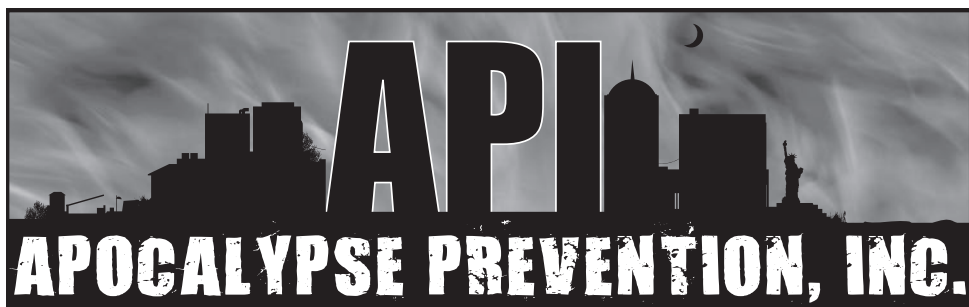


API

APOCALYPSE PREVENTION, INC.

The Roleplaying Game



The logo features a dark, stylized city skyline with a crescent moon in the sky. The letters 'API' are large and bold, with the city buildings integrated into their structure. Below this, the words 'APOCALYPSE PREVENTION, INC.' are written in a white, distressed, stencil-like font.

API APOCALYPSE PREVENTION, INC.

An Action, Horror RPG... with a twist of Humor.
Written by Eloy Lasanta



Apocalypse Prevention, Inc. in Brief

Setting Summary

Apocalypse Prevention, Inc. is a shadow corporation that has protected humanity and all of Earth's inhabitants from supernatural threats since the Black Plague. The company has its hands in almost every facet of human life, which has helped with stopping the world's end on more occasions than one would guess. Humans make up the vast majority of its employees and these agents investigate supernatural occurrences, settle disputes between demon communities, "greet" newcomers to Earth, and fight against evil supernatural forces.

Demons also live side-by-side with humanity on Earth. By definition, demons can be either humans that have been altered in some fashion (such as vampires or mutants) to become "not quite human" or beings that have traveled to Earth from entirely different dimensions in any number of reasons. Those given amnesty are required to register with the company so they can be watched, but are over-all left to their own devices. Many demons work with API to protect the Earth on a daily basis, as it is their home too.

API has also developed technology outside of that which commonly known for the purposes of protecting the world. This new

technology includes advances in the fields of medicine, robotics, and computers. The company equips agents with the necessary tools to fight against the End Times. A dark underworld thrives as well, filled with magic, demons, and the new addition of cybernetics and it exists underneath humanity's nose. That is API's job after all, to protect normal people from the truth that may kill them. In this world, knowing the secret alley to a local street doctor could land you a sweet cybernetic hand transplant, and a man in a black suit can walk into your favorite magic shop and sanction them for selling wolfs bane.

Mood Summary

Apocalypse Prevention, Inc. is a game of Action Horror, with a twist of Humor. The setting is full of high intensity situations with a lot of drama and conflict. No game should have complete dreariness and neither should it be like a cartoon. The "things" fought in API are not kind (wanting to destroy Earth for one reason or another) and it's the agents' job to stop them by any means necessary. People's lives and the entire dimension are at risk, after all. But there is a bit a humor in everything. It could be that the monster inflicting horrible terror is no larger than your shoe, a scepter wielded by an antagonist has a phallic shape to it, or that the giant fish demon can hide them-

selves with just a trench coat and a fedora. These ideas add to a humorous tone to the game, but keep in mind that the horror remains.

Playable Races

Players take on the role of agent for Apocalypse Prevention, Inc. from the various races that now inhabit Earth. The core races are:

- **Humans:** Creative and stubborn rulers of Earth
- **Burners:** Fire demons, refugees from a machine race
- **Changelings:** Shapeshifting demons that live beside humans
- **Hidden Folk:** Body-hopping elves in search for a way to free the rest of their kind
- **Husks:** Statue-like demons with a flair for the artistic
- **Lochs:** Giant fish-demons, dethroned from their kingdom
- **Ondine:** Merfolk, the territorial, indigenous aquatic race to Earth

- **Spectrals:** Ghosts that did not enter the afterlife

- **Taylari:** Living vampires, much different than pop culture

- **Wolf People:** Werewolves of unknown origins

Some races are considered illegal, either through wrong-doing or the threat their existence creates on Earth. These demons are hunted, captured, and deported if possible, but these endeavors also unfortunately end in blood shed. Playable Illegal races are:

- **Carriers:** Disease-eating demons that can create catastrophic pandemics
- **Oracles:** Demons that can tell the future, but bring bad luck in their wake

MEMORANDUM

TO: New Agent
CC: Authorizing Elite Operative

By now, you have learned that the true meaning of API is Apocalypse Prevention, Inc. We are delighted you have joined our company in our cause to do just that! Your contribution to our global family is important to ensure our sustained success and growing protection of all countries. We hope that your career here will be a gratifying one.

Please read the attached New Agent Handbook thoroughly, as it explains what's expected of you as a new agent and defender of Earth, as well as information on your possible non-human coworkers and threats we currently face.

FYI: Your Employee Code is 387RT and you can pick up your specially designed Agent ID from your squad leader after creating a new identity, taking photographs, and providing your genetic code for company records.

To reiterate from orientation, you are henceforth prohibited from contacting your former friends and family. Your continued existence must stay top secret and can cause problems if compromised. Appropriate disciplinary action will be taken if this important rule is broken, up to and including termination.

Contact Hazel in HR for information on your 401K.

We would also request you to complete all the pending paperwork (Forms found at the end of the New Agent Handbook).

I welcome you on behalf of myself and Apocalypse Prevention, Inc.

Sincerely,

Annabelle Priscilla Nsley

CEO, API-US

Attachment: New Agent Handbook
(Please complete and return Agent Information Form)

Apocalypse Prevention, Inc. Savage Worlds Edition

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Special Thanks: It took a lot to get this book out. I want to thank Clint Black for backing me up everytime we had another delay and encouraging us through the whole process. Thanks to Jay Peters to took up the reigns of the API conversion, and Ron Blessing for really helping to refine it. Thanks to all the players who helped us test the converted rules. Also, thanks to Ron Ringenbach for being the biggest cheerleader. In the end, we have an awesome book here. Enjoy!

Disclaimer: This book contains supernatural and magical themes, characters, and places. This is purely a fictional work and is for entertainment purposes only. Not recommended for those with closed minds or poor critical thinking skills.

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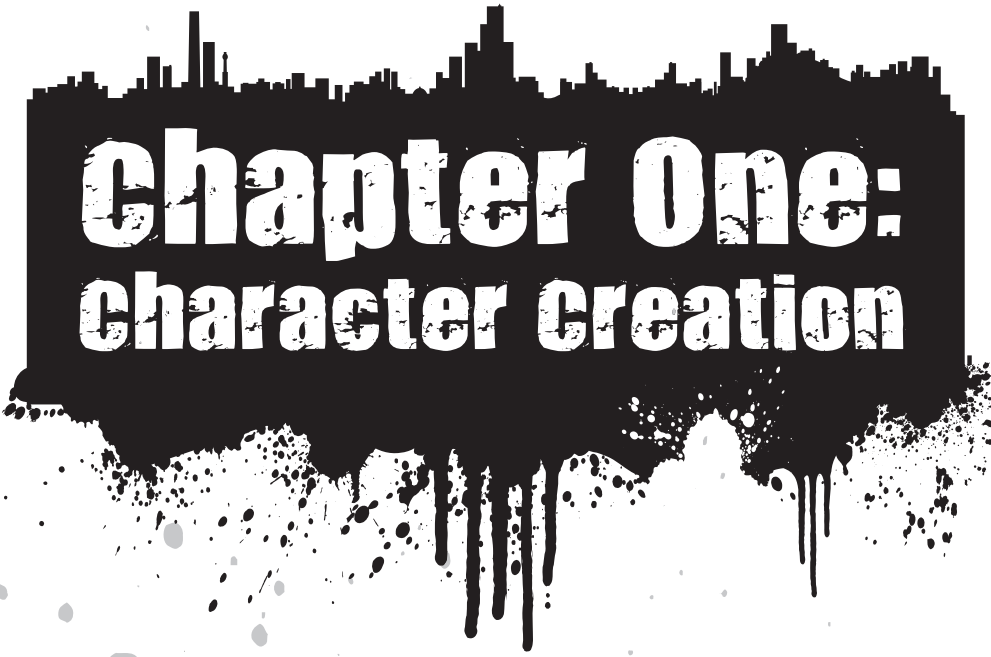
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chapter One: character creation

Concepts

When brainstorming for initial character ideas, it is often easier to think of a basic concept that can be summarized in two or three words. This can be anything from “Wandering monk” to “Black Widow” to “Military Communications Expert”. It is easiest to first identify your character’s role in the world (i.e. their occupation), then take stock of the type of person that would ultimately end up in that position. However, the character is still a person with their own fears, personalities, and goals, no matter the occupation. Someone who chooses “Crime scene detective who always gets their man” is ultimately a quite different type of character than “Crooked cop who takes hand-outs from the mob”. Another

way of conceptualizing your character is to take stock of their personality and psyche before choosing their role. Below are a few other things to consider when pondering who the character really is:

Gender/Sexuality: Their gender and sexuality sheds light on how others view them and their view of the world. It is a fact of life that the world views people as either men or women. Most people identify more with one gender than another, but this is not always the case. Even while physically male, a character may be gay or enjoy wearing women’s clothing, but still be heterosexual. The same is true of women. Transgendered people take on the opposite gender’s identity in all ways, from dress to lifestyle and some even go through surgery to physically alter their bodies to match.

Ethnicity/Race: Some parts of the world ignore the race issue, but such is not the case in the majority of the United States, where racism and prejudice still exist between all races. Prejudice even exists within particular races, where a person may not be dark enough or too dark to fit easily within racial boundaries. Some live truly colorblind, but most know the real world's harsh realities. Figuring out how the character views race can reveal many things. Are they a bigot, do they strive to unify the races, or are they colorblind?

Family Life: How a character was raised certainly has an impact on how they currently live. The relationship between their parents shapes their view on relationships between men and women, with the child often making the same mistakes as an adult. Some grow up with loving families, while others are abused, neglected, and mistreated throughout their lives. Others have siblings with which they constantly fought or competed. This creates a life pattern and forms a character's trust limitations.

Personal History: After leaving home, where did they go? Some try their hand at college, hitting the books to hopefully make something of themselves. Some settle down to get married and having children. Others get a job to make money and coast through life. Wannabe playboys and seductresses may leap from partner to partner and possibly sponge off of each. They may have joined the military and went off to see the horrors of war. Do they still live this way or are they trying to turn over a new leaf? These types of questions weigh heavily on a character concept.

Disposition: A character's disposition or demeanor is how their personality is perceived by those around them. This can be affected by looks, but even attractive peo-

ple can berate or belittle those they consider "beneath them". They could be very polite to everyone, but may come off as naïve or innocent. Or they could be very gruff, making first contact difficult, but often have an inner fragility. A character's disposition is shaped by many of the other factors this section covers.

Occupation: After compiling all the other information about the character, their role should reveal itself. Some decide to follow in their parent's footsteps, learning the same profession/trade or possibly taking over the family business. Some attempt to strike out with their own business ventures, while others end up employees. They could go on to be a premiere butcher or chef, specialize in mechanics or robotics, or become a paranormal investigator. The possibilities are endless. If they joined Apocalypse Prevention Inc. as an agent, sub-contractor, or informant, what is their motivation for serving the company? Their reasons may gauge how closely the company watches their actions.

Races

Apocalypse Prevention, Inc. presents many new races available and fully compatible with Savage Worlds. Each Race is listed along with a full write up of their history, lifestyle, appearance and unique powers. While there are many more Races in the world, these are the most common to become or contest agents.

Of the races listed, there are two Races (Carriers and Oracles) that are Illegal. While completely playable, they are unwanted on Earth by Apocalypse Prevention, Inc. The company spends a lot of effort to track them down and stop them, treating them like monsters. Carriers and Oracles both automatically have the Illegal Hindrance (page 36) as a result.

HUMANS

Other Names: Norms, Baselines, Homo sapiens
Stereotypes: Resourceful, Creative, Weak

Origins

The Earth belongs to the humans, and they started Apocalypse Prevention, Inc. with the intent to keep it that way. However, humans have very little uniformity of theories or beliefs regarding their possible origins. No one truly knows, but many speculations exist, depending on their culture and lifestyle. Their intuitive creativity extends to the creation of diverse mythologies, religions, philosophies, and scientific theories.

Some believe humans were created by an all-mighty deity, who also created the rest of the world as a paradise. Others believe in a multitude of gods, each one serving a specific role in the universe with their own titles and abilities. Another highly controversial hypothesis by Charles Darwin states that humans may have evolved from other similar animals.

More radical ideas suggest that humans were brought to Earth by aliens and are being watched and studied by these “visitors”, while others disbelieve the world itself and consider humans nonexistent and reality an illusion. Needless to say, humans are a varied lot with billions of people subscribing to different philosophies about their origins and their true reason for existing. They hold on to these beliefs with great fervor, which has led to many religious wars in their history.

Lifestyle

Humans have the highest population on Earth, exist in all environments, and live in many different cultures around the world. Earth itself is covered with a variety of differing landscapes and climates that lend themselves to certain occupations and tourists. Humans have hundreds of monotheistic and polytheistic religions that allow for all manner of lifestyles, some practicing rampant hedonism and others living pious,

wholesome lives of worship. The United States is often called “the Melting Pot”, due to the influx and mixtures of people from differing countries, backgrounds, and cultures.

Human lifestyle in the US weighs heavily on both wealth and reputation, which applies to any demons living there as well. “Money makes the world go around” some say and this is ultimately true in most situations. The US capitalist society creates insanely wealthy people and the homeless who scrounge for everything they have and own. The spectrum between these two groups grows wider every year. Most people fall somewhere in the middle, obtaining jobs that pay enough (or just enough) to keep up with their lifestyle. Some are bankers, bakers, or corporate drones, while others become extreme artists, philosophers, or follow other abstract careers. Some have charitable reputations, giving money and service to help the less fortunate. Others are stingy, hoarding their wealth away and some don’t even pass it down to their children. A person’s reputation is important in human culture. Liars, cheats, or worse are highly looked down upon.

No matter their culture origins, humans are prone to stark extremes in both action and emotion. Humans with true balance in their life are rare, because they are so easily shaped by experiences and prejudices passed down from their parents. A remarkable facet of human life is their ability to change their opinions, essentially changing one extreme for another. This is good if they become tolerant of individuals or learn multi-cultural awareness. But this can be bad if they give rise to prejudice actions against certain ideas or groups, be they subgroups of humans or demon races.

Recruitment

Humans encompass approximately 90% of employees for Apocalypse Prevention, Inc. and command the majority of their special forces. They are also the only race eligible for Elite training. With the incursion of demons to Earth, humans (through API) have developed advanced cybernetics, melding their bodies with machines in order to meet oncoming supernatural threats with equal force. Due to their versatility, humans can take any role in a squad of agents, from magic-using adepts to field medic or cybernetically-enhanced muscle to strategist.

Humans are naturally curious beings and have the urge to dig deep into mysteries that present themselves. Some humans seek out API after learning of the company's existence. The company is the place for humanity's paragons to assemble and protect the world from the unknown supernatural dangers.

Appearance

They are simplistic in design and believe themselves to be the model for demon races that have a similar appearance. They have even coined the term "humanoid", used to describe races that stand upright, with two arms, two legs, and a single head. Skin tones range from very dark to extremely pale, usually dependent upon their parental origins. Humans have no breeding limitations within their species, leading to various mixtures of color and size among their race. Their average lifespan is approximately 90 years of age, but the oldest human has been just shy of 120 years.

Many demons under-

estimate humans, considering them weaklings based on their lack of inborn supernatural ability. They may not have natural armor, beams that shoot from their eyes, or shapeshifting abilities, but what they lack in raw, supernatural power, they make up for with extreme ingenuity.

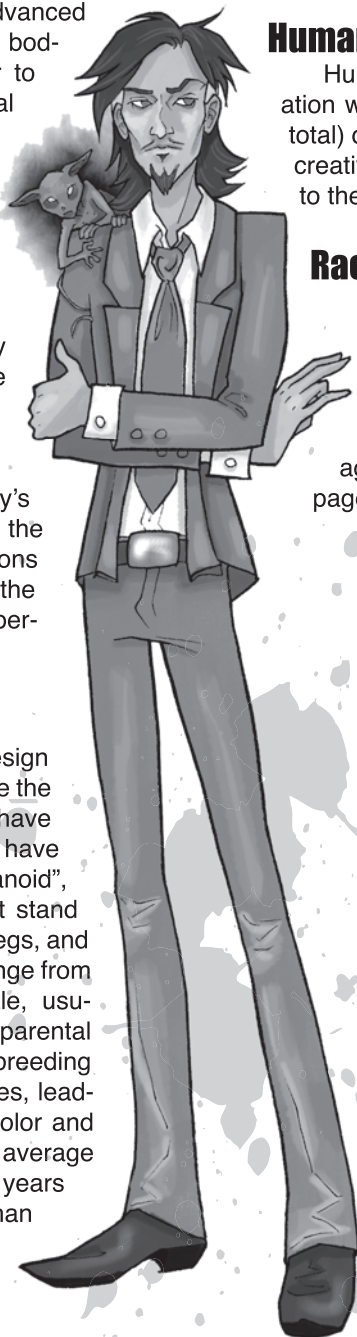
Human Ingenuity

Humans start character creation with five extra skill points (20 total) due to their highly-skilled and creative minds. This is in addition to their normal starting Edge.

Racial Edge - Fighting Style - Elite

Requirements: Veteran, Human, Fighting d8+

Special Training available only to Elite Human agents. See full description on page 38.



Burners

Other Names: Cauloni, Fire Starters, Drews
Stereotypes: Hot-headed, Sexy, Patriotic

Origins

Called the Cauloni in their native tongue, these demons are born from the deep fires of their volcanic dimension. They were brutally bound as slaves by a race of machines called Chromatics. Some were chained and forced to build incredible monuments and mine for precious minerals. Others were used for their natural pyrokinetic abilities as living batteries to fuel their machine captors' internal systems and feed their machine cities. After enslavement for over four hundred years (roughly eight generations), the Cauloni staged a somewhat unsuccessful rebellion. In the midst, the machines decided they no longer needed the Cauloni for labor and either massacred them or place them into suspended animation for later use as batteries. Hundreds of their kind escaped the dimension (not all in one piece) thanks to Septimos, the now great war hero that made the escape possible through decades of diligent research into Portal magic.

Their fateful portal opened in Tampa, Florida about twenty years ago and sparked controversy. They were immediately met by API agents, like other newcomers to Earth, and many within the company saw their usefulness right away. In time, the Cauloni were eventually invited to stay on Earth, as returning to their home world would surely spell death to the few that still remained. The Cauloni were happy to receive amnesty and their youth even took on the moniker of "Burners", as they "burned with pride".

