

Cover Page

The Naughty Tentacles Sourcebook for Fuzion

Written by Dana Jorgensen

Welcome to the Naughty Tentacles Sourcebook for Fuzion.

This sourcebook is designed to provide rules to allow GMs to use the Fuzion rules set to play games in the horror anime genre, also known as the Slimy Tentacles genre or Naughty Tentacles genre. These rules can be used as a stand-alone sourcebook for that genre, or you may use them as an enhancement to the many Fuzion-based anime RPGs already on the market, including Bubblegum Crisis and Armored Trooper Votoms.

Naughty Tentacles are just that, 'naughty'. Most of the material produced in this genre revolves around demons and aliens who are... perverse. In an extreme. They run around using their tentacles for some very sick things, which will be detailed in the various appendices in this sourcebook. The naughty tentacles genre is a rather widespread subject, ranging from rather tame PG-rated anime all the way to very explicit X-rated animation. For each of these sub-genres, we will provide an appendix detailing unique rules and notes for each of them, as well as a recommended viewing list.

I'm sure you're wondering how it is that I ended up producing this particular sourcebook. While browsing the usenet, I encountered a message in the usenet newsgroup, rec.games.frp.misc. The poster was looking for players for his new 'manga horror PBeM'. Reading the brief description, I decided that I'd lurk on the game to see how the GM handled the subject matter. Within days, I decided I'd simply just play in the game rather than lurk, since it looked entertaining. Unfortunately, I didn't know that the GM intended to only run the game for a week. I in turn volunteered to continue the game. I really didn't like the overly loose and untested rules the previous GM used, so I decided to make use of Fuzion. There are three reasons behind that decision: 1) everyone can get a free copy of the Fuzion rules off the net. 2). Fuzion seems well targeted for the anime game market, with Mekton Zeta, Bubblegum Crisis, Armored Trooper Votoms, Teenagers from Outer Space, and Usagi Yojimbo on the market, along with a Dragonball Z RPG in production at the time of this writing. And lastly, 3) I'm anxiously awaiting Bubblegum Crisis EX to hit the stores so I can see my name in the credits. Of all the anime-genre games on the market, Fuzion is the one I am most familiar with.

Naughty Credits

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Fuzion is the FUZION Lab Group's trademark for its multigenre game system

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Stuff You Need

With this sourcebook, we do not provide a complete copy of the Fuzion rules, only character generation and the new rules we've developed for this book. You can locate a copy of the Fuzion game system in its many incarnations from the following locations:

Published Books:

Bubblegum Crisis RPG
Champions: the New Millenium
Armored Trooper VOTOMS
Teenagers from Outer Space
Cyberpunk 3rd edition*
Mekton Zeta, Fuzion Edition*
Dragonball Z RPG*
Usagi Yojimbo RPG
Shaintar*
Sengoku*

or get the Champions version online for free:

<http://www.sabram.com/rtalsoriangames/site/fuzion/index.html>

The above publications denoted with an asterick (*) are not published as of this writing.

Recommended Reading or Viewing:

Urotsukidoji
Adventuring Kid
La Blue Girl
Twin Dolls
Iczer-One (there's a classic for ya!)
Mamono Hunter Yohko
Dream Hunter REM
Guy
Iczer Three
Silent Mobius
3x3 Eyes
Blue Seed
Vampire Princess Miyu
Ominous Devil Yuma
Yotoden
Vampire Hunter D
Supernatural Beast City
Supernatural Demon City
Warrior Nun Areala

Character Creation

CHARACTER STATISTICS

The selection of statistics for the Naughty Tentacles Sourcebook has been made to reflect upon every corner of the genre that has thus far been presented in video and printed media. So far, an astoundingly wide variety of background settings have been presented, from ancient and feudal Japan to present day, to the far-flung future and the depths of space. Those tentacles sure do like to get around, don't they? ^_^;

Primary Stats:

Primary stats are determined by point allocation. The number of points available varies from game to game and GM to GM. In Fuzion, you are allocated a certain number of points for your primary stats, which are spent at a 1:1 ratio.

Mental Group:

Intelligence (INT): This is how generally bright you are. As a rule, this is more than sheer intelligence, but also cleverness, awareness, perception and ability to learn. Any mental deficiencies will not become apparent until you drop to **INT 1** or lower.

Willpower (WILL): Your determination and ability to face danger and stress. This stat is your courage and cool.

Presence (PRE): Also known as **Personality (PERS)** in some editions of Fuzion. This is your ability to impress and influence people through character and charisma, as well as how well you get along with other people and how you interact socially.

Psyche* (PSY): Derived from Night's Edge. It is a reflection of inner strength and psychic power. This measures your skill and strength in the use of the mysterious powers of the mind.

Combat Group:

Technique (TECH): This is manual dexterity; the ability to manipulate tools and instruments, as well as reflecting knowledge in the procedures behind those tool uses.

Reflex (REF): This is a measure of response time and coordination, as used with aiming, throwing, juggling, and the like.

Dexterity (DEX): This is overall physical competence as it pertains to balance, combat, and movement.

Physical Group:

Constitution (CON): This is the measure of your health, bearing on resistance to shock, poison, and disease.

Strength (STR): A measure of brute force you can exert, for lifting, carrying, dragging, etc.

Body Type (BODY): Your size and toughness, measuring your ability to stay alive and conscious.

Movement Group:

Movement (MOVE): Your speed. It affects, running, leaping, and swimming.

Spiritual Group:

Dedication* (DED): This is a measure of your fanaticism to a group, subject, or concept. It could represent the indoctrination and cadre of a super-secret organization, such as the Illuminati; the brainwashing of a cult organization; or simple dedication to a personal goal or philosophy.

Piety* (PIE): Measure of religious conviction. It reflects your ability to use divine magic.

Ki* (KI): Ki is the life force that runs through every person. Ki is a quasi-mystical element, but is not magic in the literal sense. Ki is what allows properly trained people, such as martial artists, to do spectacular things - seemingly impossible things - by sheer will.

*These stats are optional. Character need not put any points in them. But they are not free point pools. Players should calculate their character's available Stat points by adding up the number of used stats and multiplying by the proper amount listed for the campaign style. For instance, a character using only 11 stats in a competent style game will have only 33 SP, while a character using all 14 would have 42 SP.

GMs should monitor SP expenditures to determine if any of these optional stats are being abused for free points. GMs may make any of the optional stats mandatory at their discretion.

Derived Stats:

These stats are derived from the numbers of your primary stats. Each derived stat will provide a formula for its calculation.

Endurance (END) [CON x 10]: This stat represents how long you can continue expending energy, whether by physical exertion or the use of a special ability, like a superhero's superpower. When it runs out, you are exhausted and can do nothing more than rest and recover. The general rule of thumb is 1 die of effect, 1 hour average activity, 1 minute of combat, or 1 point of power used costs you 1 point of **END**. **END** is replenished at the **REC** rate when you take a recover action.

Hits (HITS) [BODY x 5]: This is a measure of how much killing damage you can suffer through before you die. You have the option of pooling this together with your **STUN** and then dividing the total up between the two stats as you see fit. You cannot shift more than half the points from **STUN** to **HITS** or vice versa.

RUN (RUN) [MOVE x 3 meters]: Your ground movement rate.

LEAP (LEAP) [MOVE / 2 meters]: The distance you can leap from a standing start

SWIM (SWIM) [Move x 1 meter]: How fast you can swim.

LUCK (LUCK) [INT + REF]: This is fate working in your behalf. During the course of the game, you can take points from this stat and apply them in crucial situations, adding bonuses to die rolls or reducing damage you suffer. In the instance of adding bonuses, I suggest +1 point to the die roll per point of luck spent. For damage reduction, I suggest -1D6 damage per point of luck spent.

Stun Defense (SD) [CON x 2]: Resistance to physical damage, such as punches, clubbings, etc. Your **SD** is subtracted from any Stunning damage prior to you suffering the damage.

Killing Defense (KD) [BODY x 0.3]: Resistance to physical damage from stabbings, bullet wounds, etc. Your **KD** is applied to attacks which cause killing damage. Round up to next highest whole number when calculating.

Energy Defense (ED) [CON x 2]: Resistance to energy weapons, laser beams, electricity, magical energy, psionic/psychic damage and other forms of non-kinetic attacks. This works exactly as **SD**, but is applied only to energy-based attacks.

Recovery (REC) [STR + CON]: This is how fast you heal and recover from the various forms of exhaustion in the game. You regain this many points of **END** and **STUN** per turn you take a recovery action. You heal this many **HITS** per day of proper medical attention you receive. You heal half this non-professional medical care and bedrest.

Resistance (RES) [WILL x 3]: This stat is your resistance to being knocked out, as well as resistance to being influenced by others (as in seduction, for example). If the **STUN** or **HITS** damage you suffer in a single blow is more than your **RES**, you are knocked unconscious. In the resistance of outside influence, you get to oppose the skill use upon you with **RES+1D10**, high total wins.

Stun (STUN) [BODY x 5]: The amount of brawling or stun damage you can take before being knocked unconscious.

Humanity (HUM) [PRE x 10]: Your morality, humanity, and sanity. This is used for games where characters face dehumanization, extreme horrors, and unearthly or unnatural circumstances. With this stat, you suffer humanity damage by witnessing horrible events, replacing your flesh with machinery (such as cyberware in Cyberpunk 2020), gaining supernatural abilities that alienate you from the rest of humanity, and the like. For every 10 points of **HUM** you lose, a -1 penalty is applied to all your **PRE** checks to signify your slow loss of touch with reality. When this stat reaches 0 or lower, it's time to lock your character away in a rubber room. Humanity may be restored with proper psychiatric care, a process which can take from weeks to months to years to complete.

Sorcery (SORC) [(PSY+ (HUM /10)) / 2]: This is the ability to manipulate magic; Sorcery is a mystical, but empirical process which suffers as one loses touch with reality.

Options and Rules Reflecting on Stats:

Stat Bonuses/Penalties and Limits

These are methods with which the GM can establish baselines of understanding between himself and the players. For instance, a player might be playing an alien race which is significantly stronger than a human. The GM has two options to reflect this: First, he may award bonus points to be applied to the alien character's **STR** (a bonus of 1-4 points to that stat, disregarding limits), or he may set a higher limit for that alien race's possible **STR** (a maximum of 8 as compared to the human maximum of 5).

Increasing or Decreasing Derived Stats

Under most circumstances, derived stats cannot be modified directly once the character generation process is completed. However, certain talents or powers may be available at the Gms discretion, depending upon the modifications to genre that occur.

Adding New Stats

I'm sure that somewhere along the line, I missed something. If you feel there is a primary stat or derived stat missing which would be crucial to your game, by all means add it in. make sure the new stat is clearly understood by the players before making use of it, and be sure it is assigned to the proper stat group.

Extra Stat Points

After you've allocated the points for your stat points, any points left over may be converted to option points (and vice versa) at a rate of 1 stat point = 5 option points.

Campaign Style and Definition

One of Fuzion's features is the ability to make minor changes to reflect a wide variety of settings, from the nitty, gritty, realistic streets as presented in Supernatural Beast City, to the chambara style of Ominous Devil Yuoma to the almost superheroic feel emanated in Guy. This minor change is reflected in the point amounts given to each player for character generation. The chart below reflects the limits for Stat Points (SP), Option Points (OP), and The Rule of X (X). The SP column lists the number of points provided per Primary Stat. The Rule of X can be found in most Fuzion games. I do not suggest its use with Naughty Tentacles, though. Further restrictions will be suggested in the various appendices, limiting the maximum stats and starting skill levels for each setting presented.

<u>Campaign Style</u>	<u>Examples</u>	<u>SP</u>	<u>OP</u>	<u>X</u>	
Competent	Supernatural Beast City		3	20	14
Exceptional	Silent Mobius	4	30	16	
Heroic/ Chambara	Yotoden, Yuoma	5	40	18	
Legendary	Vampire Princess Miyu	6	50	20	
Superheroic	Vampire Hunter D	7	60	22	
Legendary	Iczer-One, Urotsukidoji	8	70	24	

Improving Primary Stats

Through the course of game play, players will inevitably want to spen their IP to purchase increases to their stats. Unfortunately, the standard rules for Fuzion do not exactly promote the game system's use for a long-term campaign. This is a micro-plug-in to allow this sourcebook to be used in a long-term campaign.

Treat all stat increases as a skill increase with a difficulty modifier of 5. This will discourage the 'increase the stat to benefit a bunch of expensive to improve skills' munchkinism that occasionally surfaces in the game, as well as extending the duration of your campaign before the characters become overpowering (Fuzion standard rules places stat improvement as a flat-rate 5 campaign points per stat point, or the equivalent of 50 IP per point.)

S kills

The first thing you'll want to do with your character is buy up some skills. These represent your level of knowledge and accomplishment in a certain field. Skills are normally rated at a level of 1 to 10, and used in game play by adding the appropriate stat to the skill level, plus the roll of the proper dice to determine success or failure. There are two types of skills; **Everyman Skills** and **General Skills**.

Everyman Skills

This is a small selection of skills that can be safely assumed to be known by everyone. This selection consists of a base of Perception, Concentration, Education, Persuasion, Social, Athletics, and Local Knowledge. All the skills of the Everyman group are gained initially at a skill level of +2. This is roughly the level that the average person, with average practice of the skill, would know. Additionally, everyone is also assumed to have the skill Hand-to-Hand Evade at +0. These skills can be improved by point expenditure like the general skills from that point. GMs may change this group as they see fit for their particular games. The shifting of a point here and there (a kid who grew up on the streets would be more likely to have Education +1 and Local Knowledge +3) should be permitted depending upon the player's written description of the character.

General Skills

These are skills that must be purchased, usually at a cost of 1 OP per point of skill level. This is modified by a difficulty rating applied to the skill (some skills are tougher than others to learn). This difficulty rating is a multiplier to the skill's cost. For instance, a skill with a difficulty rating of 2 will cost 2 OP per point of skill level. Difficulty ratings are defined in parentheses after the skill's name. Those skills without a listed difficulty rating default to a difficulty rating of 1. Additionally, the skill's default stat association will be listed in brackets as well.

Additionally, certain skills in the list require further definition by the player. If a player purchases the skill *Scientist* for his character, he must specify what type of scientist the character is (chemist, physicist, biologist, etc.).

Paranormal Skills

These skills provide the framework for the use of magics and psionics in the game system. Paranormal skills will be detailed in depth in another chapter.

Improving Skills

To improve a skill, the player must spend a number of IP equal to (10 x current level x difficulty rating). For example, to improve Basic tech from 4 to 5 costs 40 IP (10 x 4 x 1). Meanwhile, to improve Alchemy from 4 to 5 costs 80 IP (10 x 4 x 2). This reflects the fact that most skills become more difficult to improve as you become more skilled at it.

Improving Talents

A few talents are improvable, somewhat like skills. Unless otherwise stated in the talent description, such improvable talents are improved like skills, but with a difficulty rating of 3.

Skill List and Definitions

At first glance, the skill list may seem a bit... bizarre. This is because an effort has been made to provide a skill list which can be used to create characters in any time frame or setting. Some skills on this list might be appropriate only for a medieval setting, such as Yotoden, while others are obviously cyberpunk or futuristic, like Guy, and yet others only useful in a police-style setting, as presented in Silent Mobius, for instance. Each appendix will provide a list of skills most appropriate for the setting presented.

A Note about weapon skills: Weapon skills fall into three categories; eastern weapons, western weapons, and modern weapons. Eastern Weapons are weapons of the orient, which very often focus upon use of the weapon in conjunction with a martial arts form. These weapons can be used both offensively and defensively (REF+skill for offense, DEX+skill for defense). Western weapon skills are the weapon skills common to medieval settings, such as Europe of the middle ages. At that time, weapon training was highly focused toward the use of specific weapons, training in one weapon at a time. For the most part, western weapon use (with the exception of the art of fencing) was always inferior to its eastern counterpart. Western weapon skills are used offensively only. Lastly, modern weapon skills focus on a fast, furious 'jack-of-all-trades' style of training, where the focus is familiarizing yourself with the basic weight and feel of a fairly wide variety of similar weapons. One might train with a bat, then heft a sword for a quick comparison and thereby be an 'expert' with both. Weapon skills will be differentiated in the last sentence of the skill's description.

Acrobatics [DEX]: This skill combines gymnastic prowess with tumbling skills and overall graceful balance. A GM may permit an Acrobatics roll (with an appropriate Difficulty) to cover difficult terrain or run through obstacles at normal movement. Acrobatics might also be used to gain advantages in combat (the GM is encouraged to require the players to be very descriptive to get such bonuses). In addition, GMs might allow an Acrobatics roll to get up (from a fall or a Throw, for example) without spending an Action (Target Number 14). Lastly, in the more cinematic games, the GM may allow characters to add the acrobatics skill level to their MOVE for determination of leaping distance to make some rather spectacular vaults and leaps onto the roofs of buildings, into treetops, and the like (a classic ability in the ninja and martial arts flicks).

Acting [PRE]: This is the skill of the performer, used to assume a role and maintain the illusion of said role. It can also be useful when a character is attempting to "pretend" something is true when it is not (in other words, it can be used to lie effectively). It can also be used to an extent to disguise one's identity. Typical usage is Acting + PRE +die roll vs. audience PRE + Perception.

Adeptery [WILL/PSY] (2): This is the skill of manipulating the mysterious forces of the mind. Whenever an Adept uses their powers against a Target, they add this score to their PSY. The target's defense may be derived from either DEX (for more "physical" effects) or WILL (for direct mental manipulation).

Adeptery Lore [INT]: This skill represents an understanding of "The Way" and all things related to mental powers. Adepts use this skill when they are attempting to master new techniques.

Aerotech [TECH]: Covers repair and maintenance of various types of fixed wing and rotorwing aircraft.

Alchemy [INT] (2): A study and understanding of formulas, mixtures, and other processes that result in various reactions. A trained alchemist may be able to take odd agents and combine them in ways that will create any number of effects. As a general rule, the GM is encouraged to permit First Ascension spell effects from an alchemist's efforts, so long as they expend some time and effort (rule of thumb - 1d6 hours per "charge" of effect, modified by a Complicated skill check success, plus an adequately strange mix of elements and compounds). Higher levels of Ascension may be permitted, but all efforts should be properly multiplied in terms of time, expense, and difficulty.

Animal Handler [PRE]: Skill in handling and understanding animals. Characters use this skill in training, grooming, caring for, and predicting the actions of animals. This skill can be useful for calming an angered predator or frightened mount, as well as in hunting or trapping game.

Archery [REF]: Skill in using Bows (not Crossbows). This skill is considered western and modern.

Armorer [TECH]: The ability to create and repair various forms of armor. If using the optional armor damage rules, characters may repair up to their Armorer score in KD of the armor in the field. Any damage beyond that point must be done in an armory shop.

Artisan Skills [INT/TECH]: This "skill group" represents a character's ability in designing and building things (mostly with wood), as well as an overall facility with tools. Realistically, this could be broken down into areas such as Carpentry, Woodworking, and Architecture, but for the purposes of this game, they are conveniently grouped together. As a general rule, INT is used for designing, while TECH is logically used in actually constructing something.

Artist [TECH]: The character with this skill is gifted and/or experienced in some artistic endeavor. Which Characteristic is best used depends on the craft - drawing or playing a flute would depend on TECH, playing drums might rely on REF, while singing would certainly benefit from a high PRE. This is one of the skills that requires further player definition.

