gaunt Man will be occupied with that imbecile's

realm. We descend. He notes our tardy presence. But his preoccupation is his undoing — for *then* we strike. India is ours, and Europe is yours, and together ..." He let the throaty contralto of the Lady's voice trail suggestively into silence.

Jean Malraux's milky blue eyes mirrored no passions; his white-haired crown nodded infintesimally. "And if Mobius strikes north?"

"Our raiders and mages are at your disposal against him." Ardinay who was Uthorion leaned forward, the Dark Lord's intensity hardening the Lady's soft features. "We will win."

bike. When reality changes, you do "forget."

The sudden loss of technology has caused panic and fear of famine among the 47 million or more people who inhabit England. Refugees stream into the countryside from the cities. Continental drops of supplies along the Channel have drawn many folk south.

Ireland

Ireland has developed very different lines of division. A maelstrom bridge landed in Belfast, pouring Aysle denizens into the city. The IRA, or what's left of it, retreated to Castlebellingham in the mixed zone where both magic and technology function. They regroup, resupply, and adjust their techniques to most fully harass the new, spell-casting and fantastical beings still loyal to Uthorion. The Ulster Defense League has done the same. Protestants and Catholics work side by side, if uneasily, against the greater evil of Uthorion's raiders, and their Christianity can support miracles of faith.

But in the south, Core Earth still holds sway. West of the line from Inishark Island to Knockadoon Head, magic is suppressed. The green hills of

Kerry sprout tent cities like a summer crop as a non-combatant third of the almost four million Irish try to outrun the evil creatures that have not disappeared with the return of Ardinay. The beaches are crowded with fishing boats and dinghies fleeing south.

Scotland

Nearly 70 percent of Scotland's land is within the pure zone of Aysle. With the collapse of—and isolation from—the parliamentary government, and the influx of good, evil and neutral Ayslish, many Scots have regrouped at the clan level, depending on strong family leaders and local allegiances to see them through these strange times.

Technology is slightly harder hit than in England. Here, not only do the people not remember how to bicycle, but the metal itself sags or goes brittle and breaks.

Another result of the pure zone is that more Scots than other British cultures have transformed into Ayslish folk — and more have reached hero potential as well. The Second Sight, which has been in some families for generations, is particularly strong now.

North of the line from Kinnaird's Head to North Uist Island, west of the



line from North Uist to St. Bee's Head, and east of the line from St. Bee's Head to Kinnaid's Head, is the dominant zone, and the land is less affected.

Wales

The almost three million Welsh have not yet faced the brunt of the changing reality. But there are rumors of monsters deep in the caves and coal seams of "the Valleys," and small roving bands of Ayslish mercenaries terrorize outlying cottages and towns. The western tips of Pembroke, Anglesey and Caernarvon reach into the mixed zone that also encompasses the center of Ireland.

Sweden

Ayslish raiders hit the Scandinavian peninsula soon after they landed in the Scottish heather. The main peninsular bridge fountained up out of the Riddafjarden opposite Stockholm's City Hall. Aylish ships seemed to spring from the river-bottom like resurfacing Viking wrecks, except that the invaders were very much alive and for the most part dry.

About 32,000 Swedes living in Stockholm and its environs were transformed into Aylish folk in that first attack, as well. Fear runs high against them, but not all are loyal to Uthorion, and the armed forces advocate capture over more permanent solutions.

Uthorion's peninsular troops feature more Viking-like raiders than those that attacked Britain, because of the raiders' superior seafaring skills and their ability to bring boats over the water bridge. Like the Vikings of old, the raiders concentrate on coastal attacks.

Denmark

Only the northern third of the Jutland Peninsula is overlaid by Aysle. Most of Denmark still functions under Core Earth axioms, and the five million Danes have the support of their German neighbors by land, air and sea against the evil creatures that once made up Uthorion's army.

Finland

The demarcation line of the Aysle realm runs from Lieska by the Soviet border to Rauma on the Gulf of Bothnia, cleaving the Finnish lake district in two. South of the line, Core Earth is the dominant force. To the north, Vikings and giants roam, having come over the Finnish bridge in Oulu. More than half of the nearly five million Finns live south of the demarcation line, and refugees from the north arrive every day.

But if 42 wars lost to Russia have not dimmed the Finnish spirit of *sisu* (a word that has no English equivalent, but is often translated as "guts"), these most recent invaders have not broken the people, either. They are stubborn. They will fight. Rumors tell of eastern *laanit* (provinces) where technology and magic both function. It is a good place to start.

Norway

Viking raiders again ply the cold fjords of Norway, but this time they are not the landholders but the invaders. Fighting is heaviest in the south, where the bulk of the four million Norwegians live. North along the fjordlands, raiders make quick attacks, striking at fishing villages and derelict vessels alike.

Because nearly every square kilometer of Norwegian coast has been overlaid by dominant Ayslish zones (except the Svarlbard island group in the Arctic Sea, and Vardo, north of the Kola Peninsula), Norway's merchant marine fleet has been devastated. Those vessels that were within the stelae boundaries, and those that came home unaware of the trouble, are largely inoperable. Their crews cannot run the complex radar/sonar navigation systems.

Ayslish Folk

The following are the predominant races currently living in the realm of Aysle. It does not include Core Earth humans who have flipped to the new reality, stormers who still live here, or Storm Knights operating within the realm.

Ayslish

These humans have crossed the maelstrom bridges from the main continent back in the cosm and now reside throughout the realm. Like all races, there are good and bad among the Ayslish. Some follow the dark ways of Uthorion, others the path of light that Ardinay preaches. They are war-



Valerie Valusek



and mages, priests and thieves. And they are by far the largest contingent to come out of the cosm.

Standard Ayslish Yeoman: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 8.

Skills: missile weapons 12, dodge 10, beast riding 10, melee weapons 10, running 10, lifting 10, find 9, tracking 8, trick 8, survival 8, plus three skills at +1.

Possibility Potential: some (55).

Dwarves

Dwarves are the oldest race known to exist in the Aysle cosm. They live underground there, in vast subterranean cities. They were forced into military service by Uthorion, and while the long-lived race remembers the days of peace under Ardinay, they also remember the dark days that followed while Ardinay was under Uthorion's control. Distrustful and cynical by nature, they have become even more so in light of Ardinay's seemingly miraculous change of attitude. Dwarves appear as merchants, warriors, scholars, scientists, even wizards, but they have little love for the priesthood or organized religion.

Standard Dwarf Mage: DEX 7, STR 9, TOU 9, PER 9, MIN 9, CHA 7, SPI 6.

Skills: conjuration magic 12, alteration magic 11, divination magic 11, apportionment magic 11, languages 10, evidence analysis 10, trick 10, test 10, plus three skills at +1.

Arcane Knowledges: air 3, folk 3, earth 1, others at gamemaster's choice.

Spells: *Dvergamal*, others at gamemaster's choice.

Possibility Potential: some (45).

Vikings

A seafaring race of humans, the Vikings are savage warriors. They embraced the idea of conquest and have refused to let it go, even in light of recent developments. Crossing into Scandinavia via maelstrom bridges formed of water, the Vikings are looting, pillaging, and spreading the evil of Uthorion in the High Lord's absence. While not all are evil, the dictates of their society allow them to terrorize and behave cruelly. Uthorion encouraged this. Upon great, magical long-

ships, the Vikings engage in piracy, trade, and land taking throughout Northern Europe.

Standard Viking: DEX 10, STR 10, TOU 10, PER 6, MIN 6, CHA 7, SPI 7.

Skills: dodge 11, melee weapons 13, maneuver 11, missile weapons 11, swimming 12, unarmed combat 11, scholar (navigation) 7, trick 8, water vehicles 7, plus three skills at +1.

Possibility Potential: some (65).

Goblins

The goblin race is not native to the Aysle cosm. Some Core Earthers transformed when Aysle reality washed over the land, becoming a new kind of folk — the goblins. Small, twisted beings, goblins have large, oversized heads and slender bodies. They tend to be malicious and depraved, and refuse to have anything to do with tools or machinery. Some other folk claim goblins can control and speak to insects, but that may only be a result of the abundance of bugs usually found around and on them. They have a penchant for crime, violence, and anti-social behavior, and many have begun to immigrate up bridge into the cosm.

Standard Goblin: DEX 11, STR 6, TOU 7, PER 8, MIN 8, CHA 8, SPI 8.

Skills: taunt 13, intimidation (10), acrobatics 11, beast riding 11, dodge 11, lockpicking 11, maneuver 11, melee weapons 11, stealth 11, prestidigitation 11, willpower 10, find 9, trick (10), medicine 9, plus three skills at +1.

Possibility Potential: none.

Half-Folk

When Uthorion first invaded the Aysle cosm, the reality storms transformed the folk into beings that were half creature. This multitude of beings became known collectively as the half-folk. When Aysle invaded Earth, the process happened again and more half-folk were created from the human population. First generation half-folk are never possibility-rated, but each succeeding generation produces more possibility-rated beings. So, half-folk Storm Knights can only come from the cosm of Aysle. Half-folk range from normal human intelligence to very low, almost animal cunning. Varieties in-

clude minotaurs, centaurs, harpies, and mer-folk.

Standard Half-Folk (Minotaur): DEX 8, STR 12, TOU 7, PER 7, MIN 8, CHA 7, SPI 7.

Skills: tracking 11, melee weapons 11, unarmed combat 12, intimidation 18, test 14, taunt 14, trick 10, find 10, willpower 10.

Natural Tools: teeth, damage STR +3; minotaur hide, defense +7; charge, damage STR +4, to hit value -4.

Possibility Potential: some (60).

Ayslish Magic

The coming of the invaders changed the reality of Britain and Scandinavia in many ways, but none was as profound as the influx (or perhaps resurgence?) of magic. Many magic spells and effects duplicate or harken back to the old tales that modern Earth tolerantly regards as legends. In addition to the spells listed in the Rule Book, we present these from Aysle.

Ayslish Grimoire

Bleeding Blade

Axiom Level: 8

Skill: *divination/true knowledge* 23

Backlash: 20

Difficulty: 16

Effect Value: 23

Bonus Number to: effect

Range: 0 (one meter)

Duration: 23 (10 hours)

Cast Time: 21 (four hours)

Manipulation: control, duration, state

Bleeding blade allows the caster to determine unequivocally if the target is telling the truth. It is an impressed spell.

The mage uses the target's dagger, or any sharp metal object, such as a brooch or a sewing needle, which has been the target's exclusive property for at least a year and a day. The mage places the tip of the blade against the target's throat, and casts the spell. The caster then asks a question. If the target lies, the blade is stained blood red.

The effect value of the spell is compared to the target's *persuasion* or *Charisma*. On a *Minimal* or *Average* success,



the caster can tell that some element in the target's statement is untrue to some extent, but not which or how much; on a *Good* success, the caster can identify the element (which may well be the entire statement); on a *Superior* or *Spectacular* success, the caster can gauge to what extent the statement is untrue.

Multiple Selves

Axiom Level: 12
Skill: *conjunction/folk* 17
Backlash: 19
Difficulty: 15
Effect Value: 17
Bonus Number to: effect
Range: 15 (1,000 meters)
Duration: 14 (10 minutes)
Cast Time: 3 (four seconds)
Manipulation: mixed forces

Multiple selves allows a mage to confuse pursuit by creating physical duplicates which scatter in all directions. The mage folds his hands into fists touching each other, then quickly flings his hands wide, spreading his fingers to their fullest extension. Physical illusions of the mage (capable of cracking twigs, bending grass and twitching branches) scatter in all directions.

The effect value of the spell is compared to the target's *Mind* or *willpower* value. If successful, the target sees multiple images of the caster, the exact number dependent on the level of success achieved: *Minimal*, one; *Average*, two to three; *Good*, four to five; *Superior*, six to ten; *Spectacular*, as many as the caster wishes.

A *Mind* or *willpower* total of 17 is required to disbelieve the images.

Stay Voice

Axiom Level: 8
Skill: *alteration/folk* 14
Backlash: 19
Difficulty: 20
Effect Value: 14
Bonus Number to: duration
Range: 5 (10 meters)
Duration: 12 (four minutes)
Cast Time: 20 (2.5 hours)
Manipulation: apportation, conjunction

Stay voice allows the caster to use the power of his voice to stop a target from committing an action, essentially

freezing him in place for the duration of the spell. It is an impressed spell. The mage commands "Stop" (in the old language) as he holds his arms before his body, crossed at the wrists. The effect value of the spell is compared to the target's *Mind* or *willpower*. If successful, the target is prevented from moving as if his muscles had suddenly locked up. A *Mind* or *willpower* total equal to or higher than the effect value of the spell is required to "shake off" the paralysis.

Water Scry

Axiom Level: 8
Skill: *divination/mixed forces* 16
Backlash: 19
Difficulty: 16
Effect Value: 12
Bonus Number to: range
Range: 23 (40 kilometers)
Duration: 9 (one minute)
Cast Time: 17 (40 minutes)
Manipulation: apportation, mass, control, duration

The caster pours water into a silver basin, then places a veil soaked in divining oil (oil steeped with three hairs from the target) over his head, obscuring his sight. Slowly, he pulls the veil from the bottom, dragging the cloth from his face and crumpling it in the water. He withdraws the cloth, wringing out the liquid. When the surface of the oiled water goes flat, the current activities of the subject are revealed for one minute. The effect value of the spell is equivalent to the maximum *Perception* value which can be used to examine the scenes reflected.

Dwarven Grimoire

Dvergamal (Voice of the Dwarf)

Axiom Level: 11
Skill: *conjunction/air* 15
Backlash: 16
Difficulty: 13
Effect Value: 9
Bonus Number to: effect
Range: 10 (100 meters)
Duration: 15 (15 minutes)
Cast Time: 9 (one minute)
Manipulation: mixed forces

Dvergamal, literally "voice of the dwarf," can be used to confuse pursuit. The dwarf whispers into his hand, then "throws" the whisper in the direction he chooses an echo to come from. Targets of the spell must generate a *Mind* or *willpower* total greater than or equal to the effect value of the spell to disbelieve it.

Thistledown

Axiom Level: 16
Skill: *alteration/living forces* 18
Backlash: 20
Difficulty: 15
Effect Value: 24
Bonus Number to: duration
Range: 0 (one meter)
Duration: 23 (10 hours)
Cast Time: 18 (one hour)
Manipulation: apportation

Thistledown lets the caster or his friends travel incognito as long as there is wind to carry them. A mage with synonymous knowledges might also create or direct the wind, so that he travels to the exact point he chooses.

The caster plucks three hairs from his head or his target's head, adds a piece of thistledown, and rolls the ingredients into a loose ball in his palm. He holds his open palm up before his face, and puffs the ball off in the direction he wishes to travel. The effect value of the spell is compared to the target's *Toughness* on the Power Push table. To this result, nine is added. If the final result equals or exceeds the target's *Toughness*, then he is transformed to thistledown and becomes capable of floating on air. The target now has DEX 1, STR 1, and TOU 1.

Turn to Stone

Axiom Level: 12
Skill: *alteration/folk* 18
Backlash: 25
Difficulty: 18
Effect Value: 25
Bonus Number to: duration
Range: 5 (10 meters)
Duration: 29 (one week)
Cast Time: 23 (10 hours)
Manipulation: state, control

Turn to stone is an impressed spell. The caster touches his target, or a scrap



of the target's skin, hair or clothing with a pebble of the stone he is turning the target into. Most mages have only one stone; very powerful mages may be able to transform subjects into several similar lithic types. The most common stones are igneous rocks: basalt, granite, and obsidian.

The effect value of the spell is compared to the target's *Toughness* on the Power Push table. To this result, nine is added. If the final total equals or exceeds the target's *Toughness*, he is transformed to stone for the duration of the spell.

Creatures of Aysle

The creatures and monsters of Aysle are as varied as the land itself. Many resemble the myths and legends of Earth, while others are specific only to the cosm that spawned them. Here are a few. For more, see *The Aysle Fantasy Sourcebook*.

Draconis Teutonica

The evil dragons from the Rimward Seas of the Aysle homeworld are fierce, deadly creatures of superior intelligence and great egos. These beasts are long, serpentlike creatures with two powerful clawed appendages and a pair of huge wings. Armor covers their many coils, providing excellent protection. They have an affinity with elemental air, using its arctic blasts as a freezing breath weapon. A teutonic dragon can store arctic air within three internal sacs, which allows it to fire three blasts in quick succession (one per combat round). The sacs refill at a rate of one every three rounds. As the breath weapon is magical in nature, it can be defended against using elemental air magic. The older a dragon is, the larger it is. They continue to grow until they die. But the teutonic variety is larger than most of its cousins, averaging 40 meters from snout to tail. They have been known to work with the Vikings on occasion.