Some joyfully took Earth as their new home world, becoming more patriotic than most humans about protecting the dimension from outside threats. Others

think Earth is just a temporary resting place where they can gather their strength (and hopefully allies) to one day return to Caulon and destroy the Chromatics. They know this endeavor will take decades to complete, if not longer, but the Chromatics are unaging and can sustain themselves indefinitely using those Burners that were left behind.

Lifestyle

Today, Burners take on lives that resemble a human's, working as bartenders, business executives, criminals, or any other lifestyle. They excel in social enterprises and hardly ever work as simple followers or corporate drones, getting promotions quickly and efficiently. Many take their natural gifts and create their own businesses with their entrepreneurial spirit. Few take physically taxing occupations, as their frail frame and haunted memories cannot handle the abuse.

No matter how much they resemble humans or how much they strive to live among them, elder Burners constantly remind the young that they are not. Many Burners try to forget their terrible past and that others are still experiencing that horrible enslavement.

Burners keep close tabs on their brethren. Even great rivals rest easy in the presence of their "own kind". This is especially true for the generation of Burners born on Earth that have never known Caulon's splendor. With so few of them still alive, the elders often make it their mission to create social gathering opportunities, not unlike family reunions. However, these reunions regularly leave rented hotels or halls in flames.

Some Burners have the pleasure

of working directly with Septimos, also called the Fifth Sun, and his followers. They hope to return to Caulon and wipe out the Chromatics, while rescuing the other Cauloni that are hopefully still alive and well.

Recruitment

API agents were the first to open their arms to the Burners and many of their best warriors were called to the company's banner. API's mission statement of protecting Earth makes most Burners gladly work with them, jumping at the chance to fight for their new homeworld. Others enlist to hopefully gain the company's alliance and clearance to launch a full assault mission to Caulon in the near future.

Appearance

Their resemblance to humanity certainly helps with blending into the general populace. Their hair colors and personalities vary as often as humanity's, but they are much thinner and frail in appearance. Their skin tone is similar to sun burn and is hot to the touch, but some wear makeup to fit in more effectively. They have a penchant for spicy foods, a Romanesque accent, and are rarely ever found in cold climates. The only real difference from humans is their pointed ears and their... three-foot prehensile tail. Their tail has an arrow-like end, resembling depictions of a devil's tail from Judeo-Christian beliefs. Burners have an average lifespan of 60 years of age.

Energy Source

A Burner's energy can be used to power small devices such as a flashlight or iPod. This also gives them a +1 bonus to all Sync rolls for Cybernetics. To power a larger device, like a computer or television, they would need to make a Vigor roll. Failure

means the Burner is unable to power the device and they suffer a level of Fatigue.

Charged Hands

Burners can charge their hands with energy. When attacking with their hands they deal +1 damage. If they get a raise on their Fighting die the bonus increases to +2. This lasts for a number of rounds equal to their Vigor die and is treated as Drawing a Weapon.

Fire Immune

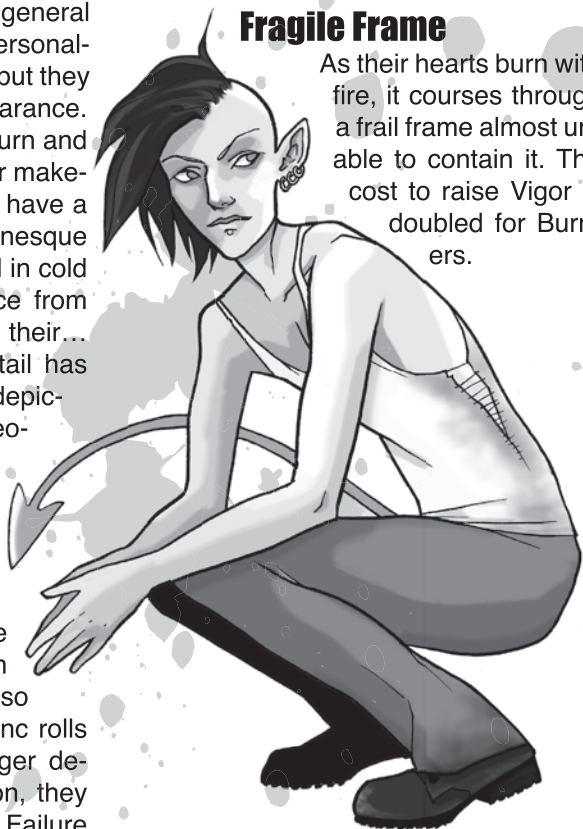
Burners take no damage from fire or heat.

Path of Fire

Burners gain access to the Path of Fire. This does not count toward the maximum number of Paths they can learn based on Smarts.

Fragile Frame

As their hearts burn with fire, it courses through a frail frame almost unable to contain it. The cost to raise Vigor is doubled for Burners.



Changelings

Other Names: Shyfters, Unknowns, Nobodies
Stereotypes: Expert spies, Deceivers, Loners

Origins

Little is known about the origins of the elusive demons called Changelings, even among their own kind. They have no other world to call home besides Earth and they have no written history, only stories passed from parent to child. They adopted their “Changeling” moniker from human legends of stolen children taken by faeries and swapped with their own (as if the pests could accomplish such a thing). This act has become a strong tradition in order to better associate their children with human culture. It is their greatest survival mechanism.

Changeling parents conduct a long and arduous search for the perfect surrogate family for their child. Each has their own criteria, whether they seek to teach their child discipline by placing them in a military home, compassion by placing them with a loving couple, diversity by placing them in a multi-cultured household, or teach them survivalism by leaving them to an orphanage. The only real necessity is that the surrogate has a child that can be replaced with a Changeling child altered to copy their appearance. The tradition also says to devour the replaced child, but many modern Changelings believe this part to be both archaic and unnecessary. Changeling parents watch their children from afar, waiting until the fateful day when they can return to share the truth. Most wait until the child reaches puberty. This tradition and Changelings are believed to have existed beside humanity forever.

Lifestyle

Changelings are instinctual loners and rarely enjoy large crowds. They grow up human, but always have a sense that they are different from other people. Kids that sit and read during recess instead of playing, coworkers that no one knows outside of work, or strange neighbors that live upstairs and never talk to anyone could all be Changelings.

When tapped by their real parents, Changelings are taught to control their shapeshifting abilities, but are left alone afterward. Some may figure out their powers before being tapped, but never to their fullest potential. After their training, they have the choice of sealing away their gifts and continuing their human farce or taking on their lost demon ancestry in favor of their previous life. Most feel a sense of comfort in finally understanding why they felt so different.

Most Changelings continue to live their everyday lives, while also seeking adventure and intrigue with the help of their gifts. A life of crime is quite alluring when one can become a veritable chameleon in the black market. Others may become vigilantes, using their abilities to clean up their neighborhood while easily keeping a secret identity.

Recruitment

Apocalypse Prevention, Inc. has several Changelings under employment and the company happily extends help to the untapped. Likewise, they often become spies or double agents. Specializing in covert operations can get them rather

large paychecks.

Appearance

In their natural form, Changelings are thin and asexual with hairless silver skin. Their eyes are black voids and they have only small holes for their mouths, noses, and ears. They are an alien-looking bunch, lending to the idea that Changelings are actually “visitors” from outer space.

Through the Changeling tradition, they have a human form that is second nature to them. While naturally asexual, most identify with one gender more than another, carried over from their human years. Changelings rarely share their true form with others. Their average lifespan is slightly less than humans at 80 years of age.

Inhuman Appearance

Appearance (Fear)

Anyone seeing a Changeling in their natural form must make a Guts check or be Shaken. If they are already shaken they do not take a wound from this effect. See Fear (Savage Worlds Deluxe Edition, page 85) for additional effects.

Natural Shapeshifting

Changelings are born with the uncanny ability to change their shape to mimic another person (human or demon) to near perfection. To copy another person (human or demon) requires a Persuasion roll. This ability can provide a

+1 to -1 Charisma modifier based on the form taken. They can also choose to shift only a small part of their body (ie., vocal chords to mimic another’s voice or skin color to gain a +2 to a Stealth check).

Object Shapeshifting

Upon reaching the Seasoned level, Changelings can turn into inanimate objects (i.e. chair, chest, or door). Complex objects (i.e. motorcycle) are possible, but duplicating the proper working parts to be ridden is impossible. This applies to all objects with inner working parts that cannot be copied. They prefer to become objects of a single piece.

2D Shapeshifting

Crafty Changelings that have reached Veteran status learn to flatten their bodies to become 2D. They can appear as part of a wall or floor design or to slip out of bars with ease. While in the form, the Changeling takes double damage from all attacks.

Isolation

When able to become anyone, Changelings often lose their own sense of self and personality in the mix. They exhibit difficulty dealing with others on a personal level as their empathic comprehension wanes. The cost to raise Spirit is doubled for Changelings.



Husks

Other Names: Shattered, Empty Heads, China Dolls

Stereotypes: Enigmatic, Naïve, Unearthly

Origins

Husks are relative newcomers to Earth, first encountered in the wild forests of British Columbia. Their kaleidoscopic portal they arrive through (similar to that of the Burners) never opens in the same place twice and proves difficult to quarantine. Husks are perhaps one of the most inhuman demons discovered to date, in both physiology and mannerisms. Further cultural differences make it difficult for anything more than cursory research of their history or customs.

They whisper in their sibilant language about their homeworld, Sussulak. Its air is quite poisonous to humans, so what little exploration that has been done has been via remote control probes. Images received have revealed a swampy planet of brown quagmire and blackened tar pits, with only the occasional twisted tree or rocky pillar to distinguish it. Not many living creatures beyond swarms of insects that live survive on decaying plant matter and each other.

The only things of true beauty and interest are the Sussulak carvings. Stones seem to naturally form into towering pillars and many of these have been carved into fantastical shapes not unlike totem poles. All manner of native creature can be found carved into these monuments, but nothing is known of their origin, not even by the Husks.

Lifestyle

Whether the Husks should have been allowed residential status is still debated to this day. Many points for and against their staying have been made. Husks have developed beyond the need for food, consisting of a diet, it would seem, of a variety of gasses readily found in Earth's atmosphere and simple sunlight. Since these demons require no food, the concepts of money or a hard day's work often go over their heads. Many contribute nothing to Earth's economies, neither producing goods nor spending money on it, leading to believe they simply take up space. The few that do work are very unreliable, wandering

off without a word when their duties cease to amuse them. Their needs are so few in fact that it's a wonder they have a culture at all. This is a shame since, when properly motivated, they make extremely talented artists and have beautiful (if haunting) singing voices. At the moment, special consideration is given to Husks that become API agents, while others are gently rounded up and deported. The company does what it can to contain mass immigration into Earth when it happens, but a few often slip through the cracks.

To say that Husks are childlike is an oversimplification, as they are very deep and complex. Most people only see their naïve curiosity and the strange gaps in their knowledge. Much of human nature, drives, and emotions are a complete mystery to Husks, who really only care about amusing themselves, whether with creative arts, singing, studying magic, or discovering more about Earth. They shatter themselves all of the time just to move, so they often find it curious, unsettling or amusing that other races are so tragically frail. Some even conduct experiments that leave mangled human bodies behind. API has the most trouble with these misguided Husks.

Recruitment

It is uncommon for Husks to volunteer for service, but they will join if their other choice is deportation. Since it is difficult to tell them apart, all licensed Husks have a unique identifying symbol carved into their forehead in a contrasting colour. The process is performed using painless, but permanent magic that cannot be copied. Due to their species' poor record as employees, Husks are usually employed in advisory roles, rather than field agents. If they prove themselves trustworthy and loyal enough, certain agents are allowed out into the field, even unaccompanied.

Appearance

A Husk's skin is referred to as their shell. It is made from a substance that resembles fine, ivory-colored porcelain. In fact, they look

very much like fine art sculptures, lacking hair, eyelashes, or pupils and irises in their eyes. They do not exhibit facial expressions and their mouth does not move as they talk (lip reading is impossible). Their face always displays placid impassivity, making it difficult to distinguish one from another. Their voices are barely audible whispers, found unsettling by some. Females do exhibit breasts, but neither gender has genitalia. They can only reproduce in Sussulak, as a male and female sculpt a child from piece of the mysterious pillar of their homeworld.

Husks that remain perfectly still and has set their shell are often mistaken for a statues. Their shell makes it quite impossible for them to move in this state. In order to move, they must break themselves, flexing sharply and causing their shell to fracture at the joints. Peeking through the cracks, the creatures seem composed of swirling black mist that seeps out in thin tendrils. They don't understand pain exactly, but they try to keep movement to a minimum. This gives them a robotic motion that makes some think of old-fashioned clockwork automatons. They can set their shell, thus healing their cracks, at any time. Average lifespan is 300 years of age.

Naturally Creative

Husks receive two free d6s in Knowledge that relate to the Arts. Examples would be Knowledge – Sculpture, Knowledge – Painting and so on. This also represents an ability to create works in this area, so a Husk with Knowledge – Painting could create paintings.

Path of Fractures

Husks gain access to the Path of Fractures. This doesn't count toward the limit of Paths based on Smarts.

Husk Shell

- **Cracking the Shell:** Before a Husk can even move, they must create fissures in their shell to make themselves flexible. Outside combat, they can simply perform the action at their leisure. When a fight breaks out, they must use their first action to create

a network of fractures at the principle body joints. The fractures remain in place until the Husk declares they are Setting the Shell. For the first Round of combat, Draw 2 Initiative cards and take the lower.

- **Setting the Shell:** Husks are never “at rest” (in terms of healing wounds or fatigue) unless they allow any cracks in their shell to heal, becoming a motionless statue. They must Crack the Shell to move again.

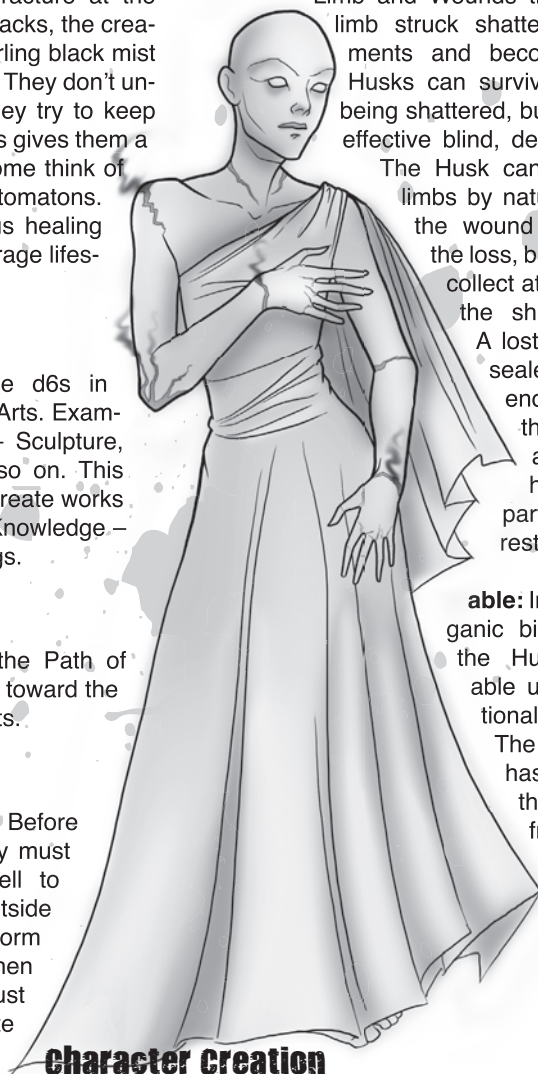
- **Inhuman Biology:** Husks take no damage from deprivation, disease or infection and can only be choked if eternally enclosed in a vacuum. If their shell is exposed to clean air, a Husk cannot suffocate. Poisonous gases affect them normally, but they are unaffected by injected or ingested poisons.

- **Limb Loss:** If an enemy target's a Limb and Wounds the Husk, the limb struck shatters into fragments and become useless. Husks can survive their head being shattered, but is rendered effective blind, deaf and mute.

The Husk can restore lost limbs by naturally healing the wound that caused the loss, but it must also collect at least 90% of the shattered limb.

A lost limb can be sealed over at the end by Setting the Shell, so a Husk that has lost body parts can still rest.

- **Untreatable:** Inhuman, inorganic biology makes the Husks untreatable using conventional medicine. The Healing skill has no effect on them but spells from the Path of Healing work normally.



Hidden Folk

Other Names: Body-Snatchers, Hidden, Elves
Stereotypes: Majestic, Enigmatic, Soul-Stealers

Origins

Hidden Folk were named by the people of ancient Europe who saw them only as creatures that lived in the forests. Most woodsmen and guides that entered were cursed by the Hidden Folk and never returned. Others that came back were never the same, sometimes burned at the stake or drowned to prove they weren't tainted by witches or faeries.

In actuality, these humans were gone forever as soon as they met one of the Hidden. Their kind existed for thousands of years independent of humanity with claims of being the first race of Earth. They created sprawling tree communities and attempted harmony with nature itself, until the first humans arrived. They had no clue of human origins or their behavior and attempted to befriend them, like they had other races before. There were many celebrations and cordial dealings, even many marriages between the two races, but the humans were devious indeed. The ancient Hidden were tricked into sealing themselves away to a lost dimension with a finely-crafted oath that gave humans rulership of the Earth.

The Elves found a loophole in this pact centuries later, letting them leave their prison as ethereal beings. Unlike Spectrals, they cannot exist this way indefinitely and found their only recourse in melding their spirits with the body of their half-human descendants. They blended into human society, but their spirit also changed their host body's appearance, which made it impossible in some cases. They were hunted as body-snatchers by many a demon hunter, especially when Apocalypse Prevention, Inc. first opened their doors. Over time, their ability to hop bodies and wealth of ancient knowledge proved too useful to the company for them to stay illegals for long. The Hidden Folk have returned to friendly terms with humanity... but for how long?

Lifestyles

Hidden Folk used to be called so because they hid in the forests. Today it's because they hide among humanity itself, walking the same streets and living very similar lives. But they have things they need to do to keep their effectively immortality. Upon returning to Earth as ghostly creatures, they located their blood lineage that still exists within humanity today. The blood is too thinned for these humans to know their true heritage from the time before history, but they are the key for the Elves' survival. They take over the body and mind of their descendants entirely, removing the person they were before. They also need to ensure future host bodies by creating as many offspring as they can and fostering giant families. The Hidden itself hops from body to body through generations, each time working to increase the number of potential hosts at their disposal.

Their second core goal is attempting to remove the curse that sealed away their real bodies in a state of suspended animation in a pocket dimension. Reversing a pact is difficult though, even more so for the Hidden, and who knows if that will ever truly happen. Still, the possibilities must be explored, no matter the cost.

Recruitment

They have lived beside and at the expense of humans for millennia, and believe themselves superior in every way. However, they see the Earth as their home as well and API is the best recourse they have for a unified front in defending it. They act as diplomats or soldiers in many instances, but are also quite keen on espionage missions where taking over bodies would prove helpful.