Astrogation [INT]: This is the skill dealing with navigation in space, generally in low earth orbit (LEO). You will be able to plot basic course trajectories and docking procedures. A very useful skill if you don't trust computers very much. Reading star charts is also covered by this skill. Calculating detailed trajectories and velocity changes will require at least +4 mathematics.

Astrology [INT] (2): This is the study of the stars and heavenly bodies to predict coming events, such as earthquakes and the quality of harvests. Predictions using this skill will be very general. The predictions are the result of complex calculations; this is not a magical power.

Astronomy [INT]: This allows you to plot the movements of the stars and planets. You will be able to work out which stars and planets will be visible or in a specific area, depending on the date.

Athletics [CON/STR/DEX]: This Everyman skill group represents the overall athletic inclinations (or lack thereof) of any character. Having a good score in this represents that the character has some natural gift or general experience with physical pursuits. These include (but are by no means restricted to): Climbing, Throwing (non-combat), Running, Swimming, Jumping, Low-Crawling, Endurance, and even some basic Gymnastics (nothing that would replace Acrobatics). In any instance where a character is attempting something physical and the GM feels a skill roll is needed, add this to whatever Characteristic makes the most sense. In addition, in any instance where the GM feels that a character has potentially overextended themselves (hard marches, extended runs, going without sleep, fighting literal hordes of monsters, etc), they can ask for an Athletics check (using CON as the related Stat) to continue past the point of exhaustion (0 END). Typical penalties for failing such a check range from penalties to all related actions (usually -1 to -3) all the way to simply passing out from exhaustion. The GM is encouraged to only use this when Drama is best served.

Autofire Weapons [REF]: Use of machine-guns, full-autofire weapons and attacks, etc. This is a modern weapon skill.

AV Tech [TECH]: Repair and maintenance of vehicles that use vectored thrust for movement.

Axes [REF]: The skill used to wield the hand axe, wood axe and Battle Axe in combat. This is a western weapon skill.

Basic Tech [TECH]: The skill of being able to build, repair, and maintain simple mechanical and electrical devices, such as car engines, television sets, etc.

Benchthumping [TECH]: The last resort of attempting to repair a technical device, by giving the device a resounding smack with your hand. The character must have an appropriate technical and/or science skill in order to attempt the use of this skill.

Bind Wounds [TECH]: This is the basic skill of preventing a character from bleeding to death or otherwise suffering further from wounds. A roll of 14 (-1/5 Hits suffered) will stop all bleeding and generally stabilize a character (even one below 0). A roll of 22 (same penalties) will actually add 1d6 Hits back to a character (although this should take time, effort, and some resources, such as herbs and poultices).

Binding [TECH]: The skill of binding people with rope or cord, using elaborate methods and complex knots. This is a popular skill in hentai anime. Characters trying to free themselves from such bonds must make a contested skill roll using his DEX plus Escape scores against the binder's Binding + TECH.

Biology [INT]: This is the study of biological organisms from the smallest microbes to us. It allows you to use typical lab apparatus, and carry out various tests, for example, forensics or drug tests.

Biotech [TECH]: This is the knowledge of bioware and transplant organs. A doctor with this skill would know the rudiments of implantation, but not design. Only someone with biology: genetics could attempt that.

Blowgun [REF]: The use of a blowgun, usually for the delivery of poisons by assassins. Blow guns may be disguised as every day items, like flutes, fountain pens, and the like. This is considered a western and modern weapon skill.

Boating [DEX]: The ability to handle boats small without sails.

Body Language [INT]: The skill of getting your message across through the way you move, as well as determining a person's state of mind through their body language.

Botany [INT]: This is the study of plants and other fauna. The skill allows you to work out what family the plant belongs to, what its use is (if any) and its typical habitat.

Bowyer [TECH]: The skill of making and repairing bows and arrows. Characters with this skill can manufacture arrows and affix the fletching and arrow head. Bowyers may make wooden arrowheads or rudimentary tin arrowheads (smelted over a charcoal fire and poured into a simple half-mold, cooled, then broken free and sharpened). Quality metal arrowheads must be manufactured by a properly trained smith. Given the appropriate equipment, a character can create a number of arrows equal to their skill roll -10 per hour (minimum 1). Thus, someone who rolled their Bowyer at 20 could make 10 arrows in an hour. Bows require several days each to manufacture.

Bribery [PRE]: The fine and longstanding tradition and art of giving "gifts." A character with this skill knows when to bribe someone, how to approach him, how much to offer and (most importantly) how to offer it. This can be a risky skill to use, as a failed roll nearly always means the intended recipient has insulted.

Buddhism [INT]: The study of the teachings of Buddha. Characters with this skill are familiar with the concepts of Buddhism as well as basic Buddhist doctrine. Oriental culture is

very influenced by both Buddhism and Shinto. Buddhism + PIE is also used by Buddhist priests to invoke the Buddhist spirits and cause magical effects. As you can see, even laymen have the potential to call upon the Buddhas (although their chances are minuscule compared to that of a studied priest).

Bugging [TECH]: The ability to properly implant and operate listening, visual, or other sensing devices ("bugs.")

Bureaucrats [PRE]: this is the ability to work effectively within the red tape environment of the bureaucratic nature of most governments. You know how to cut out red tape, who to talk to, how to reach them and how to extract information from bureaucracies, whether it's the the central government, a religious sect or even dealing with the local cops.

Business [INT]: The knowledge of basic business practices, laws of supply and demand, employee management, accounting and bookkeeping, procurement, sales, and marketing. Characters with this skill are able to run a business themselves.

Candle Magic [SORC]: The character can create specially prepared candles that emit the magical effects of a non-damaging latent spell while the candle burns. These candles are extremely difficult to create, burning no more than 90 minutes. The candles require three hours of work per 5 minutes in which they burn. The difficulty is as per casting the spell, with effect difficulty numbers increased by 10.

Chain Weapons [REF]: The martial skill of using the kawa-naga, kusari-fundo, kusari-gama (coupled with the Kama skill), kyogetsu-shoge, and manrikigusari in melee combat. This is an eastern weapon skill.

Channeling [SORC/PIE/DED]: There are very few real priests in the world with true power rather than simply being social councillors. This skill is the channelling and use of divine power in magic. The higher the level of channeling, the less costly magic is to use. Follow the chart below to determine END costs for spell usage.

Character CHAN	0	1	2	3	4-6	7	8	9	10
END modifier	x8	x4	x3	x2	x1	x $\frac{3}{4}$	x $\frac{1}{2}$	x $\frac{1}{4}$	x0

Chemistry [INT/TECH]: This is a fair broad area. The skill deals with not only knowing about reactions, but also the uses and the ability to detect or recognize different chemicals. It also allows you to safely use lab apparatus (hopefully). If you have the pharmacy skill it is restricted to double your chemistry skill rating. INT applies to knowledge of the subject while TECH applies to performing experiments in the lab.

Christianity [INT/DED]: The study of the Holy Bible and the teachings of God, as well as some knowledge of paganism and dealing properly with it thusly.

Climbing [STR]: Ability to climb unusually difficult walls, trees, and buildings, as long as there are handholds. The basic climbing speed is 2 m/y per phase.

Clubs [REF]: Unlike most weapon groups, this one has no "non-proficiency" penalties; everyone is considered to have at least a 0 in this skill. It is used to wield the sap, mug, chair leg, club, war club, and any other "weapon of opportunity" that can be loosely translated to this group. This is a western weapon skill

Computers [TECH]: The ability to use the average household PC and the software that runs on it.

Computer Programming [TECH]: The ability to program and operate computers at a high end of level (dealing with mainframes and the like).

Computer Tech [TECH]: Knowledge of computer and cyberdeck systems; repair and maintenance.

Concealment [INT]: The skill used in hiding things from sight or in searching for things that have been Concealed by others.

Concentration [WILL]: This Everyman skill represents someone's ability to focus and exert mental control. By doing nothing else, a character might receive bonuses based on a successful Concentration roll towards some feat of mental or physical exertion. The GM is encouraged to allow for creative uses of this skill. This skill is also used in defending against Mental Powers.

Confucianism [INT/DED]: The knowledge of the philosophical teachings of Confucius, as well as a basic understanding of the social moors and values of Chinese and Japanese societies.

Conspiracy [INT]: Knowledge of how to influence individuals and organizations secretly, and how to plan and orchestrate such plans.

Contortionist [DEX]: This skill refers to a character's training in "hyper-limberness," allowing them to fit in otherwise impossible spaces, bend in ways that aren't normal, and do other feats of body twisting and squeezing. A successful Contortionist roll may allow the escaping of such bonds as ropes or manacles, and the GM is encourage to permit a Contortionist (plus DEX) roll instead of STR to escape Grabs.

Control [INT]: This deals with the ability to use a cyberdeck, specifically to pilot yourself around netspace. This skill allows you to uplink via gateways, access virtual realities or up/download files (stolen and otherwise), correctly. Although this skill lets you move in netspace, it does not offer any skill in real decking. Running programs and ICE breaking are different skills.

Control Dolls [SORC/DED]: By fashioning a small clay, wax, or straw doll in the image of the victim, and fastening some personal item of the victim to it (be it a bit of hair, nail clipping, or personal possession), the character can gain control over the victim as per ther psychic power of mind control. Difficulty is increased by 10, but the effects last until the doll is destroyed. The victim may defend against this attack.

Conversation [PRE]: The skill of extracting information from people with careful conversation. The use of this skill takes time, and if the roll is missed the subject realizes he is being pumped for information.

Cooking [INT/TECH] (2): The skill required to prepare fanciful meals and culinary delights - not just your ordinary bowl of rice. Characters with this skill can put together a good meal seemingly "out of nothing," and know how to make any food taste better. A successful use of this skill is required to prepare blowfish, for example, without poisoning the meat (and the eater).

Cosmetics [TECH]: The skill of applying make-up and improving one's looks. It also confers knowledge of popular cosmetic styles of the day. Note that this is not the same as Disguise, which is used to alter one's appearance entirely.

Criminology [TECH]: You know how to look for clues, dust for fingerprints, examine evidence, do ballistic tests, examine records, search through files, and so on.

Cryptography [INT]: Any character skilled in this area can encrypt and decrypt coded messages with some time, effort, and a successful roll. Furthermore, they can be quite useful in gleaning at least some meaning from ancient runes, hieroglyphics, and the like.

Culture (type) [PRE]: This skill is not so much an ability, rather it is a measure of how you fit into your society. Corporate, Family, Highrider, Street and Tribe are all types of culture and measures of social ability. The higher its level, the more culturally aware you are. You may be a suave and sophisticated corporate who knows what tie to wear to what opera; a streetkid who knows what to say, and what not, to a BloodBrother or a tribesman who knows what to do in a certain ritual. A skill roll may be used to attempt to blend in, or to make an impression, depending on the scene or situation.

Cybertech [TECH]: Skill for repairing and maintaining cyberwear.

Dance [DEX]: This is the specific skill in moving one's body rhythmically and with style and grace. A character may actually only know one style or form, but they can quickly pick up other styles and, more importantly, they can look really good dancing.

Deduction [INT]: Bakuyakujutsu, the art of taking several facts and leaping to an inobvious conclusion. It is a common skill among competent police officials and gossips. This skill should be used sparingly, but can be an easy way for a GM to provide clues to the players when they are stumped.

Demolitions [TECH]: The ability to properly use, handle, set, and defuse explosives. Characters with this skill know how to use explosives to best effect, and may add their Demolitions score to the damage caused by any explosive device.

Demon Lore [INT] (2): This is the study of all things demonic and demon-like. This would include knowledge of the homeworlds of demons, as well as a knowledge of demon-related magic.

Demonic Power [varies]: The ability to use a Paranormal or Supernatural Power, usually possessed by demons or those they taint. This Skill must be purchased for each Power or group of Powers that Character may have. This Skill is used for aiming, maintaining and/or Power stunts with the Powers that the character has. The Technique Characteristic should be used when making Skill Rolls for Use Power, though other Stats may be used if the GM decides the situation warrants (for instance, using Will in a contest of Power versus Power in a classic comic book or magical confrontation).

Demonimancy [SORC] (2): The skill used in controlling Flame, the source of demonic magic and power. This is also the skill used in summoning demons and other entities.

Diagnose Illness [INT]: The skill of clinically diagnosing symptoms and medical problems.

Diplomacy [PRE]: The skill of negotiations and resolving disputes. This is an important political skill. It is also used by go-betweens who find prospective spouses and arrange marriages.

Disguise [TECH]: This skill allows a character to alter their appearance in various ways so as to look like someone else. To merely change one's appearance is little more than a Simple to maybe Standard task, while looking like a specific person may be Advanced, Complicated, or even Hard (or beyond), depending on the race and Characteristics of the intended target. Typical "contests" will involve a Perception (or, perhaps, Intuition) check vs the Disguise skill (plus TECH).

Divination [INT]: The skill of consulting the Book of Changes (I-Ching) and determine the general nature of events. With a successful roll, the GM will convey the general impression of any item or event that the player states. The result should be suitably vague and esoteric, giving clues but not revealing everything to the player. This skill should not be abused.

Domestic [INT/TECH]: Skills of cooking, cleaning, washing, and maintaining a household.

Driving [REF]: Driving cars, motorcycles, jeeps, trucks, tanks, hovercraft, and other ground vehicles. Generally, this skill must be purchased for one class of vehicles.

Eavesdropping [INT]: This is the skill of covertly listening, such as through barriers or even be being in the vicinity of those you are listening to.

Electronic Warfare [INT]: Knowledge of military electronics and tactics for using - and defeating - ECM, ECCM, and advanced sensor systems like radar and magnetometers.

Electronics [TECH]: The ability to identify, understand, repair, and rewire electronic devices.

Enchantment [SORC]: This skill allows the character to prepare a physical receptacle to hold a spell's enchantment permanently, creating anything from a minor talisman to the formation of a mighty techno-magical device. The item must be designed and constructed using the appropriate skills, then prepared with this skill.

Modifiers for Enchantment:

Modifier	Condition
+1	For every 5 eb less than 500 eb in value the item is
-1	For every 1000eb in value over 5000 eb the item is.
+1	For every 5 feet in diameter over 5 feet the item is
+2	For every 1 inch in diameter the item is under 1 foot in diameter.
+10	The item is prepared for permanent use.
+xx	The item enhances spell durations. X represents the multiplier to the spell duration. An item that doubles duration would have a modifier of +4, triples duration would by +9, etc.

Enigmas [INT]: Enigmas is the study and knowledge of riddles and puzzles of all sorts, from the Riddle of the Sphynx to crossword puzzles, from Zen koans to questions in formal logic to mystery novels. A character with this skill does not solve tricky.

Espionage [PRE]: The skill of infiltrating social groups or populated areas (like towns or provinces) without attracting attention, and then gathering information. This skill is often used by females when married into an enemy clan, government spies and ninja. Note that to infiltrate an area unseen requires Stealth. In modern settings, it also includes skill at eavesdropping, setting up and defeating security systems, and modern methods of information gathering and retrieval.

EVA [INT/REF]: This is an acronym for extra vehicular activity. It is partly a type of acrobatics and movement techniques used for moving around in space- outside of a vehicle. It also covers the ability to use an EVA pack and similar propulsion units. INT applies for suiting up and the pre-spacewalk checks, and REF applies for actually performing the space walk. Zero Gee is required for use of this skill.

Evaluate [INT]: This is the skill of appraising goods. Typically this will be used by midmen and other streetcum. In that context it would allow the user to estimate how much a certain item (like that dead guy's ICS laptop) would fetch on the black market. If coupled with streetwise, it would also allow reasonable prediction of how much an item would cost / fetch and its availability.

Expert [INT]: This could be pretty much anything not listed that the character is knowledgeable of and/or good at. This includes hobbies (like stone collecting), advanced education (like Global Economics), performance crafts (like Juggling) or simple life experiences (like Farming).

Falconry [INT]: The skill of hunting with a trained falcon. Characters with this skill are trained in the social ritual of the hunt, popular among aristocrats. Falconry is accomplished on horseback with a falcon perched initially on a padded sleeve.

Fans [REF]: The martial skill of using the gumbai and tessen in melee combat. This is an eastern weapon skill.

Firearms [REF]: Firing semi-automatic pistols, revolvers, rifles, shotguns, and crossbows. In medieval settings, it would also include firing matchlock rifles and pistols, and small cannon. This is both a western and a modern weapon skill.

First Aid [TECH]: This skill enables the character to stop bleeding, repair minor damage, and keep patients stable.

Fishing [INT]: The skill of catching fish by hook or by net. Characters with this skill know the best times to fish, as well as the best fishing spots in their area.

Flails [REF]: The skill used to wield the flail in combat. This is a western weapon skill.

Flattery [PRE]: The skill of making others feel good about themselves through carefully crafted compliments and flowery speech. Flattery is a very important aspect of society in Japan, where proper respect and courtesy are expected. To greet someone politely is basic manners; to compliment them at the same time is the mark of a civilized person. While flattery won't necessarily change someone's opinion about an issue, it can influence their reaction when dealing with you. Caution is advised, however, as insincere flattery can be as risky as insulting someone.

Focus Ki [WIL]: Focusing one's Ki allows characters to use their Ki, or inner power, as per the rules for Ki (See **USING KI** in the Martial Arts Plug-In).

Folklore [INT]: A skill covering knowledge of the common myths and lore of local culture (some true and some not). You can identify all manner of mythical creatures and you are familiar with the famous people, as well as their legendary accomplishments. This focuses mainly on lore with cultural significance, but no true historical basis. The legend of Paul Bunyon would be a good example of this.

Forced March [WILL]: The skill of extended movement on a strategic scale. Characters with this skill can increase the distance of a day's walking. A successful roll allows the character to increase their movement in a day by a percentage equal to their skill level x 10.

Forensic Medicine [TECH] (2): This skill lets the character make inferences from a corpse about the cause of death, how long the corpse has been dead, and so forth.

Forgery [TECH]: This is the skill of creating faked documents that will serve in the place of real ones; it also allows someone some added skill in spotting other forgeries. Typically, Forgery + TECH is rolled against someone's Perception + INT (although a skilled forger could add their Forgery skill to their INT instead, if they wished).

Gambling [INT]: Skill at playing games of chance. Which Characteristic applies depends entirely upon the game; INT is often best in games such as Blackjack or Chess (yes, Chess can easily be a gambling game), PRE is useful in any game of Poker, and DEX is highly effective when one wants to toss the Bones. Gambling can also be used to cheat or to spot cheaters - appropriate Skill vs Skill rolls will apply.

Gang Sign & Recognition [INT]: Every Gang has its own codes, signals and handshakes so that the members can tell who is who. This Skill must be taken separately for each gang.

Gardening [TECH]: The skill of creating and maintaining beautiful displays of nature using rock, sand, water, plants, or a combination. Particularly beautiful and harmonious gardens are said to enhance the effects of contemplative meditation.

General Knowledge [INT]: This Everyman skill group is an indication of a character's overall education, knowledge, and experience. It is a "catch-all" that anyone can roll to see if they know something about something. In most cases, especially where a more specific skill is better used, the General Knowledge skill should be required at a much higher Difficulty. It is, however, a great way for GMs to get out information that needs to be known.

Geology [INT]: This covers the study of rock and mineral types and geological formations. It would clue you in to how likely a given mineral is to be found, how old the area is, if the structure is really man-made, or the strength of the cavern you are in.

Ghoshacking [INT]: This is the skill of breaking the defenses of a cyberbrain and reprogramming the information and memories contained within. The "true" personality and memories of a person programmed into the cyberbrain of a full or partial cyborg.