Teutonic Dragon: DEX 9, STR 27, TOU 23/35, PER 19, MIN 15, CHA 7, SPI 7.

Skills: reality 9, flight 12, unarmed combat 11, alteration magic 22, divination magic 22, evidence analysis 21,

find 23, trick 22, test 21, willpower 18, taunt (11), plus three additional skill at +2 adds.

Possibility Potential: all.

Arcane Knowledges: darkness 4, air 6.

Natural Tools: armor +12; wings, speed 11; claws, damage STR+3; arctic air breath, damage 36, range 3-50/51-250/251-600.

Draconis Aysle

The good dragons from the Aysle continent are lizardlike, with four clawed legs and great wings. Scaled armor protects them from attack, and they are generally faster and more agile than the larger dragons. They have an affinity with elemental fire, using its searing heat as a burning breath weapon. An Aysle dragon can store fire within three internal sacs, which allows it to expend three blasts in quick succession (one per combat round). The sacs refill at a rate of one every three rounds. As the breath weapon is magical in nature, it can be defended against using elemental fire magic. This species averages 15 meters from snout to tail. Hating the tasks Uthorion forced them to accomplish, the Aysle dragons are pleased by Ardinay's seeming change of heart to do more good and honorable deeds.

Aysle Dragon: DEX 14, STR 21, TOU 19/27, PER 15, MIN 19, CHA 9, SPI 8.

Skills: reality 10, flight 15, unarmed combat 17, apportation magic 22, conjuration magic 22, evidence analysis 19, find 19, trick 24, test 21, willpower 21, taunt (12), plus three additional skill at +2 adds.

Possibility Potential: all.

Arcane Knowledges: light 3, fire 5.

Natural Tools: armor +8; wings, speed 15; claws, damage STR+3; fire breath, damage 28, range 3-30/31-100/101-250.

Ghouls

Ghouls are undead creatures of the night that followed Uthorion from Orrorsh. They feast on fresh corpses, delighting in killing a victim in order to create a meal. They are horrid, gray-skinned creatures with jelly-like flesh. They are extremely strong and have

sharp fangs for rending corpses. Ghouls usually attack in groups.

Ghoul: DEX 7, STR 12, TOU 12, PER 7, MIN 6, CHA 6, SPI 7.

Skills: dodge 9, lock picking 8, unarmed combat 10, stealth 9, intimidation 9, trick (9), taunt (9), lifting 14, willpower 20.

Possibility Potential: some (60).

Natural Tools: fangs, damage STR+2. Immune to KO conditions. If *Hero Setback* card comes up, characters flee in fear if intimidated.

Skeletons

Animated skeletons are almost as plentiful as gospog in Aysle. While not as powerful, skeletons can be raised much faster than gospog. Uthorion and his chief unholy priests can pull the bones right from a dead corpse and order it into battle, even if the corpse was a fallen enemy. Skeletons can use a variety of weapons.

Skeleton: DEX 8, STR 10, TOU 10, PER 6, MIN 4, CHA 4, SPI 3.

Skills: dodge 9, melee weapon 11, unarmed combat 10, intimidation (7), taunt (8).

Possibility Potential: none.

Natural Tools: armor +2; sword, damage STR+4. Immune to shock and KO conditions.

Trolls

Trolls are giant creatures, standing eight feet tall and half again as wide as a man. Strong creatures, trolls are covered in fur or coarse hair. They are slobbering monsters, drooling constantly. They prefer caves, and have taken up residence in the British Underground. Rumors abound that many have placed themselves as leaders of goblin bands, propagating evil throughout the realm.

Troll: DEX 11, STR 18, TOU 19, PER 6, MIN 8, CHA 5, SPI 5.

Skills: dodge 13, fire combat 12, melee weapons 14, unarmed combat 14, lifting 20, intimidation 13, test 10, trick 9, missile weapons 12, willpower 10, taunt 9.

Possibility Potential: some (85).

Natural Tools: claws, damage STR+3.



Chapter Five

The Cyberpapacy Realm

"Faith is for the masses. Power is for those who provide the faith."

— *Pope Jean Malraux I*

The Cyberpapacy is a mixed realm, formed from the joining of two distinct realities — a futuristic cybertech world and a dark ages' theocracy of spiritual power. Here, believers and non-believers alike pay homage to the God-Net, a massive computer that provides the path to God. Pope Jean Malraux I is High Lord and leader of a false church that sprang from a cosm where the Great Schism was never reconciled and the anti-popes were never abolished, but instead took control of the church.

On Earth, the Cyberpapist realm covers all of France. Paris, however, remains a Core Earth hardpoint, and Avignon has become the new capital as it is the seat of power for the Cyberpapist Church and headquarters of the Cyberpope. See the accompanying map.

The Cosm: Magna Verita

Jean Malraux I discretely and firmly warped Magna Verita into a cosm of evil. Originally Magna Verita was a world of noble spirit, a darker magic, and moderate technology. It was in a period of history much like Earth's Medieval era. But it was about to become the Dark Ages. Malraux's Darkness Device amplified his own spiritual corruption until the whole of his cosm was woven into a cynical, despairing pattern.

Malraux was an ambitious bishop when he discovered his Darkness Device. Always fascinated with the supernatural, he first assumed the device to be the work of the devil, which did not deter him. Rather than report it to the College of Cardinals, Malraux experimented with the device himself. As he acquired power and became more comfortable with it, he began to corrupt other influential bishops and cardinals, discovering their fears and deep desires, and pandering to them. Those who resisted seduction were soon "retired" from active service. Jean Malraux displaced the spiritual leader of the people, Paulo Duchamp, and declared himself Pope with the puppet-like approval of the College of Cardinals. But in truth, he was an antipope.

Jean Malraux began the corruption of the land, beginning with renaming the College of Cardinals to the College of the Way. Technological progress which would have encouraged individualism was halted. The Inquisition was given powers which far exceeded its previous authority. Covert support was given to dabblers in the supernatural, providing a genuine threat from which the church could protect the citizenry. The dogma of the church became harsher, less forgiving of transgression. Sins were forever, damnation only a matter of time — and the only hope for salvation lay with Jean Malraux I (or so he claimed).

The greater his personal corruption, the more effort the antipope put into projecting an aura of purity. The more he destroyed the spirituality of his cosm's religion, the more his lackey's trumpeted him as the embodiment of the faith. Those who disagreed were burned as heretics, re-educated by the Inquisition, or "lost



from the fold", never to be found again.

Crushing the spirit of his people gave Malraux a warm, pleasant glow of power. But as all resistance was reduced to scattered whimpers, Pope Jean Malraux grew restless and bored. It was time to take his spiritual balm to another people.

Whispers in the Dark

Malraux received hints from his Darkness Device that there were far more worlds left to conquer and teach humility to. The antipope put his scholars to work on the prospect, and sent out expeditions to search for ancient records and artifacts. Eventually, a group of scholars unravelled the secrets of the maelstrom bridge. Upon successfully demonstrating the techniques, the scholars were excommunicated and burned as heretics. Then Malraux ordered a holy war to spread the faith to the world on the other side of the bridge. Pope Jean Malraux's Holy Crusades had begun.

After two successful invasions and a brief run in with another High Lord named Dr. Mobius, Malraux dropped an exploratory dimthread onto a new world: Aysle.

The pope was soon met by Uthorion, who occupied the body of Lady Pella Ardinay. After some initial tension, the two discovered a mutual interest in the subtleties of pain. Malraux considered the other High Lord a heathen scoundrel who might very well be possessed, but a heathen who had an appreciation of what was important in life. Uthorion explained that there were more than enough cosms to satisfy the antipope, and provided valuable advice on how to conduct a Possibility War.

Malraux, in turn, shared his expertise in finding what truly matters to an opponent, and then using fine, patient manipulations of that knowledge to get the opponent to self-destruct. The two shared in Malraux's destruction of another cosm.

When the Gaunt Man first presented his plan, the two High Lords were skeptical. Uthorion was more than a little afraid of his former master, but Malraux pointed out that anyone with a need so great as to require six other

High Lords could surely be manipulated. They agreed to participate and immediately began their plan to destroy Baruk Kaah and Dr. Mobius, vastly increasing their share of Earth's possibility energy.

Malraux began his invasion of Earth by sending many agents from the College of the Way to France. These agents prepared the way, preaching, warning of the apocalypse to come, and laying the groundwork for that apocalypse. France became uneasy as the number of unexplained events became increasingly prominent in the headlines. Crucial, reliable technologies began to fail where they had always worked before. Then the maelstrom bridge smashed into Avignon, shattering France's reality.

France of the Cyberpope

When Malraux finally descended the bridge weeks later, he had changed. His confrontation with Storm Knights (as told in *The Possibility Wars* novel trilogy) changed his technological axiom, raising it greatly. When he came over the bridge, Malraux brought his Darkness Device with him, and tuned it to accept his new axioms. Malraux then sent the new axioms flooding through the stelae in France, reawakening Core Earth technology and advancing what was possible by decades, making the following possible: neural computer interfaces, artificial eyes which see different portions of the EM spectrum, limbs far more powerful than nature designed, human skills programmable upon etched silicon, nanotechnological machines capable of manufacturing and repairing flesh better than the body.

Malraux himself was the first to convert to the new technology. Jean Malraux I became the Cyberpope.

The first problem confronting Malraux was his own agents, many of them possibility rated. The members of the College of the Way lived under the axioms of Magna Verita, initially rejecting the technology of the Cyberpope, as technology went against everything that Malraux once stood

for. A few disciples adopted Malraux's new technology, and these became the first cyberpriests. The New Inquisition hunted down those among the Cyberpope's old agents who refused to "be born again." The rest have been driven into hiding.

The second problem was reconciling his religion with the new technology. The Cyberpope grasped upon the concept of the sins of the flesh, and how spiritual experience was divorced from the experience of the body. Around these tenets he built a dogma embracing cybernetic replacement of human parts. His new religion also centered around spiritual experience beyond the body, experiences of heaven and hell accessible to the living. He constructed the GodNet — a super computer network.

Now France is torn into four factions. The most powerful is the Cyberpope's. His Inquisition grows in power and number every day, prying into the lives of hundreds of thousands of French citizens; in some weeks tens of thousands are rounded up by Church Police never to be seen again. The cyberpriests advocate the GodNet as the people's path to god, converting France to the new faith. Clinics hum 24 hours a day with the sound of laser scalpels as citizens are wired for jacking into the GodNet.

There is the France not yet transformed, its citizens holding true to the values of Core Earth France while embracing the technology of the Cyberpapacy. Some have formed an underground, not yet coordinated but of sufficient skill and daring to pose a tremendous problem to Malraux. Many have gathered in Paris — in the armed neighborhoods known collectively as Paris Liberte—to foster resistance to the Cyberpope.

There is the France of the average citizen struggling to survive. Most have accepted the Cyberpapacy with sullen resignation, some with an eye toward cautious resistance. A small minority have gladly embraced the dogma of Jean Malraux, accepting his spiritual path. This minority is rapidly growing, perhaps two years away from becoming a majority as propaganda, carefully orchestrated miracles, and the Inquisition take its toll.

There is the shadow France, where



the agents of Magna Verita hide. They are hunted with a fervor exceeding even the effort spent ferretting out the free French. For Magna Verita is under its original axioms, and the agents could rally the cosm to oppose the high technology of the Cyberpope, forcing Jean Malraux to fight the Possibility Wars on two fronts.

The Inquisition

The Inquisition exists to further the faith as promulgated by Jean Malraux I. They hunt down heretics, using the most sophisticated technology while still burning witches. They are not the same institution as the Church Police, but they can call upon the police and numerous tactical teams if a situation requires heavier firepower than the Inquisition normally has available.

The Inquisition has tens of thousands of informants, and thousands of plain-clothed agents. But their symbol, and their most feared members, are the cyberpriests.

One of the most feared weapons in the cyberpriests' arsenal is the *Net Damnation* miracle. If the miracle is successful, the target is sent to the Purgatory region of the GodNet the next time the target "jacks in" (see below).

Cyberpriest: DEX 8, STR 8, TOU 9/14, PER 11, MIN 10, CHA 8, SPI 12.

Skills: dodge 10, fire combat 10, melee weapons 10, cyberdeck operations 14, find 12, scholar (Avignon doctrine) 11, trick 12, science (computers) 12, test 11, willpower 13, charm 11, persuasion 11, taunt 11, faith 15, focus 14, intimidation 14.

Additional Skills: three at +1 adds.

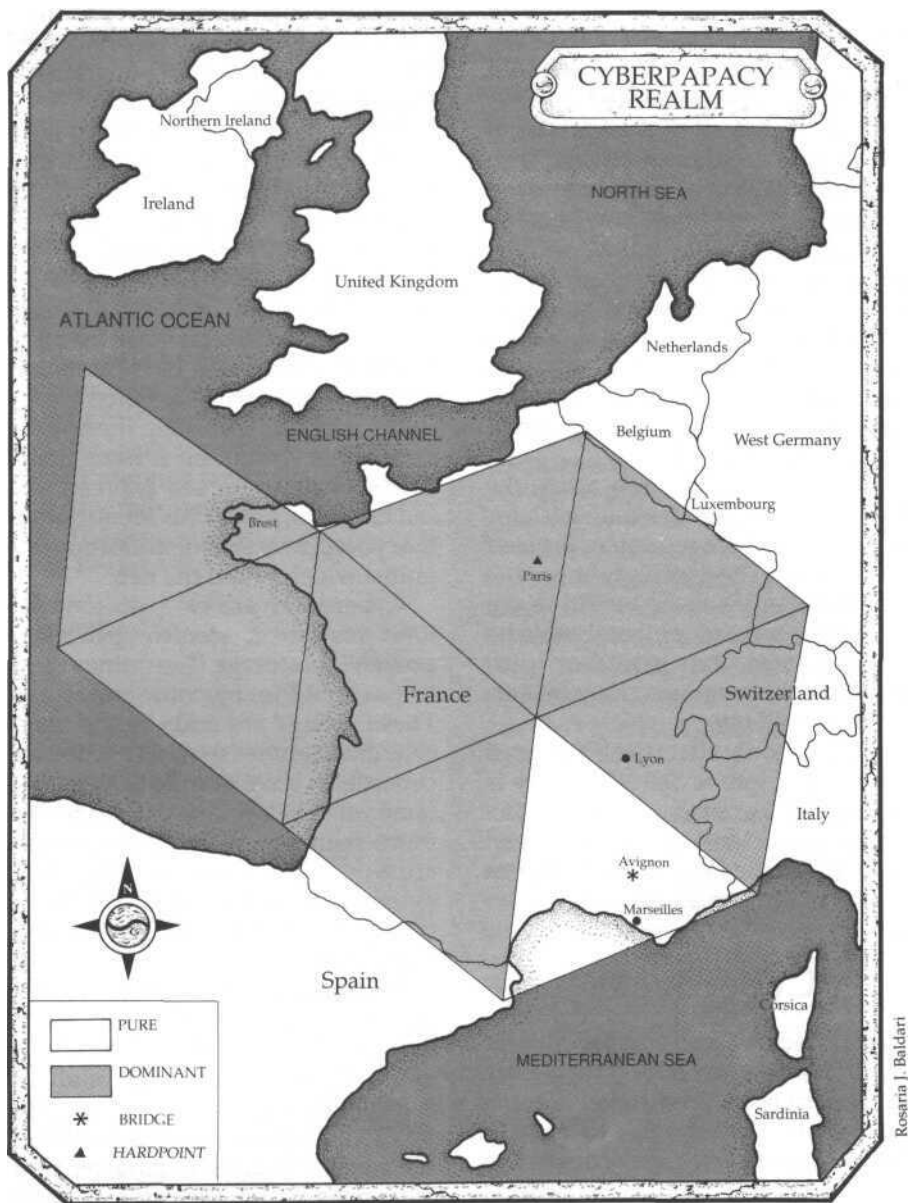
Possibility Potential: some (40).

Equipment: HallowMesh, armor value TOU+5/14; God Meeter, damage value 20; power dagger, damage value STR+5/13; Cyberware: NeuraCal EpiphaNeur, Belle View 20-20, CSI LEDs, CyberHam Receiver, TSE LeMotion, Throat Mike, Homer, DATAS Boomer, MB Charger, ChipHolder 3.

Cyber Value: 21.

Miracle: *Net Damnation*; spiritual rating 11, community rating 13. Difficulty (see below). Range: touch. Duration: until removed. Effect: sends GodNet user to the Purgatory file.

The difficulty of *Net Damnation* is



the *Spirit* of the target. If the target is of a faith other than the Cyberpapacy, then the *faith* value of the target is used. When the target next connects to the GodNet, his virtual image will be surrounded by demons who eventually overpower him and transport him to Purgatory (see below).