Appearance

The host body begins as a normal human and then the Hidden's spirit takes over. The process burns off excess fat the body once had, bulks up their muscles, and makes them appear majestic in nature. The most noticeable changes are their larger, almond-shaped eyes and slightly pointed ears that accompany their change. They can then live an average human lifespan before needing to hop bodies.

Inhuman Appearance

Appearance (Fear)

Anyone seeing a Hidden Folk must make a Guts check or be Shaken. If they are already shaken they do not take a wound from this effect. See Fear (Savage Worlds Deluxe Edition, page 85) for additional effects.

Hopping Bodies

- **Permanent:** A spirit transfer can only be permanently binding with a direct Hidden Folk descendant. This type of transfer is often held for the lifespan, but they can voluntarily shift bodies as often as once a year. They automatically take over the body and mind entirely (no resistance roll needed), erasing any sense of being the vessel once had. They can access memories when needed with a successful -1 Smarts check. When they leave the body, it is an empty shell with no identity.

- **Temporary:** They can temporarily leave their primary bodies to take control of another. The Hidden and

the target make contested Persuasion rolls and the target is possessed if the Hidden wins. They can control the target's body for up to one hour, plus an additional hour with a raise. However, their actual body is left defenseless and vulnerable. When the duration lapses, they snap back to their original body and suffer a -1 penalty to ALL rolls (except damage) for one day as they readjust.

Unbridled Prowess

The spirit of a Hidden brings with it great power. After taking over a body, it strengthens the muscles and provides the following bonuses: the body is counted as a Wild Card, gains a +1 to Fighting rolls, damage rolls and increases the Toughness of the body by 1.

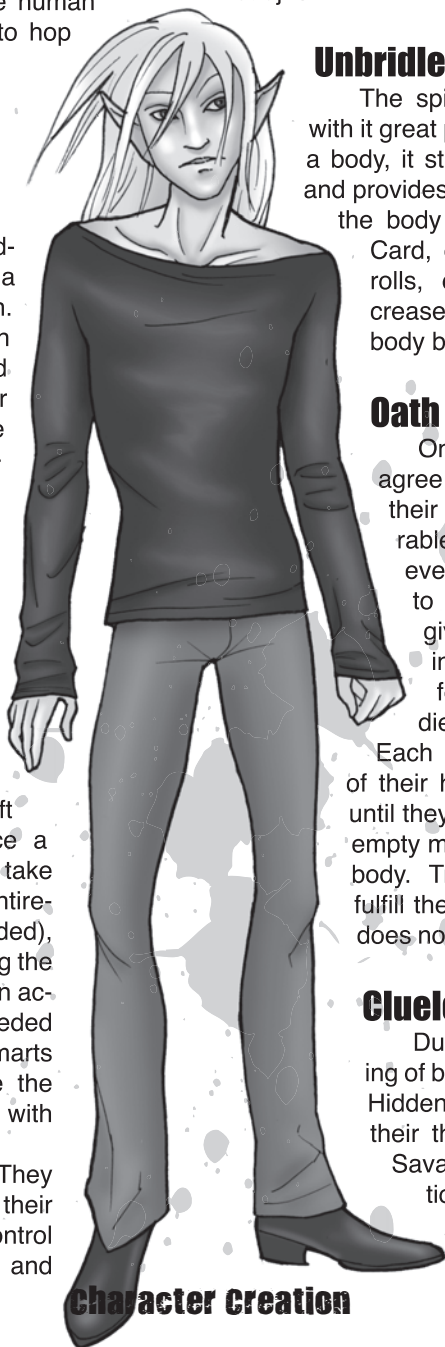
Oath Bound

Once the Hidden Folk agree to something, giving their word or other comparable vow, they must do everything in their power to fulfill the bargain. Few give their word so willingly, because they suffer the loss of a Smarts die if they then ignore it.

Each time they lose pieces of their history and existences, until they are nothing more than empty minds in a rotting human body. Trying their hardest to fulfill their oath and then failing does not count toward this loss.

Clueless

Due to their constant shifting of bodies through the ages, Hidden Folk seldom have all their thoughts collected. See Savage Worlds Deluxe Edition p.28



Lochs

Other Names: Sedrone, Nessies, Gills

Stereotypes: Wise, Monstrous, Slimy

Origins

Lochs come from Domainya, a dimension made entirely of water, where they were feared and known as the Sedrone (a rough human translation of their language). In Domainya, the Sedrone were cruel and oppressive rulers of other aquatic races, living indulgent, decadent lives on their follower's backs. The wisest of these seemingly obedient races created a virus called the Contagion to push the ruling demons from their high pedestals. The Contagion is an epidemic that makes breeding between Sedrone impossible.

In an understandably fuming rage, the Sedrone army launched and slaughtered even their loyal subjects. They left nothing alive in their destructive wake and, to this day, their decimated kingdoms are still stained blood red. Sedrone were never a scientific race and left themselves with no clue to the source of their blight or how to cure it. Many believed their once-powerful race was now destined to fade away.

They traveled to Earth seeking a cure for the Contagion. As aquatic beings, they stuck to bodies of water (i.e. swamps, lakes, lagoons) in their search for anyone with answers to stop their extinction. However, their appearance quickly frightened off most humans. Sheltered away from humanity, they became myths and legends commonly known as loch ness monsters or creatures from the black lagoon. Some of these proud demons brought rages of blood and sex to humanity, killing and defiling any that searched for them.

Joining with Apocalypse Prevention, Inc. shed some light on their future... while they could no longer breed with each other, the Contagion did not halt their breeding with humans. Human females that give birth to a Loch child die during or after childbirth. Human males die well before that.

Lifestyle

The Lochs have fallen from grace and many have been intensely humbled by the experience. They have done soul-searching

and become wise men or therapists to others, spreading their new-found wisdom to any that would listen. They hope to guide others to avoid grim fates like that of the Sedrone. Some even pursue science to find a cure or a way to survive the birthing process.

Others chose to stay in the Amazonian jungles where they first arrived. They angrily rail against their doomed fate, instilling themselves with enough hate to survive in the harsh lands of Earth where every step could mean extinction. They viciously attack anyone that crosses their path, lending credence to myths that Lochs are only monsters.

Most Lochs, no matter their methods, are looking for humans to mate with them. Obviously, their appearance makes coercing humans to mate a tricky ordeal. It's a scary thought and the actual experience itself is as well. However, they are in a race against time, with their youngest killed by travelers and their oldest dying in Earth's severe conditions.

Recruitment

Before the Contagion, Loch recruitment averages were low and the demons' population on Earth sparse at best. However, now that the Lochs are in need of help, they enlist with Apocalypse Prevention, Inc. quite frequently. Image Emitters allow them to appear human and fit in. They are in high demand, used to help find new mates. API knows the chosen humans' fate if they mate with the Lochs in disguise, but they are considered acceptable casualties in exchange for the powerful warriors they receive in the fight to defend Earth.

Appearance

Loch's stand up to ten feet tall and are very muscular, humanoid fish-demons. Most have wide gaping mouths and bulging eyes, with spiked fins that extend from their bodies. Some possess features resembling other aquatic creatures, like lobster claws for hands or tentacles that extend from their head like hair. They have clawed and webbed fingers

and toes to aid in their swimming and combat. Their skin and scales feel smooth like a snake, not slimy as others might assume.

Their language is guttural and cannot be spoken by non-aquatic races. They have learned to conform their vocal chords to Earth's atmosphere and speak our languages, but make the sound of sludge bubbling in the back of their throats while they speak. Average lifespan is about 250 years of age.

Inhuman

Appearance

Appearance (Fear -2)

Anyone seeing a Loch for the first time must make a Guts check at -2 or be Shaken. If they are already shaken when they see the Loch they do not take a wound from this effect. See Fear (Savage Worlds Deluxe Edition, p.85) for additional effects.

Aquatic

Lochs can breathe above and below water normally and without penalty. They move at full Swimming speed in water and can speak their aquatic language while submerged. They also receive a free d6 in Swimming and are immune to damage from the ocean's crushing depths or the crushing spell from the Path of Telekinesis.

Gigantic

Lochs gain one level to Strength and Vigor due to their massive size but suffer a -1 penalty to all Agility-based skill rolls. Lochs gain +1 Size and they deal Str+d6 damage with their claws and teeth. Any clothing or armor requires special sizes to fit correctly. Lochs cannot take the Brawny edge.

Slow and Steady

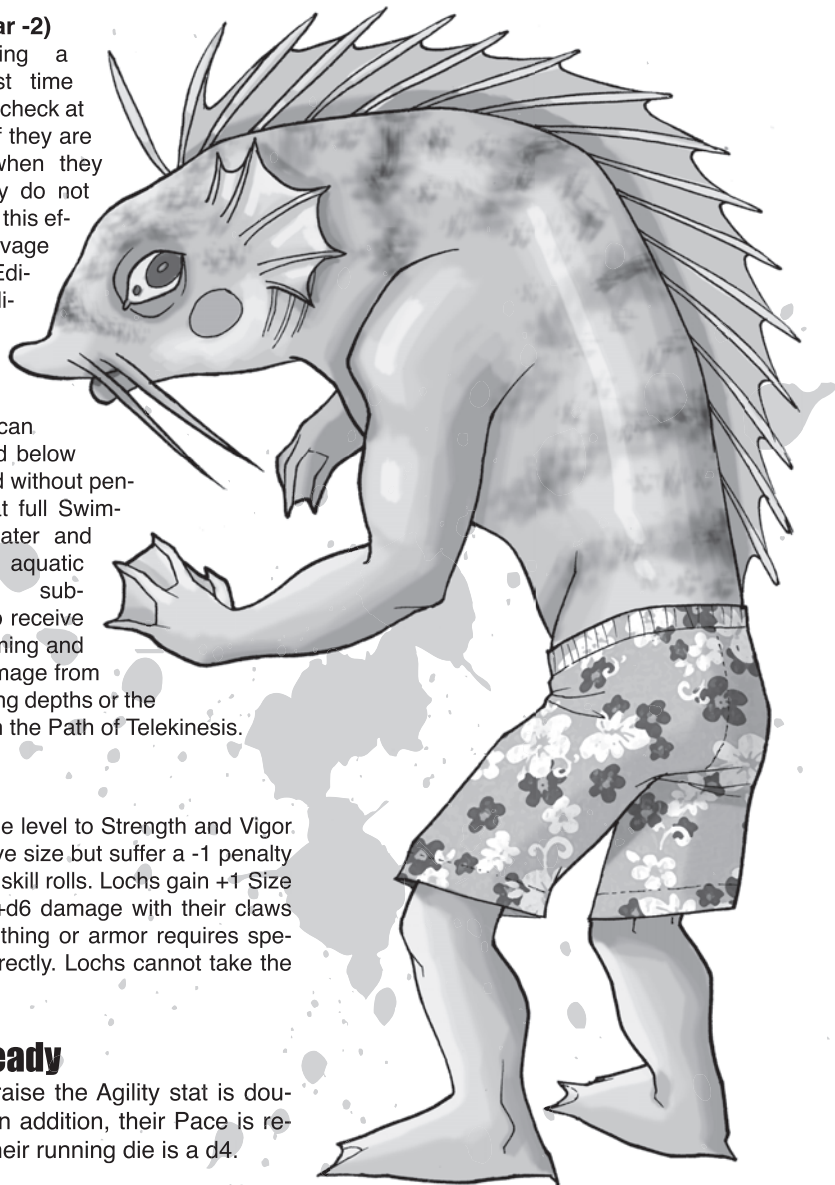
The cost to raise the Agility stat is doubled for a Loch. In addition, their Pace is reduced by 1 and their running die is a d4.

Racial Enemy – Ondine

Lochs and the Ondine hate each other. All interactions with Ondine are at -4 Charisma. This penalty does not stack with Outsider.

Outsider

As per Savage Worlds Deluxe Edition, p. 30. -2 Charisma when dealing with members not of their own race.



ONDINE

Other Names: Mermaids, Sirens, Children of Poseidon

Stereotypes: Seductive, Territorial, False Demigods

Origins

Ondine are a strange phenomenon on Earth with “divine” roots. Their people believe that they are descendent from a proud race of soldiers that served Poseidon, the Greek god of the sea. The Ondine wielded mastery of water magic and fought beside the gods themselves against massive kraken and sea serpents that plagued ancient humanity. Favored warriors to the sea god were blessed with unspeakable beauty, the males becoming Poseidon’s avatars on Earth and the females becoming the sea god’s many wives to give birth to future generations of Ondine. Their spoken history tells of a great battle of jealousy and megalomania between Zeus and Poseidon that forced their master to abandon the Ondine so they would not be destroyed. Only his chosen avatars and wives survived.

When left to their own devices, the majority of Ondine held humans (Zeus’ favorites) in contempt, a sentiment that continues even today. They constructed sprawling underwater cities to stay far away from humans, their green-eyed god, and their destructive ways. Some are the source of legends of helping the occasional drowning human to safety and are depicted as kind and selfless. Others used their entrancing voices to attract seamen and pirates, just to watch the sailors fight to the death for their hand.

Apocalypse Prevention, Inc. has run many tests over the years and found that Siren DNA is possibly a mutation on humanity’s due to many similarities in the basic codes. Boasts of divinity are usually ignored by the company as such beings are usually just influential and powerful demons.

With the Lochs to act as the company’s eyes and ears, API has been able to gather a lot more information on Ondine culture, but usually only from one side of the territorial battle that now rages on beneath Earth’s oceans.

Lifestyles

These demons have lived below Earth’s

oceans for thousands of years. Their modern cultural doctrine paints Humanity as spoiled, dirty, and inconsequential, most of this left over from centuries of hatred between the races or the mass pollution being spread by humans. It is also due to an overwhelming sense of pride and arrogance among their race. They were chosen by the gods to rule the waterways. The Earth is covered by 70% water and that fact should make the Ondine the clear rulers of the planet in their minds.

However, the clear and present danger presented by human pollution into the oceans and seas has taken its toll on the Ondine. Their once beautiful underwater cities have been covered in trash or disintegrated by toxic dumping. The few remaining settlements are clouded by illusionary magic, but that doesn’t keep the little-learned Lochs from attempting to take them over. Much of the Ondine’s everyday life revolves around avoiding humanity and fighting Lochs. Every so often, one may feel compassion for a human and save them from drowning or other horrible death (i.e. like being eaten alive by seas monsters) but the majority are just as happy to stay clear of humans entirely.

Appearance

Sirens are a race of half-human and half-aquatic people. Unlike a Half-Loch that is an equal mix of the two worlds, Ondine have a human top-half and long body of a fish (or dolphin) from the waste down with fins, webbed fingers, and a tail for optimal underwater performance. They may also turn their fins to legs for short periods of time to appear human. They are all born attractive to the point of obsessive behavior from people they interact with and have skin tones that match the region they inhabit. An Ondine can only be born from a female Ondine. Even if a male Ondine impregnates a human, the child will not be Ondine. Birthing experiments with Ondine and Lochs have yet to be attempted. Average lifespan for a Siren is approximately 140 years of age.



ocean's crushing depths or the crushing spell from the Path of Telekinesis.

Mother's Milk

Both genders of Ondine can produce milk from their breasts at will and one sip gives the drinker the ability to breathe saltwater for about twenty minutes (does not work for freshwater). Attempts to extract the milk forcibly do not work, as it must be given willingly. This has been used in the past to help drowning victims get to shore without dying or to nurse newborns.

Siren's Song

Ondine gain an automatic d6 in Persuasion, regardless of Spirit. Their voice rarely misses a note and they know how to use it to their advantage. For the cost of one Fatigue, the Ondine may use their voice to entrance the target with their beauty and lure anyone who hears it to them. Those failing a Spirit check (made at -2) follow the sound of the voice and instantly fall in love with the Siren while in its presence. If the victim rolls Snake Eyes then they fall into an obsessive love with the Ondine, growing jealous, violent and possessive over them (i.e., punching someone because they smiled at 'their' love).

This ability cannot be used in combat.

Recruitment

Ondine don't like working alongside Lochs, but they are still very useful to the company. Their abilities make them great for rescue assignments for agents lost on sea missions especially. Some are hired for espionage, such as seducing enemies in order to catch them with their pants down. They make the firm stance to only join the company if they are provided with aid in cleaning the oceans, but this also gives Lochs free reign in their territories to help with the efforts. This is not a deal easily made.

Inhuman Appearance

Appearance (Fear)

Anyone seeing an Ondine for the first time must make a Guts check or be Shaken. If they are already shaken when they see the Ondine they do not take a wound from this effect. See Fear (Savage Worlds Deluxe Edition, p.85) for additional effects.

Aquatic

Ondine can breathe above and below water normally and without penalty. They move at full Swimming speed in water and can speak their aquatic language while submerged. They also receive a free d6 in Swimming and are immune to damage from the

Water is Life

While the Ondine can leave their watery homes for a short time, they were never meant to live above water. They must be submerged in saltwater for an hour at least every eight hours out, or their fins start to grow back and they begin to die. Every additional eight hours that passes, they are dealt one Wound until they are dead. Sirens forced to live in cities circumvent this with frequent saltwater baths, but they always feel the urge to return to the sea for the real thing.

Spectral

Other Names: Ghosts, Caspers, Haunters
Stereotypes: Troubled, Scary, Damned

Origins

Spectral are the ectoplasmic, spiritual by-product of losing one's life and exist for a multitude of reasons. Some ghosts feel the urge to complete their unfinished business on Earth and ignore the Bright Lights when they open. They may stay to watch over their families, aid in important business deals left undone, or seek one more touch from a loved one. They give up their afterlife, because they're not done living.

Some were victims of horrible acts, leaving their souls so defiled that the Bright Lights never appeared. Even those that led virtuous lives and should have truly deserved passage to the afterlife can be stuck as ghosts. They often go on to protect justice or haunt criminals that would dare harm innocents, attempting to keep others from their fate.

Others are truly damned... as they are brought back from death. They walked into the Bright Lights, felt the undying warmth of bliss, but was ripped from its embrace. If not contained, they often become hostile and haunt locations where they can take their rage out on unsuspecting passersby. Even the sanest Spectral's mind breaks down from the harshness of their current existence, leading many to become Spirit Eaters (page 177).

Lifestyle

A Spectral's "deathstyle" is fueled by their Passion. They are urged not to waste a single moment of their precious time. They always seem to be in a hurry, despite their unaging properties. They spend their days seeking out their true purpose for existing, whether it be protecting loved ones, working for redemption for past wrongdoings, or even chasing down their enemies

for revenge. Murder victims may even attempt to solve their own death, using their ghostly state for easy surveillance and investigation.

Too many ghosts assembled in one area is ample bait for roaming Spirit Eaters or ambitious necromancers. Therefore, they rarely have large gatherings, but two or three purposefully congregating is not uncommon. Meetings usually involve helping each other on personal quests or exchanging new ways for the dead to affect the world (Spectral Skills).

Another frequent goal for some is to find a way to be rid of their ghostly existence. Normally, the only end is when their ectoplasmic bodies are dispelled by spiritual damage or devouring by a Spirit Eater. They seek true ways to unlock these secrets, some hoping their Bright Lights will reopen through good deeds. Others have become scientists of death, trying to find ways to force the Bright Lights to open. To date, no attempts have been successful, but they can't be knocked for trying. Apocalypse Prevention, Inc. aids in this afterlife research, funding trips into other dimensions in search for a cure... for death.