Gimmick [TECH/DEX/REF]: Must specify the gimmick, such as contortionist, sleight of hand, or ventriloquism; those are listed as separate skills to provide examples to help in the development of other gimmicks.

Go [INT]: The skill of playing Go, a board game involving a grid and small white and black stones, the object of which is to surround and "capture" all of your opponent's stones. Go holds an important place in Japan's society, being similar to that held by chess in medieval Europe. Go is a popular skill among aristocrats and the "upper class."

Gogyo [INT/SORC]: One of the four forms of mysticism or magic in Nihon (ancient/medieval Japan), Gogyo is the ancient Chinese art of elemental magic and study of the universe. Gogyo theories are incorporated into several other mystical arts, but true study and mastery of Chinese mysticism requires this skill as well. Gogyo + SORC is used to cast "spells," while Gogyo + INT is used for skill rolls involving theory and recall of knowledge associated with the art.

Great Swords [REF]: The skill used to wield swords, focusing on two handed use. The western variant focuses on the bastard sword and great sword in combat, while the eastern variant would focus on the slashing styles used with the No-Dachi and Katana.

Gunnery [REF]: Firing vehicle-mounted weapons, mecha weapons, ship-mounted weapons and artillery. This is a modern weapon skill.

Hacking [TECH]: Skills of electronic intrusion into computer systems, including illegal entry and virus code writing.

Hammers/Maces [REF]: The skill used to wield the hammer, sledgehammer, and war hammer in combat. This is a western weapon skill.

Hand To Hand [REF]: The skill used to fight open (bare) handed in combat. This can be anything from a formal martial art to dirty street brawling. Unlike most combat skills, there are no lack of proficiency penalties.

Hand To Hand Evade [DEX]: The "other side" of Hand to Hand combat training, this skill represents someone's ability to avoid blows in unarmed combat (whether it is through formal martial arts training or simply learning how to duck). Everyone is considered to have at least a 0 in this (there are no lack of proficiency penalties). This skill is added to DEX for a DV vs any Hand to Hand attack (though not Melee).

Heavy Machinery [REF]: Ability to drive large trucks, tanks, tractors, etc.

Heavy Weapons [REF]: Use of military weapons such as RPGs, mortars, rockets, hand-held missiles, etc. This is a modern weapon skill.

Heraldry [INT]: The skill of recognizing the family crests of various clans, families, and artisans. A successful use of this skill will identify not only the family to whom a crest belongs, but some general information about them as well, such as their home province and anything they are particularly noted for (like a particular style of kenjutsu or a reputation for declaring blood feuds). This is a skill that requires further player definition as to the location of the world and time period the skill focuses upon (feudal japan, medeival europe, the demon clans, etc.)

Herbalist [INT]: The skill of creating herbal medicines and antidotes to various poisons. This skill also allows characters to recognize the medicinal value of various herbs and wild plants.

Hide [DEX]: This is the art of not being found. The skill is used against the searcher's perception skill, although you will receive a bonus, depending of if they are actively searching for you and where you actually hid (so think of somewhere to hide, don't just reach for the dice).

High Society [PRE]: Knowledge of upper-class culture - what clothes to wear, what are considered sophisticated foods, and how to mingle with royalty and other VIPs. This skill also covers court etiquette. You know how to conduct yourself and how to make the best impression to honored guests and dignitaries, as well as how to present legitimate gifts and request favors in a formal court setting.

History [INT]: This skill represents a character's knowledge and understanding of history. It has some overlap with Legends Lore, but there are some important differences. Someone with a knowledge of Legends might know a tale that speaks of caves full of treasure deep within Castle Mourne, but someone with History may be able to tell you what the last battle that was fought there was about and how it affected the balance of power in the region.

Human Perception [PRE]: Knowing how to watch for clues in behavior to judge emotional states; how to tell when someone is lying, afraid, anxious, etc.

Hunting [DEX/INT]: The skill of hunting and trapping wild game.

Hypnotism [WILL]: The skill of subtly influencing another person's thoughts and distracting them.

Incense Ceremony [INT]: K"-do, the Way of Incense. Characters with this skill are adept at preparing and participating in the incense ceremony. Characters with this skill can discern the exact type of incense (and even know where it was made) by its fragrance alone. While not a very practical skill, it is nevertheless considered a fine art among aristocrats.

Interaction [PRE]: This skill deals with a character's interpersonal abilities. This includes (but is not restricted to) basic conversation, seduction, oratory, and persuasion. Accomplished actors, skilled con artists, and successful merchants have good scores in this area.

Interface: This is used by pilots to control a smart rigged (not smart chipped) vehicle. It is the ability to react using the machine's sensors and control its movements as if they were your own. When studded into a smart rigged vehicle your interface skill level is the limit of your piloting/driving skill rating that you may apply (thus unskilled "riggers" cannot use a vehicle interface unit).

Interrogation [PRE]: This Presence skill involves gaining information (or, perhaps, some other form of compliance) from a hostile and unwilling source. The Interrogator (with a successful skill roll) can judge how to not leave marks, where someone's breaking point is, when they are close to death, etc..

Intimidation [WILL]: Being able to get people to do what you want through force of personality or through the threat of force.

Intuition [PRE]: Another Presence-based skill group, this refers to a character's attunement and instincts in regards to other people. Someone with a high Intuition knows how watch, listen, and predict the actions of others. They are also very good at determining how someone is feeling.

Inventor [INT]: A highly complimentary skill for both Artisan and Alchemy, this represents a character's natural talents as well as their experience in creating new things from existing elements and ideas. The Inventor skill could also be used by Mages (or even other spellcasters, as the GM permits) to create new spells or rituals.

Investigation [INT]: This skill group represents a character's ability to search for clues, ask the right questions, and otherwise go through the process of solving a mystery or crime. It can often be complimented by Perception, Interaction, Intuition, and even tracking (Ranger Skills).

Investment [INT]: This allows you to make sensible investment plans. You will be able to wheel and deal on stocks, shares and commodities markets. At high levels you will be able to spot junk bonds and become more successful financially.

Jack Of All Trades [TECH]: Assorted (and rather limited) skills in tinkering, fixing, craftsmanship, first aid and other handicrafts.

Jitte [REF]: Jittejutsu, the martial skill of using the jitte and sai in melee combat. In addition, characters with this skill can use the jitte or sai to perform a disarm maneuver against opponents with swords. This is an eastern weapon skill.

Juggling [DEX]: The skill of juggling objects and performing feats of incredible dexterity (like balancing a spinning top on the blade edge of a sword).

Kabuki [DEX]: The skill of performing the popular kabuki theater. Also includes a knowledge of popular kabuki stories or "scripts."

Kama [REF]: Kamajutsu, the skill of using the kama, "gama and kusarigama (along with the Chain skill) in melee combat. This is an eastern weapon skill.

Knives [REF]: Tantojutsu, the martial skill (bugei) of using the aiguchi, kaiken, kozuka, tanto, uchi-ne, umibari and yoroi-toshi in melee combat. This is an eastern weapon skill.

Lances [REF]: This unusual weapons skill is used for attacking a target with a lance from horseback (an attack almost always performed as a Full Move Maneuver). This is a western weapon skill.

Language [INT]: Unlike most skills, there is no roll associate with Languages. A character may have a language at the following levels (for the indicated points), and the GM is expected to interpret how much they can glean from a conversation based on their knowledge. Conversely, the Player is expected to role-play according to their ability with a given language.

Language Levels

1. Basic
2. Conversational
3. Fluent
4. Expert
5. Master (Only those with Linguistically Gifted may have this level, even for a native tongue)

- African: Bantu, Fante, Ashanti, Kongo, Zulu, Swahili, Blackfolk
- Baltic: Lithuanian, Estonian, Latvian, Finnish
- Celtic: Gaelic, Welsh, Breton
- Farsi
- Germanic: Danish, Dutch, English, German, Norwegian, Swedish, Yiddish
- Greek
- Japanese
- Korean
- Pacific Island Group: Micronesian, Tagalog, Polynesian, Javanese, Malayan, Sudanese, Indonesian, Hawaiian
- Romantic: French, Italian, Spanish, Portuguese, Latin
- Semetic: Arabic, Hebrew
- Sino Tibetan: Burmese, Cantonese, Mandarin, Thai, Tibetan
- Slavic: Bulgarian, Russian, Czech, Polish, Ukrainian, Slovak
- Chinese/S.E. Asian: Burmese, Tibetan, Vietnamese, Thai, Mandarin, Cantonese
- Xenolanguages: Possible extra-terrestrial languages created by the GM

Law [INT]: Knowledge of local laws and/or customs, including court procedures, legal statutes and their penalties and exceptions (this skill is mainly for lawyers and judges).

Leadership [PRE]: This represents a character's ability to influence people, especially in a stressful situation or where management is needed over persuasion. It is really only useful in situations where NPCs are involved (as using it "against" PCs would be counterproductive to role-playing).

Legends Lore [INT]: This is a character's knowledge of stories, myths, tales of adventure, and other legends that may or may not be true. A useful bardic ability as well as for those who would seek adventure in legendary places. This skill focuses more on the legends with a possible historical origin, such as Atlantis, the Great Flood, El Dorado, or King Solomon's Mines.

Lip Reading [INT]: A very specialized and useful talent that allows a character to "see" what people are saying even when they cannot be heard. The level of success on a roll should determine how much information is gleaned in any situation.

Local Expert [INT]: This skill represents a character's knowledge about an area, focusing on geography, climate, and the location of settlements and other notable landmarks. It also encompasses knowledge of the society, politics, belief systems, and general demeanor of the people of an area. All characters have at least a score of 2 for where they come from (an Everyman skill), but they must buy this skill separately for each area they want to have some expertise in.

Lockpicking [TECH]: The classic ability to open that which someone wanted you to leave closed. The GM is encouraged to use both time and difficulty ratings to challenge any would-be thief or intruder. This skill can also cover the installation of locks.

Magery Lore [INT] (2): A must for any serious student of the magic arts, this skill incorporates knowledge of magic use. Any mage attempting to learn new spells must have some skill in this area. It also assists in knowledge (and creation) of magical items and rituals.

Magic [REF]: The skill of illusion and stage magic.

Massage [TECH]: Shiatsu, the skill of therapeutic massage, a minor healing art. This skill requires time to be effective (5 minutes minimum or more), but a successful roll will completely restore all lost Stun. Many professional masseurs in Nihon are blind, as there is little else they can do as productive citizens.

Mathematics [INT]: This skill deals with not only simple mental arithmetic but at higher skill levels, calculus and even devising your own formulae.

Mechanics [TECH]: Skill with mechanical devices and the knowledge of how to repair, replace, and build them.

Mechapilot [REF]: Piloting giant robots, battlesuits, and any other mecha (includes mecha melee combat).

Mediate [PSY]: This is the ability to channel the supernatural and become a medium through which entities may communicate. The character is also more vulnerable to empathic and telepathic probes in this state, as well as mental and psychic assaults (reduce effect difficulties by 5)

Meditation [WILL]: Learning the proper techniques will allow characters to gain near to full rest with little time lost (anywhere from half the time needed to sleep to a mere 5 or 10 minutes, depending on the success of the roll). With a high enough roll (GM's discretion), the character may be treated as being in "Light Sleeper" mode, as per the Talent. It may also be used as a modifier in defense against mental/psychic attacks.

Medtech [TECH]: This is the skill the use of medical instruments. You can operate chilltanks, surgical equipment or scanners, but you cannot operate on someone.

Melee Weapons [REF]: Using all different types of melee weapons, such as knives, clubs, axes, swords, spears, etc. This is a modern weapon skill.

Melee Evade [DEX]: This skill represents someone's overall training and experience in avoiding blows from melee weapons (either through parrying, ducking, or just side-stepping out of the way). Everyone is considered to have at least a 0 in this skill (no non-proficiency penalties). This skill is added to DEX to gain a DV (vs Melee attacks only, not Hand to Hand).

Mikkyo [INT/PIE]: One of the five forms of magic in Nihon, mikkyo is the knowledge and theory of esoteric Buddhist mysticism and magic. The two most famous practitioners of this art were Kukai (also known as Kobo Daishi) and Shotoku Taishi (also known as Umayado no Miko). A required skill for practitioners of Mikkyo (primarily priests of the Shingon and Tendai sects of Buddhism) to use their mystic abilities. Mikkyo + PIE is used for skill rolls involving the actual use of their powers, while Mikkyo + INT is used for skill roll involving the recall of knowledge.

Mimicry [INT]: The specific talent of being able to imitate other voices. Skill in this area will greatly enhance a good Disguise, especially if used in conjunction with Acting.

Mind Block [WILL/PSY]: This is the technique of creating a non-psychic mental block to prevent those with Psychic powers from listening in on thoughts or emotions.

Navigation [INT]: The ability to find one's way across land or sea. It includes knowing how to take sightings, use maps and charts, plot courses, work from wind, weather and the stars. In the appropriate settings, it can be applied to space navigation instead.

Necromancy [SORC] (2): This is the skill required to control the power of Darkness.

Necromantic Lore [INT]: This skill confers knowledge of The Nether and all things to do with Death, Darkness, and the Undead.

Ninjutsu [REF/DEX/INT/TECH]: Ninjutsu is the secretive art practiced by ninja, and is available only to ninja characters. Historically, ninjutsu encompassed a wide range of skills. In Sengoku, the Ninjutsu skill acts as a complimentary skill to any skill attempted by the ninja, with the limitation that the other skill must be related to his ninja training. This reflects the extra training that ninja receive in that area, above and beyond what is traditionally taught. For example, a ninja attempting to use Ventriloquism to distract a guard or use Stealth to sneak by the guard could use Ninjutsu as a complimentary skill. He could not use it as a complimentary skill to Trading if negotiating the price of a horse, however. The GM is the final authority on whether Ninjutsu may be used as a complimentary skill. The following are a suggested list of skills that Ninjutsu may compliment: Acrobatics, Athletics, Binding, Climbing, Concealment, Contortionist, Espionage, Forced March, Hand To Hand Evade, Juggling, Lockpicking, Melee Evade, Swords, Navigation, Perception, Ranged Evade, Scouting, Sleight of Hand, Stealth, Strategy: Seiges, Streetwise, Survival, Throwing, Tracking, and Ventriloquist.

Noble Lore (Heraldry) [INT]: Any bard or seneschal worth the title will have this skill, giving extensive knowledge of nobles, noble families, heraldic symbols, and other related information. It is particularly useful when complimented by Courtier Skills.

Nunchaku [REF]: Nunchakute, the martial skill (bugei) of using the nunchaku in melee combat. This is an eastern weapon skill.

Occultism [INT]: This is the study of the occult and the paranormal. All mages have some occult knowledge, as you cannot study a science without learning some of the background. Successful rolls will help you identify demons, spells or clues to (in)famous sorcerers. This is the 'layman's' skill, reflecting a widespread, hobby-like interest in the subject with no focus on praction of any occult activities or practices.

Onmyodo [INT/SORC]: One of the five forms of magic in Nihon, Onmyodo is the ancient Japanese form of magic, or sorcery. It involves the concepts of Chinese elemental magic (gyogo) and Taoist mystic principles of "light and dark" (known in Nihon as in-yo). The most famous practitioner of this art was Abe no Seimi, a powerful onmyoji who had at one time 12 familiars (shiki)! Onmyodo is a required skill for practitioners of the sorcerous art, called onmyoji. Onmyodo + SORC is used for casting various spells, while Onmyodo + INT is used for skill rolls involving knowledge and lore of the art.

Oratory [PRE]: The ability to speak to an audience and to deliver a convincing presentation.

Pandimensional Physics [INT]: This is the theoretical science of dimensional travel, as the campaign defines it.

Paramedic [TECH]: This skill enables the character to stop bleeding, repair damage, and generally keep someone alive.

Paraphysics [INT] (2): This is the study of the undelying physics behind Psychic powers. A Paraphysist can develop the theoretical basis under which new Psychic powers or even psychometric devices work, or answer questions about how Psychic powers interact.

Perception [INT]: Another Everyman skill group, this represents a character's overall awareness, deductive skills, and memory. A GM may ask for a Perception check whenever a character might see, hear, sense, deduce, or remember something, as well as detecting lies and emotions.

Performance [PRE]: Singing, playing instruments, performing onstage, acting, performance atr and posing, including the use of props, costumes, and/or makeup to facilitate that performance. Must specify the form of performance or instruments played.

Persuasion [PRE]: The ability to convince, persuade, or influence individuals.

Pharmaceuticals [TECH]: The skill of designing and manufacturing drugs and medicines. A minimum Science: Chemistry skill of +4 is required.

Photography [TECH]: Shooting professional-looking pictures and films. Includes use of still cameras, video, 35 and 16mm or other film media.

Photonics [TECH]: This is an engineering skill similar to electronics, but dealing instead with working with fiber optics.

Physician [INT/TECH] (3): The skill of doctoring. It can be used to diagnose an illness or cause of death (using INT) as well as to treat and bind wounds and administer medical aid (TECH). In modern settings, the player must specify a specialty (general practitioner, surgeon, cardiologist, etc.)

Physics [INT]: This skill requires at least +3 in Mathematics. This allows you to calculate mechanics, pressures and trajectories.

Pick Pocket [DEX/TECH]: This is the skill allowing you to lift small items from people's pockets or off tables. It is normally matched against perception. You will receive a bonus, however, as no-one is alert 100% of the time, just in case there is a pickpocket about (typically +3 to your chance of success). This skill works with an average of DEX and TECH, rather than using one stat or the other.

Pilot [DEX]: Flying prop aircraft, civilian jets, military jets, helicopters, etc. A specific class of vehicle must be chosen for this skill. This skill may also be applied to large modern water craft and space vessels as well. Example list for Piloting: areodyne/vectored thrust vehicle, prop aircraft, jet aircraft, rotor aircraft/helicopters, ground effect vehicles/hovercraft, remote drones, parawing/gliders, spaceplane, ship, orbital vehicles.

Pipe [REF]: The technique of using a smoking pipe (kiseru) in melee combat. In feudal Japan, this skill was popular with commoners (Heimin), especially merchants (akindo) and gamblers (yakuza), who were often forbidden to carry "real" weapons, such as swords. This is an eastern weapon skill

Planetology [INT]: This skill is the study of planets. It covers their general terrain, basic atmosphere and geological layout. It will allow you to find the best place for certain mineral deposits, where to dump a workshack and if that warm glow to the surface is a lava flow or not.

Pole Arms [REF]: The skill used to wield the halberd, pike, military fork, and other pole arms (and, by default, can be used with the scythe and pitch fork) in melee combat. This is both a western and an eastern weapon skill.

Politics [INT]: The study of politics and political structure in the land. This skill can be useful for predicting the responses of various nations, city-states, and other political bodies to any event or major decision. To a degree, it can also be used to predict the responses of a political figure, such as a king, duke, or minister.

Potion Brewing [SORC]: This skill, related to Alchemy, allows the character to endow specially prepared liquids with a latent spell which is activated by the liquid interacting with physical matter, either by being imbibed, or by splashing a target. Difficulty is as per actually casting the spell.

Profession [TECH/INT]: There are any number of professions that a Player could name for their character, either as a past or present occupation. The Player and the GM are

encouraged to develop the specifics of how a Profession skill might work (and other Characteristics besides TECH may very well apply).

Psychology [INT]: The general knowledge of the human mind. Unlike Human Perception, the character must take time to study or get to know the target, but will gain more insight into the target's mind. The character will be able to generally determine what the target will likely do in a given situation. It can also be used to alter a person's mood and to manipulate them to a minor degree (through direct interaction rather than study).