Entering a Computer Net

Jean Malraux I carried with him the concept of the virtual experience computer net. Virtual experiences (VXs) are computer generated situations,

characters and sensations which can pass for the real thing. Touch, taste, sight, sound, smell—all sensation can be duplicated through VX. A VX can damage a person, for the images/experiences are relayed to the user through a neural interface.

Neural interfacing, or jacking, can be done by any person who has been equipped with a neural jack. A neural jack's visible component is a socket, usually on the head or the neck. Its most important pieces are the miniature axion amplifier (called an ax) for boosting nerve current and the dipolar receding chip (dipchip) for translating mental commands and images to the computer net, and vice versa.



Neural jacks are fairly easy to implant (see "Cyberware" below). A user can jack straight into a VX net with no additional hardware needed.

A VX net has all of the traditional features of a large computer net, with access to all kinds of important data. Communications, financial records and transactions, technical secrets, production records and schedules, all exist on a VX net. A hot user can manipulate the VX features to gain access that would be impractical through normal programming techniques, but the danger increases as well. Most find it to be worth the risk.

When a user jacks into a net, the computer creates a "virtual self" for the user, one which resembles the user in most ways. The user finds he has the same skills in VX as he would in the real world, but any physical tools he carried are lost. Only mental or spiritual tools, or programs, may be carried into a VX net.

Users can only affect the VX net and those jacked into it. All VX reality is confined to the net. If a magician succeeded in an "end the world" spell while in VX, the net would crash, but the real world would remain.

Cyberdecks

While jacking into a net is enough to VX, it gives users little control over the experiences they have. CompPlexes have the capacity to modify VXs sent to users. CompPlexes are axion boosters, dipolar recorders, cyber-signal (cygnal) filters, and media chips integrated into a horrifyingly complex system coordinated by vast computing power. Cyberdecks are portable CompPlexes, with small VX work areas (compared to a full net) within them. Within these work areas the net's VX are modified by programs carried with the cyberdeck and controlled by the user. A cyberdeck can give a sophisticated user significant ability to control his experience in the net.

Using a cyberdeck requires either *cyberdeck operation*, which is a *Perception* skill native to the Cyberpapacy, or *scholar (computer science)*. If a character is using the *scholar* skill, he is treated as

unskilled when using the cyberdeck. Characters who do not have *cyberdeck operation* or *scholar (computer science)* may not operate a cyberdeck.

One of the benefits of decking is the user's ability to choose the appearance of his virtual self. There are a few restrictions: a character's virtual self must be roughly the same size as he is (within 25 percent), and must be humanoid in appearance. Truly skilled deckers (*cyberdeck operation* of 18 or more) can have less of a humanoid appearance, and can vary their size up to 100 percent. Choosing the appearance of his virtual self is more than a user's idiosyncratic self-expression. It can effectively mask his identity from the cyberpriests and identification programs which prowl the net.

Cyberdecks are rated in four factors: **response, stealth, processor power, and storage**. The ratings range from +1 to +5 for response and stealth. These ratings are adds to the user's *cyberdeck operation* or *scholar* skill. Most cyberdecks have +1 in both areas, and none yet developed have total adds of more than +5, although technicians are working feverishly on improving cyberdeck technology. Processor power ranges from 1 to 5, and storage from 3 to 10.

Response measures how quickly a cyberdeck can react to events within the net. When traveling through the net, a character moves through the computer-generated landscape at a perceived rate equal to his *Perception*. Response increases a character's virtual speed within the net; a character with a *Perception* of 10 and a cyberdeck with a response of +2 would have a base virtual speed of 12 when in the GodNet. Response also determines the speed at which data may be read; a decker can read a number of "data blocks" equal to the response adds of his cyberdeck each round.

Stealth measures how well the cyberdeck can prevent detection of the user from the net's defensive programs, or from net monitors and other users who might also be roaming the net. Each cyberdeck has a signature signal which can be traced. Stealth mutes, distorts and disguises this signal. Stealth adds and *cyberdeck operation* value yield the *stealth* value of the net raider.

Skill Use in the Net

Characters can use any skill they possess (as these skills are part of their self-image) at their full skill values. The adds of their *cyberdeck operation* or *scholar (computer science)* skill are added to these values to get the *net value* for the skill.

Even if a Storm Knight does not have a skill, he may increase his *net value* by his *cyberdeck operation* adds, but makes all rolls unskilled, losing his roll again bonus on die rolls of 20. *Cyberdeck operation*, but not *scholar (computer science)*, even allows a character to use skills which cannot normally be used unskilled. That is part of the VX experience.

Sample Cyberdecks

Cyberdecks are literally a cottage industry in France. No one outside of the sanctioned research facilities in Avignon is even supposed to tinker with cyberdeck technology, but computer and technical literacy are too widespread to control completely. Attics, alleys, abandoned schools — all have been the site of makeshift labs where cyberdecks are assembled before being sold on the black market.

The three decks described below have reputations large enough to be known by almost every net raider in the realm. The Delicious is a standard cyberdeck, and almost every VX tech house can assemble one. Components may vary, but the reliability of the Delicious is very high. The Marseilles Hermes was actually first introduced in Lyon, from a shop run out of the back of the Cafe Marseilles. It is difficult to find, and dealers are reluctant to discount the price under any circumstances. The IRCOM Custom Vee is rumored to be equal to any deck the Inquisition now has, although not the equal of the large terminals monitoring the GodNet. The IRCOM is impossible to find without an inside connection with one of the two VX tech houses which manufactures them. Finding the houses is not easy as they are constantly on the run from the Inquisition.



Delicious: Response +1, Stealth +1, Processor Power 3, Storage 4.

Cost: 17,000 francs (value 13).

Marseilles Hermes: Response +3, Stealth +1, Processor Power 4, Storage 3.

Cost: 40,000 francs (value 19).

IRCOM Custom Vee: Response +2, Stealth +3, Processor Power 4, Storage 5.

Cost: 100,000 francs (value 21).

Programs

The most common programs used by net raiders are programs which mimic skills in the VX environment, or which mimic physical tools or processes. An *attack+1* program might have a virtual image of a laser pistol, or perhaps a missile launcher if the decker has a high *cyberdeck operation* skill.

A program has a size equal to its adds; i.e., a program of *find +1* has a size of one, *combat +2* has a size of two. A cyberdeck can run a program of a size equal to its processing power. A cyberdeck with *processing power 3* can run a program with adds of +3. Alternately, it can run programs which have adds totaling to three, such as three +1 programs, or a +2 and a +1 program. A user cannot run programs which are too large for his processor, and must swap out programs to make room for new ones. A cyberdeck can have additional programs in storage; programs may be swapped from storage to the processor. This swapping counts as a simple action.

When reading a program from an outside source, how long it takes to read depends on the number of data blocks in the program. The number of data blocks in a program is usually five plus its adds, although a few may be smaller and several may be larger. The average size one program has six data blocks; a cyberdeck with *response +1* would take six rounds to read the data from an outside file of this size.

Program adds increase the user's *cyberdeck operation* value when using that skill.

Example: Valjean has a program with *find +1*, and a *cyberdeck operation* value of 13. His *find* skill value in the net is 14.

If a character has a skill and a program with that skill, only the higher adds apply, not both. In general, programs are used to provide a decker with skills he does not have naturally, or to provide tools and other equipment in the net.

The most sophisticated programs currently available for cyberdecks have adds +4, but these are charitably called beta-test versions and are prone to crash. Programs with adds +3 are the best generally available programs to date. The average costs of programs is given below.

Program Adds	Cost in Francs (Value)
+1	1,000 (11)
+2	3,000 (14)
+3	10,000 (16)

The GodNet

The GodNet is the spiritual and technological core of the Cyberpapacy, a computer network with the power to process tens of thousands of neural interfaces simultaneously, and its capacity is growing rapidly. The GodNet is now the true heart of France. Unwary users are awed by the sophisticated virtual experiences provided by the GodNet. As the VX is bolstered by strong, visceral religious symbolism, thousands of citizens within the realm are converted to the Cyberpoppe's religion each week.

Once he has jacked in, the first impression a user has of the GodNet is of a huge glowing cross with pulsating lines of circuitry etched into it and flowing out of it; the user is connected by a gossamer strand thrown off from one of these lines. As the user follows the strand down toward the cross, the other lines disappear and the cross expands to fill the field of vision, stretching to the vanishing points along the horizon. At the junction of the crosspieces is an angular, stepped tower which stretches into the sky.

This is Babel Central. All information (including jacked-in users) entering the GodNet is routed through Babel Central for clearance and surveillance.

Combat in the GodNet

Net combat is a contest of decking skill and program power which can have lethal consequences. Combat in the GodNet is fought in the VX environment, but the neural connections make the damage real. The damage taken is mental damage, although there are often physical manifestations to go along with the mental damage.

When attacking in net combat a character's skill value is equal to his attack skill value plus *cyberdeck operation* adds plus *cyberdeck response* adds. When defending, his net skill value is equal to his defensive skill value plus *cyberdeck operation* adds plus *cyberdeck response* adds.

Example: Valjean has *fire combat 10*, *cyberdeck operation* adds +2, and a deck with *response +1*. His *net fire combat* value is 13. When attacking, he generates a *fire combat* total from the net value. When he defends, he uses his *net dodge* value.

Attack programs are like weapons, the program adds are combined with the user's *Mind* to get a damage value. Defense programs act as mental armor, increasing the decker's *Mind* by the armor value.

If a character suffers a knockdown in net combat, he cannot switch programs for a round, and can only defend himself that round.

A KO scrambles the cyberdeck for three rounds, but does not knock the character unconscious. When a cyberdeck is scrambled, none of its programs are accessible to its user.

A character who has taken shock damage equal to his *Toughness* does fall unconscious; both his virtual image and his physical self are unconscious.

A character who has taken a heavy wound or worse shows physical signs of damage. If a character is *mortally wounded* in combat, he must receive



medical attention or he will die. A character who takes four or more wound levels in net combat is dead, just as he would be anywhere else.

Net Defenses

The GodNet has a number of defenses, most of which are not yet known to net raiders or even to priests of the Cyberpapacy. The Darkness Device is responsible for most of the GodNet's defenses, and the purpose, presence and strength of many of them are unknown even to the Cyberpope.

The first line of defense, and the most numerous, are the priests who man the terminals hooked in through Babel Central. They share a massive CompPlex which is larger, more powerful than the mobile cyberdecks used by the net raiders. The standard terminal is the Penitence IV.

Penitence IV: Response +3, Stealth +0, Processor Power 7, Storage 15.

Jackpriests and cache monitors are hooked up to the GodNet from terminal stations throughout the Cyberpapacy. The largest terminal station is in Avignon, and has become known as Babel Central, although the real Babel Central is actually a VX construct. The priests and the monitors have 24-hour surveillance on the GodNet. They do not always pounce upon intruders. Often they "tag" them, trying to trace signals emanating from the intruder's VX persona to discover from where the intruder is jacking in. They then notify Church Police and the Inquisition of the location, and leave it at that.

More dangerous intruders, ones who are known to have evade defenses, or against whom there is evidence of data theft or net-tampering, are dealt with directly.

Jackpriest: DEX 8, STR 8, TOU 8, PER 10, MIN 9, CHA 9, SPI 9.

Skills: dodge 9, fire combat 9, melee weapons 9, cyberdeck operation 12, find 11, trick 11, science 10, test 10, willpower 11, faith 10, focus 10, intimidation 10.

Additional Skills: three at +1 adds
Net Values: net attack (fire combat) 14, net defense 14, net find 16, net stealth 10, net manipulation 15, net tracking 13.

Possibility Potential: some (40).



Timothy Bradstreet

Babel Monitor: DEX 8, STR 8, TOU 9, PER 12, MIN 10, CHA 8, SPI 9.

Skills: dodge 10, fire combat 10, melee weapons 9, cyberdeck operation 16, find 13, trick 13, science 11, test 11, willpower 13, persuasion 11, taunt 11, faith 12, focus 11, intimidation 12

Additional Skills: three at +1 adds
Net Values: net attack (fire combat) 17, net defense 17, net find 20, net stealth 12, net manipulation 19, net tracking 12.

Possibility Potential: some (21).

Entities

Entities are self-aware programs which inhabit the net, occasionally by design of the Cyberpope, most often

by the machinations of the Darkness Device. Most are known to inhabit specific regions of the GodNet. A few have been known to travel from region to region. Some short-lived entities have been introduced by ambitious net raiders, but Babel Central quickly finds and destroys virtually all of the entities not sanctioned by the Cyberpope or created by the Darkness Device. Rumors that other entities exist which they have no power over have yet to be verified.

When an entity is listed, its attributes are given as they appear in VX. Natural tools and skills are sub-programs, such as attack and defense programs, which the entity can use.

Beast of the Apocalypse: DEX 10, STR



22, TOU 25, PER 14, MIN 26, CHA 10, SPI 12.

Skills: stealth 22 (until beast manifests), find 17, missile combat 15, unarmed combat 17, trick 17, test 27, taunt (23), intimidate 17 (23), reality 14.

Net Values: net attack (melee) 20, net attack (missile) 18, net defense 14, net find 20, net stealth 25, net manipulation 17, net track 17.

Possibilities: 12.

Response/Processor/Storage: 3/16/32.

Programs: Onslaught 6 (5), Scramble 3 (3), MindWipe 3 (4), BrainBurn 1 (2), Surge 1 (2), DeckWipe 2 (3), Armor 4 (3), Scan 3 (3), Trace 4 (4), Grapple 2 (3).

Natural Tools: claws, damage value 28; bite, damage value 29; gaze, damage value 26, hide, armor +4.

Note: gaze is a missile combat attack. The pupils of the beast's eyes seem to whirl and detach, propelled at unbelievable velocity toward the victim. The pupils reform in a round; its vision is unaffected by the attack.

Description: This entity is rumored to be able to appear in any region of the GodNet. Looking like the huge Apocalyptic beast, with seven heads, horns and a diadem, this horrible creature can cause such a surge of power that net raiders literally explode on the ends of their neuro-jacks. The beast can travel nearly undetected, until it manifests itself by generating a VX form to use its attack and defense programs.

Regions of the GodNet

Babel Central

Babel Central is carefully screened by several watchdog programs (known as Gatekeepers) and constantly monitored by jackpriests and their superiors. Inside, Babel Central looks like a glass, chrome and light tower. Stairs lead to nowhere, balconies hang upside down, passages wind labyrinthine and transparent, so that you can see your goal but can't quite get there. Thousands of VX personas

are in Babel Central at any one time. There are several gardens, full of subdued pastel light plants, which are fairly accessible to users. These are popular spots for rendezvous, drawing heavy traffic and monitoring.

Gatekeepers appear in many guises, most frequently as friendly monks willing to help the lost in Babel Central. Their appearance is normal, except they have perfectly white, nearly glowing teeth, upon which encoded signals occasionally flash.

Gatekeeper: DEX 8, STR 7, TOU 10, PER 9, MIN 11, CHA 10, SPI 10.

Skills: melee weapons 10, stealth 10, find 11, trick 10, test 12, charm 15, persuasion 15, taunt 15, intimidate 11.

Net Values: net attack (fire combat)m 8, net defense 8, net find 9, net stealth 8, net manipulation 9, net track 9.

Possibility Potential: none

Response/Processor/Storage: 0/6/8.

Programs: Attack 3 (3), Defense 3 (3), Scan 2 (2).

Cathedrals

Almost all data on the GodNet is housed in one of a myriad cathedrals scattered throughout the net. The term cathedral includes the smaller, out of the way churches, some of which are quite hard to find, and whose location often changes. The larger, more conspicuous cathedrals are less likely to move around the net. Jackpriests usually patrol the better known cathedrals, and some have their own entities to help serve worshippers and protect data.

Heaven

No net raider has ever made it to Heaven, and so the many rumors about it are based entirely on the few faithful whom the cyberpriests have allowed entry. While there are the to-be-expected stories of angels and a perfect paradise, what interests deckers most about Heaven are the rumors about speaking to God.

Heaven is surrounded by a low wall, beyond which nothing can be seen. If one tries to scale or go over the wall, the wall rises higher to block passage. If one tries to dig under, he is similarly

blocked. The wall instantly repairs any damage done to it. The only apparent gate is guarded by the VX Peter. Peter is reported to be infallible in knowing whether or not a user is allowed to enter Heaven, even rejecting some who were sent by the cyberpriests. Only with Peter's blessing can one then walk through the seemingly open gate.

Inside, the faithful have reported speaking to angels who have communicated their wishes to God. Upon leaving Heaven, they have noticed many of their desired changes worked into the fabric of the GodNet. In Heaven it might be possible to alter the entire configuration of the GodNet.

Hell

Again, no net raider has descended into Hell and returned. Those whom the cyberpriests have excommunicated and damned face Hell. The gates of Hell are reputedly guarded by a ferocious judge wearing a huge bronze headdress in the shape of a bull, armed with a whip which strips away and absorbs programs upon contact. Any user lost to Hell is presumed lost forever.