Some Spectrals are at peace with their spiritual existence and even evolve into spirits of hate, spirits of love, and even elemental spirits.

Recruitment

Apocalypse Prevention, Inc. rarely "recruits" their Spectral agents. Instead, they are largely composed of former employees that the company just couldn't "let go". Most had some sort of influence or status within the company and are still expected to uphold their duties. There are some from outside the company that also prove to be useful. API often makes deals with these

Spectral to care for their loved ones in their stead or help the Spectral with personal goals as payment.

Appearance

They appear in death as they did in life, with the same personality and physical features. Their wardrobe matches the clothing they wore when they died and their hair style never changes (which some have come to dread). They are not fluid creatures. They are forever trapped in the visual representation of their death, including any scars they may have acquired. A prostitute that chose the wrong "john" may appear as a completely naked, glittery ghost with scars all over her body. A marine who died in battle may appear perfectly normal, except for half of their face being blown off. There are even a few ghost pirates on payroll. Manifestations of the obviously dead can be startling to onlookers. It was not until Apocalypse Prevention, Inc. invented the Ectoplasmic Reorganizer that ghosts were able to change their appearance. Spectrals can exist (lifespan) as long as they have a Passion to keep them on this plane.

Ghost Form

Spectrals are invisible and immaterial. They take no damage from physical attacks and can move through mundane barriers without restriction. The Spectral can manifest as a wispy figure at will, but are unable to interact with the world around them without directly purchasing the

appropriate Spectral Skills (page 34).

- **Appearance (Fear):** If someone is able to see a Spectral they will need to make a Guts check or become Shaken. If they are already Shaken prior to seeing the Spectral they do not receive a wound from this effect. See Fear (Savage Worlds Deluxe Edition, p.85) for additional effects.

- Passing through a person leaves shivers down their spine and gives them a -1 penalty for one minute (these penalties cannot be applied more than once).

- They can see other invisible people or creatures.

- They do not need to sleep or eat.

Racial Edge: Evolved Spirit

Requirements: Spectral

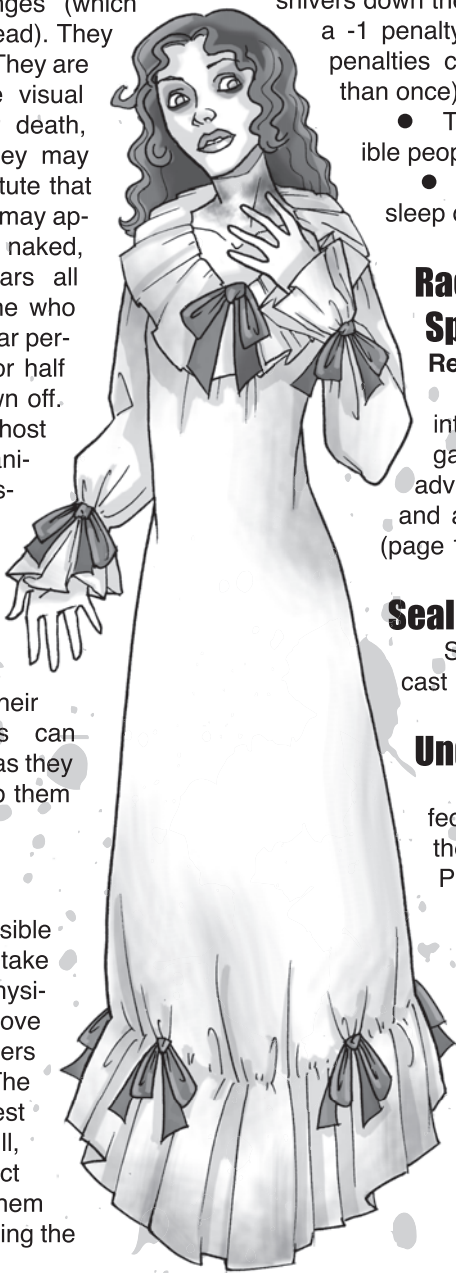
The Spectral evolves into another type of spirit, gaining access to all their advantages, weaknesses, and additional Spectral skills (page 152).

Sealed Inner Circles

Spectrals cannot learn or cast magic of any kind.

Undead

Spectrals can be affected by spells that affect the (un)dead, such as the Path of Death.



TAYLARI

Other Names: Living Vampires, Parasites, Vamps

Stereotypes: Brooding, Monsters, Immortal

Origins

Legends of vampires permeate our history and have been heavily shaped by pop culture, literature, and film. Meeting a Taylari in-person proves how vastly different they are from the rumors. Unfortunate events surrounding the first vampire, Taylares, and the ancient gods cursed their kind to dislike sunlight, be repelled by garlic, and crave blood. Otherwise, they are very similar to everyday humans. Taylari can be either created or born, which is a foreign concept to most so-called vampire experts. Created Taylari usually come from seduced or coerced Thralls tricked into accepting the “gift of everlasting life”. Some people still fall for that story. Others are created by new vampires reluctant to kill their first victim or from a vampire attack.

Born Taylari take on Vampire Family traits (See page 157), passed down by their cursed blood. Children raised in a vampire household are taught the values of their Vampire Family, as well as acceptance of their curse at an early age and how to tolerate drinking blood. Orphaned Taylari grow up with no clue about their true origins, constantly questioning their place in the world. Doctors may diagnose them with ailments like bi-polar disorder to hemophilia.

When a Taylari dies, they become a Taylari Mortus or “dead vampire”, losing all intelligent thought and becoming bestial creatures. They hunt from shadows and attack anyone they see with no concept of friend or foe (Taylari Mortus on page 173).

Lifestyle

Taylari often lead normal lives and become upstanding members of society. They tell their friends that work has them tied up while they actually go out to feed at night. Younger vamps still ask their parents for money, but may spend it on a six-pack

of Blood Beer, instead of liquor. Most take nighttime positions, as they still need a job to make money. Their choice of lifestyle is unlimited and they have all the time in the world to try out new things. A Taylari ages one year for every five that pass. This adds layers to a Taylari’s worldview, lifestyle, wardrobe, and their lingo.

Their existence as a Taylari is automatically someone else’s doing. Either they were born and owe their parents (or Vampire Family) for their curse or they must repay their creator for their new life. Much of their lives is spent performing errands or missions until their “masters” release them from their debt. This takes longer if they also receive tutelage along the Path of Blood. Vampire Families seldom let their children go at all.

They constantly wrestle with blood cravings and the effects it may have on their immortal souls. They are caught in an unending fight between life and death, which may be perpetuated by their own actions. Does killing another hasten their own spiritual degradation into hell or bring them closer to immortality? Each character decides their destiny and outlook, but tread carefully for fear of becoming one of the Taylari Mortus.

Recruitment

Recruiting Taylari to Apocalypse Prevention, Inc. is like training a cat. They are fickle about organizational affiliations, especially if they already belong to a Vampire Family, and they quickly lose interest if they become bored. When they do get involved, they are a great asset and bring mastery of the night and blood to their squad’s aid. They are especially fond of missions to hunt down and destroy the Taylari Mortus, as Taylari as a whole like to self-police their kind. Otherwise, Taylari are usually caught

up in their own life of underworld politicking or just trying to survive. A lot of newer Taylari join API, having just been created or just learning the truth about their birth.

Appearance

Taylari have paler complexions and wear sunglasses to protect their sensitive eyes. Older vampires find it hard to adapt to modern fashions, preferring to dress in the style of "their time". Born Taylari adapt easier to these types of changes. The average lifespan of a Taylari is 365 to 390 years of age. When it is time to feed or scare, they reveal their Face of Death, where their facial features become contorted and bestial versions of themselves. They also bear their true weapon... their fangs.

Vampire Abilities

- **Lifespan:** Taylari age one year for every five that passes after the age of 15 if they are born or starting from the moment they are created.
- **Nightvision:** Taylari suffer no penalties from darkness (unless magical).
- **Tough:** Taylari are extremely tough, increasing their Toughness by 1.
- **Resistant:** Their cursed blood fights infection and poisons, granting a +3 to all Vigor rolls to resist toxins and disease.

Face of Death

They gain fangs that deal Str+1d6 damage. Wounds inflicted from their bite heal damage they have suffered, even after the golden hour.

- **Appearance (Fear -1):** Anyone seeing the Taylari's "Face of Death" for the first time needs to

make a Guts check at -1 in order to keep from being Shaken. If one is already Shaken when they see the Taylari's Face, they do not take a Wound from this effect. See Fear (SWDE, p.85) for additional effects.

Path of Blood

Taylari gain access to the Path of Blood. This does not count toward the limit of Paths based on Smarts.

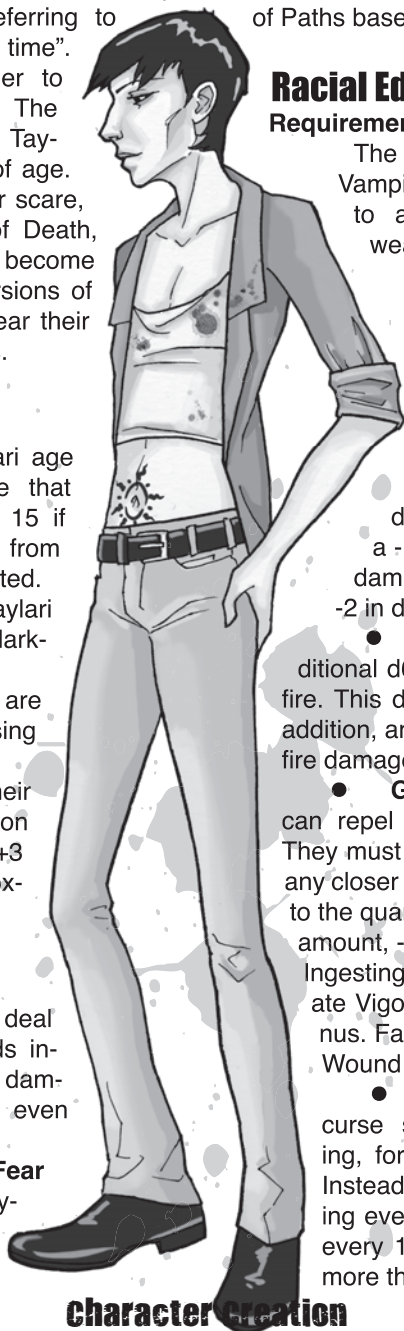
Racial Edge: Vampire Family

Requirements: Taylari

The character was born into a Vampire family and has access to all their advantages and weaknesses. See page 157.

Vampire Vulnerabilities

- **Sunlight:** They don't burst into flames in sunlight, but they still feel uncomfortable during daylight hours. They suffer a -1 penalty to all rolls except damage during the day and a -2 in direct sunlight.
- **Fire:** Taylari suffer an additional d6 damage from sources of fire. This die can ace like normal. In addition, any Soak rolls made against fire damage receive a -4 modifier.
- **Garlic:** The scent of garlic can repel a Taylari about ten feet. They must make a Guts check to get any closer with penalties incurred due to the quantity of garlic (-1 for a large amount, -2 for a very large amount). Ingesting garlic requires an immediate Vigor roll without the usual bonus. Failure on this roll inflicts one Wound that cannot be soaked.
- **Slow Healer:** Their blood curse slows their natural healing, forcing them to drink blood. Instead of rolling for natural healing every five days, a Taylari rolls every 10 and they never recover more than one wound at a time.



Wolf People

Other Names: Ferals, Moonies, Pups
Stereotypes: Reckless, Muscle, Bestial

Origins

Wolf People are most well-known for their ability to take a Half-Wolf form, becoming a powerful werewolf. This form provides them with great strength, remarkable speed, and a certain bad attitude. No one knows the real origin of Wolf People and the debates continue throughout history. From the meshing of wolf and human spirits to carnival freaks, the theories vary as widely as the compounded proof that they are all wrong. Some say it's a curse and others a gift, but the Wolf People just call it life. They inherit their unique powers from one or both of their parents. Not all children of the Wolf People receive the gift, proving that their genes are very selective.

They grow up like other children, wishing to their dreams, whether it is to become a firefighter or developing anarchistic tendencies. Some even long to become a street thug, just waiting to cause some damage. It all depends on their upbringing. Their outlook changes when puberty strikes (some Wolf People are early bloomers). They have nightmares that drive them almost insane and then awaken one day covered in fur, but without recalling the events of the previous night.

Lifestyle

Wolf People are a mixed bunch regarding lifestyles, as they are all raised with different values. Some Wolf People don't want adventure. Instead, they try to meet their soul mate and seek a normal life with white picket fences and whatnot. Others take their animal side to the extreme, assuming their wolf form and running into the forests to live forever with their "true brethren". These Wolf People actually believe they evolved from bestiality, a disturbing and often ignored hypothesis.

Most Wolf People take a middle road between docile human and ravenous animal. They decide what they want and use their unique abilities to achieve their goal. In high school, they may showboat their strength to join the football team, chase babes, or to return the beat-downs they'd previously received in their geekier days. If they were bullies from the start, they may receive more from their extortion of the local businesses from "that evil look in their eye". They are all taught to be careful of how much they use their were-forms. Too many reports of "wild dog" attacks bring suspicion upon their kind from API.

Recruitment

Some seek answers to the true origin of their kind and their powers, hoping to one day gain actual control over the Animal Mind. Others join simply to get a badge and permission to cause "official" havoc. While they serve most often as muscle for the best Apocalypse Prevention, Inc. squads, they bring many other things to any group to which they belong, including animal magnetism and tracking proficiency.

They are often regarded as second class citizens by other agents, due to one of their kind that went rogue not long ago. While some of the strongest muscle on the team, they are often treated like "children with behavioral problems" by outranking agents. Many leave the company from such treatment, but others know the perks of the position totally outweigh the inconvenience. Few actually care enough to catch a case of hurt feelings.

Appearance

Wolf People are often more muscular or voluptuous than average humans. They have slightly sharpened teeth and

nails, but appear as human for most intents and purposes.

In Half-wolf form, they grow hair all over, their face picks up wolf-like features, their ears come to a point, and their muscles budge with pumping adrenaline. The fur color and style can range from black or white to grey or light brown or even a combination. Average lifespan is about 85 years of age.

Half-Wolf Form

The Half-wolf form is their biggest asset in combat. They can take this form at will and can stay in it until they fall asleep, are knocked unconscious, or they die.

- To change forms the Wolf Person must spend a full turn taking no actions and the change must be declared before the cards are dealt for initiative. In addition, while shifting they suffer a -2 penalty to their Parry as they are not in control of themselves during this time.

- **Appearance (Fear -1):** Anyone seeing the Wolf Person in Half-Wolf form for the first time needs to make a Guts check at -1 in order to keep from being Shaken. If one is already Shaken when they see the Wolf Person's form then they do not take a Wound from this effect. See Fear (SWDX, p.85) for additional effects.

- **Bonuses:** See Berserk (Savage Worlds Deluxe Edition, p. 32). Once the Berserk fades (by taking a full turn and making a Smarts roll), the

character reverts to their human form. In addition, the Wolf Person receives a +2 to Survival checks and deals +1d4 damage with melee strikes when in Half-Wolf form.

Path of Animalia

Wolf People gain access to the Path of Animalia. This does not count toward the limit of Paths from which they can learn based on Smarts.

Racial Edge: Wolf Form

Requirements: Wolf Person

The Wolf Person surpasses their Half-Wolf form and can actually become a wolf. This aids with wilderness survival, interacting with real wolves, accessing small space or pulling off their actions as random dog attacks. There is no duration or limit but returning to human form requires a full turn. They keep their Attributes and appear as a larger version of a regular wolf.

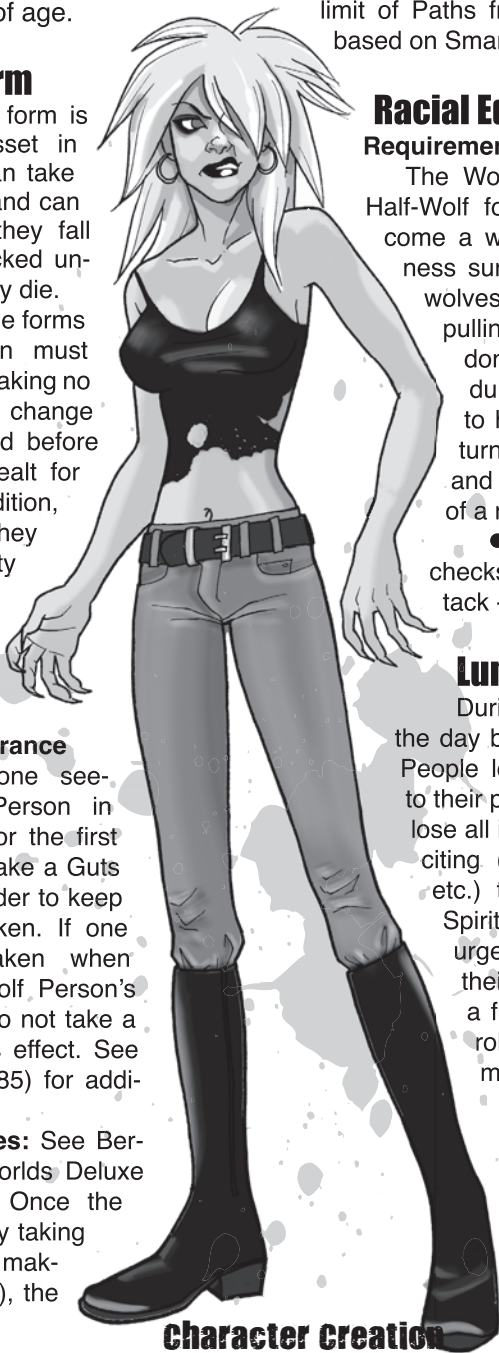
- **Bonuses:** +2 to Survival checks and Pace +6, Natural Attack - Bite (Str+1d8).

Lunacy

During a full moon (as well as the day before and day after), Wolf People lose control of themselves to their powerful Animal Mind. They lose all inhibitions for sexual or exciting (random fights, speeding, etc.) things but can attempt a Spirit check at -2 to resist these urges for a short time. Taking their Half-Wolf form imposes a further penalty of -2 to this roll, which must be made immediately upon shifting.

Weakness to Silver

Against silver weapons, Wolf People take double damage.



Carriers

Other Names: Sickos, Wretched, Neibas

Stereotypes: Dirty, Caring, Genocidal

Origins

These demons are called the Neibas in their native tongue, but have the moniker “Carriers” for their unusual diet. They literally eat disease and sickness from other creatures. Their fingers reach inside and pull the malady out, appearing as long strands of green and purple magic, and slurp it up like spaghetti. The imagery is sickening to watch, but is very normal to their kind.