Ranged Evade [DEX]: This skill represents someone's overall training and experience in avoiding missiles shot or hurled at them. Everyone is considered to have at least a 0 in this skill (no non-proficiency penalties). This skill is added to DEX to gain a DV (vs Ranged attacks only).

Research [INT]: A vital skill for most spellcasters (especially Mages), this entails the knowledge and experience necessary to navigate through libraries, search through stacks of books, and find the desired information.

Rhetoric [PRE]: The skill of written and verbal presentation. This skill is used in framing official petitions, legal cases and religious preaching and debate. As it also encompasses the art of "formal debate," skills associated with the subject will be Complimentary. For example, in a religious debate between Buddhist priests, Buddhism (Bukky") would be a Complimentary skill. It may also be used as a complimentary skill to High Society in formal settings, such as court. This skill is commonly found among priests, but it is also found among other people who wish to be perceived as "educated" and "highly cultured."

Riding [DEX]: The skill of horsemanship. This skill enables a character to ride a horse under difficult circumstances. When fighting from horseback, characters use the lower of their Riding or combat skill scores.

Rotor Tech [TECH]: This skill covers the repair and maintenance of rotor powered vehicles, ie: helicopters and autogyros. You will be able to deal with most faults from control to engine trouble. However, like all mechanical repairs, you will need some decent replacement parts, a hangar and a lot of time to find the fault, let alone fix it.

Sailing [TECH]: The wide world of the sea calls many, and this skill set represents everything they might learn as a sailor. This includes rope use, sail trimming, navigation, steering, etc..

Science [INT]: Knowledge of lab techniques, how to design experiments, how to write scientific papers, test hypotheses, etc. for your appropriate field of science. Must specify your area of study when this skill is purchased.

Scouting [INT]: The ability to through terrain and observing enemy positions, towns, castles, troop movements and the like, and reporting useful information. A character's Scouting roll may be complimentary to their leader's Strategy or Tactics roll.

Scrounge [INT/PRE]: This is a skill used by blacktechs and lab staff to get their hands on second hand or price reduced spares for the repairs and technical projects. A successful roll will reduce the cost of producing an item. INT applies to physically scrounging for the item and identifying usable equipment or substitutes, while PRE applies to making the rounds to various connections to find the right part cheap.

Security Systems [TECH]: The ability to recognize and evade various types of alarms and traps. The character also knows how to set up alarms and traps, given the proper time and equipment.

Seduction [PRE]: The ability to gain another's trust by offering companionship or favors. This is an important skill for courtesans and female spies. Flattery can be used as a complimentary skill to Seduction.

Seige Weapons [TECH]: Though rarely needed by the typical adventurer, it never hurts to know how to knock a castle wall over or fire a really huge crossbow (ballista). This is the skill, using TECH instead of REF to generate an AV.

Sense Dimensional Rift [PSY]: This skill allows the character to detect the opening of a portal between this world and another, through which entities may travel. The range is 1 km per level of power. The character may only locate the general vicinity in which the rift occurred.

Sense Entity [PSY/DED/PIE]: This allows the character to detect the presense of an entity within a specified range. The character cannot pinpoint the location, except through the process of 'hot and cold'; knowing when she is getting closer or more distant from the entity. The range is roughly 50 meters per level of skill.

Sense Ley Line [SORC]: Ley Lines are sources of magical energy which anyone and anything capable of manipulating magic may make use of. With this skill, the character may locate and tap the lines. The range of detection is 100 meters per level of skill. The lines allow the use of magic with no END cost. Entities frequently use them as focal points for creating dimensional rifts.

Shadowing [INT]: The ability to subtly follow someone. Also the ability to spot and lose a tail.

Shinto [INT/PIE/DED]: Shinten, the Way of the Kami. This is the knowledge of Japan's indigenous religion. Characters with this skill are familiar with the concepts of Shinto and the myriad of spirits that make up its pantheon. Japan's culture is very influenced by both Buddhism and Shinto. Shinto is also one of the five forms of "magic" in Nihon. Shinto + PIE is used to perform Shinto rites for mystical effects. As you can see, even laymen (who use DED in place of PIE) have the potential to call upon the kami (although their chances are minuscule compared to that of a studied priest).

Ship Tech [TECH]: This skill allows you to keep a boat seaworthy. You can perform minor repairs to the hull or piloting systems although larger repairs may require a dry dock. This skill deals with boats from yachts to powerboats, and to some extent the big cargo craft.

Shogi [INT]: This is the skill at playing Shogi, a chess-like game that is popular among all castes in Japan.

Shugendo [INT/SORC]: One of the five forms of magic in Nihon, Shugendo is the mystic theory practiced by the esoteric priests of the Yamabushi mountain cult. The most famous practitioner of this art was En no Ozunu. Shugendo is a mixture of Buddhist esoteric magic (Mikkyo), Japanese sorcery (onmyodo) and Shinto mystic principles. Shugendo is a required skill for Yamabushi. Shugendo + SORC is used for casting various spells, while Shugendo + INT is used for skill rolls involving knowledge and lore of the art.

Sleight Of Hand [REF]: This skill represents a character's overall hand-eye coordination, allowing them to palm object, pick pockets, and do "magic tricks." Typical skill contests might pit Sleight of Hand + REF against Perception + INT.

Slings [REF]: Skill in using Slings. This is added to REF for an AV to hit a target. It can also be used in a Skill Roll contest with other characters in any Sling Contest.

Small Blades [REF]: The skill used to wield the knife, dagger, dirk, rapier, saber, and short sword in melee combat. This is a western skill.

Smithing [TECH]: This "skill group" represents a character's ability in designing and building things (mostly with metal), as well as an overall facility with metalworking tools. Realistically, this could be broken down into areas such as weaponsmithing, armorer, and blacksmithing, but for the purposes of this game, they are conveniently grouped together. As a general rule, INT is used for designing, while TECH is logically used in actually constructing something.

Social [PRE]: Knowing and skillfully using the appropriate mores of a culture, including proper conversation, social graces, and rules. The skill may be specified for use with cultures outside that of the game setting (an American with excellent knowledge of modern Japanese culture, or a modern day college professor with intimate knowledge of society in renaissance Italy, for example).

Spacecraft Tech [TECH]: This skill covers the maintenance and repair of space-based vehicles, from the pod sized tugs to the much larger scramjet powered spaceplanes. You can make minor repairs inside the craft, although you may need to do some EVA (ie: extra vehicular activity) to fix the more inaccessible faults. The most dangerous problem for any craft in space is depressurisation a module can empty in a matter of seconds depending on the severity of the leak. Second to that, failed engines are a serious problem, as someone will have to come and fetch you, if you can be reached before you either run out of air, collide with something, burn up or fall out of the sky.

Spears [REF] (2): The skill used to wield the long spear, spear, and javelin in melee combat. This is both an eastern and a western weapon skill.

Staves [REF]: The skill used to wield the quarterstaff in melee combat. This is both an eastern and a western skill.

Stealth [DEX]: This skill entails a character's ability to move quietly and unseen. Typically, it is a contest against another character's Perception + INT to be successful (Note, this campaign combines Shadowing with Stealth as one skill).

Streetwise [PRE]: Use of this skill aids a character in navigating the "seedier side" of life, which includes dealing with the "black market," getting information, and finding places to hide from the authorities.

Strength Feats [STR]: Some characters are particular skilled and well-trained to apply their natural strength to bracing, lifting, and carrying. A Player may add any points they have in Strength Feats to their natural STR in almost any Strength-related task (which would include any arm-wrestling contests but not Grabs or other combat situations).

Surveillance [INT] (2): The ability to set up a static surveillance of a subject without having it detected.

Survival [INT]: The skill of surviving in the wilderness, in all types of terrain (including mountain, desert and snow). The character knows what wild plants are safe to eat, how to build a fire and simple shelter from the elements, and so on.

Swords [REF]: The skill used to wield the saber, short sword, broadsword, longsword, bastard sword, etc. in melee combat. This is a western skill focusing on the single-handed use of a weapon.

Swordsmith [TECH]: This is the honored art of crafting swords (katana) in Nihon, and sharpening all bladed weapons to a razor fine edge. It is considered a highly revered art with religious overtones and, in fact, a Shinto ceremony surrounds the crafting of such blades. Because swords are believed to be imbued with the spirit of their maker, it is important for sword smiths to be pure of heart and mind. (For more details see SWORDS.)

Sword Polishing [TECH]: Togi-shi, the art of polishing. This skill is also considered an art form. Many Buke believe that the quality of their sword's polish is indicative of their status and their sword's worth, so highly skilled polishers are much sought after by samurai.

Symbol Engraving [INT/SORC/TECH]: This allows for the carving of runes on items and the construction of wards and other magical diagrams. INT applies to designing the symbol, TECH to carving it, and SORC to empowering it. This skill is usually used to create defenses against the entities and the powers they possess. Modifiers which apply to the empowerment phase of creation are listed under the skill *Enchantment*.

System Knowledge [INT]: The basic knowledge of the geography of the Net, it's lore and history, as well as knowledge of the important computer systems, their strengths and weaknesses.

Systems Operations [TECH]: This skill allows the character to operate sensing and communications devices. The character should choose what type of system he knows how to operate (such as Radar, microwave transmitters, LANs, etc.)

Tactics [INT]: This skill relates a character's knowledge of warfare and combat in terms of units and how they move, as well as what people are likely to do in conflict situations. In any situation where a character can plan before a given conflict, the GM may allow them to roll against a Difficulty rating (typically vs 18, although terrain and conditions should modify this). Every point of success over the target number should be treated as an Initiative bonus for all friendly forces the Tactician can influence for the first round of combat only. Alternately, if both sides have a character actively using Tactics, this should be done as a skill vs skill contest, with the winner gaining the Initiative bonus. On any round where the character does nothing but evaluate an existing battle, he may make a Tactics roll for the above-named bonus for the next round. Only he and everyone he can directly influence (through shouted commands or Telepathy, for example) may gain the Initiative bonus on the next round.

Note — For added realism, and to better represent the ability, the GM is encouraged to require that anyone wanting the INIT bonus must let the Tactician actually move their character (if miniatures are being used), though they would still determine all other actions.

Tea Ceremony [TECH]: Cha-no-yu, the art of preparing for and performing the famed tea ceremony. The tea ceremony is a refined art form in Nihon, and symbolizes the best qualities of human grace and spiritual purity. They bring much honor to both the guest and the host, if performed properly. Tea ceremonies are often performed to cement the bonds of friendship or to reaffirm a vow or promise.

Teaching [PRE]: This skill reflects a character's ability to teach what they know to others, a necessary skill in a society where "word of mouth" is how most anything is learned. A character can teach almost anything they are skilled in; the nature of the skill and the student's capacity to learn it will figure into the GM's decision as to how hard it is to teach and how long it will take.

Technical [TECH]: The skills of mechanic, lab technician, electrician or engineer, including knowledge of how to use any and all equipment relating to that particular technical area. Player must specify the focus of the skill. Basic Tech, AV Tech, and Aerotech are provided in the skill listings as examples of focii which could be specified.

Temporal Physics [INT]: This is the theoretical science of time travel, as the campaign defines it.

Throwing [REF]: Like Clubs, this skill has no non-proficiency penalties - anyone can pick something up and toss it. Although not completely realistic, this skill includes pretty much anything for throwing purposes (such as knives, daggers, spears, hand axes, and even mugs and rocks). This is added to REF for an AV to hit a target. It can also be used in a Skill Roll contest with other characters in any Throwing Contest.

Tonfa [REF]: Tonfajutsu (or tonfa-te), the martial skill of using the tonfa in melee combat. This is an eastern weapon skill.

Tournament Law [INT]: This is the study of the history and rules of athletic competition. This is the skill to roll against to test a character's knowledge of the history, personalities, etc. of a given sport.

Tracking [INT]: The ability to discover tracks, prints or other evidence of passage through an area and to follow them. Tracking can be used to follow game while hunting, follow a criminal on the run, or even to find one's own way out of the forest when lost. This skill is popular among bounty hunters and ninja.

Trading [PRE]: The art of bartering, haggling and otherwise negotiating the price of things. This is a crucial skill for merchants of all types. In feudal Japan, most men feel that this level of emphasis on money is beneath them, leaving the women to become very thrifty managers of their household's money.

Vampire Lore [INT]: The knowledge of the behavior, habits, and lifestyles typical of vampires.

Ventriloquist [INT/TECH]: Using whichever Characteristic (INT or TECH) is higher, a character can develop the ability to "throw their voice." This can be used to no end of mischief, and is typically used against someone's Perception + INT.

Wagon Driving [REF]: Harder than it looks, there is a whole set of skills involved in driving a wagon effectively. Someone without the skill will be hard pressed to get from Point A to Point B, and a high skill rating is imperative when being chased by mounted warriors.

Wardrobe And Style [PRE]: A grasp of fashion, wardrobe, and personal grooming. A character with this skill knows how to show off clothes and look his best.

Weaponsmith [TECH]: The character knows how to build, maintain and repair weapons of various types. The class of weapon (muscle-powered, firearms, energy weapons, other) must be specified when this skill is purchased.

Whips [REF]: The skill used to wield the whip and slaver's whip in melee combat.

Wilderness Lore [INT]: Though complimentary to both Ranger Skills and survival, this skill reflects a character's scholarly knowledge of the Great Outdoors. This includes knowing what kinds of food and plants to expect in a region, what animals there are, when their mating season will start, whether or not a tree looks sick, etc...

Writing [INT/PRE]: Composing salable songs, novels, poems, speeches and documents.

Zero Gee [INT]: You must have this skill in order to use a spacesuit and maneuver in a zero gravity environment. If you do not have this skill then all REF-based actions are at a -4 when in zero G.

Zoology [INT]: This is knowledge of animals. Successful use will allow you to know what animal made those tracks, what animals are likely in this climate, how dangerous they are and other information.

Character Template Plug-In

Personally, I have never been a great fan of the HERO game system. My previous experience with the pre-Fuzion was the Interlock game system. Interlock had one great flaw known as Appearance. It was simply a point pit used to pump up the combat stats. Luck often suffered the same fate. Fortunately, Luck has been fixed with Fuzion, and Appearance was entirely eliminated as a stat. Unfortunately, a new problem evolved; the everyman skill package. Now players are getting free points for a specific set of skills. The elimination of the old roles from Cyberpunk 2020 was another displeasure of mine. To solve these two problems, I have created this optional rules Plug-In for character templates and the old Cyberpunk 2020 roles.

First we'll deal with the everyman skills. From what I have seen, the everyman skill set provides an average of 16 points worth in free skills. In the realistic campaign style, this literally *doubles* the size of your option point pool! In the Cosmic campaign style, this same group of skills still represents a 25% increase in option points. To counter this, I usually charge for the everyman skills. First was the division of the Everyman skills into two groups; **Natural Skills** and **Revised Everyman Skills**.

Natural Skills

These are skills you can't help but to learn. They consist of perception, concentration, your native spoken language and local knowledge. These skills still cost nothing to obtain to +2 and furthermore, have a difficulty rating of .5. This means they require half the usual IP to be improved.

Revised Everyman Skills

These are the remaining everyman skills; education, athletics, your native written language(subsumed into education), persuasion, and social. Initial purchase of these skills costs half the normal OP for the level they are purchased at, to a limit of skill level +5.

Templates and Roles

With Fuzion, the old Cyberpunk Roles are still there, but without the zing. Now they call them templates. This portion of the Template Plug-In is designed to put that zing back into the templates. In the roles we present, you'll still find the usual description, skills, options and equipment listed. But there is an additional listing now as well; Role. Role lists a package of seven skills and a talent. Players have the option of taking the suggested skills listed under skills, or they can take the entire selection listed under Role. Players familiar with Cyberpunk 2020 will recognize that the Role package contains all the skills for the old CP2020 roles with the exception of awareness/notice (which is now perception and part of the Everyman Skill group). Additionally, the special abilities are transformed into talents.

For the low, low price of 20 Option Points, you get the eight listed skills at skill level +2 and the talent at +3. That saves you 7 option point had you purchased them all individually. Additionally, the role talent can be bought improved at a rate of 2 OP rather than the normal 3 OP. These reductions simulate a focused study on being educated in the crucial skills related to that template or career. Any of the old CP2020 roles can be converted in this manner.

Talents

Talents are innate abilities that cannot be learned or taught, such as the ability to see in the dark or natural sense of direction. Secondly, there are also Skill Talents (denoted by being underlined) which can be slowly learned or improved. Talents must be taken at character creation, but Talent Skills may be learned at any time. Each Talent has a cost denoted in brackets ([]). Talents which can be purchased past 1 level are denoted by an asterick (*) and most may be improved upon through the course of game play with GM discretion.

Absolute Time Sense [3] The character has an innate knowledge of the passing of time.

Acute Hearing* [3] The character hears in a wider range and more effectively than others; +2 on all related Perception rolls)

Acute Smell* [3] The character smells a wider range of odors more distinctly than most and can identify things and creatures based on such information; +2 on all related Perception rolls.

Acute Special Sense* [3] Define one special sense that gains +2 on all rolls. This could be something like an innate danger sense (affecting things like initiative and surprise), above average understanding of human nature (bonus affects Human Perception, Body language, and Psychology skill checks), etc.

Acute Vision* [3] The character sees more clearly over a longer range than most and possesses excellent nighttime vision (though not as good as real Night Vision); +2 on all related Perception rolls and +2 vs any Range Combat penalties.

Ambidexterity [3] Use both hands equally well (without the normal -3 penalty for using an off hand).

Animal Empathy [3] An almost preternatural affinity for animals; +1 on all Animal Ken, Horsemanship, and related skills

Aura Sight Able to see mystical phenomena and detect magic; use SORC or PIE + Perception

Balanced [3] Character will not suffer from dizziness due to changes in orientation. +2 on space sickness rolls. Automatic +1 skill in O-Gee Maneuver. Also, +1 to any athletic skill involving extended balance.

Beautiful/Handsome* [3] +1 on all PRE-related skills where looks would count. In appropriately modern settings, this talent can be 'learned' and later improved through plastic surgery.

Beautiful Voice [3] Has an amazing singing and speaking voice; +1 related skills/tests

Blind Fighting [3] Can make an Perception+INT roll for no penalties in Hand to Hand and melee while blinded; roll per round.

Born Healer [4] The character has natural aptitudes with healing the sick and injured. This grants him a +1 bonus when using skills such as First Aid, MedTech, and Diagnose Illness.

Charismatic* [3] Has natural leadership and inspirational talents; +1 on all related PRE tests

Combat Sense* [3] Natural gift for combat situations; +1 Initiative

Common Sense [4] You always look before you leap; the GM must give you warning whenever you're about to do something particularly foolish, even if there are no perceptible clues present. He doesn't have to specify the danger, just that "this might not be a smart idea..."

Computer Aptitude [4] This advantage entitles the character to an uncanny ability to operate computers, both in and out of netspace. This grants a bonus of +1 when using Cyberdeck Design, Interface, Library Search (computers only), Programming, and System Knowledge.

Craftsman* [3] Naturally gifted with hands and manual efforts; +1 all Artisan and related skills

Cramming [3] Can gain a +1 per hour of effort in any non-physical Skill temporarily - fades away after an adventure/session

Damage Deflection [5 per +2 PD] (aka "COMBAT LUCK"; Has the ability to deflect/avoid Killing Damage. This is "armor" that does not stack with any other defenses, and it does not work if the attack is not perceived or if the defender cannot move. It costs 5 OP for every +2KD; Maximum possible is 6KD for 15 OP

Danger Sense* [3] Mystically aware of danger to self and surroundings. danger sense is checked as PSY+Perception. Any bonuses from appropriate acute senses also apply. This can be improved at a cost of 3 OP per +1 bonus.