Purgatory

A more common punishment meted by the Cyberpapacy is Purgatory. Souls consigned to Purgatory by *Net Damnation* remain there, balanced between Hell and salvation, until the cyberpriests judge them fit enough to be reborn as a "spirit chip" (see below), or until a cyberpriest removes the damnation. The personalities in spirit chips have told tales of a dismal, endless plain. A miasma drifts about the plain, transporting and separating users who have more than the most banal communications. Loneliness and isolation, breached by only infrequent contact, are features of Purgatory upon which all spirit chips agree. The only known distinctive landmark in Purgatory is the Church of the Abyss, the contact point for those in Purgatory and the cyberpriests.

If the church of Jean Malraux excommunicates a soul (before or while the soul is in Purgatory), the soul is immediately wired to Hell.



Cyberware and Equipment

The tech level of the Cyberpapacy is the highest currently available in the Possibility Wars, and all cyberware is of tech level 26. However, due to the freak nature of Jean Malraux's transformation into the Cyberpope, the tech level has not yet been fully exploited. The Cyberpope is concentrating heavily on the GodNet technology, and lets other cyberware lag behind. The French were more accepting of the changes, and the street-labs quickly found a market for their wares. New products are being developed each week, and a field test is usually the only time a piece of equipment is tested. The Inquisition has been the branch of the False Papacy most accepting of cyberware, if only because they must battle those who have it.

Implanting Cyberware

Adding cyberware to a body is a risky venture. It is a new technology for the Cyberpapacy, and accidents happen. The surgery is often dangerous, and the outcome uncertain. In the lists of equipment below there is a surgery difficulty and a surgery effect listed for each piece of gear. The difficulty is the total which must be generated on a *medicine* roll to successfully install the cyberware. The surgery effect is the wound level taken during surgery. A character may not spend Possibilities to avoid this injury. Healing from surgery is the same as healing from combat.

If the surgery is successful, the cyberware is implanted. If the surgery has a success level of *good* or better, the patient takes one less wound. If the surgery is a failure, the ware is either not connected, or it malfunctions. The character still takes the wound.

Cyberpsychosis

Advances in medical science have made the installation of cyberware possible, but they have been unable to effectively counter the effects on the human psyche. As more items of cyberware are

added and bodily functions are performed by machinery, a character becomes progressively dehumanized.

Every item of cyberware is rated according to its dehumanizing effects. Each time a character has a new system implanted, the cyber rating of the system is noted on the character sheet in the cyberware box. The sum of a character's cyber ratings are added together to determine his cyber value; this is noted on the cyber value box on the character sheet.

Cyberpsychosis occurs whenever a character suffers a setback result, whether as the result of an opponent's action (maneuver, intimidate, etc.) or via a conflict line result. When this occurs, the gamemaster generates a cyber total (the afflicted character's cyber value plus a bonus) against the target's *Spirit*. The result points are read on the Cyberpsychosis Table.

A player may declare his character is resisting Cyberpsychosis. He must declare this before the gamemaster rolls the die for the Cyberpsychosis check. The character then generates a *Spirit* total, with a minimum bonus of +1. Resisting Cyberpsychosis is therefore a form of active defense, like an active *dodge*.

The effect of Cyberpsychosis varies greatly from situation to situation, from the gaining of inner strength and minor mental blocks on the mild end to catatonia and hysterical rage on the severe end.

Basic Wiring

Basic wiring links the central nervous system to the cyberware, allowing the user to activate it upon thought. The most popular is a synthetic nerve fiber called NeuraCal.

When first installed, NeuraCal has a cyber rating of +5.

Neural jacks can be embedded into the temples, neck, or other part of the body. If not wired to the neck or temples, a neural jack needs NeuraCal

to be connected to the brain. The J-jack is the standard neural jack put out by the street labs. Reliability is not one of its strong points, but for about twice the price failure rates are much lower. Normal J-jacks fail on a roll of 1 whenever they are used. Reliable J-jacks never fail except under the most extreme operating conditions.

The EpiphaNeur is the most reliable neural jack developed. It is inexpensive. Its only drawback is that only the cyberpriest's techs can outfit a character with one, and sometimes they add unwanted extras to the person undergoing the surgery. However, tens of thousands of French citizens have undergone, or are scheduled to undergo, the surgery in order to connect to the GodNet.

Prosthetic limbs

The Cyberpapacy leans away from prosthetics, preferring experimental muscular implants and other subtler measure for most of their cyberpriests. However, the street labs have wholly adopted prosthetic limbs. Limbs are sold individually; the prices on the chart below are for one limb. Cyber arms and legs increase the *Strength* of those limbs, including damage done when striking. The amount of strength added is equal to the cyber rating of the limb.

Example: The BiV(Bi-Five) has a cyber rating of +5. It adds five points of *Strength* to the users arm.

Cyber legs increase the limit values for running and long jumping. For every three points of additional leg strength the limit values are increased by one. A pair of legs, each rated at *STR*+5, would increase the running and long jumping limit values by three.

Cyber arms increase the climbing and lifting limit values. For every three points of additional arm strength, the limit values are increased by one.

Apotheducts are surface patches onto which drugpacks may be hooked.

	Surgery Difficulty	Effect	Cyber Rating	Cost (Value)
NeuraCal	13	Mortal	+5	12,000 (17)
J-Jack	13	Mortal	+2	9,000 (16)
EpiphaNeur	10	Mortal	+2	1,000 (11)



A secondary capillary system fires the medicine (or whatever) through the body in a matter of seconds, far faster than can usually be absorbed through the bloodstream. Apotheducts can save lives, for example, when speeding coagulating agents through the body to rapidly stop bleeding.

Kreelar tendon-supplements are necessary to support cyberlimbs which increase *Strength* by three or more, and add one cyber value point per limb. The supplements absorb huge amounts of shock which would otherwise crack bone or rip the cyberlimb from its organic housing. Some street warriors have Kreelar installed even if they do not take cyberlimbs; Kreelar grants non-cyber users a +5 bonus when pushing speed or power, a potentially lifesaving edge.

Cyber hands are still experimental. The current production model, the Manofique, gives users a +1 bonus when generating *prestidigitation* and *lockpicking* totals. They can also house miniature tools which grant a user +1 bonus on *science* totals (for assembling devices), but these prototypes are not yet for sale.

Sensors

The number of sensors which can be added to a human body is growing almost daily in the Cyberpapacy. Prototypes abound, but only the tested items below are common.

Eyes were first developed to correct astigmatism and other vision defects. Some labs, such as BelleVision, developed cosmetic eyes, changing the proportion of pupil to iris, altering color, shape, texture of lids; the limit is taste not technology. Currently, the favorite in Paris is TriEyes, eyes which appear normal until a user-signal causes the pupil and iris to flash the French tricolor as a sign to those who resist the Cyberpope.

Low-light eyes automatically amplify available light from five to 100,000 times. The eyes will not work in complete darkness.

EM eyes are built with extra receptors for mid-frequency electrical impulses, the kind most cyberware emits. The impulses appear as either neon blue or red sparks around the target's cyberware.

A rove-eye is eerie to see, for when tuned on, it constantly moves in a

pseudo-random path, covering a wide arc of vision. The rove-eye has chips which recognize hundreds of weapons and use motions, programmed to alert the wearer and tag the suspicious images with a yellow overlay. Using a rove-eye gives a +3 *find* bonus when detecting ambushes, hidden weapons, or the like. The rove-eye software automatically screens the image from the user's mind, until locked on a target image (or images). Even so, a rove-eye can be disorienting to new users.

Skinscans are becoming more popular in the Cyberpapacy. Organic skin is replaced with NeuraSkin, which is embedded with an intricate array of sensors. The most popular model is the LeDos, which detects motions anywhere to the rear of the user. Le Dos grants a +3 bonus to *find* rolls for ambushes or physically hostile rear actions. Warning signals are strong sensations (as skin crawling).

Subdermal Weaponry and Armor

ShocKnucks are quick-charge capacitors inset into a Polydeb matrix, charged from batteries located and accessed through the user's forearm. *ShocKnucks* generate 25,000 volts, enough to increase any shock damage taken by an opponent by +3.

Slicers are short blades which extend from the ends of the fingers or toes upon command. *Slicers* have a damage value of STR+2 in *unarmed combat*.

Slashers are long blades which extend from the top of the wrist or the

tarsal bone in the foot. *Slashers* have a damage value of STR+4 in *unarmed combat*.

Interdermal plating is armor constructed by surgically introducing hundreds of nanotech manufacturing complexes into the host body. These nanotech machines manufacture the armor from minerals naturally found (or supplemented) in the bloodstream. NeuraCal is necessary for all characters with interdermal plating to coordinate the nano-enhanced muscle fiber woven through the armor. Jaz (see below) is not enough, for should the armor ever fail, the character suffers a negative bonus modifier to all *Dexterity* and *Strength* based actions equal to the armor add. In addition, any time the character takes a fatigue result (from cards, *maneuver* result, or other reason), the character takes result points of damage equal to the generated bonus plus the armor adds. Interdermal plate has an armor value of +6. Head and limb armor each increase the armor value by +1, each addition increasing the cyber value by +1.

Wrist guns have become popular accessories on the street, because "its awful tough to lose one before you lose the fight." Wrist guns are linked via NeuraCal to the user's brain, and smartgun links (weapons targeted through the eyes of the user) are just now entering the experimental stages. The two most common wrist guns are the FN Jammer by Fabrique Nationale and the Avro PR II.V by Avro Ltd. The Jammer is a fully automatic cluster gun, firing flechette clusters which explode into whirling clouds meters from the barrel. When firing the Jam-

	Damage Value	Ammo	Short	Range Med.	Long
FN Jammer	23	7	3-40	41-100	101-150
Avro PR II.V	19	20	3-10	11-60	—

	Surgery Difficulty	Effect	Cyber Rating	Cost (Value)
<i>ShocKnucks</i>	8	Wound	+2	6,000 (15)
<i>Slashers</i>	8	Wound	+1	10,000 (16)
<i>Slicers</i>	10	Wound	+1	2,000 (13)
IntDermal Plate	12	Mortal	+2	300,000 (29)
FN Jammer	10	Wound	+2	10,000 (16)
Avro PR II.V	10	Wound	+2	8,000 (16)



	Surgery Difficulty	Effect	Cyber Rating	Cost (Value)
<i>Cyberarm</i>				
Limb Libre	8	Wound	+2	20,000 (18)
BiV	8	Wound		60,000 (20)
<i>Cyberhand</i>				
Manofique	8	Wound	+1	15,000 (17)
<i>Cyberleg</i>				
PlazHop	10	Heavy	+3	40,000 (19)
Adidas Master	10	Heavy	+5	100,000 (21)
<i>Other</i>				
Apotheduct	8	Wound	+2	4,000 (14)
Kreelar Tendons	12	Heavy	+2	30,000 (19)
<i>Chipware</i>				
ChipHolder 1	8	Wound	+1	10,000 (16)
ChipHolder 3	8	Wound	+2	20,000 (18)
Chip +1		na	0	5,000 (15)
Chip +2		na	0	15,000 (17)
Spirit chip		na	+2	40,000 (19)
<i>Sensors</i>				
EM eye	8	Wound	+2	8,000 (16)
Low-light eye	8	Wound	+2	5,000 (15)
Rove eye	8	Wound	+3	10,000 (16)
LeDos Skin	13	Heavy	+3	15,000 (17)

mer, the user has a +3 bonus to hit only, not to damage. This is above the usual automatic weapon bonus.

Armored targets receive an additional +3 to their armor value against the Jammer, which is lethal only against lightly-armored targets.

The PR.II.V is a small caliber weapon which fires three-round bursts only. The high-velocity rounds carry significant punch.

Chipware

Chipware comes in three basic flavors. ActChips enhance a character's physical actions. MemChips enhance mental skills. Spirit chips are created from users the cyberpriests recover from Purgatory, and contain a complete personality.

To use chipware requires a chipholder. Chipholders can be installed in virtually any part of a person's body. They hold either one chip, or up to three chips. Installing and removing chips is a simple action.

ActChips and MemChips grant either a +1 or +2 bonus when the skill in

the chip is used. If the user is unskilled in the skill the chip enhances, he gets the bonus but is still considered unskilled for the die roll.

ActChips are available for the following skills: *Dexterity* skills of acrobatics, beast riding, dodge, energy weapons, fire combat, heavy weapons, lockpicking, melee weapons, missile weapons, stealth, unarmed combat; *Strength* skills of climbing and lifting.

MemChips are available for the following skills: *Perception* skills of air vehicles, evidence analysis, first aid, land vehicles, language, scholar (by type), water vehicles; *Mind* skills of artist, medicine, survival, science (by type).

Spirit chips contain all the skills and the complete personality of the user who was chipped by the Cyberpapacy. They have the *Perception*, *Mind*, *Charisma* and *Spirit* values of the chipped character. The skills of the spirit chip may be accessed as they could for any other chip, making a spirit chip an extremely compact and useful source of skills and knowledge. While useful, the chips have personalities of their own, are capable of com-

municating with their hosts (as well as taunting, tricking, testing and intimidating their hosts), and often attempt to get their own way.

Jaz

Jaz is a drug which modifies organic neural fiber for use in connecting cyberware, making NeuraCal unnecessary. Jaz is used by cyberfans who are afraid of cyberpsychosis. While making the psychosis less likely, Jaz does have the drawback that it runs out, while NeuraCal is forever. Jaz comes in packs of 20 doses, each dose lasting half an hour. Each dose of Jaz requires a check for cyberpsychosis. It is connected through an Apotheduct. Jaz has a cyber rating of +1, and costs \$ 3,000 (14) per pack.

Cygoyles

Whether they have stepped from their perches atop the great cathedrals, or if the Cyberpope himself constructed them with his unholy technology, the cygoyles are horrors to behold. These winged demons are equipped with all manner of cybernetic implants and weaponry, and no two are the same. Some work for the church, others serve only their own dark purposes.

Cygoyle: DEX 13, STR 15, TOU 15, PER 11, MIN 12, CHA 9, SPI 13.

Skills: dodge 15, flight 14, fire combat 14, energy weapons 15, unarmed combat 14, stealth 15, find 12, trick 13, test 14, taunt 12, intimidation 15, faith 14, willpower 14.

Natural Tools: claws (damage value 17), teeth (damage value 15), razor-tipped wings (damage value 17), speed value 13.

Equipment: GWI GodLight (damage value 24), plus smart-gun attachment. Cyberware: NeuraCal, EpiphaNeur, BelleScan, CSI Eyekill Mk. IV (if smartgun carried), DATAS Snooper, Fangs (increases bite value to 17), Slashers (enhances claw value to 19), interdermal plate (+6), and Trigon body plating (+2) for a total armor add of +8 (armor value 23); cyber value 19.

Possibility Potential: some (30).



Chapter Six

The Nile Empire Realm

"This world shall be mine!"
— *Pharaoh Mobius*

Mobius dangled the beaker of acid loosely between his thumb and forefinger as if it were a cheap cigar. Professor Tewkesbury began to perspire. "Come now, Professor" came the voice of the High Lord, thinned from behind a formless mask. "Don't look so dejected. This 'atomic energy' idea of yours shows great promise."

Mobius moved toward the nervous professor as he continued. "It is only your lack of vision which keeps you from achieving true genius. Why use this discovery of yours on such inconsequential endeavors as transportation and medicine when there are so many more intriguing possibilities?" The Professor imagined that Mobius was smiling now, behind that shapeless mask.

"After all, Professor, science is what you make of it."

Outside the laboratory, a dark silhouette was framed in the bevelled glass of the door. The two shocktroopers standing with their backs to the door showed no emotion. There was a sound of shattering glass, followed by a sharp hiss, a shrill cry, and the awful cackle of an amused High Lord.

Egypt of the Near Now

Robed priests offer sacrifices to gods long thought dead. Cryptic mathematicians, astronomers and engineers practice long lost magics. Bare-chested shocktroopers in full headdress march the streets of Luxor. Mighty pyramids rise resplendent over shifting desert

sands, while ancient legends and untold horrors stir once more within the hidden tombs beneath the Valley of Kings. This is Egypt of the Near Now.

From his lavish palace in the reborn city of Thebes, the insidious Dr. Mobius, power-mad scientist, Pharaoh, and High Lord, surveys his mighty Empire. It stretches much farther than his eyes can see: north to Cyprus, east to the Arabian Peninsula, south into the Ethiopian jungles, and west into the forbidding wasteland of the Sahara. Everywhere his mighty Imperial armies fight to expand the borders of the New Empire of the Nile. Everywhere the stelae creep slowly outward.