Their home world is filled with illnesses that run rampant and exist as prey to devour. In other dimensions, the Neibas are wise advisors and caring healers, eating ailments from the suffering. However, they pose too high a threat to be allowed to roam free on Earth. Apocalypse Prevention, Inc. has listed the Carriers as Illegal and it’s doubtful that status will ever change, no matter how peaceful their intentions. The company has record of the Neibas’s aid to the Circle of Ten in the past, but feels they are too dangerous in today’s times.

Lifestyle

In their dimension, Carriers feast like kings on a plethora of alien bugs and bacteria to eat, but they are travelers by nature. Some are altruistic, moving between dimensions to help diseased cultures. Most come to Earth looking for new opportunities or new cuisine. Diseases like AIDS or herpes are foreign to their people, but have become a delicacy. Their appearance is not at all human, so they often pick up an Image Emitter (See page 53) or similar charm on the black market before coming to Earth. Dietary needs lead some to healthcare professions like hospital attendants, paramedics, or even street doctors. Unsurprisingly, their patients almost always kick their ailment.

Other Carriers are more malicious than their altruistic kin. Neibas culture raises certain children as warriors, teaching them the glories of battle above all other facets of life. Most Carriers left these archaic teachings behind long ago, but these collectives occasionally spring up to destroy worlds they visit. They often arrive in new dimensions and call out for the residents’ best warriors to battle to the death. Others lurk in shadows, watching the world’s inhabitants until they see an opportunity to strike a critical blow. This method is used to measure how long it takes for their targets to catch on to their plans.

Legal Status

Many currently live under API’s radar, no matter what the company tells their people. The majority are peaceful, but others scheme for the end of Earth. In either case, Carriers are illegal for one single reason. Upon their death, a Carrier releases a mixture of all their digested diseases (both demonic and earthly) that has the possibility of causing pandemics. Some of the worst recorded plagues and incurable diseases have been the result of a Carrier corpse. When found, most are promptly deported from Earth, while others have been incarcerated and interrogated for more information on their true intentions. API currently houses two completely quarantined Carriers in their facilities, just in case of a Carrier death where their special disease needs to be disposed of.

Appearance

Carriers are tall, lithe beings with long limbs and skin as black as oil (with texture to match). Their hair is stringy, white, and worn long for cultural reasons. They also have long faces with wide, toothy grins, making them quite creepy-looking.

Their appearance can easily startle, so they usually stick to shadows when traveling. Carriers have an average lifespan of 145 years of age.

Inhuman Appearance

Appearance (Fear -1)

Anyone seeing a Carrier must make a Guts check or be Shaken. If they are already shaken they do not take a wound from this effect. See Fear (Savage Worlds Deluxe Edition, p.85) for additional effects.

Eat Disease

Carriers can literally eat the sickness from a person, curing any disease or ailment (whether physical or mental). More resilient diseases, like cancer or HIV, still require weeks to recover from their residual symptoms, but patients are free and clear after the process. They are immune to the effects of any diseases (natural or supernatural) themselves. This ability does not heal any damage taken already.

Sick Breath

Within 24 hours of eating a disease, they can spew a cloud of gas from their mouth that stretches 20 feet in length and 10 feet in width. If using templates, use the cone template. Targets can only attempt to dodge this attack and must make a successful Agility roll to avoid it. If they fail, victims must immediately make a Vigor check at -2 or contract a supernatural disease (GM's choice of symp-

toms) and suffer a -2 to all checks until the sickness subsides (possibly never). This effect is not cumulative and victims can be affected only once at any given time.

Path of Sickness

Carriers gain access to the Path of Sickness. This does not count toward the limit of Paths from which they can learn based on Smarts.

Craving

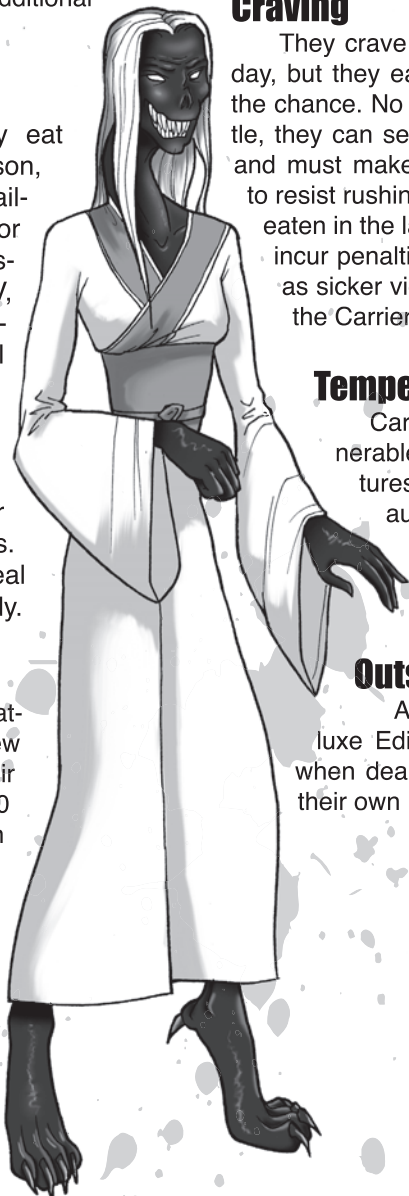
They crave sickness at least once a day, but they eat constantly if they have the chance. No matter how acute or subtle, they can sense any sickness nearby and must make an immediate Spirit roll to resist rushing to feast if they have not eaten in the last 24 hours. This roll can incur penalties at the GM's discretion as sicker victims are more alluring to the Carrier.

Temperatures

Carriers are extremely vulnerable to extreme temperatures (either hot or cold) and automatically fail their first Fatigue roll to resist the effects. Damage from fire or cold is doubled.

Outsider

As per Savage Worlds Deluxe Edition, p. 30. -2 Charisma when dealing with members not of their own race.



ORACLES

Other Names: Seers, Three-eyes, Kalasu

Stereotypes: Wise, Honest, Bad Luck

Origins

Oracles are known as Kalasu in their native tongue. They are human-looking demons from a dimension of swirling light and floating cities. They are most known for their powers to view the future with their third eye. This ability has led their peaceful society, as they can solve most conflicts by looking upon the situation and viewing several different outcomes. For instance, they can view an argument and know that they will lose, so they concede and leave the victor to their spoils.

With little reason to enter into conflicts, they began looking outward. Oracles are blessed with prophetic dreams and they are urged to follow to their conclusion as fate's right hands. These visions do not always involve the Oracle themselves, so they hop dimensions in search of their dream sources, often bringing them to Earth.

The powers of fate that encircle Oracles are also not always kind. They are deemed Illegal for the high number of "unlucky" events that surround them. Some even lead to death, dismemberment, or natural disasters.

Lifestyle

Very few Oracles actually call Earth their home. Most arrive just in time to witness a dreamed event and others just passing through on their way to do the same. They receive visions in their sleep that urge them to follow. Some are direct, seeking out the subject of the dream and confronting them. This method can either hasten or slow their dreams event. Altruistic Oracles may tell their subject how to avoid the outcome, while the more ma-

licious actively trick them into triggering the event prematurely. Almost every decision is based on their dreams, leading some to learn dream magic (Path of Figments) in order to understand them fully. From this research, many have concluded that their visions may be instructions from a higher power.

The few that do reside on Earth have become very good at hiding out, keeping to themselves, and existing in peace. They may make a living with their abilities as fortune tellers or therapists, but most are nomadic (their best survival mechanism). If their bad luck causes one accidental death, it may alert the cops. Two brings detectives to check for possible connections. More than that and Apocalypse Prevention, Inc. could get involved, which does not bode well for Oracles.

Legal Status

While not inherently evil, Oracles infect any area they inhabit with bad luck, causing more car accidents, trips down flights of stairs, and, even worse, natural disasters. They cannot control this, so it's become something to which they pay very little attention. Most Oracles are not friends of Apocalypse Prevention, Inc. and reject their attempts to keep an iron grasp on Earth. In the past, they have been tracked down, tortured, and forced to give visions to the company. They believe API is hypocritical in their attempts to remove Oracles, while simultaneously needing their foresight. Rumors say that API actually holds these demons in specially-designed facilities with heavily-enforced luck magic.

Appearance

While they appear human, they have distinctly different eyes. Namely, the additional, vertically third eye in their forehead. All three of their eyes are completely black, with no cornea. Some say that you can see all of creation by gazing into them. Their race has pale skin, dark black hair, and fine features. They can conceal their origins easily with sunglasses or a headband. Oracles have an average lifespan of 95 years of age.

Future Sight

By looking upon a person, place, thing or situation with their third eye, they can accurately discern the immediate outcome. To sense long term effects as well, they can make a Spirit roll at -2 to gain a vision and decipher the meaning. In any combat situation, this ability provides a +1 to all Fighting and Shooting rolls.

Path of Fortune

Oracles gain access to the Path of Fortune. This does not count toward the limit of Paths from which they can learn based on Smarts.

Blackouts

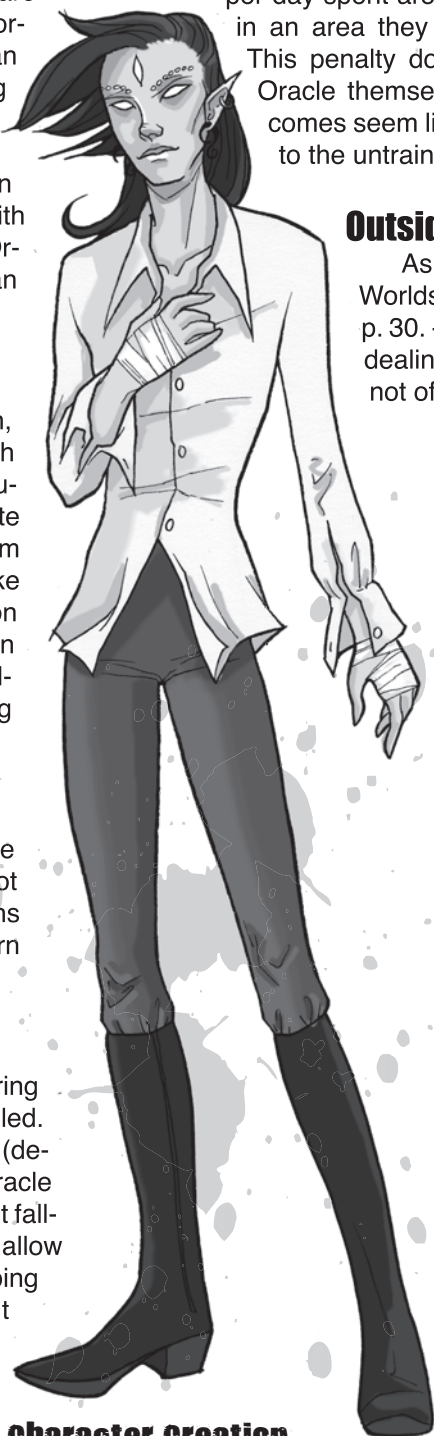
Cost to raise Vigor during character creation is doubled. Also, at least once per day (depending on stress), the Oracle must make a Vigor roll to resist falling into a fugue state. Some allow themselves to black out, hoping visions are not far behind, but this seldom occurs at particularly helpful times.

Fickle Fortune

All checks performed in an Oracles presence suffer a cumulative -1 penalty per day spent around the Oracle or in an area they inhabit (Max -4). This penalty does not affect the Oracle themselves and the outcomes seem like pure accidents to the untrained.

Outsider

As per Savage Worlds Deluxe Edition, p. 30. -2 Charisma when dealing with members not of their own race.



Spectral Skills

Affect Senses

Governing Stat: Spirit.

Haunting spirits use this skill to manipulate their surroundings and enhance their frightful presence. Manipulating sight may create intricate illusions, such as bleeding or warped walls or making a statue's eyes follow the target. Manipulating hearing may fill the target's ears with disturbing breathing, rattling chains, or painful moans. Touch may affect the temperature in the room to cause chills or make the target feel spider legs crawling on their necks. Smell/Taste may create foul odors of blood, rotting fish, or dead bodies. On a Raise, the target must make an opposed Spirit roll to avoid being Shaken.

Float

Governing Attribute: Agility.

The Float skill explains many myths of flying spirits. Without it, a Spectral must "walk" the Earth, bound by gravity and needing to walk, run, or travel in cars the same as everyone else. This skill allows the Spectral to levitate their ectoplasmic bodies and break these rules. Duration of Float is equal to their Spirit in minutes. Their Pace while Floating is equal to their Spirit die (d4 = 4, d6 = 6, etc.) Other skills and combat checks suffer a -2 penalty while floating, due to the concentration needed.

Possess Being

Governing Attribute: Smarts.

Spectral can actively possess people or animals with this skill. If they have a willing subject (i.e. adepts with the Commune spell), no check is needed to enter their body and there is no limit to duration until the target resists. Resistant targets force a contested check of the Possess Being against their Spirit. Control of the target's body lasts for one minute if successful and two minutes on a Raise. In combat, they can control their victim for a single action if successful and two if they get a Raise. The host's consciousness is repressed and they remember nothing of their actions after the duration ends. The body re-

tains its current physical stats, including any penalties the target had before possession.

Possess Object

Governing Attribute: Vigor.

Spectral with this skill can possess non-living objects. This differs from Stir, as the ghost does not simply move the object, but becomes the object. The size of the object possessed affects the roll, as stretching or shrinking their ectoplasmic body is often complex (-2 for Large, -4 for Huge). Upon possession, the Spectral gains full access to all the item's internal parts. For instance, if they possess a gun, they can pull the trigger or jam the object. If they possess a car, they can start the engine and drive around without limit. If they possess a house, they gain access to all doors, windows, electrical systems, and appliances that may be connected. They also have the ability to react to anything that happens inside or around the object, but does not gain omniscient perception or spontaneous knowledge of all inner functions. If the Spectral is affecting one room of a possessed house, a Notice roll is needed to tell if things are also happening in other rooms. If the engine goes out while possessing a car, the ghost still needs a successful Drive check to diagnose the issue.

Other Spectral skills work well in conjunction with Possess Object. Float can be used to make items fly, Affect Senses can make objects appear demonic, and Affect Senses may create an eerie hum from the object.

Stir

Governing Attribute: Strength.

Ghosts normally phase through anything they attempt to touch. However, those with Stir have overcome this handicap. This skill requires a conscious act that the Spectral must check for each time they attempt to move or affect an object or person. When the target is moved, the effect is over. If they hold on, they need only check again if their grip is interrupted. They must check for Stir each time they strike an opponent to maintain their grasp. If they fail, the weapon phases through their hand and immediately drops to the ground.

Training Packages

All API agents are allowed to select one training package from the list below, representing where they came from before being recruited and where they spent their time once recruited.

Social

- **Good Cop:** d6 Persuasion, d4 Streetwise
- **Bad Cop:** d6 Intimidation, d4 Taunt

Tech

- **Gear:** d6 Repair, d4 Lockpicking
- **Computers:** d6 Knowledge (Computers), d4 Persuasion

Combat

- **Close Combat:** d6 Fighting, d4 Taunt
- **Ranged Combat:** d6 Shooting or Throwing, d4 Notice

Research

- **Science:** d6 Knowledge (Any Science), d4 Investigation
- **Occult:** d6 Knowledge (Demonology), Select one First Circle spell at d4.

Disallowed Edges in Apocalypse Prevention Inc.

Martial Artist (or any Edge that lists it as a Requirement), Mentalist, Soul Drain, Wizard and all 'Arcane Background' Edges except Arcane Background (Weird Science) from Savage Worlds Deluxe Edition.

Developer's Note: Guts

API will continue to use the Guts skill for Fear checks because it represents the specialized training agents receive in order to deal with the supernatural.

New Edges

Authentic Implants Edge

The cyborg has received implants from API or another reputable source. They can select up to 2 Implants per purchase of this Edge. A normal sized person can hold up to 6 implants.

Shoddy Implants Edge

The cyborg has connections with cyber docs who are less than credible. They can select up to 3 Implants per purchase of this Edge, but suffer a -1 penalty to all Sync checks. A normal sized person can hold up to 6 implants.

Clean Implants

Requirements: Rich

You have the backing and the connections to get yourself clean cybernetics. Implants you purchase after gaining this Edge will be free of tracking, monitoring and API 'failsafe' measures.

Home Turf

The character knows the ins and outs of their neighborhood and uses it to their advantage. They receive a +1 bonus to all Stealth, Streetwise, Investigation, and Survival checks while on their home turf.

Inner Circle Opening

Requirements: Spirit d6+

The first circle of magic has opened for you. You can cast First Circle spells.

Second Circle Opening

Requirements: Inner Circle Opening, Spirit d8+

Your power has grown, allowing you access to Second Circle spells.

Third Circle Opening

Requirements: Second Circle Opening, Spirit d10+

You can access all tiers of magic, wielding the most potent arcane forces imaginable.

Library

You have access to a large, personal library full of information. The character receives +2 to Common Knowledge rolls.

Great Library

Requirements: Library

Your library contains books on many different subjects, from the mundane to the fantastic. The character gains an additional +2 to Investigation and Knowledge rolls.

Light Sleeper

You only need four hours of sleep per night and can be woken easily by noises with a Notice roll at -2.

Order Membership

The character is a member of an Order, secret society of adepts. They gain access to the Order for Allies or Followers and an Order-specific spell. See Orders on page 55 for more information.

Path Access

Requirements: Seasoned

The character gains access to one additional path of magic. This path does not count toward the limit of paths from which they can learn based on Smarts. This Edge can be purchased up to three times.

Perfect Memory

The character has an uncanny memory and can remember just about anything they hear or read.

Resistant Body

The character gains a +2 bonus to resist Fatigue and toxins.

New Hindrances

Bleeder (Major)

When incapacitated, the character receives an additional -1 penalty to their Vigor roll if they are 'Bleeding Out'. This penalty is in addition to any other Wound penalties.

Combat Fear (Major)

The character is not paralyzed with fear but they freeze easily in combat. They must discard any initiative card that is greater than 10, excluding Jokers.

Deep Sleeper (Minor)

The character needs at least nine hours of sleep per day to function and feel rested (instead of the normal six hours). If the character only gets six hours or less sleep in a night they must make a Vigor check upon waking or suffer a point of Fatigue. For effects, see Sleep (SWDX p.89)

Illegal (Minor)

The character is an unregistered demon or a member of an illegal race. If caught or questioned while doing something illegal or remotely magical, there are dire consequences from API.

Lecherous (Minor)

This character is always on the prowl for sex, often coming off as creepy. They have a -2 Charisma with anyone they find remotely attractive. In addition, this character has a -2 penalty to resist Persuasion attempts made by anyone they are attracted to.

Magic Addict (Major)

Magic is akin to an addictive drug for some adepts. Some start to lean on magic too often, which can leave them drained at times. When the adept has a problem that can be solved with a spell they currently know, they feel the urge to use it, no matter how easily done by hand. They can attempt a -2 Spirit roll to resist. In a show of

being grandiose, they also use the highest level spell appropriate. For instance, the Skeleton Key spell could easily be used to open a door, but they would choose Summon Path to make the whole area conform to their will instead.

Magic Restriction (Minor)

The character has no mystical energy within and cannot use magic. They cannot purchase the Inner Circle Opening Edges.