Double Jointed [3] +3 bonus to Contortionist, +1 related Athletics or Acrobatics

Eidetic Memory* [3] Never forgets anything seen, heard, or read; +1 on any memory-related skill use

Empathic* [3] Naturally attuned to the way people feel; +1 all Intuition and Interaction skills

Fast Draw [3] Able to draw one-handed weapons in no time

Fast Pull [3] Able to load and draw a bow in no time

Feign Death [3] Able to slow heart and breathing to appear dead for a time

Find Weakness [10] Able to cut a target's DEF by 1/2 with a successful Action, Target Number = 20. +2 Difficulty for each successive attempt. A bonus of +1 may be purchased for another 5 OP.

Head For Numbers [3] Can do lightning calculations in one's head

High Pain Threshold [3] Reduce all suffered SD by 2, reduce all Impairment penalties by 2.

Immunity [3] You are immune to the effects of one specific poison or disease group (must specify).

Instinctive Direction Sense [3] Always knows which way is North and can never get lost

Intuition [3] You have an uncanny feel for hunches; the GM will give you a chance to make a PER roll whenever he thinks you might get a hunch, even if there are no perceptible clues present.

Knack [2] +1 with any related skill group; GM's option what qualifies

Lady Killer [4] This a specialized form of the Empathy advantage which reflects the character's uncanny ability to seduce members of the opposite sex (or the same sex, depending on orientation). Don't let the name fool you...this advantage can be taken by both sexes. It entitles the character to a +3 bonus to all Seduction rolls.

Light Sleeper [3] No roll to awaken if noise is made, instantly awake with no ill effects

Linguistically Gifted [3] +1 Level on any language learned

Literacy [2] In ancient settings, few folks will understand the written language. This allows the character the ability to read and write in languages known

Longevity [3] Will be strong, healthy, and mentally facile for longer than most in one's species, and live longer by far than the average.

Man and Machine [10] This rare and extremely valuable advantage grants a character 15 points of Humanity (HUM) per Presense (PRE) point versus the normal 10. This allows him to graft more cyberware into and onto his body than a normal human being. This is a powerful advantage, and should not be handed out without forthought on the part of the GM.

Musical Aptitude [2] The character is a natural musician, and gets a +1 bonus when using skills such as Play Instrument and Composition (musical, not lyrical).

Net Reflexes* [3] For each level of Net Reflexes bought, the character gets a +1 bonus to his initiative in the 'Net (up to the maximum of +3).

Night Vision [3] Sees as well in the day as at night, although not in true pitch black

Perfect Pitch [3] Totally accurate ear for tones and musical notes; +3 all related skills

Physically Gifted [3] Natural gift with physical pursuits; +1 all Athletic and related skills

Rapid Healing [3] +3 Hits healed over each healing period

Scholastically Gifted [3] Well-read and naturally gifted with learning; +1 all Lore and related skills

Schtick [special] A schtick is a special habit or personal affectation that has little or no actual effect on skills or combat abilities. Examples might be: always having a wind wafting your hair or cape dramatically, always having dramatic lighting striking your face, being able to toss your hat on a hook when you walk in; always having a cigar hidden somewhere on your person, etc. Schticks must be okayed by the GM and should never have an important combat or skill application-always shooting the gun out of the bad guy's hand would be a very dangerous schtick to allow. Schtick costs between 1 and 5 OP as set by the GM according to the effect approved.

Scientific Aptitude [3] The character is a natural scientist, and gains a +1 bonus when using skills such as Anthropology, Biology, Botany, Chemistry, Geology, Mathematics, Physics, and Zoology.

Speed Reader [3] Can read at about 10x normal rate (1 page of text every 3 seconds).

Strong Immune System [3] +3 to resist Poisons and Diseases

Strong Stomach [5] The character can deal with blood, guts, and gore, as well as other sick and disgusting things, without risk of tossing his cookies. In addition, he gains a +2 to save against chemicals such as vomit gas.

Technical Aptitude [3] The character is good with fixing things, and therefore gains a +1 bonus when using skills such as Aero Tech, AV Tech, Basic Tech, Cybertech, and Gyro Tech. Note that this is NOT a bonus skill level, and has no effect on medical skills.

Vehicle Zen [4] The character has a natural affinity for driving vehicles, and as such, gains a +1 to all piloting and initiative rolls while using said skills.

Voice [4] The character's voice is naturally pleasing to the ear. This allows for a +2 modifier to skills such as Perform, Fast Talk, Oratory, Leadership, Seduction, and Social.

Perks and Privileges

Alternate Identity [3] The character has a second, established identity that they can take on in a given area. Certain other perks may be dependent on this second identity

Authority [1 per level] The character has a level of authority in an area, normally in the capacity of a law enforcer or meter of justice. This skill can be applied to intimidation attempts involving the use of law enforcement. The level of the perk also applies to the range of effect, from local influence at +1 to nationwide influence at +7.

Clergy/Spiritual Leader [2] The character has the status, rights, and powers of being a spiritual leader or priest; added political influence is gained through STATUS, below.

Contact [1 per level] The character has an "in" with someone who can help them out, usually 'off the record'. At 1 point, it might be a flunky or wannabe gang member, at +3 a mercenary or the neighborhood strong arm, at +6, it might be the head of a local criminal organization or law enforcement agency, and at +9, it would be the head of a national government or supersecret organization (James Bond would be at +9). High level contacts may have underlings of their own to use in your aid as well.

Favor [0.5 per level] Works just like Contact, except it is a one shot deal. They'll help, but the favor they owed you is paid back.

Family [2 per level] This is a sort of merger of wealth, resources, and contact. Your family (or gang) has numerous people, money, influence, and other resources you may be able to call upon for assistance.

Follower [1 per 5 OP or 1 CP spent on the follower's creation] An NPC that is particularly loyal to and involved with the character. The follower's total OP cost cannot exceed that of the character he follows.

License [1 per level] We provide two example of licensing; one modern, the second for feudal Japan. The listed number is the cost of that membership.

Modern: License to carry a gun (2), License to sell firearms (3), Private Investigator's license (4), Bounty hunter's license (6), CIA or secret service agent's license (8), federal marshal's license (9), James Bond's unconditional License to Kill (10).

Feudal Japan: You have a license or permission to: Sail or own merchant ships (1). Travel outside your home province (1), Run a business or shop (1), Use a Japanese port and conduct trade (gaijin only) (1), Preach a foreign religion (2), Start your own sub-ryu or school (2), Marry someone from outside your caste (2), Start your own yakuza gang (2), Carry the two swords of the samurai (dai-sho) (3), Start your own samurai clan (4).

Membership [1 per level] Again we provide two time-based examples; modern world and feudal Japan. The number is the cost per level of membership.

Modern: You are a member of: janitor of some corporation or public agency (1), gang of street toughs (2), Police officer (4), Federal Marshall or high ranking official of a public organization or corporation(6), CIA agent, secret Service Agent, or low-level member of a private or secret organization (8), Spy of James Bond's caliber of mid level secret agency member, or top-level corporate executive (10), member of a supersecret agency (men in black, illuminati, etc.) (14).

Feudal Japan: You are a member of: Franciscan monks (1), Minor/local temple or shrine (1), Small yakuza gang (1), Society of Jesus, the Jesuit priesthood (2), Wealthy merchant house/guild (2), Average temple/shrine (2), Ninja ryu/clan or large yakuza gang (2), Major samurai clan (3), Average samurai clan (2), Major temple or shrine (3), Imperial Court/Kuge (4).

Renown [0.5 Per Level] Your fame (or infamy) amongst the locals. Renown rates how widespread your character is known (1 point, the locals at the bar know you; +3 the whole neighborhood or small town; +5, city-wide; +7 state-wide; +9 nationwide; +11 world-wide). The character's ongoing activities will determine how well remembered the character is by the populace, ranging from 'the name seems familiar but I don't know why' to 'Wow! that was you! let me shake your hand man! I never met nobody who was, like, famous before, dude!'

Resources [1 Per Level] The character has access, through membership or connections, to the material or intellectual resources of an organization (not money or personnel). Small Group, Local like a gang(2), Medium Group, Regional like the local cops or a small corporation(3), Large Group, National like the Federal Marshals or a large corporation(4),

Kingdom/Ruling Body like the Federal Government, National Guard or military(5), Widespread, International Group like the UN, Nato, or something supersecretive, like MI6(7).

Status [1 per level] The character holds rank or a similarly influential position in society - note that RESOURCES and other perks must still be bought if desired. Also, titles and posts are different in each nation; the GM will decide on equivalent positions) Master/Mistress: Guild Officer, Ranked Bureaucrat, Soldier, Teacher, Low Court Post <1> Low-Ranking Police or Military Officer <1>, Low Nobility or Government Official: Lord or Lady, local council member<2>, High-Ranking Officer <2>, Middle Nobility or Government Official: Baron, Baroness, Chancellor, the Mayor <3>, Knight or samurai<3>, High Nobility or Government Official: Duke, Duchess, High Chancellor, the head of a department of the state government<4>, General, Marshal, Admiral, State Governor<4>, Prince, Princess, Senator <6>, King, president, Emperor<8>

Wealth [1 per level] The character is possessed of personal resources and wealth

Modern: Well Off: Upper Middle Class - you can afford most everyday things and live in a decent place. (2). Wealthy: You can afford costly hobbies, work only occasionally, and live in an expensive home (4). Rich: You don't work, go on lengthy and very expensive vacations and live in a small mansion (7). Filthy Rich: You live where you want, when you want, and buy anything and everything you want. Money doesn't matter to you since you have so much of it. (10)

Feudal: Well Off: small manor, a few servants/vassals - a moderately successful merchant, a minor lord <2>, Wealthy: large manor, a sizable staff, Personal guards - a very successful merchant, a major lord <4>, Filthy Rich: a castle, a small army of servants and soldiers - a merchant prince, a duke or better <6>

C omplications

You can use the complications section of your favorite Fuzion powered game.

L ifepath

Just do like you did with the complications.

G eneric T emplates

Here are a few simple templates that should be able to fit into any naughty Tentacles genre game, regardless of the setting.

MAGE

The Mage is the scientist of the mystical professions. They study magical, mystical, and paranormal disturbances of an unknown nature in an effort to explain (and possibly reproduce) them. They commonly produce small magical trinkets and incantations to support their occupation financially.

Skills: Potion Brewing, Chemistry, Small Blades, Biology, Symbol Engraving, Enchantment, one or more spells.

Options: Time sense, high pain threshold, scholastically gifted.

Equipment: casual clothes, ritual knives, library on the occult, slum apartment.

WITCH

The witch is a mystic who specializes in the influence of others. To them, nearly everyone is a pawn to be used in the neverending struggle to gain ultimate power. Most witches enter this secret arena for personal power, but some seek to stop the nearly endless and relentless assault by the supernatural world. Witches frequently organize themselves into covens.

Skills: Potion Brewing, Expert: Superstitions, candle Magic, Control Dolls, Persuasion, Seduction, Symbol Engraving, Enchantment, History.

Options: Charismatic, Beautiful/Handsome, Animal Empathy, Membership (coven)

Equipment: isolated home, casual clothes, ritualistic equipment.

FORTUNE TELLER

This mystic is the gypsy magician, travelling from place to place to dispense wisdom. These mystics specialize in the determination of future events and the unknown past. They are often found in circuses telling fortunes or working with the police investigating unsolved crimes under the guise of psychics.

Skills: Persuasion, Psychometry, Precognition, Sense Entity, Animal Empathy

Options: Aura Sight, Animal Empathy, danger Sense, Membership (gypsy clan)

Equipment: small motor home or wagon (depending upon time period), traditional wardrobe, fortunetelling props.

LINE WALKER

These mystics are the battle mages who draw power not only from themselves, but from the very earth itself! Across the surface of the earth run unseen 'rivers' of mystical energy known as ley lines. Line walkers patrol these lines, hunting the demons and aliens that seek to use the lines to power the portals they use to enter this world. These are outdoorsmen, trained to survive in the wilderness where their ley lines often run.

Skills: Sense ley Line, Sense Entity, Sense Dimensional Rift, firearms, several spells.

Options: High Pain Threshold, Damage Deflection, danger Sense

Equipment: Body armor, several firearms, camping gear.

PSYCHIC

These mystics rely upon power of the mind rather than power of magic. For many centuries, they were considered frauds and charlatans, though they were capable of what was at the time unexplainable feats, with accomplishments such as reading another's mind to moving objects without touching them. Now they often only serve as intermediaries between the living and the dead.

Skills: Mediate, Sense Entity, Symbol Engraving, Candle Magic, several Psychic powers

Options: Danger Sense, Aura Sight

Equipment: casual clothes, slum apartment.

PARAPSYCHOLOGIST

Some try endlessly to prove it all a fraud, others try endlessly to prove it all true, but they all study the occult, the supernatural, and the paranormal. These are scientists who seek to prove or disprove the existence of anything and everything supernatural. They are as eccentric as the countless bizarre subjects they research.

Skills: 5 of the appropriate INT skills, such as Parapsychology, Paraphysics, vampire Lore, demon Lore, etc.

Options: Acute senses, danger Sense, Eiditic Memory.

Equipment: Decent suburb home, anything their government and college research grants can buy them.

Using the Paranormal

With the naughty tentacles genre, the use of magic, psychic abilities, or other paranormal powers is fairly commonplace; defeat the supernatural with the supernatural. To that end, a plug-in is needed to allow for that common element of the genre. Unfortunately, the superpowers plug-in in Champions: the New Millennium is a bit lacking in that department, hence this chapter. For simplicity, the use of these paranormal powers is skill based, making use and improvement easy to track by integration with the mundane skills. Any attempted use of a paranormal power reduces END by 1 point, regardless of success or failure. You'll notice that paranormal abilities do not work like the usual spells. This is to simulate the unreliability of such abilities throughout the Naughty Tentacles genre. Sometimes a power won't work quite as well as desired and other times it will work a little too well. The GM has the option of enforcing the effects as the die roll indicates with exceptional rolls (which is absolutely great when you do it with apprentice spellcasters and the like) or you may allow the expected effect to occur at the player's option (as the 'experienced mage' might require for simulation).

Magic Skills

The treatment of magic is skill-based. Every spell is a skill which can be practiced to produce a desired effect. Characters casting spells may sacrifice a point of endurance to gain an extra +1d6 added to their die rolls. Spellcasters have an innate sense of their spells and know whether they've done an exceptional job of casting or have rather flubbed the spell.

A Few Spells

Spell name

Difficulty _____ Effect

Energy Blast - The caster can unleash a blast of magical energy, causing physical harm to the target. The range is 3 meters per level of spell.

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| 15 | The blast causes 1d6 stun damage per level of spell. |
| 25 | The blast causes 1d6 damage per level of spell. Half the damage is also killing damage. |
| 30 | The blast causes 1d6 points of damage per level of the spell, plus 1 point per point of SORC the caster has. Half the damage is also killing damage |
| 35 | All the damage caused is killing damage rather than stunning. |

Mind Control [2] - The character is able to take control of the mind of another being, planting very strong and irresistible urges and commands within. The range is 3m per level of spell.

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| 15 | The caster can plant within the victim's mind the usual hypnotic parlor tricks and fairly harmless post-hypnotic suggestions. |
| 25 | The caster can plant a single very powerful suggestion. The victim will carry out the command according to the instructions, risking a fair amount of trouble (robbing a bank or burning a building down would be acceptable, but killing someone would not). |
| 35 | The suggestion can be extremely dangerous or life threatening to the victim. |

Domination [3] - Much like mind control, but the victim becomes a literal puppet under the command of the spellcaster. This control lasts as long as the caster concentrates upon maintaining control, but the victim will be defiant, trying to regain control. The victim defends with WILL + PSY + die roll vs the caster's SORC + Domination + die roll. The caster gains a +1 bonus if the victim is of the opposite sex and the victim gains +1 to +3 depending upon how disagreeable the command is to that person's normal behavior. Every command given costs the caster 1 END.

Levitation - This spell allows the caster to float in the air.

- 15 The caster may rise or drop by a rate of 3m per turn. The spell costs 1 END per minute to maintain.
- 20 The caster may rise or fall at 5m per turn. The spell costs 1 END per minute.
- 25 The caster may also move any horizontal direction at a rate of 1m per turn without pushing off anything. Spell costs 1 END per 2 minutes.
- 35 The caster may rise or fall at 10m per turn, and move horizontally 5m per turn. The spell costs 1 END per 5 minutes to maintain.

Invisibility - The caster renders himself invisible to all those around him.

- 15 The spell costs 1 END per minute to maintain.
- 25 The spell costs 1 END per 2 minutes to maintain.
- 25 The spell costs 1 END per 5 minutes to maintain.

Fly[2] - The caster can fly about in a field of magical energy.

- 15 The caster can move at 5m per turn. The spell costs 1 END per turn to maintain.
- 25 The caster may fly at 10m per turn. The spell costs 1 END per 2 turns to maintain.
- 35 The caster may fly at 15m per turn. The spell costs 1 END per minute to maintain.

Curse of the Two Left Feet - the victim finds himself suddenly moving clumsier, tripping, falling more often, and the like.

- 20 Victim suffers -1 DEX per 3 levels of power for 1d10 phases.
- 30 Victim suffers -1 DEX per 2 levels of power for 2d6 phases.
- 40 Victim suffers -1 DEX per level of power for 2d10 phases.

Curse of the Crossed Eyes - The victim suffers a loss of hand-eye coordination.

- 20 Victim suffers -1 REF per 3 levels of power for 1d10 phases.
- 30 Victim suffers -1 REF per 2 levels of power for 2d6 phases.
- 40 Victim suffers -1 REF per level of power for 2d10 phases.

Victory Blessing - The target finds their luck greatly improved, gaining +1 to all die rolls.

- 15 Spell lasts 1d6 phases.
- 25 Spell lasts 2d6 phases.
- 35 Spell lasts 3d6 phases.

Curse of the Fiery Doom - This spell attempts to set the victim alight with flames.

- 20 Blistering. The victim suffers 1d6 hits.
- 35 Burns appear all over the victim's body, causing 3d6 hits and a -1 penalty to all actions until healed.
- 45 The victim erupts into flames, suffering 6d6 hits. flames will burn for 1d6 hits per phase until extinguished. -3 to all actions until healed.

Shocking Encounter - This spell electrocutes the victim to some extent.

- 20 Victim suffers 1d6 stun per 2 levels of power.
- 35 Victim suffers 1d6 damage per 2 levels of power, half to hits, half to stun.
- 45 Victim suffers 1d6 hits per 2 levels of power.

Psychic Powers

Psychic powers have different effects for each at varying degrees of difficulty. The skill is checked against a target difficulty number for the desired effect. Psychic power checks are PSY + skill + die roll vs. difficulty rating. Difficulty rating is may be modified by the target's WILL (or DEX if appropriate) if the target is somehow aware of the attack.

Additionally, a series of modifiers may affect the ability to use these powers, as listed below:

Modifier Condition

State of Stress

+3	Character is meditating
+1	Character is relaxed
-2	Character is lightly injured.
-4	Engaged in Combat
-4	Seriously injured (up to 1/2 of hits)
-8	Critically wounded (over 1/2 hits)
-12	Surprised and trying to use power reactively.