Within the Empire the situation is not as grim as it may seem, however. The intrepid costumed heroes of Terra (Mobius' home cosm) have followed him to Core Earth, determined to put an end to his hideous schemes. Together with the powerful Storm Knights of Earth, they may yet accomplish their goal, and forever rid the cosmverse of the evil that is Mobius.

The New Empire of the Nile

The Nile Empire is a hybrid realm, combining the mysterious lore of majestic ancient Egypt with the twofisted action of the "pulp" magazines and serials of the late 1930s.

This strange combination is almost entirely the doing of the realm's idiosyncratic High Lord, Dr. Mobius. Mobius hails from a cosm known as Terra, a duplicate Earth which resembles that of the pulp adventure stories of the 30s. On Terra, Mobius was a reborn Pharaoh from ancient



Egypt who became a power-mad scientist. His schemes were continually thwarted by that world's great masked heroes. Eventually, he discovered his Darkness Device. With it, he set out to conquer other cosms while leaving his home cosm relatively intact (for reasons all his own).

Like each of the other realms on Earth, the Nile Empire operates under the reality axioms of its High Lord's home cosm. At the instant these axioms were dropped over Egypt, the local geography underwent a stunning transformation, as did its very *history*.

The entire area began to assimilate Terra's pulp reality, while at the same time undergoing a mesmerizing transformation which revived the reality of ancient Egypt, restoring the once-great Nile basin to its former glory.

The cryptic religion and magic of ancient Egypt became a reality once more, while countless hidden tombs housing fantastic treasures and evil curses suddenly came into being. The residents of the area were also transformed, many of them twisted by the new axiom wash into evil servants of Mobius.

This amazing transformation was made relatively facile by the clever reasonings of Dr. Mobius. He chose to set up his realm in and around Earth's Egypt because he was originally a native of the ancient Egypt of Terra.

Once the new axioms had taken hold, it was simple for Mobius and his army of shocktroopers, wizards and priests to arrive on Earth and convince the Egyptian natives that the "glory of the Empire had returned," and that it was their "ultimate manifest destiny to return to greatness as well."

A wave of patriotism caught hold, and crowds of locals signed up to serve in Mobius' mighty army.

The Axioms of the Empire

The operative technological axioms within the Empire's stela bounds are roughly the equivalent of late 1930s Earth, with a tech rating of 21. Early tanks, bi-planes, zeppelins, and auto-

gyros are commonplace, while single-wing, twin engine aircraft and aircraft carriers are right on the cutting edge of Nile technology.

Socially, the Empire stands at an axiom rating of 20, similar to Core Earth, but with a few subtle differences. The Empire itself is a single, massive bureaucracy, run by a power-mad individual who wields ultimate power.

The spiritual axiom rating of the Empire is 17, due in large part to the revival of the religion of the ancient Egyptians. The Egyptian pantheon of gods may not literally exist, but because of the sheer number of "believers," there is a substantial amount of spiritual energy for Mobius' High Priests to tap into.

In addition to the many spiritual practitioners active within the Empire's boundaries, there are many potent spiritual artifacts which have sprung into existence as a result of Mobius' invasion of Earth. The reality overlay which brought the Empire's axioms into sway made literal truths of the legendary powers and abilities of many of the artifacts hidden in buried tombs, grottos and catacombs which litter the Egyptian desert.

The Empire's magical rating is a substantial 12. When the ancient Egyptian legends became literal truths due to the reality wash, magic became a reality. It is an ancient and mysterious magic, involving such age-old concepts as mummification, pyramid power and the magical circumvention of floods. The two chief schools of magic in the Empire are derived from the ancient Egyptian concepts of mathematics and engineering. Although each requires an intensive program of rigorous study, once mastered they are capable of an astounding array of enchantments.

World Laws

In addition to the four basic axioms, the Nile Empire has several lesser "laws" which help define the reality within its stela bounds.

The first is called the *Law of Morality*. This peculiar law demands that all living things within the Empire's boundaries take on an absolute moral-

Weird Science

Although most of the Empire is confined to the tech axiom level of 21, a few fantastic scientific wonders far beyond the scope of the Empire's normal tech levels do exist. This is because a totally different set of scientific laws and rules exists within the Empire, functioning side-by-side with its mundane scientific principles. This second set of scientific rules is called "weird science," and it allows for the creation of such fantastic gizmos as ray guns, invisibility belts and time machines. Weird science can only be practiced by those characters from the Empire who have the *weird science* skill. The skill allows a character to design and build scientific gizmos which operate at tech levels beyond the Nile's.

ity. In other words, all creatures in the realm can be classified absolutely as "good" or "evil." There are no neutrals.

All Storm Knights who enter the realm will automatically acquire an inclination of good or evil, and those who are native to the Empire have their inclination listed on their character sheet. Acting against your inclination (in the judgment of the gamemaster) while within Empire boundaries costs a character one Possibility.

The second law is the *Law of Drama*. This rule represents the spirit of pulp action. It states simply that everything happening to a possibility-rated character within the axiom bounds should be infused with a sense of melodrama. The action should be fast and furious, with heroes confronting a seemingly endless string of obstacles in order to accomplish their goals.

The third law is the *Law of Action*. This law allows possibility-rated characters to accomplish physical and mental feats which are more difficult than those they could accomplish outside the Nile Empire.



In accordance with this law, a possibility-rated character **can spend two Possibilities** on any generated total made within the realm's axiom bounds instead of just one. The character is then allowed to roll twice and select the roll he would like to keep. The unused roll is ignored, and cannot be added to the total.

In addition, characters from the Terran cosm or from the Nile Empire realm can have a single attribute as high as 14, rather than the normal maximum of 13.

Powers

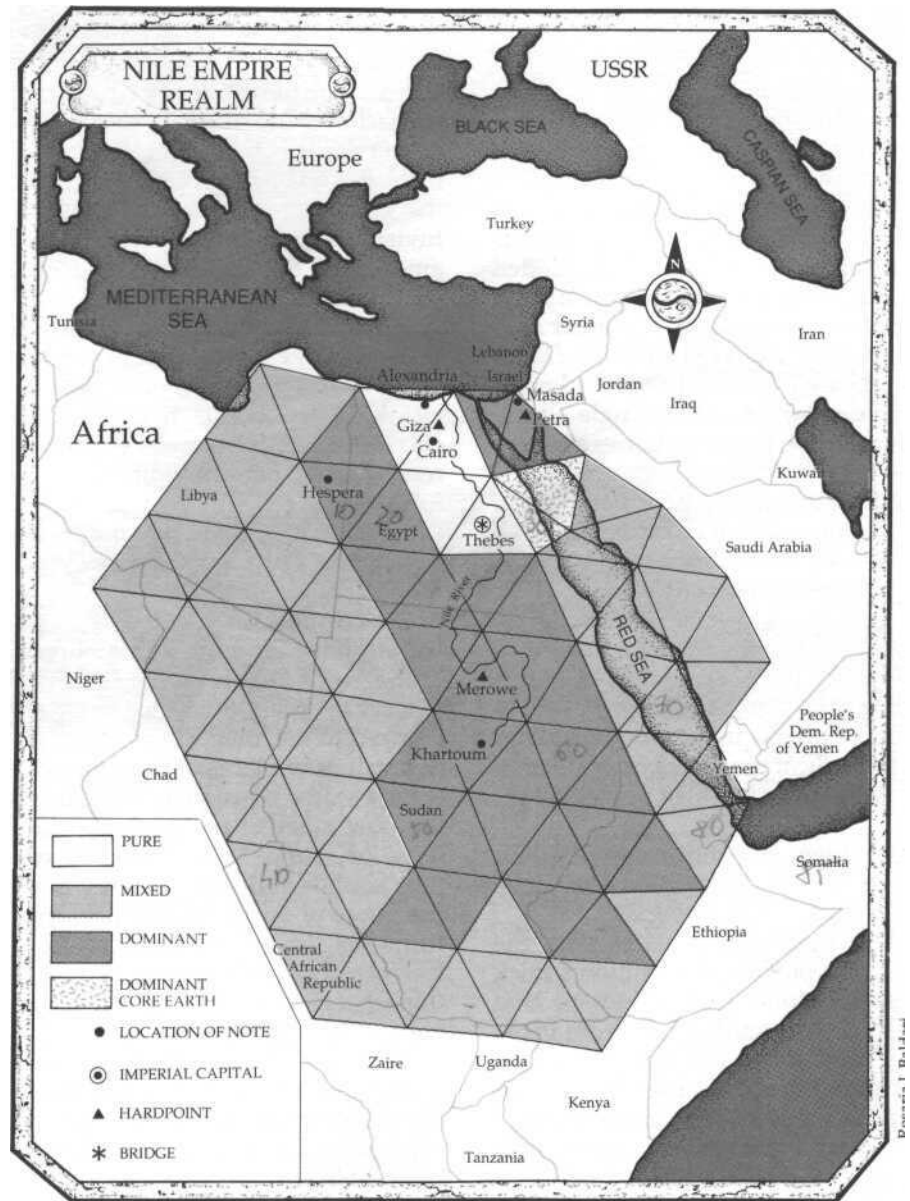
Many of the famous heroes of Terra, as well as the newly created heroes who face Mobius in the Nile Empire, possess strange and powerful abilities which separate them from mortal men. These are called "powers," and they form a new category of abilities separate from attributes and skills.

As opposed to skills, powers cannot be picked up and learned by anyone. Only a character with a specialized background can possess a power. (A hero who was exposed to dangerous radioactivity or cosmic rays or one who was raised in the wild by apes, for example.) Powers are a bizarre by-product of the weird science tech and magic axioms, and are therefore only available to natives of Terra or the Nile realm.

If you are designing your own templates for Terran or Nile-based characters, powers may be purchased during the character creation process just like skills. Each power costs the character one Possibility, reducing a character's starting Possibility total.

Each power has an *adventure cost*. A power's adventure cost is the **number of Possibilities a character must pay at the end of each adventure** in order to keep the power. If a player pays the cost for his character, he has the power for the next adventure. If he fails to pay the cost, his character loses the power. Unless you devise a storyline which allows the character to regain the power, the character loses the power forever.

Powers have an associated *value*, just like attributes and skills. A self-



designed character or character template can spend attribute points to increase the action values of any powers he has purchased on a one-for-one basis (one attribute point purchases one additional point of power value). Note that powers are only available to possibility-rated characters.

Power Descriptions

Adventure cost is the number of Possibilities which must be spent per adventure to maintain the power.

The *value* lists the formula used to

calculate the power's value. Remember that additional attribute points can be spent to increase these action values.

The *range* is the distance over which the user may project his power. Combat-oriented powers have a range rating similar to those given weapons, while others have a simple distance limit. A range of "vision" means as far as the character can see unaided.

The *tech rating* is a measure of how technologically sophisticated the gadgets and devices are that feature the power. This is important for gizmos which use the power. See *The Nile Empire Sourcebook* for details.



Dazzle: adventure cost 3; action value STR+2; range, 25 meters; tech rating 20.

Description: This is the ability to create a flash of light that will temporarily blind onlookers. The user generates a power total against the target's *Dexterity*. The success levels earned equal the number of combat rounds that the target is blinded. A blinded character has his or her *Dexterity* and the action values of all his or her *Dexterity*-based skills reduced by 3. *Dazzle* can be used to attempt to blind more than one target with a single attack, but multiple target penalties apply.

Flight: adventure cost 3; action value DEX; range, self; tech rating 24.

Description: Characters with this power can fly under their own power. The speed at which the power user can travel is equal to his action value as a speed value. A character with this power may purchase the *flight* skill to be more nimble in the air. A character with the *flight* power may attempt maneuvers using his *flight* power value.

Fog Screen: adventure cost 3; action value TOU+5; range, 10 meter globe around user; tech rating 21.

Description: Characters with the *fog screen* power can summon a thick gaseous cloud from nowhere that arises and obscures them from view. This cloud forms a 10-meter globe that surrounds the power user and lasts for approximately 10 combat rounds. Once a *fog screen* has been summoned, it stays where it is until dispersed.

The difficulty of all attacks aimed at targets within the cloud is automatically increased by 5, as is that of any ranged attack that has a line of sight passing through the field. The user's *fog screen* value functions as the Difficulty Number for the *Perception* roll needed to spot a character or item inside the cloud (though a successful *Perception* check will not cancel out the attack penalty). The power user is never penalized by his own fog screen.

Invisibility: adventure cost 4; action value MIN+10; range, self; tech rating 31.

Description: This power enables the user to render himself completely transparent to visible light, and there-

fore invisible to normal eyes. Invisible characters can still be seen by those creatures capable of looking into the infrared and ultraviolet spectrums. For characters with normal vision, the power value is the difficulty number of the *Perception* roll necessary to sense the character while he is invisible. Invisibility can be maintained for an amount of time value equal to the power user's *Mind*.

All characters aiming attacks at invisible targets must first generate a *Perception* total to spot their target. The attack has a -3 bonus modifier if this check succeeds. Otherwise, the attack receives a -10 bonus modifier.

Mega-Hearing: adventure cost 3; action value PER+5; range, self; tech rating 25.

Description: Characters with *mega-hearing* have an enhanced ability to hear sounds which would be barely audible to others. Such characters are allowed to use their *mega-hearing* action values in places of their raw *Perception* scores when generating totals to know whether or not they hear a noise or sound. Such characters can hear sounds at distances many times the range of normal human hearing, from 10x (for *mega-hearing* of 15 or less) to as much as 100x normal range (for *mega-hearing* of 25 or more). The user can actively seek particular sounds, but cannot filter out other sounds audible in the same location as the chosen sound. A conversation in a generator room two miles away might be audible with *mega-hearing*, but the character would still have to sort through the generator noise.

Running: adventure cost 3; action value, DEX; range, self; tech rating 22.

Description: Characters with this power are capable of running at unbelievably extreme speeds. A character's *running* limit value is equal to the value of his *running* power. A character with this power may purchase the *running* skill to be more nimble while moving fast. A character with the *running* power may attempt maneuvers using his *running* power value.

Ultra-Sight: adventure cost 2; action value, PER; range, vision; tech rating 25.

Description: *Ultra-sight* gives its user the ability to see in the dark as well as he sees in the daylight. In combat, he suffers none of the penalties usually associated with darkness, nor does he suffer such penalties while making visual *Perception* checks.

X-Ray Eyes: adventure cost 3; action value STR+5; range, vision; tech rating 25.

Description: Characters with *x-ray eyes* can look through solid objects as though they were transparent. Once activated through character concentration (a simple action), the power will remain active until the user voluntarily switches it off, or a time value has passed equal to the power value.

The user's *x-ray eyes total* serves as the maximum *Toughness* he can penetrate; he cannot look through an object with a higher *Toughness*. *X-ray eyes* will never penetrate lead. Generating an *x-ray eyes* total greater than the base value is tiring; the character fatigues (two shock points of damage) for each total generated above the base value.

High Tech Gizmos

The arsenal of powerful high-tech gizmos and devices that Dr. Mobius and his minions have designed, built and collected over the years is among his most powerful assets. Such devices bolster his armies and help him to carry out plans others would doom to failure.

Technically, a gizmo can be as mundane as a toaster or an automobile, but gizmos can also have special powers built into them. For example, a high-tech automobile might have the *fog screen* and *flight* powers, allowing it to perform feats that normal cars cannot.

A player who wants to give his character special abilities without giving him powers of his own, might just equip the character with special gizmos (see the "Gadget Hero" template).

Dr. Mobius has personally constructed several extremely powerful gizmos for use within his new Empire. Among these are the hideous *Omegatron*, an awful torture device capable of consistently reviving vie-





Bob Dvorak

tims after they pass out. Mobius keeps this in the dungeons below his palace at Thebes. But the single most powerful gizmo in the cosmverse is the awesome artificial sun which Mobius constructed atop the ornate temple of Ra in the city of Luxor. The sun's most devastating feature is its ability to fire a powerful energy bolt capable of leveling entire towns from miles away.

Dr. Mobius and His Empire

The History of Mobius

Mobius was born on the Terran cosm nearly three thousand years ago, during the height of its ancient Egyptian civilization. He was then called Sutenhotep, and was raised by a powerful and evil Pharaoh. Sutenhotep studied astronomy, mathematics, medicine and history under the wise Kerkeremtis, and before long he developed into a brilliant scientist and academician.

With his skills fully developed, Sutenhotep began to scheme for the very throne of Egypt, despite his father's good health. His former mentor, Kerkeremtis, scorned his student for his schemings, but died before he could dissuade the ambitious youth. Sutenhotep vowed to prove himself superior to Kerkeremtis, the wisest man he had ever met, by conquering eternity itself.

Deceiving the Pharaoh Amat-Ra, Sutenhotep seized the throne of Egypt with a daring coup. With his dying gasps, Amat-Ra pronounced a terrible curse on his son. The curse took its toll immediately, as Sutenhotep's rule began to grow foul. Crops died, armies deserted, and his subjects became angered and outraged. Before long they turned upon their leader, deposed him, and slew him in anger.