Paraplegic (Major)

The character has lost the use of his legs and requires a wheelchair to move around. Pace is reduced to ½ their Strength (for non-motorized wheelchairs) and they can never run. In addition, they also suffers a -4 penalty to Traits that require mobility, such as Climbing and Fighting.

- Strength d4 = Pace 2
- Strength d6 = Pace 3
- Strength d8 = Pace 4
- Strength d10 = Pace 5
- Strength d12 = Pace 6

Shy (Minor)

This character is shy around people and suffers a -1 penalty to all Persuasion and Intimidation checks.

Slow Healer (Major)

The character's cells replenish at a slower pace and they regain less Health. They only roll for Natural Healing every seven days (instead of the normal five).

Edge/Hindrance Conversion

When converting a character from API to Savage Worlds or vice versa, use the guidelines below. If the Gift or Drawback is not listed it is either described under New Edges or New Hindrances, or it was removed.

API Gifts to Savage Worlds Edges

Ambidexterity - Ambidexterity
Animal Companion - Beast Master
Attractiveness - Attractive
Body Builder - Brawny
Connections - Connections
Double-jointed - Acrobat
Follower - Followers
Giant - Brawny
Iron Will - Strong Willed
Increased Initiative - Quick
Lucky - Luck
Magic Resistant - Arcane Resistance
Pain Resistant - Nerves of Steel
Quick Draw - Quick Draw
Quick Healer - Quick Healer
Sharp Senses - Alertness
Sprinter - Fleet-Footed
Throwing Arm - Marksman, Trademark Weapon
Tough - Hard to Kill
Wealth - Rich

API Drawbacks to Savage Worlds Hindrances

Absent-minded - Clueless
Addiction - Habit (Major)
Big Mouth - Big Mouth
Blind - Blind
Compulsion - Habit (Minor)
Curious - Curious
Enemy - Enemy
Illiterate - Illiterate
Indebted - Poverty
Lifesaver - Pacifist
Obese - Obese
One Arm - One Arm
One-eye - One Eye
Phobia - Phobia
Poor Senses - Hard of Hearing, Bad Eyes
Scrawny - Small
Sickly - Anemic
Speech Impediment - Quirk
Unattractive - Ugly
Unlucky - Bad Luck
Ward - (Major) Mechanically the same.
Weak Stomach - Yellow

New Fighting Style Edges

Fighting Style – Brawler

Requirements: Strength d6+, Fighting d6+

This fighting style represents street-fighting, wrestling and all-out brawls, favored by thugs and tough guys. Anyone with this Edge deals Str+d4 damage with an unarmed attack. In addition, you are never counted as unarmed.

Fighting Style - Martial Arts (Hard)

Requirements: Agility d6+, Fighting d6+

The fighter has specific training in hard-style martial arts, such as Tae Kwon Do, Karate or Boxing, focusing on offensive techniques with fast and hard strikes. Damage from an unarmed attack is increased to Str+d4. In addition, you are never counted as unarmed.

Fighting Style - Martial Arts (Soft)

Requirements: Smarts d6+, Fighting d6+

This style denotes specific training in a soft-style martial art, such as Aikido or Tai Chi. Soft styles focus on defensive techniques, using their opponent's momentum against them and striking pressure points. The fighter's Parry is increased by 2. In addition, you are never counted as unarmed.

Fighting Style - Elite

Requirements: Veteran, Human, Fighting d8+

Elites are API's best human agents. These veterans in the fight against the End of Times have trained in major exercises and learned several fighting styles. These particular humans also gain the eye of higher-ups and receive more specialized training.

Through centuries of compiling data on non-humans, API educates Elites on taking out supernatural enemies. They learn about an adept's vulnerable spots (mouth, hands & eye), the sensitivity of a Burner's tail, and using garlic and silver weapons to their fullest extent. With this instruction, Elite operatives can conduct missions without needing magic, cybernetics, or abilities other than their combat training.

API agents trained in this Elite fighting style deal +1d6 damage when fighting demons. In addition, you are never counted as unarmed.

Adaptive Combatant

Requirements: Fighting Style – Brawler -or- Fighting Style - Martial Arts (Soft)

The fighter is accustomed to using their environment to their advantage. They receive a +1 Parry starting on the second round of combat as it takes a round to acclimate to their surroundings. Opponents also suffer an additional -1 to hit the fighter when he is in cover.

Improved

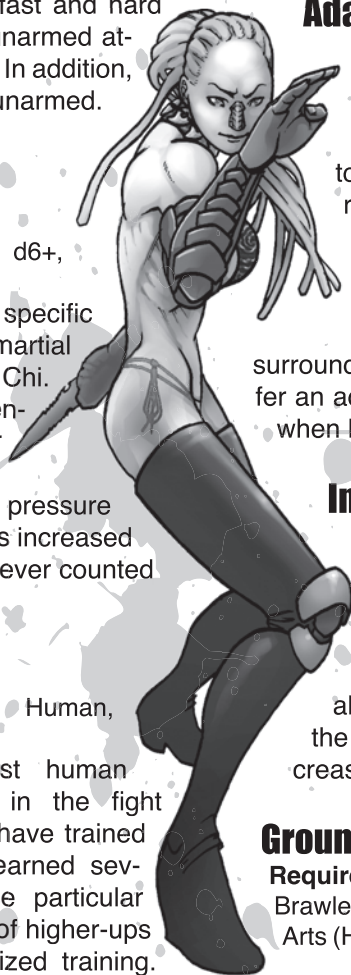
Adaptive Combatant

Requirements: Seasoned, Adaptive Combatant

The bonus to Parry increases to +2 and the penalty to opponent's rolls when the fighter is behind cover increases to -2.

Ground Fighter

Requirements: Fighting Style - Brawler -or- Fighting Style - Martial Arts (Hard) -or- Fighting Style - Elite



The fighter suffers no penalties to Fighting rolls while Prone and can stand as a free action.

Body Slam

Requirements: Fighting Style – Brawler, Strength 1d6+

The fighter lifts their opponent and slams them hard into the ground. This technique causes Str+d6 damage and knocks the opponent prone but can only be done after a successful grapple.

Back Breaker

Requirements: Body Slam, Veteran

Improving on the Body Slam technique, the damage increases to Str+d8.

Stomp

Requirements: Seasoned, Fighting Style – Brawler

When attacking a prone target in melee and the fighter is standing, the fighter deals +1d6 damage.

Sucker Punch

Requirements: Seasoned, Fighting Style – Brawler -or- Fighting Style – Martial Arts (Hard)

By taking a -2 to their Fighting roll, the fighter can strike a soft spot on their target, cutting unarmored Toughness in half (rounded up) against this attack.

Tuff Mutha

Requirements: Veteran, Fighting Style – Brawler, Vigor d8+

The fighter can take a hit quite well, making them more durable. Toughness is increased by 1.

Really Tuff Mutha

Requirements: Heroic, Tuff Mutha, Vigor d10+

This fighter has seen more than their share of fights. Their Toughness is increased by an additional point and the damage they deal from unarmed attacks increases to Str+d6.

Boxer's Hands

Requirements: Seasoned, Strength d6+, Fighting Style – Martial Arts (Hard)

The fighter's fists become lethal weapons, increasing the damage dealt with unarmed strikes to Str+d6.

Coil and Strike

Requirements: Fighting Style – Martial Arts (Hard)

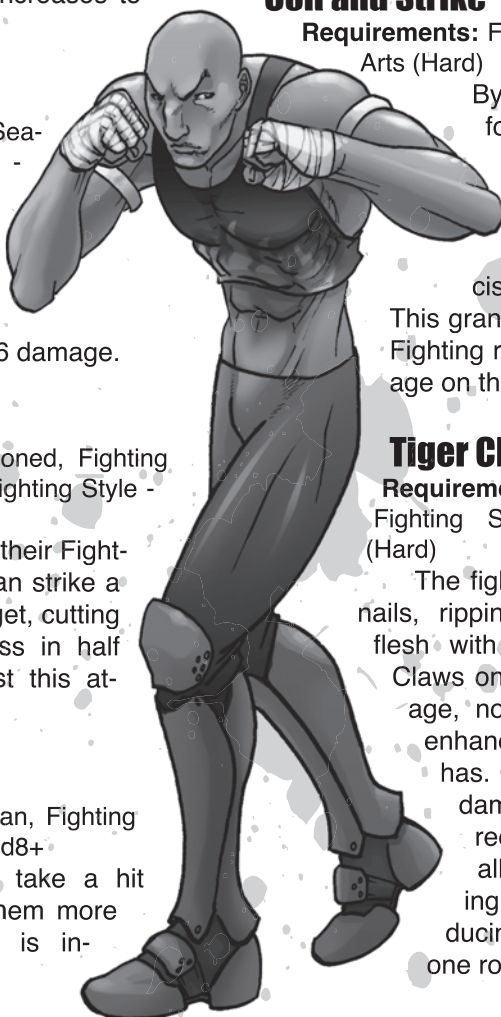
By holding their action for a round (no movement or attacks allowed), the fighter can time her strike and deliver a precise, damaging attack.

This grants them a +4 to their Fighting roll and a +4 to damage on their next attack.

Tiger Claws

Requirements: Seasoned, Fighting Style – Martial Arts (Hard)

The fighter attacks with her nails, ripping into the target's flesh with each strike. Tiger Claws only deals Str in damage, no matter what other enhancements the fighter has. Opponents who are damaged by this attack receive a -2 penalty to all Fighting and Shooting rolls as well as reducing their Parry by 2 for one round.



Improved Tiger Claws

Requirements: Veteran, Tiger Claws

The fighter's claw attack is stronger and more fierce. Damage is no longer limited to Str only.

Deflecting Throw

Requirements: Fighting Style - Martial Arts (Soft)

The fighter blocks an incoming strike and uses the attacker's momentum to throw them. When attacked in melee combat, the fighter can make a Fighting roll to counter the attack and knock the attacker prone. The difficulty for this maneuver is the total Fighting result of the attacker and it does use up the fighter's action. If the fighter fails his Fighting roll he will automatically be hit by the attack, even if the attack did not beat his Parry.

Expert

Requirements: Heroic, Fighting Style - Elite

The Elite gains a +2 bonus to all Fighting and Shooting rolls and deals +1d8 damage (instead of +1d6) on a Raise when fighting a particular non-human race. They learn the anatomy and magical properties of their target race. This allows for the group to have a Vampire hunter or Loch poacher in the squad. In addition, if they don't already have it, the agent gains the Quick Edge against their target race, which applies even if only one enemy out of a group is of their said race. This technique can be taken several times for one large cumulative bonus or several bonuses to different non-human races.

Focused Strikes

Requirements: Fighting Style - Martial Arts (Soft) -or- Fighting Style - Elite

Upon learning this technique, the fighter has honed their skills through intense training to strike specific parts of their opponent's body. The penalty for a called shot with an unarmed attack is reduced by 2.

Jaw Breaker

Requirements: Fighting Style - Elite

Elites quickly take out an enemy's natural weapons. This attack is primarily used to fight vampires or others with their mouths as major weapons. If successful, Jaw Breaker inflicts normal damage, but they render the target's jaw useless and broken. When a target is damaged by this

attack they are unable to make bite attacks until all Wounds are healed.

Leaping Dodge

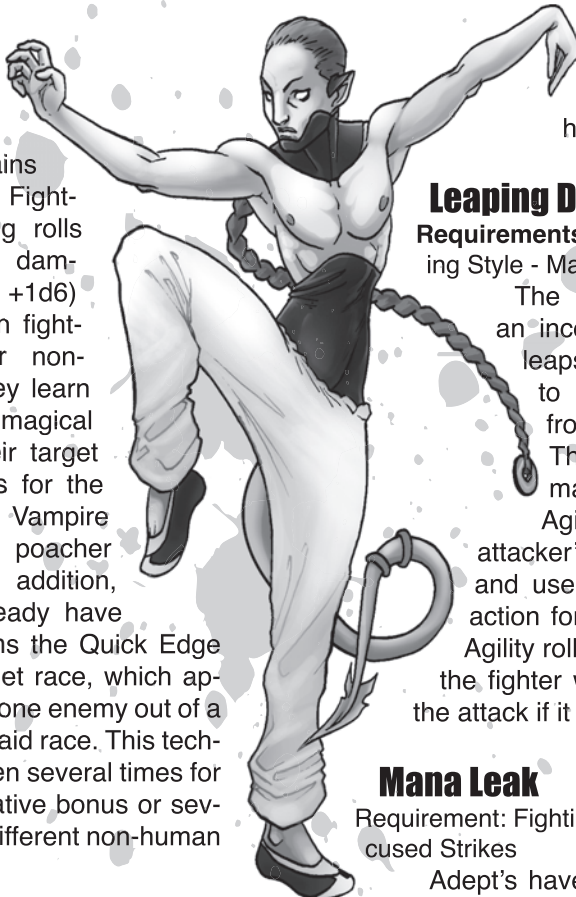
Requirements: Seasoned, Fighting Style - Martial Arts (Soft)

The fighter dodges an incoming attack and leaps a distance equal to their Pace away from their opponent. This is done by making a successful Agility roll against the attacker's Fighting total and uses up the fighter's action for the round. If the Agility roll is not successful, the fighter will only be hit by the attack if it beats his Parry.

Mana Leak

Requirement: Fighting Style - Elite, Focused Strikes

Adept's have weak spots and



pressure points that affect their flow of Mana. If successful, no damage is dealt, but the difficulty of the adept's Casting Roll for their next spell receives an addition -4 penalty. This technique cannot be performed with a weapon and requires a Called Shot to the target's vitals.

Improved Mana Leak

Requirement: Heroic, Mana Leak

Building on their prior training, the adept now increases the Casting Roll penalty to -6 and the attack deals Strength in damage.

Pressure Points

Requirements: Heroic, Focused Strikes

Through precise placement of their strikes to exposed pressure points, the fighter can inflict terrible pain. This requires a called shot to an unarmored area and inflicts Smarts+d8 damage.

Push Hands

Requirements: Seasoned, Fighting Style - Martial Arts (Soft)

Taught in styles like Tai Chi, this technique lets the fighter throw their opponent off balance with a powerful shove. This attack deals Str+d6 damage and knocks the target prone.

Breakfall (Formerly Quick Recovery)

Requirements: Seasoned, Fighting Style - Martial Arts (Soft)

Through constant training drills the fighter has learned to roll with throws and slams, reducing the damage they take from these attacks. The fighter's gains +2 Toughness against damage from attacks that knock the target prone.

Counter Attack

Requirements: Fighting Style - Elite

This defensive maneuver can be used against supernatural enemies that target the Elite with a melee attack. By lowering their center of gravity, they deliver a deadly attack from below, using their being's momentum. The difficulty for this maneuver is the total Fighting result of the attacker and it does use up the fighter's action. Damage dealt is equal to the agent's Strength. If the fighter fails his Fighting roll he will automatically be hit by the attack, even if the attack did not beat his Parry.

Combat Sense

Requirements: Seasoned, Fighting d8+, Notice d8+

This character is adept at fighting and keeping track of multiple foes. Opponents gain no Gang Up bonus against him.

Take the Hit

Requirements: Novice, Vigor d10+

Characters with this Edge are good at rolling with punches, are lucky, have fate on their side, or are perhaps just really tough. They add +2 to Soak rolls made to eliminate wounds.

Cybernetic Implants

Cybernetic implants (page 129) are very powerful, even rivaling magic in some instances. Though they bring their own set of emotional ramifications to the cyborg, as melding flesh with metal can be quite traumatic for some, others have no problem. A character should know that most implants are either slightly shoddy (if purchased from alleyway cyber docs) or completely trackable (if gained from API). Cyborg agents are made to sign an agreement to have a homing beacon placed in their implants. This way, if anything ever happened to their agent, API could retrieve their investment. It is a business after all. The Clean Implants Edge can remove these failsafes.

Using Implants

To utilize the awesome power of an implant, you roll your Sync Die and a Wild Die, referred to as a Sync roll. Your Sync die is the Skill die type that is currently applied to your Implant. Some implants are harder to sync with than other, and each implant type has its own Difficulty that is applied to the Sync roll. Activating an implant requires a full action. Making a Sync roll can have many different outcomes:

- **Success:** Implants come online for the duration
- **Raise:** +1 bonus to Sync roll the next time they use the Implant
- **Failure:** Glitch causes effect to fail
- **1 on Sync Die:** Short circuit renders that implant useless for the rest of the Scene
- **Snake Eyes:** Surge of energy backfires, rendering all implants useless for the rest of the Scene. In addition, the cyborg is Shaken and takes 3 damage per implant they possess.

Implant Format

- **Sync Difficulty:** The penalty to Sync rolls for using the implant
- **Duration:** How long the cyborg has access to the effect after activation
- **Governing Attribute:** The attribute attached to the implant, determining cost of raising Sync Die type
- **Effect:** The effect of the spell.
- **Upgrades:** Effects that can be selected once per skill increase above d6.

Implants as Skills

Similar to magic, cybernetic implants are selectable using the same rules as Skills, but only if you have purchased the correct Edges to give you access. No matter how many times you purchase the Edge, a normal-sized body is limited to 6 implants total. Larger characters can have a number of additional implants equal to their size modifier (i.e. Size +2 could have 8 implants total). The Skill die used for the implant is called your Sync die, representing how well synced you are with that particular implant. Whenever the cyborg wishes to use one of their implants, they must make a Sync roll (their Sync Die and a Wild Die) and hope for success.

Each time the character raises their die type for an implant, they make it easier for them to succeed at their Sync roll. Starting at d8, they also receive one of the Upgrades listed with the implant. Each implant can only be applied once. At any time the cyborg doesn't wish to install one of the listed Upgrades, they may choose to simply receive a +1 to all future Sync rolls. There are no Rank limitations for selecting Implants.

Armor Plating Implant

Sync Difficulty: -1

Duration: 10 minutes

Governing Attribute: Strength

Effect: With a word, the cyborg can call upon a suit of armor that protects their

body, receiving Armor 2.

Upgrades:

- **Tougher:** Armor 3
- **Even Tougher:** Armor 4
- **Spiked Armor:** +2 damage.
- **Bulletproof:** +2 Parry vs. firearms

Audio Implant

Sync Difficulty: -2

Duration: 30 minutes

Governing Attribute: Smarts

Effect: This implant replaces the cyborg's inner ear, often leaving them without ears at all. One upgrade is included upon purchase and the implant can be upgraded further for additional abilities.

Upgrades:

- **Audio Enhancer:** Increases range of hearing, giving a +2 bonus to all hearing-based Notice rolls.

- **Decibel Adjuster:** Hear all levels of the sound spectrum, from dog whistles to subliminal messages.

- **Radar Hearing:** They can pinpoint opponent positions by sound, making them immune to Surprise attacks within 100 ft.

- **Radio Interceptor:** Tap into any radio communication in the area to listen in on cell phone calls, military airwaves, or their favorite music station at will. With a Knowledge (Computers) roll, this can also be used to interrupt the signal and broadcast a different message.

- **Translator:** The implant is programmed with three languages and transmits translation to the brain. They receive a +2 bonus on Knowledge rolls to mimic or dissect languages.