Range

+6	Affecting self with a power that can affect others. This does not apply to powers that can only affect one's self.
+4	Affecting someone close to the character, a lover, relative, or friend.
+2	Physical contact is established with the victim.
0	Affecting someone known but not close to the character, a co-worker or frequent contact would fit this.
0	The target can be seen.
-1	20 meters range to the target.
-2	Blanketing; attempting to affect multiple targets in a single power use. the -2 penalty applies for each target past one (-6 for 4 targets, for example).

Power Name

Difficulty Desired Effect

Animal Empathy - The character can interact with animals.	
15	The character can sense the presence of all animals of a specified type within 100m. Add 10m for ever point the difficulty is succeeded by.
20	The character can summon all animals of the specified type within 100m. It takes 1d6 turns for them to arrive. GM determines quantity summoned.
25	The character can influence the animal, conveying emotions and very basic ideas to it. The animal may or may not be affected. Affects 1 animal per attempt.
30	The character established full telepathic communication with the animal. The animal communicates as it pleases, about whatever it pleases, usually something of immediate interest to it.
Astral - The character can operate in the Astral realm using his spirit rather than body.	
15	The character is able to sense the presence of things in the Astral plane.
20	The character is able to peer into the astral plane. Things in the plane will appear as ghostly images superimposed over the real world.
25	The character is capable of separating his spirit from his body, allowing him to travel the astral plane (at a speed of 1km/turn/level of power). The character's PSY will deplete by 1 point per day the spirit is missing from the body. PSY lost in this way is regained at a rate of 1 point per week.
Astral Body - The character may travel astrally, bringing his body along.	
15	The character can sense the presense of Astral objects.
20	The character can see into the astral plane, with astral items superimposed over the real world.

- 25 The character can phase objects into and out of the Astral Plane, making them noncorporeal.
- 35 The character may phase his body into and out of the Astral Plane, rendering himself and his carried equipment invisible and noncorporeal.

Body Control - The character has immense control over his own body.

- 15 Second Wind. Next Recovery action fully restores all lost STUN and 1d10 END.
- 25 The character can slow breathing and heartbeat to appear dead, as well as stave off hunger and pain. It can be used to negate the effects of gas weapons as well.
- 30 The character can alter his flesh, using it to alter body parts and appearance. It can be used to remove scarring or stop bleeding, but cannot heal damage.

Charm - The character can influence another being's reactions.

- 15 The character can influence the opinion of one target in regards to a given person. This will give a +/-10% modifier to reactions. The influence may be negated by lengthy interaction with the given person. Add +/-1% to reaction rolls per point this check is succeeded by.
- 20 The character can cause a target to strongly like or dislike a given person, modifying reaction check by +/-25%. Otherwise affected as per listing. The influence may be negated by lengthy interaction with the given person. Add +/-1% to reaction rolls per point this check is succeeded by.
- 25 The character can influence the thoughts of a target radically, causing distrust or trust where there was none.
- 35 The character can influence a target's thoughts and opinions on the world at large. The difficulty rating may be increased depending upon the strength of the opinion the change is attempted upon.

Cryokinesis - the ability to lower temperature by force of will. Effects scaled in celsius. (for fahrenheit equivalents, multiply by 1.8 and add 32). Room temperature is roughly 20° C (70° F). 10° will feel chilly. At 5°, plants will begin withering for their winter cycle and people will be very uncomfortable. At 0°, water freezes. For every -5° below 0, reduce the time to get frostbite by 1 minute, starting at 12 minutes. Non-multiannual plants will freeze and become brittle, dying within hours if not immediately cared for and properly reheated. Thus, at -25°, frostbite will set in in only 7 minutes. metals will become brittle at -15° and guns will misfire at -20°. The absolute minimum temperature you can reach is -273°. Cooling small object (about 1/4 of a cubic meter) will triple the rate of cooling.

- 15 The character can cool 1 cubic meter per power level by 1 degree per power level every turn of successful use.
- 25 Cooling increases to 2 degrees per power level.
- 35 Cooling is at 5 degrees per level of power.

Cure - The character can heal emotional and mental damage (damage affecting PRE, WILL, or PSY).

- 15 The character can alleviate minor phobias in the target (increase HUM by 1d6 points). This boost lasts 1 day per level of this skill.
- 20 The character can temporarily boost the target's PSY. The bonus equals the character's level in this skill. The duration of this boost equals one hour per level of this skill.
- 25 The character can boost the target's WILL. The bonus equals the character's level in this skill. The duration of this boost equals one hour per level of this skill. The boost will be terminated at any time the recipient attempts heavy physical exertion.
- 30 The character can cure more serious emotional or mental problems (restore 3d6 HUM). This boost lasts 1 day per level of this skill.

- 35 The character can boost the target's PRE. The bonus equals the character's level in this skill. The duration of this boost equals one hour per level of this skill. The boost will be terminated at any time the recipient attempts heavy physical exertion.
- 40 The character may permanently restore 1 point of WILL or PSY, or 1d10 points of HUM.

Electrokinesis - The character can manipulate electricity. Effects are rated in Electrical points (EP). 1 EP causes 1d6 stunning damage, erases 1 MU of data from computers. Past 5 EP, half the damage applies as killing damage as well and a system shock check of BOD+1d10. If it beats 1d10+EP, cardiac arrest is avoided. If it beats 1d10+(EPx2), a seizure attack is avoided as well. Seizures will last 1d6 turns. Heart attack, unless treated within 45 minutes, will usually prove fatal. Shocks over 8 EP will damage and destroy unshielded electrical equipment.

- 15 The character can emit a powerful electrical charge of 1 EP per two levels of power. Requires contact to transmit.
- 20 The character can harmlessly diffuse 1 EP of incoming electrical damage per level of power.
- 25 The character can disrupt electrical equipment. Disrupted equipment will either
behave strangely or cease functioning.
- 30 The character can emit his electrical charge as a small bolt of electrical energy
to a range of 5 meters per level of power. The bolt does 1 EP of damage per level of power.
- 35 The character can perceive, sort and interpret electromagnetic radiation. This would include seeing beyond the normal sight range, hearing radio waves, etc.
- 40 The character gains synergy with electrical equipment. Operation of such things become intuitive and software writing becomes an instantaneous process.

Healing - The character can heal physical damage on himself and others.

- 25 The character is able to encourage swift healing in the target's body, doubling the recovery rate for a number of days equal to the level of power.
- 20 The character can heal wounds in others through an empathic process. The character heals 1d6 hits per two levels of power, but also suffers half those hits himself in the process.
- 25 The character can mend broken limbs and ruptured organs psychically. The character heals 1 hit per level of power per use of this power. It can also be used to stabilize a dying person.
- 30 The character can phase parts of his body so that he may perform surgery without physically entering the body. Medical training is still required to use this level of ability. Use lasts 5 minutes per level of power.
- 40 The character can revive the dead. The target may not have been dead for a time in minutes more than the character's level in Healing squared (someone with Healing +7 could revive someone dead 49 minutes).

Hypnological - The character can affect the sleep and dreams of others.

- 15 The character can induce sleep in the target. For every target over one, the difficulty rating increases by two. the victims must then test against the skill check result to determine the extent of effect; target's WILL + PSY + 1d10.
Failure by: Effect:
0-2 Drowsy, -1 all checks for 3d10 minutes.
3-5 Exhausted, -4 to all checks for 1d6 hours.
6-9 Sleep, victim falls into a deep sleep for 1d10 hours.
10+ Deep Sleep, sleep lasts 1 hour per point of failure.
- 20 The character can send telepathic messages to a target through dreams. The

- target must be asleep and close by, and the character must be awake.
- 25 The character can communicate with the target through dreams. The target must be asleep and close by, and the character must be awake.
- 35 The character can actively influence and manipulate the target's dreams. Both the character and the target must be asleep and in close proximity. If used to generate nightmares, the victim will suffer a loss of 1 WILL after one week's successful use. Every night of successful use thereafter causes a loss of 1 HUM, as well as exhaustion.
- 40 Dream manipulation may have lethal results.

Illusion - The character can alter another being's sensory perceptions. Note that this discipline affects all the senses. The check is to see if the victim can overcome and ignore the false sensory input. Each use lasts the power's level in minutes.

- 10 The victim suffers two dimensional visual hallucinations of the character's choice.
- 15 The character may mask a three dimensional object, causing it to vanish from sight or appear as something else. The item must be immobile and cannot measure more than 1 cubic meter per level of this power.
- 25 The character can render himself 'invisible' to everyone within a 10m. radius. Difficulty increases by 2 per person known to be in the area beyond the first.
- 30 The victim may suddenly be deprived of one of the senses. Causes 1 HUM of mental damage.
- 35 The character can generate interactive hallucinations.

Kinesis - The character can manipulate kinetic energy.

- 15 The character can emit a powerful kinetic projective force from himself. It will cause 1d6 damage per two levels of power if it hits. 1/4 of the damage is killing.
- 20 The character produces a field which dissipates kinetic energy. Kinetic damage from physical attacks is reduced by (level of power x 10)%.
- 25 The character can create a solid field of kinetic energy shaping it as desired, creating hammers, blades, bullets, tools, and the like. If used as a weapon, this can cause 1d6 damage per level of power.
- 35 The character can propel himself and fly using raw kinetic force. The character will always fly fast, moving 60 km per hour, plus 10km per hour per level of power. This power lasts 1 minute per level of power per use. Don't ever forget to land before the power cuts out!

Mania - the character can alter the mood and emotions of a being.

- 10 The character can determine the emotional state of the target.
- 15 The character can amplify the target's emotional state. GM adjudicates the amount of amplification according to the character's level in this power (Mania 1 will have little effect, while mania 5 might make a mildly angry person violent, and Mania 10 would send that same person into a homicidal rage).
- 20 The character can influence the target's emotions to a lesser state. GM adjudicates effects based upon skill level (Mania 10 turns the man in a homicidal rage into calmness).
- 25 Promote classic mania in the victim; extreme happiness or depression.
- Results in +/- 1 PRE per 2 levels of Mania. Effects last 5 minutes per level of Mania.
- 30 The character can induce extreme peacefulness or terror in the target. Results in +/- 2d6 HUM per level of Mania. Effects last 5 minutes per level of the power.
- 35 The victim may be instilled with a phobia or obsession. When dealing with the phobia or obsession object, they suffer a penalty of -2 WILL. Effect lasts 5 minutes per level of power.
- 45 The instilled phobia or obsession is permanent.

Mania: Focal - The character possesses the ability to adjust the victim's emotions, but only toward on specific emotion. A character might only be able to adjust victims toward anger, or fear

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| 10 | The character can determine the emotional state of the target. |
| 12 | The character can amplify the target's emotional state. GM adjudicates the amount of amplification according to the character's level in this power (Mania 1 will have little effect, while mania 5 might make a mildly angry person violent, and Mania 10 would send that same person into a homicidal rage). |
| 16 | The character can influence the target's emotions to a lesser state. GM adjudicates effects based upon skill level (Mania 10 turns the man in a homicidal rage into calmness). |
| 20 | Promote classic mania in the victim; extreme happiness or depression. |
| Results | |
| | in +/- 1 PRE per 2 levels of Mania. Effects last 5 minutes per level of Mania. |
| 25 | The character can induce extreme peacefulness or terror in the target. Results in +/- 2d6 HUM per level of Mania. Effects last 5 minutes per level of the power. |
| 30 | The victim may be instilled with a phobia or obsession. When dealing with the phobia or obsession object, they suffer a penalty of -2 WILL. Effect lasts 5 minutes per level of power. |
| 35 | The instilled phobia or obsession is permanent. |

Matter Alteration - The character can alter, destroy and create matter.

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| 15 | The character can alter the shape of inorganic materials as desired. Density and composition is unaffected. |
| 20 | The character can change the state of matter, changing one stage per use. |
| 25 | The character can alter the size and density of material |
| 30 | The character can destroy matter by scattering its atoms. |
| 35 | The character can alter the composition of material by shifting about the atoms, molecules, and subatomic particles. |
| 40 | The character can create new matter from incidental energy in the air, of average density, of normal material and in any shape desired. The volume of material is small, no more than 20 cubic centimeters per level of power. Matter may also be destroyed by converting it to incidental energy. |

Mental - The character can read the mind and thoughts of the victim. All information is gained in order of secrecy, least secret to deepest secret. When attempting to read the mind of another person with the Mental ability, they may apply their skill level at Mental to their roll to defend against the intrusion.

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| 15 | Gain personal information of the victim (real name, birthdate, memorized credit card numbers, etc.). One major piece of information is gained per level of power. |
| 20 | Surface thoughts are picked up. connection lasts 1 minute per level of Mental. |
| 25 | The character can pick up motivations for the target's activities and actions. |
| 30 | The character can pick out hidden information and deep secrets. One secret gained per power use. |
| 35 | The character can read and play back the victim's memories like a videotape. |

Mental Assault - This power disrupts the thoughts and processes of the victim's mind.

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| 15 | The victim becomes distracted. All the victim's skill checks ar at -1 per level of power. Effect lasts the power's level in turns. |
| 20 | The victim suffers confusion. -1 INT per 2 levels of Mental Assault. Duration is 5 minutes per level of power. |
| 25 | The victim's mind is overloaded and then rendered unconscious for 2 turns per level of power. |
| 30 | The character feels very unlucky. Victim suffers -1 LUCK per level of power for the remainder of the day. |

40 The victim suffers actual physical harm from the attack. Damage is 1d10 + level of power in hits. 1 point of INT and 3 HUM are lost per 10 hits of damage.

Mind Control - The ability to take complete control over another being's mind, completely suppressing its consciousness.

25 The character can make jerking, clumsy, puppetlike use of the victim's body. Speech is impossible and observers will know something is wrong. The victim will still fit, able to speak somewhat freely and occasionally gain control of a limb or two.

40 Complete and fluid control is established. The victim has absolutely no control.

Mnemonic - The character can manipulate memories. The length of the false memories is 5 minutes per level of this power (someone with Mnemonic +4 can stick 20 minutes worth of false memories into the victim's mind).

15 The character can force new memories upon the victim The target (who may be confused by conflicting memories) who won't be able to to forget the memories without hypnosis.

20 The false memories are forced deep into the victim's subconsciousness. The memories will be revealed under hypnosis only.

25 Memories of the victim may be erased. Hypnosis has a limited chance of reversing this.

35 The character may erase the victim's memories and immediately insert new memories at the same time. The alterations are permanent and irreversible.

Precognition - The ability to predict the most probable future. The use of traditional fortunetelling techniques, such as astrology or tarot cards can enhance this ability, equating to a bonus of +1d6 to the skill check.

15 The character gets a bad feeling when something bad is about to happen, just seconds before it happens. The character has no idea what will happen, only that something will happen. The sensation will come to pass a number of turns

prior to the event equal to the level of power plus 1 turn per point the skill check succeeded by. The power works automatically with regards to this danger detection, and the skill check is only to determine the length of time which the sensation precedes the event.

20 The character can sense major events in the target's immediate future with physical contact. This is another automatically occurring effect (though not automatically successful). The power will reveal one major event per level of power, in chronological order.

30 The character will get random visions of the far future, ranging from 5 days to 10 years into the future. This occurs at any time the skill check succeeds by this

extent (while telling someone's fortune, the character may get one of these visions along with the person's fortunes).

Psionic Leech - This is the ability to feed upon the mental capacities of another, draining away their mental strength to bolster your own. Effects last 1 hour per level of power.

15 Drain 1d6 END from target.

20 Drain 2d6 END from target.

25 Drain 3d6 END from target, gain +1 PSY.

35 Drain 4d6 END from target, gain +2 PSY.

Psychic Assault - The character can attack another being's spirit. This power can always be actively defended against (victim will use PSY + Psychic Assault + die roll if the skill is available, or default to PSY + WILL + die roll)

15 The victim suffers shock. Lose one phase per level of power. All PSY-based

- skill checks are made at -1 for 1 turn per level of power.
- 25 The victim suffers Psy damage; -1 PSY, -1 HUM and -1d6 END.
- 35 Psychic damage is serious. -1d6 PSY, -2d6 HUM, and the victim lapses into a coma.

Psychic Focus - The ability to focus yourself and temporarily boost abilities.

- 15 Increase REF, DEX, STR, CON, or MOVE by 1 per 3 levels of power. Lasts 1 turn per level of power. max stat boost to 12.
- 25 Increase by 1 per 2 levels of power. Max boost to 14.
- 35 Increase by 1 per level of power. Max boost to 16.
- 40 Boost duration of 1 minute per level.

Psychic Shield - This is a means of defense against Mental Assault and Psychci Assault. It is resolved through a contest of skills.

- 30 The incoming attack is reflected back upon the caster, resulting in a serious backlash to the attacker, if the defense was successful.

Psychokineses - The character can move matter without touching it.

- 15 The character can manage very precise manipulation of lightweight objects. The character can perform skills by this manipulation (using tools, lockpicks, etc) with a -1 penalty to the skill check. This could even be used to lift a gun and pull the trigger! the character can mentally lift roughly 1 kg per level of power.
- 20 The character can manipulate heavier objects, weighing 10 kg per level of power. They can be floated along at roughly 10 km per hour.
- 35 The character proves a real powerhouses, moving one metric ton per level at roughly 10 km per hour.

Psychometry - The character can see the history of items, places, and beings.

- 15 The character can sense and fairly identify all who have been in contact with a person, item, or location, up to 1 year per level of power into the past. The strength and accuracy of identification will vary by the intensity of the person's relationship with the target person/item/place, ranging from a vague physical description to very intimate details.
- 20 The character can see one major event in the person's past per level of power, in order of significance.
- 25 The character can see one major event in a location's past per level, in order of significance.
- 30 The character can see one major event in an item's past per level, in order of significance.

Pyrokinesis - The ability to raise temperatures by force of will ^_^; Past 30°, normally dressed people become uncomfortable. At 40°, people become flushed and easily fatigued. At 50° metal is hot to touch, plants wilt, and people begin passing out. Plastic begin to melt at 60°, wood and paper burn at 234° and many metals begin to melt at 500°. Heating small object (about 1/4 of a cubic meter) will triple the rate of heating.

- 15 Heat 1 cubic meter per level by 1° per level per turn of use.
- 25 Heating increases to 2° per level.
- 25 Heating increases to 5° per level.

Radikinesis - The character can manipulate radiation.

- 15 The character can jam and disrupt radio and TV transmissions. Acts as ECM of a level equal to the level of power (Radikinesis +3 equals ECM 3). See *Bubblegum Crisis* for ECM rules.
- 25 The character can deflect hard radiation at a rate of 1 RAD per level per hour. Useful for travel in space.
- 35 The character can gather and redirect hard radiation, aiming it at a specific target. The character can inflict 1 Rad of radiation damage on the target with

simple background radiation, or inflict 1 Rad per level of power 9 and suffer half that amount himself) with the availability of hard radiation (in space during a solar flare or inside a nuclear reactor). See *Deep Space* (Cyberpunk 2020 supplement) for rules on radiation.

Regeneration - The ability to heal and regenerate and an accelerated rate.

- 15 REC is increased by 50% for the day.
- 25 REC is doubled for the day.
- 35 REC is tripled for the day.
- 45 The body is stimulated to the point of regrowing lost parts. An eye takes a week, a limb several months. This power will be useless until such regrowth is completed. 10% chance of developing cancer from the haywire regeneration (see *Deep Space* for cancer and mutation rules).

Sensory - The character can heighten his own senses.