Shortly after his death, Sutenhotep was mummified by his closest followers, and entombed in an underground vault on the remote island of Khem.

Centuries passed, and the world underwent sweeping changes; but almost three thousand years later, Sutenhotep's tomb remained isolated and untouched. In fact, the entire island of Khem remained isolated from the rest of the world, still steeped in its

Egyptian tradition, its people continuing to worship the fallen Sutenhotep.

Eventually, after many centuries of waiting, the stars were aligned in the correct manner to bring about the resurrection of Sutenhotep. His followers still practiced the ancient rites, and they performed the ritual to revivify their master.

Shortly after his awakening, Sutenhotep left Khem to explore this strange new world all around him. He was, of course, most fascinated by the scientific wonders the world had seen since his death, and with his remarkable intellect, he went about the task of mastering these new sciences.

Soon, Sutenhotep's dreams of conquest returned, and he turned to crime in order to gather the riches necessary to build his way back to the top. Inspired by the many "pulp" villains which terrorized the world of Terra, Sutenhotep took on the guise of Dr. Mobius.

During his stint as an arch-villain, Mobius frequently pitted his skills against Terra's costumed heroes. They presented a constant threat to the doctor's plans, consistently foiling them with deeds of derring-do. It was during one of the many clashes with these intrepid heroes that Mobius came



across his Darkness Device. With it, he discovered the secrets of the cosmverse and maelstrom bridges, and before long had constructed the machinery necessary to build one.

Returning to Khem, the doctor rallied his followers into an army, promising them the glories of ancient Egypt once again. With that, Mobius and his army crossed the maelstrom bridge into another cosm.

This cosm was somewhat of a push-over for Mobius and his army, as its people were barely beyond the primitive stages of development. Mobius took control and dubbed it "New Khem: The First Empire."

Mobius and the Possibility Wars

From his new Egypt, Mobius launched attacks at various cosms, always careful to select worlds which could be easily conquered while providing ample possibility energy. The High Lord of the Nile became fairly well known in the cosmverse, and before long garnered the attention of a certain other High Lord: The Gaunt Man.

The Gaunt Man invited Mobius to take part in a grand invasion of a cosm unthinkable rich in possibility energy — Earth. Mobius agreed.

Mobius and His Plans

Dr. Mobius is a shrewd, calculating man with an unequalled intellect. He has it in mind to build as much personal power as possible, undermining the other Possibility Raiders and grabbing as much of Earth's possibility energy for himself as he can. To do this, he has ordered his generals to continue their attacks on all fronts, constantly expanding the Empire's stelaebounds.

Mobius has also placed a priority on acquiring an abundance of Earth's legendary artifacts (many of which litter the tombs and grottos of his own Empire), particularly those imbued with possibility energy. Mobius uses the possibility energy inherent in his collected eternity shards to create a

special element of his own devising called *Eternium*.

Eternium is the main ingredient in one of Mobius' more effective high tech gizmos, the dread *Reality Bombs*. These bombs provide the means for Mobius to expand his Empire. When dropped in an area of Core Earth reality just before an Imperial attack, the Reality Bombs create a temporary zone of Empire axioms. This renders the modern, high-tech weapons of Earth's armies useless, while Mobius' own forces roll over the defenseless area.

Lately, the Israeli army and other opposition forces have begun to collect antiquated World War II surplus tanks and equipment to oppose Mobius' armies.

As far as the other High Lords are concerned, Mobius is technically allied with none of them, although he does occasionally exchange information and other pleasantries with Baruk Kaah. The Cyberpope and the Nippon Kanawas are those he fears and distrusts most.

The Imperial Government

Earth's Nile Empire is the latest in a string of empires which Mobius and his followers have set up in various cosms. Each cosm is referred to by Mobius and his men in the chronological order it was conquered, hence Khem is the "First Empire," while Nile on Earth is the "Tenth Empire."

Mobius' "traveling empire" is a rigid dictatorship. Mobius himself acts as Pharaoh, and all of his followers refer to him as such. He has direct control over virtually everything, but pays particular attention to personally overseeing the Imperial treasury.

Most of Mobius' top officials were originally followers of his on Khem. They grew up worshipping Sutenhotep, and are still doing the same. He is seen as a divine being by most Khem cultists, and they both fear and revere him. They believe that Mobius plans to return Egypt to glory, and serve this cause gladly.

Mobius has five "Personal Advisors," each with a specific area of expertise. **Ahkemeses** is his High Priest, in charge of all religious matters within the Empire. He is also a

very powerful miracle worker, who together with **Rama-tet**, the head of the College of Mathematicians, works very powerful magic for the Pharaoh.

The Royal Builder is **Muab**, a brilliant engineer who designs and builds the elaborate temples and palaces in each of the newly established empires. Muab built Mobius' palace in Thebes and the mighty temple of Ra which houses Mobius' artificial sun.

Teth-net is Mobius' military advisor and chief general, and wields perhaps the most power among all the advisors.

Overgovernors

To rule the many cosms which Mobius has conquered is certainly more than the High Lord can handle personally. To solve this problem, Mobius divided each of the empires into roughly 10 equal regions. These regions are directly ruled by "Overgovernors." Each has direct control over his territory, but still must answer to Mobius.

The Overgovernors of Earth's Nile Empire represent the most traditional "pulp" villains which the player characters will face. They never face heroes without their minions beside them. They are varied in personality and background, and each naturally desires more power than he already has. Politics between Overgovernors is strictly a cutthroat, back-stabbing affair.

The Overgovernors are generally less naive about Mobius' true intentions than his advisors, priests and armies are. Several of them worked with Mobius back on Terra during his arch-villain days, and can see through this "returning Egypt to its former glory" nonsense.

The following is some background and statistics for several of the more prominent Overgovernors:

Wu-Han: DEX 8, STR 7, TOU 7, PER 13, MIN 14, CHA 13, SPI 7.

Skills: unarmed combat 10, melee combat 10, charm 14, persuasion 14, reality 16, science 15, weird science 16, trick 15, scholar 15, willpower 18.

Inclination: evil.



Possibilities: 25.

Description: Wu-Han is an insidious oriental master criminal recruited by Mobius from his home cosm of Terra. He is a superb strategist and a brilliant scientist who enjoys enigmas and riddles. His underlings are a gang of martial-arts experts, Sumo wrestlers and oriental wise men whom he brought over from his Terran organization.

Natatiri: DEX 9, STR 7, TOU 9, PER 13, MIN 11, CHA 15, SPI 8.

Skills: charm 17, persuasion 17, taunt 16, trick 12, unarmed combat 10, stealth 10, reality 10, willpower 18.

Inclination: evil.

Possibilities: 30.

Description: A former slave girl, Natatiri murdered her former master. Mobius was so impressed with her that he promoted her to the deceased Overgovernor's post. Natatiri is crafty and headstrong. She uses her powers of seduction to get what she wants, and has already gotten certain Overgovernor's to "fight" for her. Her domain is one of the most efficiently run in the entire Empire.

The Imperial Military

The strong arm of Mobius is his massive Imperial army. The workhorse of the army is the Imperial shocktrooper. To most, they are the most visible symbol of the Empire. Shocktroopers wear traditional white Egyptian skirts with sandals and a ceremonial Egyptian headdress. They are generally bare-chested with silver armclasp delineating rank.

Most shocktroopers are cosm natives who either willingly serve Mobius (because they believe in his cause), or they are slaves. The two shocktrooper ranks are "footsoldier" and "veteran."

The Imperial army uses World War II-style tanks as its main armored weapon, while '40s fighter and bomber planes provide effective air support. The armies are divided into massive "battlegroups," each under the control of a different Overgovernor. The largest of these is Super Battlegroup

Mobius, under the command of the High Lord himself.

Mobius' armies move the stelae bounds continually outward, preparing a new area for attack by using the dread Reality Bombs. The stelae themselves appear as idols of the Egyptian god Horus sitting atop a huge stone obelisk.

Imperial Shocktrooper: DEX 9, STR 9, TOU 9, PER 7, MIN 7, CHA 7, SPI 9.

Skills: beast riding 10, fire combat 10, heavy weapons 10, unarmed combat 10, climbing 10, willpower 10.

Creatures of the Nile

Mummy

Mummies represent a variety of undead creatures. Some are ancient and very powerful, others are mindless constructs churned out by the High Priest's temples for use in battle. All require a dead body which has been prepared according to the ancient ritual, wrapped in treated bandages, and then entombed for at least three days,

Standard Mummy: DEX 6, STR 15, TOU 20 (8 against fire), PER 3, MIN 5, CHA 3, SPI 15.

Skills: intimidate 16, unarmed combat 11, fear 10, taunt (13), test (13), trick (13).

Crocodile

Crocodiles have become predominant all through the Nile Basin and other parts of the Empire. They are large tropical reptiles with armorlike skin and long, tapering jaws.

Crocodile: DEX 7, STR 8, TOU 9, PER 3, MIN 1, CHA 1, SPI 3.

Skills: bite 8, swimming 10, unarmed combat 8, find 10, tracking 8, trick (8), test (15), willpower (8).

Natural Tools: teeth, damage value 13; tail, damage value 8; hide, armor value +2.

Asp

Asps are deadly venomous snakes that have become more common in the rise of the Nile Empire. In fact, the new asp is larger and more deadly than its Core Earth counterpart.

Asp: DEX 11, STR 2, TOU 3, PER 1, MIN 1, CHA 1, SPI 3.

Skills: bite 13, find 12, trick (8), test (10), taunt (8), intimidate (8).

Natural Tools: fangs, damage STR +9; venom, damage value 9. Venom continues to cause damage once it is introduced into the bloodstream. Once it causes a wound, the victim has six rounds to neutralize the poison before death occurs. Victim must make *Toughness* rolls against venom's damage value. If the victim achieves *superior* or better success, he neutralizes the venom.

Locations

Cairo

Cairo is unique within the Empire. Terra's pulp axioms had a strange effect on the city and its inhabitants. It became a center for criminal corruption and depression-era gang warfare, with an Arabic slant. The syndicates and mob bosses hold sway in the city, and Mobius maintains only a token Imperial military presence here.

Thebes

Thebes is the current Imperial capital. Pharaoh Mobius' opulent palace is here, as well as the headquarters of the College of Mathematicians and the Society of Engineers. Across the river is its twin city Luxor, which is mainly distinguished by the lavish temple of Ra, with its magnificent artificial sun.

Memphis

Memphis, which sits at the opposite end of the Nile from Khartoum, is the hub of the domain of Wu-Han. It is noted for its thriving "Chinatown."



Alexandria

Alexandria is the largest of Wu-Han's cities, and it is there that he holds his infamous gladiatorial-style tournaments.

Hespera

Hespera is a mysterious island which sits in the middle of a large lake that came into existence in Libya. According to ancient legends, this was the home of the Amazons. The axiom overlay saw to it that this legend came true.

The axiom wash killed off all of the male residents of Hespera, causing the native females to flee the island. A young archeologist named Hyppolyta Kosmos, a direct descendant from the queen of the Amazons, became "enlightened" by the new axiom wash.

Hyppolyta became obsessed with the idea of re-populating Hespera with a new tribe of Amazon women. She drew her recruits from the battered and mistreated women of the Empire, then returned to the island to form the new Amazon nation.

The new Amazons are strengthened by the mighty Flame of Power, another ancient legend brought to life by the invasion. While it burns, this mighty brazier sits in the fabulous palace of Hespera and grants the Amazons amazing physical prowess.

Hyppolyta Kosmos: DEX 14, STR 16, TOU 13, PER 12, MIN 11, CHA 16, SPI 12.

Skills: beast riding 15, unarmed combat 16, melee combat 17, charm 17, persuasion 17, faith 13, reality 16.

Possibilities: 20.

Inclination: good.

Ethiopia

Ethiopia, which before the invasion was a barren wasteland, has been transformed by the new reality into a lush, full-blown rain forest. Rumors of vast gold and diamond deposits buried beneath the jungle make this a priority target for Mobius' army.

The Land of the Dead

The Land of the Dead, also replete with gold deposits, was dramatically affected by the axiom wash. The ancient caves became an immense complex of networked passageways and catacombs which now honeycomb the entire eastern half of Egypt.

It is rumored that near the Land of the Dead, one of the underground tunnels expands to form a vast cave filled with thousands of bats. This supposedly empties into a huge subterranean tunnel world which leads far across the globe, coming out at the other end in the United States, in the realm known as the Living Land.

Core Earth Locations

The following locations are all currently under attack by the forces of the Empire.

Ethiopia

Ethiopia, or what's left of it, is being supported by Soviet and some token Western forces in its struggle against the Empire. Because of Mobius' concentration on this axiom-transformed jungle land, this support is beginning to unravel.

Israel

Israel is a consistent thorn in the side of the mighty Imperial War Machine. Mobius recognized that the military prowess of this small nation might become a threat, so he moved against it early in the invasion, seizing the western half of the country. The portion of the Israeli army still remaining is currently fighting a tenacious battle against Mobius' forces.

Fighting out of Jordan and Saudi Arabia, the Israeli army is Mobius' most dangerous foe. They constantly strike, in guerrilla fashion. Unknown to Mobius, a large contingent of Israeli troops has set up a secret base in the ruins of the ancient fortress of Masada, the sight of the Israelites' heroic stand against the Romans in 73 AD.

Most of the captured people of Israel are being used as slaves by Muab, the Royal Builder.

Libya

Libya was quickly invaded by Mobius due to its proximity, but full hostilities on that front have but recently ceased. It is thought that Mobius has made some sort of arrangement with Libyan leaders, but reports are unconfirmed.



Chapter Seven

The Nippon Tech Realm

"There are more effective weapons than armies and missiles, more subtle. And these are much more deadly."

— *Kanawa-Sama*

Nippon Tech is a realm of high technology, corporate power plays, and espionage. The High Lord is head of a massive conglomerate called the Kanawa Corporation.

Because of the way Kanawa brought his reality to Earth, few average Japanese citizens believe they have been invaded. In other countries, the invasion has been more profound and recognizable. In Japan, all of the changes, no matter how miraculous, were introduced subtly, without panic.

The reality of the Kanawa Corporation extends across the Japanese islands, and even touches a portion of South Korea (see the accompanying map).

Kanawa Corporation

The Kanawa Corporation does not own Japan — just all the portions it believes are necessary to gain control of the nation. Kanawa Corporation owns virtually everything worth owning in Marketplace, their home cosm, and their agents brought their techniques and wealth to Core Earth Japan. Just as Japanese fiscal and government authorities were beginning to become aware of and react to the stealthy intruders, the High Lord dropped his maelstrom bridge. Reality turned against the Japanese, and wave after wave of mergers and

buyouts, concealed by clever electronic manipulation, led to a nearly bloodless conquest of Japan.

The bloodshed began after the conquest had been accomplished. Japan now has an eerie, harsh aspect; nerves are often frayed simply by living under Nippon Tech reality. Crime has increased. So has the peoples' resentment of crime. Core Earth's possibility energy created comparatively large numbers of Storm Knights to defend our reality. Kanawa Corporation, in response, has begun active elimination of Storm Knights. The result is an explosive increase in violence in Japan.

The Kanawa Corporation has also created a technological surge nearly as explosive. Artificial hearts, eyes, lungs and other organs are all reliable, compact, and far more affordable than Core Earth counterparts. Prosthetic limbs are almost as good as the real thing; in experimental laboratories which dot the island, rudimentary cybernetic experiments are being performed.

Automobiles have fully lived up to their names, many requiring only minimal human supervision to drive, although tricky maneuvering requires human skill. Nipponese cars reach speeds in excess of 150 mph. Satellite road navigation, collision sensor and avoidance control software, permaform seating which adjusts perfectly to passenger body contour — all are standard on most models.

Cellular phones are now standard on most cars, and a single cellular network covers most of Japan, with only the most remote northern regions having spotty coverage.

Computers are commonplace, with 94 percent of Japanese homes having at least one. Monitor, printer, and hologram are the most common output



devices. Japanese homes have access to thousands of films and videos through computer networks, reducing cable television to a carrier of sporting events and live specials. Huge hypermedia databases compete for business; the largest and most successful so far is a collaboration between Tosida Electronics and the University of Kyoto. Games for the holographic frame output (frame-games) are tremendously popular. A current favorite is *Lizard Hunt*, a real-time tactical wargame based on the US Army's war against the Edeinos.

The holographic technology is still new and the surrounding images can be extremely disorienting to some users. As a result, more traditional video games are still popular, with 32-bit machines now the industry standard. *Zelda V* has sold nine million copies in Japan.