Backup Implant

Sync Difficulty: -2

Duration: See text.

Governing Attribute: Vigor

Effect: They install backup resources into their body, usually by shifting or removing organs and using that space. There is only room for two backups in any body. No roll is required to activate the backup.

Upgrades:

- **Backup Blood:** The Backup Blood container is housed inside of the cyborg's

Views on Cybernetics

Humans: The rulers of Earth of the biggest users and creators of cybernetics, many viewing it as a way to become more than human. Others just like it for the nifty gadgets that come along with them.

Burners: These fire demons excel in synchronizing with cybernetics, due to their Inner Fire. This leads to many, many burners having at least an implant or two, but their lower constitution makes many cyber docs hesitant to operate for fear of leaving a fiery corpse on their table.

Changeling: Implants are not a part of the self, never changing and removing small parts of the humanity a Changeling has. Only those with a strong sense of self even venture down this road.

Hidden Folk: Seldom do the Hidden Folk participate in cybernetics, mostly because they know they'll eventually leave them all behind anyway. Too bad the implants can't go with them.

Husks: Cybernetics don't work for Husks, sadly, and they stare at the other races with a mixture of fear and wonder.

Lochs: The sea demons have developed a strange love of human technology, especially the advances in cybernetics. Today, they are the second most common race, after humans, to be approved for cybernetics, which some think makes them even better agents.

Ondine: To think that an Ondine would poison their body with a hunk of garbage crafted by human hands is laughable. Even though they would sync perfectly with most implants, Ondine scoff at the idea.

Spectrals: They long for the days where they had a body that could have had implants. Being immaterial, this is an impossibility now.

Taylari: Vampires already wrestle with so many different sides to themselves, but just can't help adding "cyborg" to the list. The company doesn't always sign off on implants for Taylari, however, as they could be misused if they were to die.

Wolf People: Some Wolf People revel in their wild nature and consider cybernetics to be a taint on their spirit. Others shrug their shoulders and give in to the procedure as a true test of how hardened they are.

gut. They can use it to hold off the effects of Bleeding Out, automatically succeeding at any Vigor rolls to prevent this. A Taylari can use this blood to instantly heal up to 3 Wounds. The implant needs 2 days to replenish its tank, taking the blood it needs from the cyborg's body.

- **More Blood:** Takes only 1 day to replenish and can heal up to 5 Wounds total for a Taylari.

- **Backup Heart:** The Backup Heart pumps along side their actual heart, aiding blood flow and adrenaline. Up to twice per day, the cyborg can apply a +2 bonus to any physical Action.

- **Extra Pumping:** Can apply bonus three times per day.

- **Backup Oxygen:** In areas with tainted air, underwater, or in a vacuum with no air, the cyborg can switch to an implanted oxygen supply. They have up to fifteen minutes of air before they must breathe normally again. The implant needs two days to replenish its tank, taking the air it needs from the cyborg's body.

- **Bigger Tank:** Can hold up to 30 minutes of air.

Arm Implant

Sync Difficulty: -3

Duration: 10 minutes

Governing Attribute:

Effect: This implant replaces an arm with a bionic limb or additional arms can be attached to their sides, each giving +1 to Fighting and Melee rolls. Bionic arms can also be used to Parry any attack (including blades and firearms) without penalty.

Upgrades:

- **Compartment:** A forearm compartment. Usually used to keep an extra dagger or small weapon.

- **Console:** A viewable screen that lays out system readings, their damage, or can run system diagnos-

tics. Can be used to access the internet or watch TV as well.

- **Hand Missiles:** A mini-missile launcher stored in the forearm. The palm opens up to fire a missile barrage inflicting 2d8+2 damage on impact. Bicep holds ammo for 5 shots with a Range of 40 yards.

- **Light:** Stored in the forearm, the powerful LED flashlight rises out and shines as far as 200 ft.

- **Machine Gun:** A gun stored in the forearm. The palm opens to fire bullets to inflict 2d6+2 damage at a Range of 30 yards. Bicep hold up to 75 bullets and is Auto-fire capable.

- **Retractable Blades:** Blades extend from the forearms over the hands that inflict Str+1d6 damage. Can draw out blade and attack within the same turn with no penalty.

- **Strength Boost:** +1 Strength die type for the purposes of Lifting or Carrying objects and +2 damage to all attacks. (May only be taken at d10 or higher)

Hand Implant

Sync Difficulty: -2

Duration: 30 minutes

Governing Attribute: Smarts

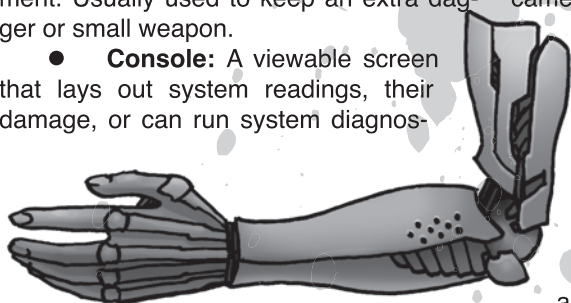
Effect: This implant replaces a hand with bionic parts or upgrades the hand on an existing bionic arm for extra abilities. The hand cannot be upgraded if the Bionic Arm has upgrades that already use the hand. When purchased, it gives a +2 bonus to Strength rolls to resist Disarm and one of the listed upgrades. The hand can have additional upgrades for multiple abilities.

Upgrades:

- **Camera:** The hand has a mini-camera installed in one finger and can record up to 30 minutes with infrared capability and full stereo sound.

- **Claw:** Blades extend from the finger tips or knuckles, dealing Str+1d6 damage and slicing their opponent to shreds.

- **Detachable:** The hand can be detached and remote controlled to perform actions, appearing much like a large, metallic spider. Skills used suf-



fer a -1 penalty.

- **Flashlight:** A flashlight installed into the pointer finger that can shine as far as 100 ft.

- **Laser:** One finger has a small laser torch, capable of cutting through rope, thin metal, and other objects with ease. Deals 2 damage directly to Object Toughness, ignoring any AR.

- **Skeleton Key:** A lock pick extends from a finger, and gives a +2 bonus to Lockpicking rolls.

Leg Implant

Sync Difficulty: -2

Duration: 1 hour

Governing Attribute: Agility

Effect: The cyborg has one or both of their legs replaced with bionic limbs. Each leg replaced adds +2 Pace and +1 Damage to Rush Attacks. They may also upgrade to give the following abilities.

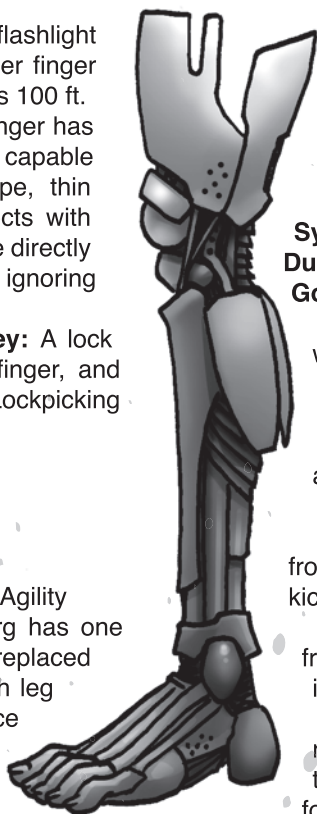
Upgrades:

- **Flexibility:** The leg is lighter and more flexible metal with joints that can bend in any direction at will. No roll needed for contortion with the leg and they can ignore a fall up to 5 ft x their Agility die type.

- **Holster:** A leg compartment created to hold a weapon of choice, usually a firearm. It extends and provides the weapon in hand, negating any penalty for Readyng a weapon and attacking on the same turn.

- **Undetectable:** The weapon inside the Holster becomes undetectable by any kind of scanning.

- **Grenade launcher:** The cyborg bends their leg, with the calf unlatching and swinging down to reveal a grenade launcher. One shot deals 3d6+2 damage on impact and 1d6+1 damage to those in a 10 ft. radius. Holds 2 shots and has a Range of 30 yards.



- **Speed Bonus:** This makes them quicker, while expending less energy. The character gains another +1 Pace and a +2 bonus to any Vigor rolls for sustained running.

Foot Implant

Sync Difficulty: -2

Duration: 30 minutes

Governing Attribute: Agility

Effect: This implant replaces a foot with a bionic part or upgrades the foot of an existing bionic leg for additional abilities. Each foot includes one upgrade, but can be further upgraded as well.

Upgrades:

- **Switchblade:** Blades protract from foot, dealing Str+1d6 damage with kicks.

- **Chainsaw Foot:** The blades from Switchblade begin to spin, boosting damage to Str+1d8 for kicks.

- **Rockets:** The soles open and release propulsion capable of flight up to 30 MPH. Fuel is in a condensed gel form, capable of up to 30 minutes of continuous use. All actions while in flight are at a -1 penalty due to concentration needed, but they deal +2 damage if striking an opponent with speed. However, they also receive +2 Parry due to speed, while in flight.

- **Stabilizers:** Metal rods extend into the ground from the heel to hold the cyborg in place, giving a +2 bonus to resist any attempt trip, sweep, push, or otherwise knock them down or back. Firearm kickback is lessened, giving a +1 bonus to Shooting rolls. Takes a turn to retract the Stabilizers as well.

- **Stabilizers II:** Immune to trip, sweep or push attacks.

Torso Implant

Sync Difficulty: -3

Duration: 1 hr

Governing Attribute: Vigor

Effect: The cyborg's insides and limbs are transferred to a metal torso with various

tubes and pumps to keep everything working. As a result, they receive a +1 bonus against Poisons, drugs and Diseases and +1 Toughness. They may also upgrade to receive the following abilities.

Upgrades:

- **Compartment:** Storage compartment in their chest. The compartment is sound proof and fixed with shock absorbers to keep sensitive materials (such as combustibles) still, even if running a marathon.

- **Chest Guns:** The chest protectors open to reveal machine guns that inflict 3d6+2 damage. Range of 20 yards. Stores 100 bullets and is Autofire capable.

- **Missile Launchers:** Twin missile launchers rise out of their shoulders and fire at a single target up to 40 yards away. 5 shots of ammunition stored in the chest, inflicting 3d6 damage in a small burst.

- **More Missiles:** Stores up to 10 shots.

- **Nanotech Regeneration Unit:** The torso releases nano-bots into the cyborg's blood stream, granting 1 additional Bennyie per Scene to be used to Soak Wounds.

- **Self-destruct:** A mechanism set to explode if they die, hopefully taking out their opponents in the process. The explosion also destroys the cyborg's parts, so they cannot be harvested by Scroungers. Inflicts 3d12+5 damage to everything within a 50 ft. radius if the cyborg's life signs flatline.

Nanotech Underlayer

Sync Difficulty: -4

Duration: 5 minutes

Governing Attribute: Strength

Effect: A layer of nano-bots is implanted underneath the cyborg's skin.

When activated, the nano-bots harden the skin for extra protection. The cyborg receives Armor 2 and may receive 2 more Wounds before taking penalties. They also suffer a -1 penalty to physical rolls (excluding damage) due to stiffness. It does not affect appearances, allowing the cyborg to be protected and live a somewhat normal life.

Upgrades:

- **Durable:** Boost to Armor 3
- **Extra Durable:** Boost to Armor 4

- **Wound**

Soaker: +1 Wound before taking penalties

- **Limber:** No stiffness penalty (may only be taken at d10 or higher)

Data Chip Implant

Sync Difficulty: -1

Duration: Permanent

Governing Attribute: Smarts

Effect: A chip loaded in the cyborg's brain to aid in Skill usage. Choose one Skill and the character receives a +2 bonus to checks for that Skill. They may only have a number of Data chips equal to half their Smarts die type.

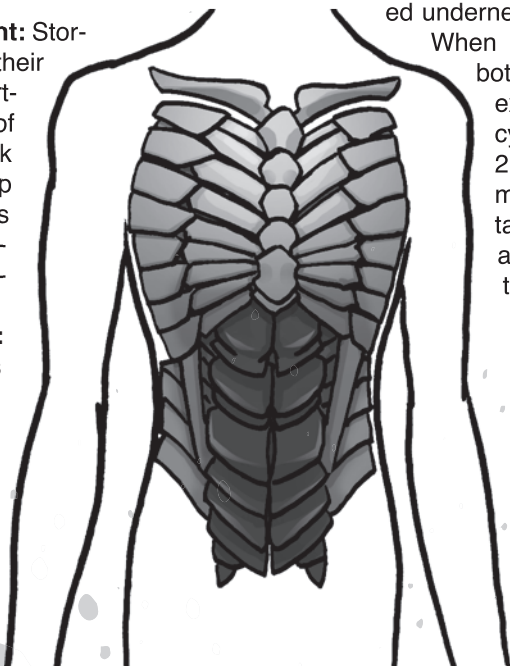
Upgrades:

- **Boosted Skill:** +1 bonus to selected skill (may be applied multiple times)

Facial Implant

Sync Difficulty: -1

Duration: 10 minutes



Governing Attribute: Vigor

Effect: Implants installed directly into the cyborg's face. They suffer a -1 penalty to appearance-related Charisma due to the Facial implant. They choose one upgrade when selected, then can upgrade to have multiple effects.

Upgrades:

- **Bloodhound:** Odor detection enhancers that give the ability to identify smells with a successful Notice roll. Also gives a +2 bonus to Tracking by smell.

- **Fangs:** Metallic fangs and new jaw are installed. They inflict Str+1d6 with AP 2 with a successful Bite and are able to bite through chains or bars easily.

- **Gas Filter:** An apparatus over the cyborg's mouth and nose that protects against air born poisons and ill-effects.

- **Magic Sensor:** Receptors installed in the cyborg's temples that allow them to sense magical forces within a 300 ft. radius. It can be used to track adepts that have cast magic within one hour with a -2 penalty.

- **Summonable:** The facial implant is encased in the chin, able to be summoned at will. This means they only suffer the -1 Charisma while in use.

Interface Implant

Sync Difficulty: -1

Duration: 10 minutes

Governing Attribute: Smarts

Effect: This Implant allows the cyborg to connect to computers and use them more efficiently. They are half-machine after all. Each interface comes with one of the listed abilities, but can be upgraded to have multiple abilities.

Upgrades:

- **Built-in Connectivity:** Accesses the internet at will through a satellite connection. Can be used to perform research, check movie

ratings, or look up phone numbers in an instant. While they can access map web sites with this ability, this implant does not compare to the GPS implant. Gives a +2 bonus to research rolls, as they can cross-reference information in seconds.

- **GPS Navigation:** Wireless access to their global position that lets them map out distances and locations with ease. It takes seconds to perform a search that would take other computers minutes. Provides a +2 bonus to all Navigation rolls.

- **Memory Chip Interface:** Allows them to download memories to a disk to be shared. They can share fond memories, letting other feel the rush their past. Some even become addicted to this experience. Others use memory chips to convey mission occurrences. Memory chips are often found for cheap on the black market.

- **Universal Data Jack:** Allows the cyborg to interface directly with any computer in existence, giving a +2 bonus to all Computer rolls.

Follicle Implant

Sync Difficulty: -2

Duration: 5 minutes

Governing Attribute: Agility

Effect: Cybernetic hair follicles implanted in the scalp. There are two different types: Wired and Thick (choose one upon implantation). Wired hair is thin and stringy, while Thick implants resemble dreadlocks.

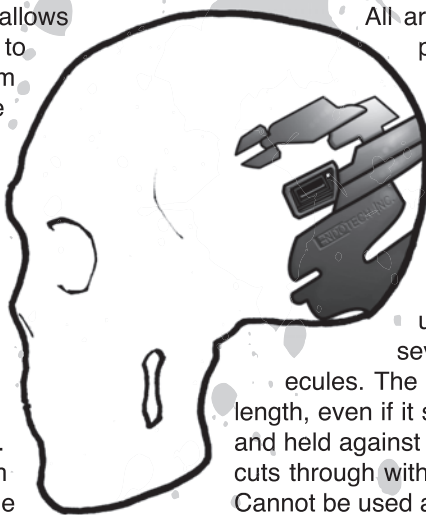
All are fiber-optic and can appear as any color at will.

Cyborg's can only have one type and get one of the upgrades below.

Wired Upgrades:

- **Monomolecular**

Wire: A plucked strand becomes a thread of monomolecular wire, used to cut objects by severing their adjacent molecules. The wire can be up to 5 ft. in length, even if it styled shorter. If tightened and held against an item (living or dead), it cuts through with 2d6+2 damage per turn. Cannot be used as an aggressive weapon,



but can be used to Entangle.

- **Microfilament Whip:** Pulls a handful of hair from their scalp that weaves itself together to create a Whip, which inflicts Str+1d6.

- **Stronger Whip:** Damage raised to Str+1d8

- **Spikes:** The hair shoots up into spikes, which can then be launched at the cyborg's opponent with a successful Shooting roll inflicting 1d6+2.

- **Sharper Spikes:** Damage raised to 1d8+3.

Thick Upgrades:

- **Smoke (Black):** The ends of the thick hair open and emit a thicket of black smoke, obscuring vision in a 15 ft. radius. Gives a -2 penalty to Shooting attacks through the black smoke and blinds everyone caught within.

- **Smoke (Poison):** Instead of blinding opponents, those caught inside must make a -2 Vigor roll against Poison or suffer 2d6 damage per Round they are within the smoke. The cyborg is not automatically immune to their effect, needing either a gas

mask, Anti-venom (Pump implant), or Gas Filter (Facial implant).

- **Wider Cloud:** Boosts cloud size to 30 ft.

- **Tentacles:** The thick hair responds as tentacles that move at the cyborg's will. They can Parry firearm attacks aimed at their head with a -1 penalty. They are prehensile with Strength d4 and extend up to 3 ft.

Pump Implant

Sync Difficulty: -3

Duration: 1 minute

Governing Attribute: Vigor

Effect: A pump is stored in the cyborg's torso, connected to a series of tubes hidden under the skin to resemble veins (Notice -3 to see them). When activated, chemicals are pumped directly into the cyborg's body for instant effects. The cyborg picks 1 pump type to start, but can upgrade to have multiple pump types.

Upgrades:

- **Adrenaline:** They are pumped full of speed, giving them the ability to perform

Melanie heard about this "special" doctor that could hook her up with all kinds of shit. She was really only into Vicodin and maybe weed or blow, but this guy supposedly had something very different. She wandered the cold, dark streets trying to find the doctor's place, eventually settling on a small, secluded alley, hidden by a cleverly-placed tarp. Inside, she saw worktables held up by books, dirt everywhere, and bits of machine parts everywhere.

Her instinct was to turn and leave, but her hunger for the drug held her in place. Then, a creepy, dirty man showed himself. He had been awaiting her arrival and removed his glasses to show off his own robotic eyes. He also knew what she was there for... an internal pump that could be used to inject drugs into the system with a thought. She became fascinated and the prospect took over her mind. He told her to lie on the table after grabbing his due payment from her bag and she only hoped that whatever he did wouldn't hurt too much. She was sorely disappointed.