- 15 Heighten one sense, perception checks with that sense are at +1 per level of power. Lasts 1 minute per level of power.
- 20 Hear beyond normal range and ability. The character must specify what he is attempting to listen for or to.
- 20 See beyond normal range and ability. The character must specify what he is attempting to look at or watch.
- 30 'Bloodhound tracking'. With a personal item of the target, the character can determine the target's current location if within 10 km.
- 35 The character can track the location of everyone within 1 km.

Telepathy - the ability to actively communicate with another being's mind. language differences do not impede this power. Range is 1 km per level of power and the duration is 1 minute per level of power.

- 15 The character can send a message through the victim's subconscious. Failure means the target has subconsciously ignored the message. The target does not know where the message originates from unless told so.
- 20 The character can send messages as above and pick up any response the target might have for the duration.
- 25 The character can merge his consciousness with the target. the surface information and thoughts of both can be read by each and allows full conversational ability.
- 30 The character can send messages to the target's subconscious. These messages are unknown to the target's consciousness and will subtly guide the target to a particular location.

Teleportation - The character can almost instantaneously move between two locations

- 5 Move 1 to 100 meters
- 10 101 to 250 meters
- 15 251 to 500 meters
- 20 501 meters to 2.5 km
- 25 2.5 km to 10 km
- +5 Line of sight established with the destination, regardless whether or not the character has been there before.
- +10 Destination is well known but not in sight.
- +20 Destination has been visited once or twice but is not in sight.
- +30 Destination has enevr before been visited.

Transform - The character can change shape, much like biosculpting or extreme plastic surgery. Changes are not permanent.

- 15 Changes are a minor aspect; grow longer teeth, nails, hair. Requires 10 minutes to complete.
- 25 Alter bone structure and weight to some extent. increase or decrease BODY by

35

1. Change requires 8 minutes to complete.

Major bone and muscle alteration. major changes possible, BOD increase or decrease by up to 3 points; STR change by 2. Very painful to undergo.

Requires 6 minutes to complete. Werewolves would be an example of this level of transformation ability.

Martial Arts

This is mainly for those genre videos that don't occur in a current timeframe, like *Yotoden*, for example. The Ki Powers is added for a little 'Ranma 1/2' enhancement for the martial artists. These guys, especially the ninjas, do some really freaky martial arts stuff in the flicks. And let's not get into those 'great' kung-fu flicks from the 70's (Yes, you know I must be twisted; I liked those old kung-fu flicks AND I wrote this book! ^_^;)

First thing is first, the basic Martial Arts maneuvers and definitions, then a listing of the various basic martial arts forms. I'll follow that up with the Ki Powers, special maneuvers, and other special abilities. But first thing first, how important is martial arts in the game you play?

Campaign Style	Cost	Examples
Martial arts are rare	x3	Old West, Victorian England, Pre-Industrial Europe.
Martial arts are uncommon	x2	Post WW II America, Victorian Far Eastern Colonial settings (Hong Kong, India, Singapore, Macao, Shanghai, Manila)
Martial arts are common	x1	Today's Western cultures; all Asian cultures throughout time, most science fiction settings, or in any setting where Martial Arts training is commercially available to everyone.
It look like a freaking kung-fu flick	x0.5	Ranma 1/2, Kung-fu and Chambara genre flicks, Street Fighter or Mortal Kombat style videogames (yes, now you can roleplay Dark Stalkers!! ^_^)

Basic Martial Arts Maneuvers

Maneuver	Ops	REF	DEX	Notes
Basic Strike	2	+2		+1D6 Damage
Block	4	+2	+2	Blocks incoming blows
Breakfall	2			Take 1/2 normal falling damage; regain feet as a Free Action.
Breaking Throw	5	-2	-2	Grab one limb, 1d6KD, Disable, Target falls.
Choke Hold	2	-2		Grab, 2d6 damage vs no SD
Crush	2			+4d6 to damage, must follow grab
Defensive Block	2	+1	+3	Blocks all but bladed/missile attacks
Defensive Strike	2	+1	+3	
Escape	3			+3 STR vs. Grabs
Fast Strike	2	+2		+2d6 damage
Flying Tackle	2		-1	Must follow a full move, +1d6 damage per 5m of velocity you were travelling, you and target fall
Grappling Throw	2		+2	Must follow grab, +2d6 damage, target falls.
Joint Lock	3		-1	Grab one limb, +2 STR to hold on.
Joint Lock-Throw	4	+1		Grab one limb, +1d6 damage, target falls
Ki Strike	2	-2		Ranged HTH attack. Damage as normal, or trade 1D6 for each successive m/yd of distance from target
Killing Strike	2	-2		Does killing damage at -2D to STR with unarmed strikes only
Killing Throw	2	-2		Killing Damage at -2 STR, Target falls
Knifehand Strike	4	-2		1d6 Killing damage, +2d6 stun
Leg Sweep	2	+2	-1	+1d6 damage, target falls
Martial Block	2	+2	+2	Blocks all (but bladed weapons with unarmed block)
Martial Disarm	2	-1	+1	Disarm w/+2 STR during the maneuver
Martial Dodge	2		+5	+5 DEX for dodging purposes that Phase
Martial Escape	2			+3 STR for escape purposes
Martial Grab	2	-1	-1	+2 STR for purposes of the Grab
Martial Strike	2		+2	+2d6 damage
Martial Throw	2		+1	Target knocked prone, takes damage.
Martial Weapon	2			+STR to weapon damage when used with martial art
Nerve Strike	4	-2		2D6 damage vs. no Stun Defense
Offensive Strike	2	-2	+1	+2D6 Damage to basic strike
Passing Strike	2	+1		Must follow full move, add 1d6 damage per 5 m of velocity.
Reversal	2	-1	-2	+3 STR to escape and grab
Root	2			+2 STR to avoid shove
Sacrifice Disarm	2	+2	-2	Disarm with +2 STR
Sacrifice Lunge	2	+2	-2	must follow full move, +1d6 damage per 5m of velocity
Sacrifice Strike	2	+1	-2	+4d6 damage
Sacrifice Throw	2			Martial Throw w/+2 REF, Target and Attacker both fall

Shove	2			+3 STR to shove
Snap Kick/Punch	3		+2	STR +1d6 Damage
Spin Kick	3	-2	+1	STR +2d6 Damage
Takedown	2	+1	+1	Target falls and takes damage
Weapon Bind	2		+1	Bind at +2 STR

MARTIAL ARTS STYLES

- AIKIDO:** Martial Dodge, Martial Escape, Root, Martial Grab, Defensive Strike, Takedown, Martial Throw. Cost: 14 Pts.
- ARNIS, KALI, & ESCRIMA:** Martial Block, Martial Disarm, Martial Strike, Nerve Strike, Fast Strike, Takedown, Weapon Bind. Cost: 14 Pts.
- ANCIENT BOXING:** Martial Block, Defensive Strike, Basic Strike. Cost: 6 Pts.
- MODERN BOXING:** Martial Block, Martial Grab, Martial Strike, Offensive Strike, Defensive Strike. Cost: 8 Pts.
- CAPOEIRA:** Fast Strike, Martial Strike, Offensive Strike, Martial Dodge, Legsweep. Cost: 10 Pts.
- COMMANDO TRAINING:** Martial Throw, Martial Strike, Choke Hold, Martial Disarm, Killing Strike, Martial Block. Cost: 12 Pts.
- DIRTY INFIGHTING:** Martial Disarm, Killing Strike, Nerve Strike, Martial Strike, Offensive Strike, Martial Throw. Cost: 12 Pts.
- FENCING:** Weapon Bind, Martial Disarm, Sacrifice Lunge, Martial Strike, Martial Block, Offensive Strike, Takeaway, Defensive Strike. Cost: 16 Pts.
- FOOTBALL:** Root, Flying Tackle, Fast Strike, Shove, Takedown, Weapon Bind. Cost: 12 Pts.
- GENERIC:** Martial Block, Martial Dodge, Martial Strike, Martial Throw, Offensive Strike. Cost: 10 Pts.
- HWARANG-DO:** Martial Block, Choke Hold, Nerve Strike, Martial Strike, Killing Strike, Martial Grab, Offensive Strike. Cost: 14 Pts.
- JIU-JITSU:** Choke Hold, Martial Disarm, Martial Escape, Killing Throw, Martial Grab, Legsweep, Sacrifice Throw, Martial Throw. Cost: 16 Pts.
- KARATE:** Martial Block, Martial Dodge, Martial Strike, Martial Disarm, Killing Strike, Offensive Strike. Cost: 12 Pts.
- KENJUTSU:** Weapon Bind, Martial Block, Martial Disarm, Martial Dodge, Fast Strike, Passing Strike, Sacrifice Strike, Offensive Strike, Takeaway. Cost: 18 Pts.
- KUNG FU:** Martial Block, Martial Disarm, Martial Dodge, Martial Escape, Martial Grab, Offensive Strike, Killing Strike, Legsweep, Nerve Strike, Martial Strike, Martial Throw, Crush, Shove. Cost: 26 Pts.
- NINJITSU:** Martial Block, Choke Hold, Martial Dodge, Martial Escape, Nerve Strike, Killing Strike, Takeaway, Takedown, Martial Strike. Cost: 18 Pts.
- PANKRATION:** Nerve Strike, Killing Strike, Crush, Martial Escape, Martial Grab, Basic Strike, Legsweep. Cost: 14 Pts.
- SAVATE:** Martial Block, Martial Strike, Offensive Strike, Fast Strike, Martial Disarm, Defensive Strike, Legsweep. Cost: 14 pts.
- SUMO WRESTLING:** Martial Escape, Martial grab, Grappling Throw, Root, Shove, Fast Strike. Cost: 12 Pts.
- TAE KWON DO:** Martial Block, Defensive Strike, Sacrifice Strike, Martial Strike, Killing Strike, Fast Strike, Offensive Strike, Takedown. Cost: 16 Pts.
- THAI KICK-BOXING:** Martial Block, Killing Strike, Shove, Martial Strike, Offensive Strike. Cost: 12 Pts.
- WRESTLING:** Choke Hold, Martial Escape, Martial grab, Reversal, Martial Throw, Sacrifice Throw. Cost: 12 Pts.

Weapon Katas and Ki Attacks

This section is dedicated to a variety of Special weapon maneuvers taught to promising students, extraordinary martial arts movements that are taught to promising students, and unique attacks performed through the focusing of one's inner strength. To gain these special moves, the student must have skill level +5 in the appropriate combat skill. The pre-requisite skills are listed in parenthesis at the end of the move's description. All of these moves cost 3 points each unless otherwise noted in parentheses after the move's name.

Martial Arts Katas

Martial Arts Katas normally work as talents; purchase the talent and you gain the maneuver. Many may later be improved upon as a skill.

Weapon Katas

The Archer's Path: The character is able to load, draw a bow and loose an arrow as a single action. (Archery)

Arrow Cutting: The skill of intercepting muscle-powered projectiles. You can intercept arrows and thrown weapons (up to and including spears) with a successful contested Skill roll versus the attacker's attack roll. You can elect to deflect, destroy, dodge or catch the missile. May be used against multiple attacks in one Phase, but each additional attempt is at a cumulative -1. Must be bought for each combat skill it is to be used with. This is a skill talent. (Any Martial Art)

Chakuzen-Jutsu: The character may perform the "ceiling walking technique," by pressing his limbs and torso snugly against a wall or ceiling and manipulating the slightest handholds or crevasses to keep his body in position. The character may use up to his normal STR while in this position for Strikes, lifting objects, and so on. In addition, the character may crawl at a rate equal to 1/2 his MOV. (Climbing)

Counterstrike: The character may choose the special Counterstrike action during combat. When using Counterstrike, the character gets a free attack against anyone who attempts to hit the character with a melee weapon and misses. The character may counterstrike up to a number of opponents in one Round equal to his score in the combat skill being used. Each successive Counterstrike after the first is also at a cumulative -2 AV penalty. (Any melee weapon skill or Hand To Hand).

Dogakure (5): The character may hurl up to five shuriken (or other small objects) in a single Action, using the Autofire rules. This okuden may be purchased twice, allowing the character to hurl up to 10 shuriken in one Action. (Throwing)

Furious Wind: The character may attempt to strike multiple opponents with a single action. The character rolls against each target separately. However, the character suffers a cumulative penalty of -2 for each target; this penalty is applied to the attack roll for each target. (Any melee weapon skill)

Hidden Blade: The character conceals his blade - under water, in a thick fog, in a billowy sleeve, etc. - thus concealing its true position from his opponent. Surprising his opponent, the character gains a +3 AV for his first action (either a Strike, Block or Pin) with the blade. Subsequent actions are unaffected. To receive the bonus, the sword must be hidden again. (Any bladed melee weapon skill)

Karumijutsu: The ability to leap great distances. The character may leap an additional 5 m/y. (Athletics)

Lightning Stroke: The character may attack a target twice in one Round. Both attack rolls suffer a -1 AV penalty. (Any melee weapon skill)

Piercing Thrust: The character's strike is powerful enough to penetrate armor easily, becoming an Armor Piercing attack. (Swords, Spears)

Reverse Cut: The character may strike at opponents to the side or even behind him with no penalty. (Any melee weapon skill)

Seeking Arrow (10): The character is able to fire an arrow to strike an opponent's vulnerable points, effectively cutting the target's DEF by 1/2 with a successful roll (takes one Action), Target Number = 20. +2 Difficulty for each successive attempt. Every 1 OP spent on this beyond 10 lowers the target number by 2. (Archery)

Seeking Blade (10): The character is able to strike at an opponent's vulnerable points, effectively cutting the target's DEF by 1/2 with a successful roll (takes one Action), Target Number = 20. +2 Difficulty for each successive attempt. Every 1 OP spent on this beyond 10 lowers the target number by 2.
(Any bladed melee weapon skill)

Smashing Blow: The character adds +1 Stun for each die rolled for damage. (Any non-bladed melee weapon skill)

Sniping: This is a specialist skill learned only by professional marksmen. It is of little use in a firefight but is the assassin's choice. Sniping covers sniper rifles only (sometimes specially modified laser or gauss weapons fall under the sniper category). Unlike the normal aiming modifiers, sniping allows you to take much more time setting up a shot, allowing greater accuracy at much longer ranges. (Archery or firearms)

Suiejutsu: The ability to swim deftly while wearing armor. The character suffers no penalty to his movement or Athletics roll while wearing armor in the water. (Athletics)

For the GM

The Empathic System

This plug-in deals with the many various ways in which Humanity is affected and insanity sets in; the addition of cyberware which causes cyberpsychosis or Boomer Syndrome, the witnessing (or commission) of truly horrible acts or results thereof, and the simple stress of everyday life.

Cyber Parts

Oh, the Horror of it All!

Let's Go Postal!

Demonic Powers Plug-in

Creating Demonic Powers

The Entity Classification System

The Entity Classification System is a 'scientific approach' to the wide variety of evil beasts that might be used within the game, from demons, to undead, to alien creatures from other worlds and dimensions. The system breaks down to eleven types in four classes, providing a statistical range and common ability selection for them, allowing GMs to easily select and create entities that will challenge the characters properly.

Class One Entities: Non-Corporeals

These entities (type one through type three) do not possess a physical, material form. They are difficult to detect through the scientific processes and are immune to harm by physical or kinetic-based attacks. Mania and Crykinesis are the most common form of Psychic ability possessed by these entities.

Type One Entities: These are low intelligence entities which usually exist as nothing more than a moving cold spot or an occasional vague humanoid shaped mist.

MENTAL: 2-4 COMBAT: 2-5 PHYSICAL: 2-3 MOVEMENT: 2-8 SPIRITUAL: 2-5

Type Two Entities: These are low intelligence entities somewhat more powerful than the T1's. These entities are known for 'event horizons'. They become trapped in an 'orbit' about a particular place, object, or being, slowly drawn ever closer. The T2's tend to be easily agitated by this problem.

MENTAL: 2-5 COMBAT: 2-5 PHYSICAL: 2-6 MOVEMENT: 2-4 SPIRITUAL: 2-7

Type Three Entities: These entities have a far more noticeable physical presence, normally appearing in as a partial image, either an upper torso humanoid manifestation or a nearly complete animal manifestation. Unlike the T2's, T3's are not subject to event horizons, but actually will freely plague a subject of their choice.

MENTAL: 2-5 COMBAT: 2-5 PHYSICAL: 2-3 MOVEMENT: 2-8 SPIRITUAL: 2-5

Class Two Entities: Demi-Corporeals

These entities (type four through type six) are possessed of a material form which is vulnerable to physical harm. The limits of physical damage apply both ways; both to blows they suffer and physical strikes they attempt. Unlike the Class One Entities, Class two's frequently leave noticeable telltale signs of their presence. Mania and Astral Body are the most common forms of psychic powers possessed by these entities.

Type Four Entities: These are the least powerful of this class of entity. They are very similar to the T3's, but with the exception of being able to solidify their forms to some extent by sheer effort of willpower. This enables them to physically manipulate lightweight objects under 10lb/4 kg.

MENTAL: 2-6 COMBAT: 2-8 PHYSICAL: 3-8 MOVEMENT: 2-6 SPIRITUAL: 2-3

Combat: Physical attacks do 1/4 damage. STR 0-1

Type Five Entities: These ectoplasmic beings (as well as the higher entity types) have full body manifestation and seem to lack the glide or flight ability that the lesser types possess. They can solidify and desolidify with ease, as well as manipulate physical objects and generate slight breezes with little effort.

MENTAL: 3-7 COMBAT: 3-8 PHYSICAL: 3-8 MOVEMENT: 2-8 SPIRITUAL: 2-4

Combat: Physical attacks do 1/3 damage. STR 0-2

Type Six Entities: These ectoplasmic beings are solid enough to generate sounds (they have a voice) and to cause physical damage with their bodies. many are also capable of altering their appearance.

MENTAL: 4-8 COMBAT: 3-9 PHYSICAL: 3-9 MOVEMENT: 4-8 SPIRITUAL: 2-7
Combat: Physical attacks do 1/2 damage. STR 1-4

Class Three Entities: Corporeals

These entities (type seven through type ten) are possessed of a fully solid physical form. They are normally fully affected by physical attacks, but are also often incredibly powerful, both in physical capacity and the many and widely varied powers they exhibit.

Type Seven Entities: These are essentially fully solid ghosts, but still formed of a strange ectoplasmic matter which is not truly solid in this dimension of existence. This matter they exist of is capable of passing through the physical matter of this world if they please.

MENTAL: 4-8 COMBAT: 4-9 PHYSICAL: 4-9 MOVEMENT: 4-6 SPIRITUAL: 2-5
Combat: Physical attacks do 3/4 damage. STR 2-4

Type Eight Entities: This is an entity which is formed almost fully of the matter of this world. While they are usually extremely weak in comparison to lesser entities, they are rated so highly due to their rather parasytic nature, in which they infect, incubate, and consume a mortal host before going into a short-lived orgy of pure destruction in an attempt to propagate before dying. They are short-lived, existing for no more than a few hours once they hatch. These are vile creatures with no established form for this type.

MENTAL: 1-3 COMBAT: 2-4 PHYSICAL: 2-5 MOVEMENT: 1-4 SPIRITUAL: 1-3

Type Nine Entities: These powerful entities are a higher, more intelligent form of the Type eight's. They tend to propagate in much the same manner as well as simply crossing the barrier into this realm of existence. They are able to survive extended periods of time after hatching from a host (days to years) and are normally of a form based upon their host's form.