Corporations prefer 64-bit supercomputers with several gigabytes of memory. Molecular information retrieval technology is now a very hot field, and the most common buzzwords are "genetic efficient", referring to a media and data packing algorithms which store information as efficiently and compactly as human DNA, with none of the annoying slowness of human biological processes. If the breakthrough is achieved, storage capacity for the average machine will expand more than ten-thousandfold.

Robots have advanced from tracked, specialized, assembly-line machines to self-moving, learning machines capable of a number of different (but usually similar) tasks. Robots with delicate manipulators and an array of visual, tactile and chemical sensors have become popular for cooking, cleaning and routine maintenance. The most popular model is the Home-Domo from NEC/Mitsubishi.

Corporations are turning with greater frequency to robots for security. While not yet fully intelligent, they can be fast, well armed and armored, and perhaps most important of all, immune to the Law of Intrigue (see below).

But these nearly miraculous technical advances are controlled by a few corporations, most of whom or directly or indirectly controlled by the Kanawa Corporation.

Nagara Security 44TS Robot: DEX 8, STR 14, TOU 15, PER 7, MIN 7, CHA 5, SPI 0.

Skills: fire combat 13, heavy weapons 12, jumping 10, running 10, unarmed combat 12, find 13, trick (12), test (20), taunt (20), intimidation (22).

Possibility Potential: none.

Natural Tools: armor +7 (armor value 22);

Equipment: pincers, damage value 19; belt-fed shotgun, damage value 20; Kanawa Sprite anti-vehicle missile, damage value 29 (carries two missiles; same range as LAW missile).

Number 3327

Most Storm Knights assume that the High Lord of Nippon Tech is a Mr. Kanawa, head of the Kanawa Corporation. They are partially correct. The High Lord is Number 3327, a member (or perhaps members) of a secretive cabal which has run Marketplace and its conquered cosmos for centuries. The common name of Number 3327 is Mr. Kanawa, but it is not known whether the semi-public figure the media calls Mr. Kanawa is actually Number 3327. No one who is inside the ruling cabal refers to the High Lord as Mr. Kanawa, except when sending messages from outside the realm.

To Core Earther's and citizens of other realms, Kanawa Japan is an extremely eerie place. This eeriness is in part caused by the low magic axiom of the realm. Other realms have ambient magical energy which aids, sometimes even sustains, life. Nippon Tech, like the Living Land, has a magical axiom too low to generate that energy. Unlike the Living Land, Nippon Tech lacks the high spirituality to compensate. The result is a mystical malaise, akin to a slow, wasting disease, which produces the eerie feeling.

While the social axiom is higher than Core Earth's, the Kanawa Corporation has prevented Japan from reaching its potential. Conditions are now worse for the average Japanese citizen. The sudden rise in technology has left many workers without the necessary skills to compete, and under Nippon Tech reality corporations are far more cold-hearted toward workers than before. Unemployment is high, poverty is increasing, infant

mortality is on the rise. Less is being spent on public education, as corporations increasingly fund private schools. If you want to give your children a good education, you have to let them be indoctrinated with the company line.

Nippon has become a land with intricate conspiracies and incredible coincidences. Foes seem to appear and disappear in the night mist. Some corporations and organizations wield great power with uncanny knowledge, which can appear to be supernatural to a Core Earther. But that is the way of things in Nippon.

The Law of Intrigue

The Law of Intrigue states that individuals and organizations are quite vulnerable to intrigue and deception. Trust is difficult to earn and betrayal common. Specific game effects include:

1. The *stealth* skill is easier to use in Nippon. The bonus of all *stealth* attempts is increased by three.

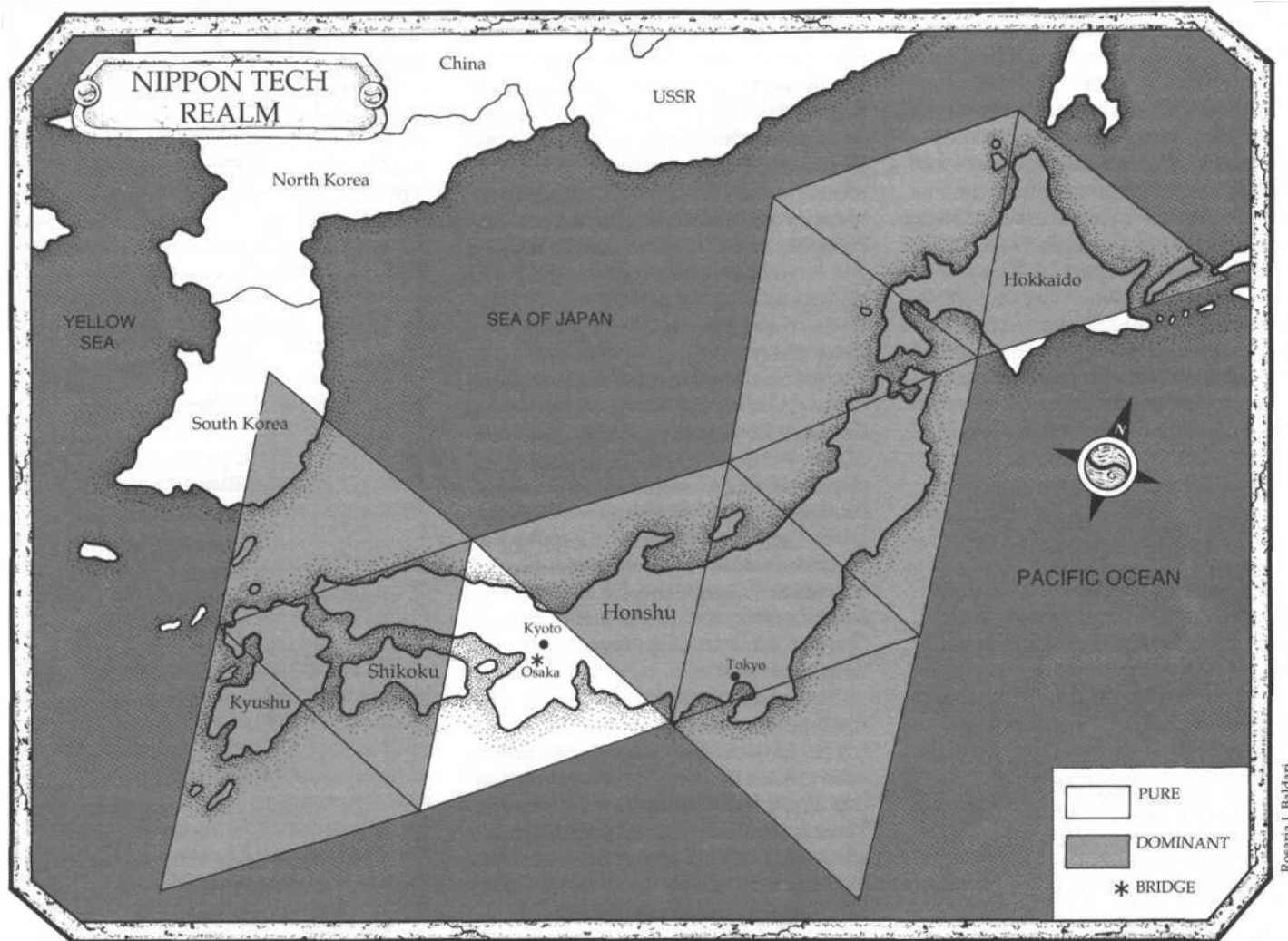
2. When using *charm*, increase the bonus by three if the charmer is using lies or deceit as the basis of the *charm* attempt. *Persuasion* attempts also have their bonus increased by three if the aim of the persuasion is to get the victim to believe a lie or fall for a deception. Possibility-rated characters gain a +3 bonus for *trick* attempts.

3. Use of the *disguise* skill (see below) is easier in Nippon. A character trying to penetrate a disguise always receives one less success level for his *Perception* or *find* action. Minimal success becomes a failure.

4. Any group in Nippon with more than 100 members has a least one spy or traitor within its ranks. The traitor should belong to a rival organization or be working toward goals contrary to those of the group he is betraying. If the organization has 1,000 or more members, there is a subgroup with at least 10 members who have formed a conspiracy to seize control of the larger group. The conspiracy may be about seizing overt leadership, but more they are trying to build a shadowy, influential group which can manipulate the larger group to achieve their own ends.

Traitors in politically unimportant or innocent groups may be social





Rosarria J. Baldart

deviants or psychopaths if there are no larger, active goals to betray. There are traitors in Japanese government, and in every major company, social and political organization in the country; betrayal has now been woven into the fabric of Nippon society.

The Law of Profit

The Law of Profit penalizes the poor and benefits the wealthy. The literal truth of Nippon is that the rich get richer and the poor get poorer. The Law of Profit states that goods and services cost less when purchased by those of means than those without wealth. The dividing line for "those of means" is the median income of Nippon Tech (which is \$25,000 or about 6,000,000 yen).

If a person makes more than 6,000,000 yen, then all prices will be 10 percent cheaper for him. If he makes more than 100,000,000 yen, he can find goods 25 percent cheaper. This does not mean that when a poor person buys a shirt from a department store for 6,000 yen, a rich person can then step up and pay 4,500. The lower prices are found in exclusive shops located in richer neighborhoods, or in locations which are available only to members, all of whom are corporate executives.

If a player character is wealthy and wishes to exercise this privilege, a play of a *Connection* card guarantees he can get the prices to which his station entitles him. Otherwise he has to role-play finding his sources (which are often on the move in Nippon Tech if they aren't part of a large corporation

or situated in an exclusive neighborhood), or convincing the shopkeep he is entitled to the best price.

The Law of Vengeance

In Nippon Tech vengeance — the personal righting of a wrong done you — is an important concept. The cosm reality is aligned to aid those who exact an eye-for-an-eye justice. It is not known whether the Law of Vengeance is the cosm's way of compensating for the Law of Intrigue, but there seems to be some evidence of that.

In the game, a character who personally claims vengeance against a party who wronged him gains six Possibilities at the end of the act in which the vengeance was exacted. In



essence, the vengeance plot is the equivalent of a small adventure by itself. To qualify for the bonus, two conditions must be met:

1. The avenger must have been seriously wronged. A scuffle or a simple insult does not count as a serious wrong. The key to a serious wrong is a grievous loss; the loss of a loved one, a limb, personal fortune, or family honor.

2. The revenge must be delayed at least 48 hours between the victimization and revenge. Gamemasters can treat the quest for vengeance as a *Personal Stake* subplot for any adventures between the victimization and the revenge, as long as the Storm Knight is actively seeking vengeance.

Organizations

The Kanawa Corporation is of nightmarish size. No one knows the full extent of its wealth, but it is suspected that its annual product exceeds the sum of pre-invasion United States and Japan combined. Its corporate structure is not public knowledge, and those who know more than they are supposed to quickly disappear. The media know of a Mr. Kanawa, who is the public figurehead of the corporation. Very few subordinate officers, other than public relations officers and vice-presidents, are ever seen in public. For all the wealth, influence, and power wielded by the company, almost nothing is known about it.

Japanese government has been shattered by the Law of Intrigue and Kanawa activity. The scandals of the past few years pale in comparison to the almost-weekly revelations coming out. The average Japanese has very little faith that the government can solve any of their problems. As the government is riddled with traitors and Kanawa puppets, the view is most likely correct.

The Rauru Block was founded by a coalition of Japanese businessmen who noticed the odd happenings in the financial markets. They banded together too late to prevent Kanawa from invading Japan, but they continue to be the primary source of resistance to the High Lord. The Rauru Block has begun to invest profits in a private secret service whose aim is to find, organize and give limited support to Storm Knights who can oppose the

Kanawa Corporation.

The Block has patterned itself on the ancient Japanese feudal system. A whole body of modern samurai are being trained by the Block, and heads of corporations are referred to as Daimyos. The Block uses encoded surnames for all Daimyos, to hide their identity from Kanawa spies.

Japan and the surrounding territories have been home to powerful martial arts masters for centuries. The Sons of the Wind have spent centuries hidden in the remote portions of the Orient, practicing their arts and safeguarding their secrets from the unworthy. When the High Lord invaded Japan, the Sons of the Wind emerged from hiding to oppose him. Unfortunately, the Law of Intrigue caused schisms within the group, and the Kanawa Corporation has recruited many of the malcontents. Martial artists now meet in death duels on mist shrouded streets as the vicious cycle of betrayal and vengeance plays itself out.

The traditional Japanese gangsters, the Yakuza, have been heavily infiltrated by the Kanawa Corporation, who controls virtually every arm of the organization. Kanawa uses the Yakuza for muscle, then profit. Profits are increasing as the drug trade has quintupled in the short time since Kanawa invested in Japan.

Skills

Nippon Tech has some skills native to its cosm. With the exception of *martial arts*, the skills listed here may be learned by characters from other cosms. For complete details on all the Nippon Tech skills, *martial arts* in particular, see *The Nippon Tech Sourcebook*.

Disguise (Perception-based)

A character who is skilled in *disguise* can use makeup, costume, wigs and props to appear to be another person. Humans can only disguise themselves as other humans, or as beings who are very similar to humans in appearance. "Appearance" is the key phrase, as a disguise is visual only. The character's voice or gestures cannot be effectively changed through

use of *disguise*. Changing voice and using appropriate gestures requires the *artist(actor)* skill.

Creating a disguise requires the appropriate makeup, costume and props. The character generates a skill total against a difficulty number of 8. Any success levels are temporarily recorded on the character's sheet, as the success level partially determines how difficult it is to penetrate the disguise. The following difficulty modifiers apply to disguise:

Modifier	Circumstance
+5	copying a specific individual
+3	opposite sex
+3	different race
+3	great age difference
+3	disguised as much larger build
+5	disguised as much smaller build

All modifiers are cumulative. By specific individual we mean a particular person, such as trying to disguise yourself as Quin Sebastian rather than as a generic soldier of fortune. A great age difference is 30 years, or about one third the average life span for races other than human. A great difference in build means the larger character is at least 120 percent as tall as the shorter, and/or the heavier character is at least 150 percent as heavy as the lighter character.

Seeing through a disguise requires a *Perception* check. The difficulty is 8, and the success required to penetrate the disguise is equal to the success level of the disguise. The first time a character sees a disguise, he instantly generates a *Perception* total to see if he sees through the ruse. After the initial attempt, he again generates a total whenever the disguised person says or does something which is out of character for the role.

Disguise can be used unskilled.

Meditation (Mind-based)

Meditation grants a character great control over his mind and body, with the ability to easily slip into a meditative trance. In most situations, no roll is needed to go into a trance, but it the



character *is* in a stressful situation (such as being in a room full of angry, shouting people) the character must generate a *meditation* total against a difficulty number of 8. If the character is in a violent situation, with a good chance that he may be a target of some of the violence, the difficulty number of slipping into a trance is 13. Slipping into a trance requires the user's complete concentration, taking about 15 minutes. The benefits of a meditative trance are:

1. He can substitute his *meditation* value for his *Perception* or *Mind* value when trying to solve a riddle or problem. The problem would have to be such that raw *Perception* or *Mind* is able to solve it. A problem which required *science* (which cannot be used unskilled) cannot be solved by entering *meditation*.

2. His healing is accelerated. Shock damage and knockout conditions may be eliminated at twice the normal rate. If a character meditates for at least three hours, he may eliminate an additional wound level if he succeeds at healing himself that same day.

3. He does not have to eat or drink while in a trance. At a maximum he may go for a number of days equal to his *meditation* total without ill effect, although he will be quite hungry and thirsty when he exits meditation. He also needs far less oxygen than normal. The *meditation* adds are added to the time value of the available oxygen for the time value the meditating character can survive.

Example: Chao is trapped in an airtight chamber, with just 20 minutes' worth of oxygen left. Chao has *meditation* adds of +2. The value of 20 minutes is 16. $16+2=18$, the value of one hour. Chao can hold out for one hour in the chamber.

A character may never stay in *meditation* longer than his *meditation* total in days. At the end of that time he comes out of meditation, and must find adequate food and water before he can again enter meditation.

Meditation cannot be used unskilled.

Martial Arts

The *martial arts* are different from judo or karate. Judo, jujitsu and the other common Oriental fighting styles are covered by *unarmed combat*. The

martial arts are something different.

The *martial arts* are combat strategies and maneuvers rooted in spiritual philosophy. The arts are far more effective than mere *unarmed combat*. They are effective because they draw upon the martial artist's inner strength, known as "ki." For almost one thousand years sages, soldiers and monks have practiced the martial arts. It wasn't until the Possibility Wars began that the ancient concept of ki was recognized as the same energy sought by the High Lords — possibility energy. Because the martial arts require the use and control of possibility energy, only possibility-rated characters may become martial artists.

Martial arts is a *Dexterity*-based skill. A character's *martial arts* value is used instead of his *unarmed combat* value when making an unarmed attack. The base damage value of a martial artist is his *Strength* +2. *Martial arts* may be used to defend against unarmed, melee, and missile combat. The *martial arts* skill may be used to attack with weapons, although a martial artist is free to use weapons if she has other skills. Because it is so difficult to learn, the first *martial arts* add costs **three** of a character's initial skill points. Each add after that cost the usual one skill point. If a character buys *martial arts* during play, the cost is three times the normal Possibility cost for the first add. All other adds are purchased at the normal cost.

Martial arts cannot be used unskilled.

Styles

Martial arts are learned in particular styles, such as the Red Lotus, ancient Shao-Lin or ninjutsu styles. Each style has eight disciplines, five minor, two major, and one master. The disciplines are abilities granted as the result of skill and training. Styles can be learned in any order, but all maneuvers in a style must be mastered before a martial artist can study another.

Prior to the game, a character is allowed six "years" of training. During each of these years, she may attempt to become proficient at one of the maneuvers included in her style. In order to learn a maneuver, the Storm Knight must successfully complete its particular training exercise, a type of test. If the Knight passes that test, she learns that discipline. Prior to the start

of play, failing a test means the Knight must attempt to learn the maneuver during the next available "year" (if any). Once play has begun, however, failing a test means the Knight cannot take another one until she gains an additional *martial arts* add.

Tests can be taken any time a Knight gains an add in martial arts. One possibility may be expended per test, but no cards may be played during testing that takes place prior to the start of play or between game sessions. If taking a test is part of an adventure, then one possibility and the martial artist's cards only may be used in an attempt to pass.

Ninjutsu

Ninjutsu originated in Japan almost 500 years ago, and is the martial art of the ninja. Practitioners must have the stealth, lock picking and prestidigitation skills. The practitioner must also take a vow of secrecy — divulging the secrets of the style or revealing the true identity of another practitioner causes the erring master to forfeit all his *martial arts* skill adds and maneuvers.

As ninjutsu is essentially a corruption of the martial arts (used solely to inflict pain rather than to enhance the spirit), practitioners are penalized for its use by being unable to spend possibilities on uses of their *reality* skill, including reconnection attempts.

Note that the maneuver descriptions below include the base STR+2 bonus in their damage values.

A *block/strike* allows the practitioner to both block an opponent's blow and strike himself in around. In game terms, this means the martial artist can use his skill to deflect an *unarmed combat*, *martial arts*, *melee* or *missile attack*, and launch a *martial arts* attack in the same combat round. During *flurry* rounds, a character employing this maneuver blocks once and throws two blows.

To successfully perform a *block/strike*, two *martial arts* totals must be generated. The first would have a difficulty number of the attacker's combat skill (i.e., *unarmed combat* if he is throwing a punch), and success would allow the martial artist to block the blow. The second would concern the *strike*, and would have an opposing value of the opponent's relevant defensive skill.

Martial artists who have mastered *lightning fist* can make two *martial arts*



Ninjutsu Disciplines	Training
Block/Strike (Minor)	Board Break
Lightning Fist (Minor)	Rabbit Chase
Stunning Attack (Minor)	Bucket Walk
Missile Dodge (Minor)	Pebble Snatch
Felling to Oak (Minor)	Cherry Blossom
Invisibility (Major)	Immobility Test
Weapon Master (Major)	Break Brick
True Invisibility (Master)	Appreciate Sunrise

attacks in the same round, on the same or different targets. If performed against a single target, only one total need be generated (the same bonus can be applied to both strikes). If there are two separate targets, a total must be generated for each attack.

Lightning fist may not be used in consecutive rounds, and may never be used during *flurry* rounds.

Stunning attack gives the martial artist the skill to attack a target and cause *stun damage*. A martial artist attempting a *stunning attack* receives a +2 bonus to his *martial arts* value, but does not do as much damage as he would with another blow.

A successful *stunning attack* does shock and KO damage as a standard blow would, but when checking for the effects of the blow, ignore a *knockdown* result, treat a *wound* result as a *knockdown*, and any #Wnd result has the number reduced by one.

Missile dodge enhances a martial artist's ability to avoid arrows, spears, knives, and other muscle-powered missile weapons. *Missile dodge* can be used for either passive or active defense, and provides a DEX+2 bonus to efforts to sidestep an incoming attack.

Missile dodge can only be employed against *missile weapon* attacks.

A devastating blow, *felling the oak* involves chopping with both hands at the opponent's sides below the rib cage. Such an attack has a damage value of STR+4. This maneuver can also be used as a *vital blow* attack, as it can do damage to the kidneys and other internal organs if performed properly.

Masters of the *invisibility* discipline can sneak around unseen so successfully that many observers would swear the martial artists have the power to turn invisible. The secret to this miraculous feat involves emptying the mind of awareness of one's own exist-

ence, as a result of which others do not notice your presence. All styles that make use of this ability have *stealth* as a required skill.

Anyone mastering the art of *invisibility* gains a +4 bonus to her *stealth* value, but suffers a -2 penalty to all *Perception* and *Mind*-related skills.

Acquiring the *weapon master* discipline allows the *martial artist* to select a single melee or missile weapon and become an expert at its use. The weapon master receives a +2 bonus to his acting value (*martial arts*) when fighting with the weapon in question.

True invisibility is a more powerful form of the major discipline *invisibility*. The effect is produced in the same manner, with the difference that the user receives a +5 bonus to his *stealth* value, and does not suffer a penalty to his *Perception* or *Mind* skills. For every ten minutes during which he remains invisible, the martial artist must generate a new total. If he should fail a roll, he abruptly becomes visible to others again.

Each use of *true invisibility* costs two possibilities.

Tests

Board Break: to signal that he has learned the corresponding maneuver, the martial artist must break a wooden board in half with his fist or foot. To break the board, the student must generate a *martial arts* total of 9.

Rabbit Chase: this is another test of the student's quickness. A rabbit is unleashed at one end of a long field. To pass the test, the student must successfully run down the rabbit and pick it up overhead. This requires a successful *Dexterity* total of 10.

Bucket Walk: in this test, the martial artist runs up a steep hill carrying full containers of water at the end of her outstretched arms. The trainee begins with tiny cups and graduates to pich-

ers, pails, and buckets. To pass the final test, the martial artist must carry two large buckets in each hand without dropping her arms once for the duration of the run. This requires a *Strength* total of 9 to accomplish successfully.

Pebble Snatch: in this test, the pupil attempts to snatch a pebble from the hand of his master, and it is much more difficult than it sounds. The pebble snatch requires a *Dexterity* total of 10.

Cherry Blossom: to successfully complete this test, the martial artist must pluck a cherry blossom from the waters of a small pond without causing a disturbance in the liquid. This requires a *martial arts* total of 11.

Immobility Test: in this test, the student tenses all the muscles in his body and stands perfectly still. The master then strikes the student, first with his fist, then with his foot, and then with a board. To pass the test, the student must remain completely immobile through all three blows. Flinching even a fraction of an inch constitutes failure. This requires a *Toughness* total of 12.

Break Brick: to pass this test, the student must smash a brick with her hand, foot, or fist. To break the brick, the student must generate a *martial arts* total of 12.

Appreciate Sunrise: to complete this test, the master sits out and watches the sunrise every morning until she feels one with nature. This requires an ability to be at peace with one's self and the world around one, and a successful *Spirit* total of 13 to accomplish.

Equipment

Some Nippon Tech equipment is listed in the equipment list in the Rule Book. Most of what Nippon Tech makes will eventually be a profitable export. Nippon Tech has perfected techniques of manufacture which do not violate the tech axiom levels of the cosmos to which they are trying to sell, selling items which are at the cutting edge of the local technology. The Law of Profit guarantees them an edge in almost every market; given dwarven smiths-for-hire, Kanawa could eventually produce swords more cheaply in Nippon Tech than dwarven smiths in Aysle could, selling them in Aysle for a profit. For details see the *Nippon Tech Sourcebook*.





Adventurous Scholar

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	
		K O					

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	
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



Barbarian Warrior

Player Name: _____

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

Skill	Add	Attribute	Value
Reality		SPI	
Acrobatics		DEX	
Beast Riding		DEX	
Dodge		DEX	
Long Jumping		DEX	
Maneuver		DEX	
Melee Weapons	3	DEX	13
Missile 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	
Running	
Swimming	
Jumping	
Climbing	
Lifting	

Equipment	Axiom Value	Level	S	Range 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



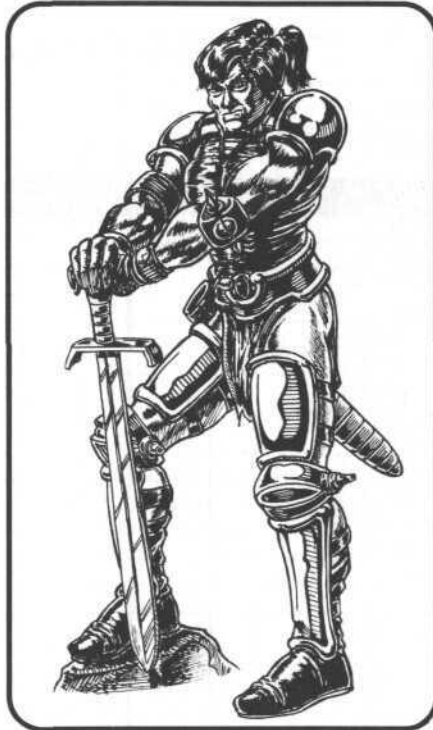
Barbarian Warrior

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 10	
Age	Wound Level	Shock Damage		Magic	Social		
Height	Wound Hvy Wound			2	22		
Weight	Mortal Dead	K	O	Spiritual	Tech		
				8	24		

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															
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



Covert Operative

Player Name: _____

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

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Lock Picking		DEX	
Missile Weapons		DEX	
Prestidigitation		DEX	
Running		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Air Vehicle		PER	
Evidence Analysis		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Test		MIN	
Charm		CHA	
Persuasion	3	CHA	14
Taunt		CHA	
Intimidation		SPI	



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

Equipment	Value	Axiom Level	S	Range M	L
Armor					
Weapons					
9mm Beretta	15	22	3-10	25	40
Ankle Knife	11	8			

Bonus Chart																					
Die	3	5	7	9	11	13															
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



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.



Curious Mage

Player Name: _____

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

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Melee Weapon		DEX	
Alteration Magic	3	PER	16
Divination Magic		PER	
Find		PER	
First Aid		PER	
Language		PER	
Scholar		PER	
Trick		PER	
Apportation Magic		MIN	
Conjuration Magic		MIN	
Science		MIN	
Test		MIN	
Charm		CHA	
Faith		SPI	
Arcane Knowledge (fire)	2		



Attributes	Approved Actions	
Dexterity	9	Maneuver
Strength	7	
Toughness	7	
Perception	13	Trick
Mind	11	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					
Dagger	10	7			

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



Disgruntled Corporate

Player Name: _____

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

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Fire Combat		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Land Vehicle		PER	
Language		PER	
Scholar (business)		PER	
Trick		PER	
Artist		MIN	
Test		MIN	
Charm	3	CHA	15
Persausion		CHA	
Taunt		CHA	
Faith		SPI	
Intimidation		SPI	



Attributes	Approved Actions	
Dexterity	8	Maneuver
Strength	8	
Toughness	8	
Perception	11	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					
9mm Beretta	15	22	3-10	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



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		10	
Weight						10	
		Magic		Social			
		12		20			
		Spiritual		Tech			
		17		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		10	
Weight						10	
		Magic		Social			
		10		18			
		Spiritual		Tech			
		14		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

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

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 *conjurati on 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 *divination 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 Hvy Wound			7	21		
Weight	Mortal Dead	K	O	Spiritual	Tech		
				9	23		

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 Hvy Wound			10	18		
Weight	Mortal Dead	K	O	Spiritual	Tech		
				14	26		

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*.



Obsessed Prodigy

Player Name: _____

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

Skill	Add	Attribute	Value
Reality		SPI	
Dodge		DEX	
Energy Weapons		DEX	
Fire Combat		DEX	
Melee Weapons		DEX	
Stealth		DEX	
Unarmed Combat		DEX	
Air Vehicles		PER	
Evidence Analysis		PER	
Find		PER	
Language		PER	
Scholar		PER	
Trick		PER	
Artist		MIN	
Medicine		MIN	
Science	3	MIN	16
Test		MIN	
Willpower		MIN	
Persuasion		CHA	
Faith		SPI	



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

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Weapons					
SC Kyogo T11	21	24	3-40	150	400

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									
Roll	1	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100							
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5



National Hero

Player Name: _____

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

Skill	Add	Attribute	Value
Reality	3	SPI	14
Dodge		DEX	
Fire Combat		DEX	
Heavy Weapons		DEX	
Running		DEX	
Stealth		DEX	
Swimming		DEX	
Unarmed Combat		DEX	
Climbing		STR	
Lifting		STR	
Air Vehicles		PER	
Find		PER	
First Aid		PER	
Land Vehicles		PER	
Language		PER	
Space Vehicles		PER	
Willpower		MIN	
Charm		CHA	
Persuasion		CHA	
Faith		SPI	
Intimidation		SPI	



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

Equipment	Axiom Value	Level	S	Range M	L
Armor					
Kevlar Coat	13	22			
Weapons					
Mac 10	18	22	3-15	25	50

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									
Roll	1	2	4	6	8	10	12	14	16	18	20	22	24	26	28	30	32	34	36	38	40	42	44	46	48	50	52	54	56	58	60	62	64	66	68	70	72	74	76	78	80	82	84	86	88	90	92	94	96	98	100							
Bonus #	-12	-10	-8	-5	-2	-1	0	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	21	22	23	24	25	26	27	28	29	30	31	32	33	34	35	36	37	38	39	40	41	42	43	44	45	46	47	48	49	50	+5



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

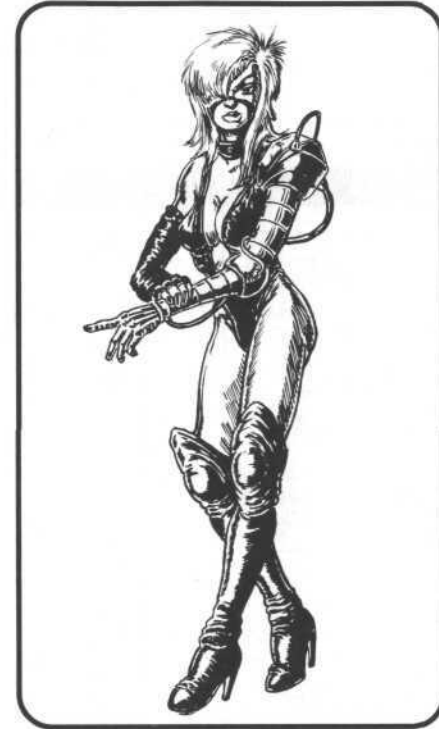
Player Name: _____

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).



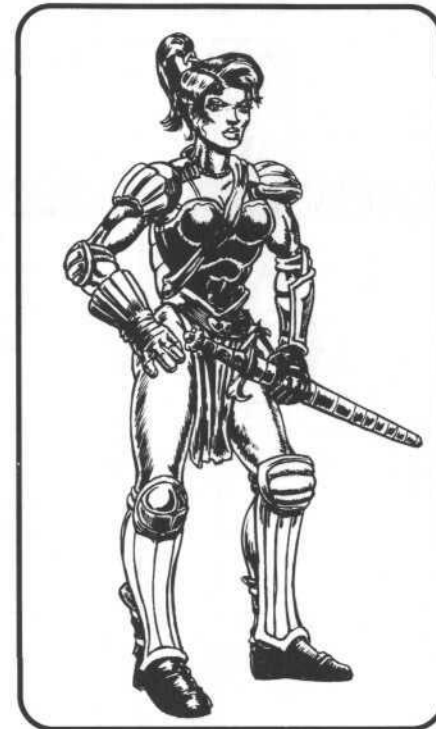
Paladin

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		Magic		0	
Weight		Hvy Wound		Social		7	
		Mortal		Spiritual		24	
		Dead		Tech		7	
		K O					

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		Range		
	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		Magic		7	
Weight		Hvy Wound		Social		21	
		Mortal		Spiritual		9	
		Dead		Tech		23	
		K O					

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		Range		
	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	
Age	Wound Level	Shock Damage		Magic	Social	10	
Height	Wound			0	7		
Weight	Hvy Wound			Spiritual	Tech		
	Mortal Dead	K	O	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
Spears	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	
Age	Wound Level	Shock Damage		Magic	Social	10	
Height	Wound			12	20		
Weight	Hvy Wound			Spiritual	Tech		
	Mortal Dead	K	O	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		Magic 15 Social 20		Spiritual 17 Tech 19	
Weight		K O					

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		Magic 15 Social 20		Spiritual 17 Tech 19	
Weight		K O					

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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