MENTAL: 2-8 COMBAT: 4-6 PHYSICAL: 4-6 MOVEMENT: 4-7 SPIRITUAL: 2-5

Type Ten Entities: These are powerful archtypal entities which seem to be in charge of the lesser types in a great scheme to lay seige and claim this world in this dimension of existence. They are beings often of seemingly endless power and guide the war against humanity effortlessly.

Class Four Entities: The Displaced or The Dispossessed

These entities are a class and type unto themselves (also identified as Type Eleven Entities). It has long been known that the entities are capable of existing without physical form. When the physical form of an entity is destroyed, the energy or spiritual being of the entity is freed from that destroyed shell to roam as it will. Being dispossessed is not a pleasant experience for entities, making the dispossessed very dangerous, as they are more than willing to do anything to regain physical form. The dispossessed will go so far as to possess a human, living or dead, in order to regain its material existence.

What it is that makes the dispossessed so dangerous is their vulnerability. They are weakened and should they be destroyed a second time, the effects are more serious; they will become 'disincorporated', with one of three results: 20% are outright destroyed, 30% are cast permanently back to their own plane of existence, and the balance (50%) are cast back temporarily, in order to form a new material shell. The dispossessed can possess and animate any body, living or dead, possibly exhibiting a latent psychic ability that is possessed innately by all entities.

The Abridged Guide to Entities

This is a listing of 'entities' I have created over the years, ranging from undead to demons to alien life forms from other worlds. They have been altered from their original Interlock (Mekton and Cyberpunk 2020) formats and reclassified into the Fuzion system and entity classification system.

Type One Entities:

Spectres (T1): These are the most typical of class one entities. Spectres fall into the upper limits of the T1 category, with fairly significant powers. Spectres are literally nothing more than a cold spot in the room, able to install a sense of unease in others.

INT 2 WILL 4 PRE 2 PSY 4 TECH 3 REF 5 DEX 2 CON 4 STR 2 BODY 3
MOV 5 DED - PIE - KI -

END 40 HITS 15 RUN 15 LEAP 25 SWIM 5 LUCK 7 SD 8 KD 1 ED 8
REC 6 RES 12 STUN 15 HUM 20 SORC 6

PSIONICS: Mania, Focal (Fear) +6, Cryokinesis +3

Type Two Entities:

Poltergeist (T2): A poltergeist is usually a malevolent spiritform drawn to a certain type of individual and trapped by an involuntary bond known as an 'event horizon'. These spirits become progressively more agitated as they attempt to break free, become disruptive, then violent, then deadly. Poltergeists are very powerful for an entity, able to feed upon the strength of those they are bonded with.

INT 4 WILL 5 PRE 2 PSY 5 TECH 2 REF 5 DEX 4 CON 4 STR 2 BODY 5
MOV 8 DED - PIE - KI -

END 40 HITS 25 RUN 24 LEAP 3 SWIM 8 LUCK 9 SD 8 KD 2 ED 8
REC 6 RES 15 STUN 25 HUM 20 SORC 7

PSIONICS: Mania +5, Cryokinesis +4, Pyrokinesis +2, Electrokinetics +2, Psychokinesis +7, Psionic Leech +4

Type Three Entities:

Haunt (T3): The Haunt is the typical for the Type Three Entity. Most are capable of some sort of physical manifestation. Haunts seem to normally be the spirits of the dead, bound to a particular location because they cannot move on to their next plane of existence for some personal reason.

INT 4 WILL 5 PRE 4 PSY 6 TECH 3 REF 5 DEX 6 CON 6 STR 3 BODY 5
MOV 7 DED - PIE - KI -

END 60 HITS 25 RUN 21 LEAP 2 SWIM 7 LUCK 9 SD 12 KD 2 ED 12
REC 9 RES 15 STUN 25 HUM 40 SORC 10

PSIONICS: Mania, Focal (Fear, Anger or Sorrow; Choose One) +3, Cryokinesis +8, Pyrokinesis +3, Electrokinetics +2, Psychokinesis +3

Type Four Entities:

Apparition (T4): Apparitions are a more powerful and usually more malevolent form of Haunt. Apparitions typically consist of an upper torso partial manifestation, consisting of chest, arms, and head. Their forms are more than a simple image, but have some solidity to them. They are known for leaving behind some form of protoplasmic slime as a film on things they pass through and those encountering them relate the experience to walking through a damp fog.

INT 3 WILL 5 PRE 2 PSY 6 TECH 2 REF 4 DEX 3 CON 4 STR 2 BODY 6
MOV 5 DED - PIE - KI -

END 40 HITS 30 RUN 15 LEAP 2 SWIM 5 LUCK 7 SD 8 KD 2 ED 8
REC 6 RES 15 STUN 30 HUM 20 SORC 8

PSIONICS: Mania, Focal (Fear) +6, Cryokinesis +5, Pyrokinesis +6, Astral Body +9

Type Five Entities:

Ghosts (T5): These are the spirits of the dead who have remained behind on this world by their own choice, rather than be prevented from crossing like the Haunts. Ghosts remain very much like they were in their original forms, simply trading their material form for their new ectoplasmic one. Stats are as per their original human form at the time of death, with a +2 bonus to PSY.

PSIONICS: Astral Body +7, Cryokinesis +3

Type Eight Entities:

Demon Larvae (T8): These are a form of demonic worm that incubate inside the womb of a woman. When they hatch, they grow rapidly, expanding the woman's abdomen until her bowels burst free from the skin. The worms then will attack any living creature nearby, killing any men, feeding on animals, and attempting to impregnate any women to further propagate their species. The Larval cysts that grow into the Demon larvae are sexually transmitted by the demonic entities of this type and higher. Demon Larvae die within 1d6/3 hours whether or not they manage to reproduce. The incubation may take hours to weeks to complete, depending upon the woman they are afflicted upon.

INT 1 WILL 6 PRE 1 PSY 5 TECH 1 REF 5 DEX 25 CON 4 STR 1 BODY 5
MOV 6 DED - PIE - KI -

END 40 HITS 25 RUN 18 LEAP 3 SWIM 6 LUCK 6 SD 8 KD 1 ED 8
REC 5 RES 18 STUN 25 HUM 10 SORC 6

PSIONICS: Mania, Focal (Fear) +8,

Type Nine Entities:

Cthulites (T9): These are the demonic entities which inspired Lovecraft to write his stories after a single night of terror and madness. They are ever shifting forms, able to cause madness in any who try to follow their shifts and transitions. Looking at one of these horrors will cause 1d6/3 points of humanity damage per turn.

INT 4 WILL 5 PRE 1 PSY 8 TECH 3 REF 4 DEX 7 CON 5 STR 7 BODY 4
MOV 9 DED 6 PIE - KI -

END 50 HITS 20 RUN 27 LEAP 3 SWIM 9 LUCK 8 SD 10 KD 2 ED 10
REC 12 RES 15 STUN 20 HUM 10 SORC 9

PSIONICS: Mania, Focal (Fear) +6, Pyrokinesis +4, Teleportation +5

Cyber Demons (T9): These entities are the result of experimentation. As the human race came to explore the use of cyberware, so it was of the entities (the solid form ones, at least). The result is pure killing machines to be unleashed upon the human world.

INT 4 WILL 8 PRE 0 PSY 5 TECH 3 REF 5 DEX 2 CON 6 STR 9 BODY 9
MOV 5 DED 2 PIE - KI -

END 60 HITS 45 RUN 15 LEAP 2 SWIM 5 LUCK 9 SD 12 KD 3 ED 12
REC 15 RES 24 STUN 45 HUM 00 SORC 5

PSIONICS: Mania, Focal (Fear) +9,
CYBERWARE: varies from demon to demon.

Dream Reaver (T9): These are a powerful form of demonic entity developed as an assassin and spy. The Dream reavers do most of their work through the victim's dreams. They will invade the victim's mind as they sleep, creating nightmares, disturbing sleep, picking about for secrets, and even killing the victim as they dream. Only if they fail to destroy their target through dreams will they manifest in the physical world do destroy the target by hand.

INT 4 WILL 7 PRE 1 PSY 7 TECH 2 REF 5 DEX 3 CON 5 STR 5 BODY 7
MOV 3 DED 8 PIE - KI -

END 50 HITS 35 RUN 9 LEAP 1 SWIM 3 LUCK 9 SD 10 KD 3 ED 10
REC 10 RES 21 STUN 35 HUM 10 SORC 8

PSIONICS: Mania, Focal (Fear) +6, Astral Body +10, Hypnological +7, Mnemonic +4

Grey Men (T9): The grey men have long been a speculation to explain a great many modern mysteries; strange lights in the sky, mysteriously lost time, even unexplainable abductions. The grey men are always described the same by their victims; long limbs, large heads, pallid gray skin, and huge, bulbous, shiny black eyes. Very little is known about them beyond the fact that they come here from the depths of space. A great deal of speculation has gone on about their technology and the possible psychic powers indicated only by their huge heads and evinced by the accounts of their abduction victims.

INT 9 WILL 6 PRE 3 PSY 9 TECH 8 REF 2 DEX 2 CON 3 STR 2 BODY 2
MOV 3 DED 6 PIE - KI -

END 30 HITS 10 RUN 9 LEAP 1.5 SWIM 3 LUCK 11 SD 6 KD 1 ED 6
REC 5 RES 18 STUN 10 HUM 30 SORC 6

PSIONICS: Telepathy +6

Roots of Lust (T9): This is a form of Demon larvae that is capable of existing for an extended length of time. These tend to hibernate underground awaiting the approach of fresh prey, hence their name.

INT 2 WILL 8 PRE 1 PSY 5 TECH 1 REF 5 DEX 5 CON 5 STR 2 BODY 5
MOV 7 DED - PIE - KI -

END 50 HITS 25 RUN 21 LEAP 2 SWIM 7 LUCK 7 SD 10 KD 2 ED 10
REC 7 RES 24 STUN 25 HUM 10 SORC 6

PSIONICS: Mania, Focal (Fear) +8

Malevolent Spirit (T9): These are incredibly powerful entities, the highest of the 'soldiers' within the ranks. Any more powerful than that are the ones in charge over the eternal struggle of darkness against the light.

INT 5 WILL 7 PRE 2 PSY 6 TECH 4 REF 5 DEX 6 CON 6 STR 6 BODY 8
MOV 7 DED 10 PIE - KI -

END 60 HITS 40 RUN 21 LEAP 2 SWIM 7 LUCK 10 SD 12 KD 3 ED 12
REC 12 RES 21 STUN 40 HUM 20 SORC 8

PSIONICS: Mania, Focal (Fear) +6, Astral Body +7, mental +3, Psychic Assault +3, Mind Control +6, Telepathy +3, Psychokinesis +3, Transform +5, Body Control +3, Psionic Leech +3

Type Ten Entities:

Demon Spirit (T10): These are the powerful entities behind the conspiracy to destroy mankind. They are usually incredibly powerful entities which should be able to cause great and irreparable damage on their own. Why they do not is unknown. They seem to enter this world as a form of Displaced, then bond with a human, slowly coming to dominate the mind, then body. When this is achieved, they will then taint the body, slowly making it more demonic in nature (though usually not appearance), until it can reshape the body into its own image. These demons can easily overcome anyone they please physically.

INT 6 WILL 8 PRE 4 PSY 8 TECH 4 REF 6 DEX 6 CON 8 STR 7 BODY 7
MOV 6 DED 10 PIE - KI -

END 80 HITS 35 RUN 18 LEAP 2 SWIM 6 LUCK 12 SD 16 KD 3 ED 16
REC 15 RES 24 STUN 35 HUM 40 SORC 14

PSIONICS: Mania, Focal (Fear) +6, Astral Body +8, Mental +5, Psychic Assault +5, Mind Control +6, Telepathy +5, Psychokinesis +5, Transform +8, Body Control +3, Psionic Leech +4

Type Eleven Entities:

Displaced (T11): This is the mental or spiritual energy and form of an entity that has had its normal 'physical' form destroyed by some means. Displaced are extremely dangerous and powerful due to their vulnerability to discorporation in this state. As with all T11's, the primary stat listings below are modifiers to the entity's original stats. For all T11's, the derivative stats must be calculated individually, on a case-by-case basis. All other Psychic abilities remain the same unless otherwise noted.

INT 0 WILL +4 PRE -2 PSY +3 TECH 0 REF +1 DEX +1 CON 0 STR -2 BODY 0
MOV +2 DED - PIE - KI -

PSIONICS: They gain access to Mind Control at +7.

Skeleton (T11): These are the mouldering bones of a body possessed by one of the displaced. Skeletons take up very little of the space they appear to occupy and thus are +10 difficulty to hit. Blunt weapons will normally not suffer this penalty. The stats listed below are modifiers to the stats of the displaced. Derivatives will need to be calculated on a case-by-case basis.

INT 0 WILL -1 PRE 0 PSY -2 TECH -1 REF -2 DEX -2 CON +1 STR +1 BODY -3
MOV -3 DED - PIE - KI -

Zombies (T11): Occasionally, one of the Displaced will have the opportunity to occupy a corpse with some flesh on the bones (this occurs more frequently in the big cities where the murder rate is high). Blunt and projectile weapons do 1/2 damage to these forms and blades cause full damage, as do energy attacks. Slowly, Zombies degenerate into Skeletons, losing -1 BOD and STR per month, until the -3 penalty for being a skeleton is reached. Zombies also radiate a powerful, sickening odor of decay, the equivalent of a weak nasuea gas, causing a 1d6 resistance attack every turn. This attack reduces Resistance by the indicated amount. Once resistance in this regard reaches 0, the victim suffers a -4 penalty to all combat stat-based skills. resistance is unaffected in regards to stunning attacks by this effect. The odor affects everything within a 5 foot radius.

INT 0 WILL -1 PRE 0 PSY -1 TECH 0 REF -2 DEX -2 CON +1 STR +4 BODY 0
MOV -3 DED - PIE - KI -

Ghoul (T11): More powerful entities, once displaced, are able to better maintain the zombie forms they later possess. This is done by consuming fresh corpses (frequently the entity kills them itself to ensure freshness). These T11 entities are identical to the Zombies, but suffer no degradation and emit no noxious odor.

Revenants (T11): These entities are the dead returned to their mortal shells in a semblance of pseudolife in which they attempt to right some serious wrong done to them. Revenants are virtually unstoppable once they set about their task. Revenants are able to shrug off an amazing amount of damage and are extremely capable physically in comparison to what they were when alive. The recovery rate for Revenants affects STUN, END and HITS at a per turn rate of recovery, making them virtually indestructible.

INT 0 WILL +2 PRE -2 PSY +2 TECH 0 REF +3 DEX +3 CON +3 STR +3 BODY +3
MOV +2 DED - PIE - KI -

PSIONICS: They gain Mania, Focal (Fear) +6, Psionic Leech +4

A Treatise on Demons

Demon. A word used to strike fear into the hearts of god-fearing men for centuries, regardless the religion they chose. In anime, demons bear little real resemblance to those religious symbols, but seem more like the average malevolent movie monsters. Demons come in all shapes and sizes, from tiny, multilegged insectoid creatures, to those that can pass as men, to titanic amorphous masses of flesh that could easily fill several olympic-size swimming pools. For every video, every manga set within the Naughty Tentacles genre, a pair of 'demonic stereotypes' have emerged.

The first stereotype is the 'true physical representation'. The demons size and appearance is directly proportional to its physical, magical, and psychic prowess, as well as its level of willful malevolence. The stronger the demon is, the larger it will be and the more evil it is, the less human it will appear.

The second stereotype is more sinister, the 'inverse physical representation'. With greater evil and power, the demons more resemble humans. This works almost perfectly, with only a few imperfections and flaws to betray the creature's true nature as it tries to mingle with mankind. Such flaws might be overly long limbs, mismatched eyes, extra or webbed fingers, or an asymmetrical nature to the body, where one part of the left side of the body does not properly match with the right (one arm longer than the other, for example).

Beyond this, demons have many similar traits, regardless the stereotype they follow. They almost invariably become more malevolent with more power. Power corrupts, after all. In the entity classification system, all demons are almost invariably Type Eight or higher. The lower forms of Type Eight or Nine are unintelligent creatures, driven primarily by anger, bloodlust, fear and hunger rather than malevolence. These entities can easily be destroyed by anyone, even those unknowledgeable to the ways of entities. As they move up the scale, they become more powerful and move along the development path of one of the Stereotypes. With the increasing power, mankind becomes more prey than foe, as such creatures will require military force to be defeated, or properly trained professionals to deal with them.

Along with this sort of power scale, demons also almost invariably rape women, especially with tentacles. This evolved out of a phenomenon of Japanese Culture, where slime (or body fluids) are considered extremely unclean, as are tentacles. But of course, the

Japanese do their porn differently, so there is a bit of story or logic behind this perversity. There are several possible explanations behind this demonic need for rape and pillage.

First is reproduction. This is an easy means of 'conscripting' forces. Make more troops by quite literally 'making them' by breeding with the natives. This reasoning follows with the nature of the demons as otherworldly, with a great deal of difficulty managing to reach this world, either on their own or with local or outside intervention. Additionally, halfbreeds would be more likely to survive the environment of this world than the demon would, as well as possibly be able to pass as a native.

The second theory is power. Sexual energy is a power source for the demons. They grow stronger by engaging in sexual acts with unwilling parties and feed off the energies released thereof. This particular theory has a basis in Tantra, an Asian religion or philosophical system which bases its precepts around gaining inner peace, power and control through sexual activity. Alternatively, sexual contact might be a means of draining away the victim's life force.

The third theory is corruption. Rape of any sort is a horrible experience for a woman, as anyone forced to endure the experience will tell you. It can be degrading, physically harmful, even lethal in some instances. The copulation with a demonic being, the experience would most likely be even more so, creating permanent emotional scars and possibly even driving most women insane with ease. Demons might even exude pheromones which cause women to 'enjoy' the experience which would lead to even more degradation. Presumably, a person so tortured might be easily controlled by the demonic influences, perhaps even to the point of becoming a total slave to the demons.

The last theory is that demons do the deed for the pure fun of it. They are evil. Physically or sexually assaulting someone might simply be an act they are overly amused by. Demons are twisted and perverse, so who can really say what they do for fun? It certainly isn't a simple trip to the bar to hang out with the guys now, is it? The true motives could be any combination of the above theories.

But what about the victims? Why do they get chosen? Demons are alien to us, thinking in ways we do not. Foremost, they do not apparently have standards of physical beauty that compare with humans. Their attraction to a particular human might be spurred by a woman's current state of fertility or by an abnormally high level of purity or corruption.

You'll also notice that men never seem to be raped by demons. First and foremost cause is the male incapability to bear young. Second is the fact that men are corrupted in ways different from women. Men can be corrupted simply by empty promises of ever greater power. But men are not above being the victims of demons. They are few and far between, but there are female demons. These female demons prey upon men almost purely for reproductive or feeding purposes. They appeal to a man's sense of lust, seduce him, mate with him, and then likely kill him, much like a black widow or preying mantis. The death of the man would fulfill the feeding and fun theories.

A last note about 'demonic humanity'. This functions much the same as humanity for humans, but reflects the strengthening or weakening of the demon's nature, rather than its ability to relate with humans. While the addition of cyberware will lower the Demon's HUM, all other modifiers will work inversely; killing and performing heinous acts will raise the demon's HUM, while such things as compassion and helping those in need would lower it. To put things in a little more perspective for you, we were just too lazy to create another name for it, but that does make paperwork just a tad bit easier for you, doesn't it? ^_^