He put a breathing apparatus on her face and instructed her to inhale deeply. But the gas didn't put her to sleep as she had hoped, it merely paralyzed her movement. Melanie felt every cut to her arms, her legs, her stomach and back. The incisions into her neck and her head were worst of all. She tried to scream, but couldn't move her lungs to produce more than a weak whimper. "No pain, no gain." The man said, seemingly gleeful over her agony that eventually forced her to pass out.

When she awoke, she was home and felt very different. Her pain hadn't left, but it was numbed in an instant, as soon as she thought she wanted it gone. She went from her bed to the mirror and crumbled when she saw the reflection of her naked body... covered in scars, gauze, and tubes. Was she this desperate for drugs? She realized that the answer was yes, as she released more painkillers through her tubes to get rid of her tears, of her anxiety over her new look, and eventually of her normal life.

+1 Action per round at a -2 penalty and +1 damage for the duration.

- **Anti-Venom:** Any mundane poison that enters their system is immediately eradicated, and they are then immune to further poison for the duration. This gives a +2 bonus against supernatural poisons.

- **Pain Killers:** They ignore all Wound penalties for the duration. Any spells or supernatural effects that cause pain are also cancelled out.

- **Pheromones:**

Pumped through the blood and sweat glands, the character emits a trace pheromone that sexually attracts others. They gain a +2 Charisma for Seduction.

Voice Modulator

Sync Difficulty: -1

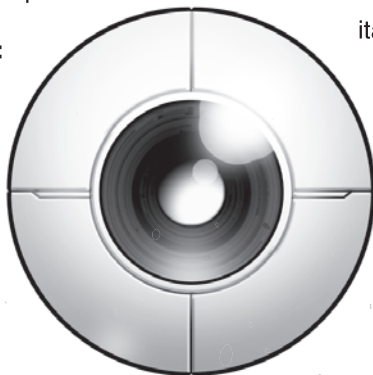
Duration: 1 hour

Governing Attribute: Smarts

Effect: This implant replaces the character's voice box with a cybernetic voice modulator. They can listen to a voice and instantly replicate its vocal tones and inflection by releasing small nano-bots from the ear to the vocal chords. This implant gives a +1 bonus to related rolls.

Upgrades:

- **Effect Bonus:** +2 to related rolls
- **Duration Bonus:** 1 Day
- **Voice Storage:** Can store up to 5 voices for later use



Optical Implant

Sync Difficulty: -2

Duration: 1 hr

Governing Attribute: Smarts

Effect: These implants replace the cyborg's organic eye. Each eye comes with one of the listed abilities, but can be upgraded to have multiple abilities.

Upgrades:

- **360-degree Vision:** Digital sensor interfaces are installed into the brain, giving 360 degree vision. They gain a +2 bonus against Surprise attacks.

- **Hover eye:** The eye can hover up to 8 ft above the ground, allowing it to scout, always wirelessly connected to the user.

- **Infrared:** The eye has heat-vision, allowing the cyborg to see at night and invisible beings that generate heat.

- **Laser Eye:** The eye has a built-in laser pointer that improves aim and gives a +2 bonus to Shooting rolls.

- **Microscopic:** The eye can be used to view items closely, even at a cellular level.

- **Recording Eye:** The eye can digitally record up to 1 hr of video before needing to be downloaded and cleared to record again.

- **Telescopic:** This eye increases range of sight to triple the normal distance.

- **Third Eye:** A third eye is installed into the forehead, adding a +2 bonus to sight-based Notice rolls.



chapter Two: The World of Magic

“Adept” is the most commonly used designation for those with an affinity for casting magic. They are also sometimes called magi, hoodoos, witches, or sorcerers. Some demons are born with specialties in certain magical Paths or even magic that only their kind can master, such as a Burner’s propensity for fire magic or a Taylari’s ability to control blood. Adepts come from different schools of thought and practice, from witchcraft to necromancy to rune magic. Others may even believe their gifts are awakened psychic

powers or gifts from their deity of choice.

The reasons to practice magic also vary widely. Some begin their journey because it runs in their family and the belief that magic is their birthright. Others join secret schools of magic called Orders to develop camaraderie with others of similar magical interests. Some social rejects or lone-wolves may research magic by themselves, discovering new spells and cultivating their powers in the privacy of their own home.

Descendants of Ten

It is no coincidence that adepts are plentiful among humans. The Circle of Ten made sure to take on many students on their travels, hoping to arm humanity with enough power to fight against supernatural forces. Every direct descendant of the Circle of Ten has the gift of magic and has progressed to master one Path or another. Many believe the Board of Directors to be their own Order, as they share all their magical secrets with each other in order to one day possess every spell in existence. No one knows if they will ever succeed in their goal, as new spells are created by the dozen every year.

Discoveries

Magic has existed for as long as humanity (and perhaps longer). Adepts learn to shape reality by either bending or breaking the existing rules of the universe. Many adepts question exactly how humans are able to do this and many have narrowed their answer to... the soul. Some beings have the ability to cast magic naturally, while others must forcibly open their soul to the universe and absorb its power.

Other more scientific minds from Apocalypse Prevention, Inc. experimented with magical occurrences and their effect on the world and adepts. In May 1982, they discovered that all supernatural abilities, from psychic phenomena to a magician's tricks to a demon's natural powers, all come from the same source. The only difference between an adept that casts magic with deep prayer and an adept who speaks magic words to the elements, is their choice of focus. Psychics use their minds as a focus, while worshippers use a holy symbol, and a witch may use nature itself. This scientific discovery rocked the foundations of magical societies, as every Order held strong to their own personal beliefs of magic origins.

Life as an Adept

Adept lifestyles range widely, just as their origins. It is as common to have an adept that dresses in long robes, adorned with jewelry, and living a life of privilege as it is for another to live on the streets as a biker gang leader, dressed in the leather and chains to suit their rank. Some become hermits, practicing their magic in remote areas, away from civilization. These hermits often have magic that revolves around the wilderness, ani-

mals, or protection of their land. However, the pressures of sustaining a normal life when surrounded by magic can become too much for some. Hermits are often born out of growing so powerful that they separate themselves for everyone else's safety. Master adepts are often sought out for secrets of the supernatural and to learn unique spells. Some are willing to share and, of course, others are not. Others may join an Order, a secret society of magic.

Some strike out on their own, even using magic to become pseudo-superheroes or masked vigilantes, getting a thrill from fighting for "the American way of life". Others may take a more villainous approach, no longer considering themselves human, having obviously evolved further than others thanks to their magical talents. This type of behavior is more tolerable in areas without strong Apocalypse Prevention, Inc. presence, as long as they do not break the cardinal rules of API. Often, these areas are deeply in need of additional protection for which API may not have the numbers. These vigilantes may even become sub-contractors with API backing, but without official API status (See page 113).

Some adepts acknowledge their magic, but try to live as normal people. One is just as likely to find an adept in a large and dusty library researching their spells as in the cubicle across from their own in their crap office job (perhaps doing magical research on the Internet). This is common among demons with natural magic, as they see spells being cast all their life and don't usually call attention to them. Humans, on the other hand, seldom take the discovery of magic so lightly. It alters their whole life, often for the better, but there is also a bad side to magic.

For most, magic becomes their primary focus. Once awakened, magic is in

their soul, body, and heart and it cannot be turned away easily. Many even become addicted to its use. For instance, an interior decorator may give up a hands-on approach to brainstorming and instead use magic from the Path of Telepathy to steal great ideas from their competitors. A mechanic may stop building engines piece by piece and instead control will their tools to have them do all the work. Like most drugs, it starts off small and steadily grows into a larger part of their life. Even careless demons fall prey to this magical addiction, delving

deeper and deeper into their birthright after their first taste.

The Gates of Magic

Think of the universe as a giant bull's-eye target where adepts are archers. They arm themselves with arrows of will-power and fire them at the target. The outer rim is the 1st Inner Circle. Few adepts gain the training and knowledge needed to strike further toward the bull's-eye. The next inward rim is the 2nd Inner

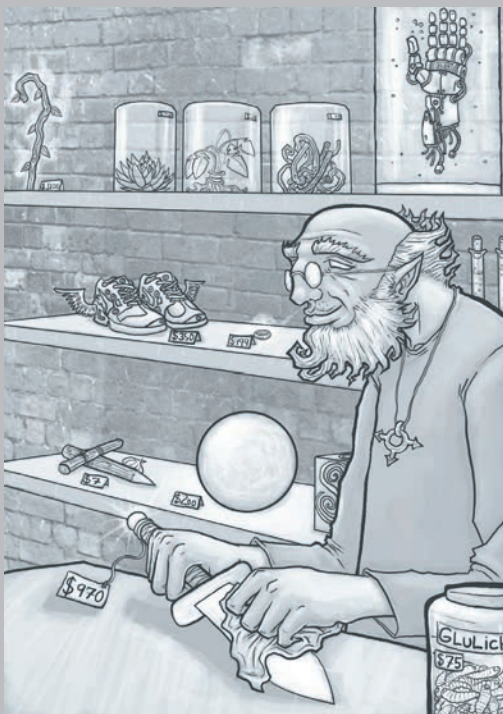
Magic Shops

Many magic shops operate in the US. Of course, most are a complete and utter hoax, selling crystal balls carved from totally non-magical stones, arrowheads for false luck, and many books on using fake magic. To date, no adept has yet to publish a book with real magic within its pages, as this would be neither truly profitable nor wise to break the rules laid out by Apocalypse Prevention, Inc.

True magic shops do exist, but are quite limited on the types of items they may carry legally. API has record of many magical objects needed for large-scale destruction or epidemic rituals and obviously doesn't allow stores to carry these items under the rules of

their store permits. Likewise, weapons or charms that are integral to harming legal demon races are prohibited from sale, especially those that work closely with Apocalypse Prevention, Inc. However, there is no way for the company to know of every use for every herb, stone, or other magical object.

Proprietors of magic shops should expect monthly or bi-monthly audits of their income and every item sold. API demands exact sales records be kept on who items are sold to, in case future problems arise. Some shops have a direct connection to API to run background checks on any potential buyers. Shops that do not oblige by API's rules are usually shut down quite quickly. They are seen as a hazard to those law-abiding citizens of Earth, due to the reckless sale of unauthorized magical goods. Despite these obstacles, most magic shops make a killing, especially if they are can sell magical mentorship services on the side.



Circle, very close to the center, but not quite. The bull's-eye itself is the true goal of any adept worth their mettle and gives a measure of control over the universe. It can also take one's whole life to achieve this level of mastery.

1st Inner Circle

An adept first learns powers within the 1st Inner Circle. These spells are comprised of fundamental magic that can be performed easily and without needing too much control. Some adepts spend years in training at this level before ever attempting to move beyond. Other adepts never progress past the 1st Circle, happy to stay safe in the use of simple magic.

2nd Inner Circle

When adepts move past 1st level child's play, they can progress to 2nd level magic. This magic further solidifies the adept's control over their environment and reality itself. While they cannot break universal laws, they can easily bend them to their will.

3rd Inner Circle

Spells from the 3rd Circle break the laws of reality, space, and time outright. Its rituals are the cause of many apocalyptic myths or legendary monster summonings. Most never achieve this level of control over the universal laws. Those that attempt 3rd level magic without proper control or training find themselves accidentally ported to hellish dimensions or blinked out of existence altogether.

White and Black Magic

Magic itself is neutral. Its reflection of good or evil magic only comes from the adept in question. Even a healing spell

can have beneficial and malicious connotations. If used to bring a comrade back from near death, the applications are obviously good. However, if used to bring torture victims back to full health, only to torture them over and over again, the magic's application is obviously wicked.

After years of learning and casting magic and reaching the 2nd Circle, an adept's appearance twists to match the use of their magic. Using their magic for good may garner a healthy glow about them. Some even develop an actual halo or may be giddy with happiness all of the time. Likewise, practicing black magic may give veiny or leathery skin. Some even age faster than they normally would.

Spells and Casting

When attempting to cast a spell, you roll your Spell Die and Wild die. Spellcasting is based on the skill associated with the spell you are casting. This roll is referred to as the Casting roll. The difficulty of this roll is listed under each individual spell as the Casting Difficulty. In addition, the Casting Difficulty is applied to the target's resistance check if applicable. Failing a Casting roll can result in many different outcomes.

- **Success:** Spell is cast and the Sacrifice is consumed.
- **Raise:** Spell is cast and the Sacrifice is not consumed.
- **Failure:** Spell fails to be cast; and the Sacrifice is consumed.
- **1 on Spell die:** Caster is Shaken.
- **Snake Eyes:** Spell fails to be cast, caster is Shaken and suffers one level of Fatigue, Sacrifice is consumed. In addition, caster takes 1d6 damage per Circle of the spell.

Multiple Fatigue levels result in Exhaustion and Incapacitation as usual. Magical Fatigue recovers at the rate of 1 per hour.

Spells as Skills

Spells are learned in the same way as Skills and are based on the governing Ability that is listed with each spell. Before learning spells, a character must take the appropriate Edge (Inner Circle Opening, Second Circle Opening, and Third Circle Opening). Also, the adept cannot learn a 2nd or 3rd Circle spell from a Path without first learning a spell from the previous Circle of that Path. At the initial skill level of d4, the adept may cast the base form of the spell and is not provided any upgrades. For every skill increase beginning at d8, the adept chooses an upgrade which is applied to the spell. Upgrades may be taken more than once unless otherwise specified.

The adept may only access as many Paths as half their Smarts, so someone with a Smarts d6 would get access to three Paths. Taking the Path Access Edge can allow for more.

Casting Penalty

Despite the growing ability of adepts with access to more powerful effect in the 2nd and 3rd Circles, these spells are also more difficult to pull off. The following penalties apply to spells, based on their Circle level:

1st Circle = 0
2nd Circle = -2
3rd Circle = -4

Resisting Spells

Some spells have an effect that the target can attempt to resist. When resisting Magic, the target must roll Spirit or Vigor (specified in the spell description) against the result of the adept's Casting roll. The casting Difficulty penalty is applied to the resistance check as well.

Spell Format

Rank: Required rank of the Adept in order to learn the spell.

Casting Time: How long it takes to cast the spell.

Duration: Length of time the spell lasts, measured in increments of rounds, minutes, hours, days, etc.

Range: Distance from which a spell can be cast

Resistance: Yes: Target can avoid the effect with a successful Spirit or Vigor roll (specified by spell). No: Cannot resist. If the spell can be resisted the appropriate Trait roll will be listed.

Governing Attribute: This is the Attribute that the spell is based on, which determines the cost for improving the spell die type.

Effect: The effect of the spell.

Sacrifice: Spell component or penalty incurred to cast the spell.

Upgrades: Effects that can be selected once per skill increase above d6.

Bloodcasting

The Sacrifice for some spells is the caster's blood. This functions exactly as a normal casting roll, except that a natural 1 on the Spell Die always results in a Wound (which can be soaked with Bennies) instead of Fatigue, even if the damage roll was not normally enough to cause a wound.

Hands, Mouth & Eyes

The hands, mouth, eyes rule is universal to most spells. It's simple really. Adepts must perform tricky hand movement, recite magic words, physically see their target, or any combination of the three. Few spells deviate from this rule, but every adept develops their own style. Unless the spell specifically requires one of the three (i.e. Anchor Spirit requires hands to draw the mystic symbol), then the player may choose which of the three their character prefers.

Magical Orders

Wild Ones - page 56
New Seekers - page 61
Brotherhood of the Iron Skull - page 67
Flower Children - page 72
True Faith Ministries - page 86
Psychics of Seville - page 102

Paths of Magic

Animalia: Power over the animal kingdom
Augmentation: Enhancement of the body
Blood: Vampire mastery over blood curse
Death: Control of ghosts and zombies
Domination: Control thoughts and actions
Elements: Power over elemental magic
Figments: Control of dreams and illusions
Fortune: Bend fate and divination
Fractures: Husk living statue magic
Health: Medical and cleansing magic
Mirrors: Power of reflections and light
Neutralization: Power of negation
Portals: Creation of pathways and portals
Psychometry: Visions from objects
Shadows: Manipulation of darkness
Sickness: Magic of pestilence and disease
Telekinesis: Move objects with one's mind
Telepathy: Mental communication
Time: Control over the flow of time
Wares: Manipulation of machines

Paths of Magic

Path of Animalia

The Path of Animalia gives the adept power to communicate and control their animal brethren. These spells work just as easily on non-Earthly animals as well. While very powerful, the adept must be careful not to lose themselves to their animal side, lest they stop being human and instead become a beast. Sacrifices often include bloodletting or loss of mental faculties.

(1st) Animal Dialect

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell allows the adept to communicate directly with an animal by creating an empathic connection between the animal and their inner animal spirit. Upon purchase, the adept can choose one family of animals that they can communicate with: canines, felines, horses, ants, rats, or another that fits their concept. This spell can be useful for gathering information from the animal or for just having a casual conversation. The animal's intelligence has a large bearing on the information they can retrieve and relay. While dogs or elephants are highly intelligent and could carry on a great conversation about what they've seen, conversing with a dung

Order: The Wild Ones

Description: The Wild Ones are a small, but powerful coven of thirteen witches located in the Everglades of Florida. They started their spiritual careers as animal activists, attempting to find magic to stop infringement on natural lands by the opportunistic humans. In their quest, they found their future leader, Mayte. She had lived in the Everglades since she was a child, lost by her archeologist parents. She survived by finding innate magical power within and becoming a commanding witch in the arts of Animalia. The activists became her followers and learned her special magic, the power to give animals the minds and emotions of human beings.

The Wild Ones are named because collective lives beside their wild animal friends. They hope to acquire answers to stop the destruction of their homes. Each witch specializes in a certain type of Everglades animal, from snakes and alligators to manatees and dragonflies. They have kept the remaining wetlands safe from trespassers and opportunists, using their animal friends as spies or defenders. Some have even needed to kill intruders in their career, but they seldom take this drastic route to salvaging the wetlands. Two wrongs do not make a right, after all.

Joining: The Wild Ones keep their numbers at a strong thirteen and only replace a member if one dies (occurring only twice before). It is Mayte's wish to keep their numbers small and only fill their ranks with those that truly believe in their humanitarian efforts. After the death of one of their past members, her replacement was found to be a spy, there to steal their magic. They have a sense of xenophobia due to this situation.

Garb: Living in the jungle, the coven wears what is comfortable. This is usu-

ally as little as possible. The more "civilized" members kept loose, camouflage clothing. With mastery of animal magic, they can easily hide. All members of the coven know each other and can often tell each other by scent alone.

(2nd) Familiar

Path: Animalia

Rank: Veteran

Casting Time: 10 min

Duration: Permanent

Range: Touch

Resistance: No

Governing Attribute: Spirit

Effect: A staple for witches in legends, this spell gives an animal the intelligence, personality, and emotions equal to that of a human. This also gives them the gift of human speech. This spell can be cast on a pet (i.e. cat or dog), but others have alligators or even horses as familiars.

When the spell is cast, the animal begins with a child-like intelligence, but learns through time, including languages, empathy, and debate. The animal has all their normal statistics but begins with a d4 Smarts with human-level intelligence. An adept starts with the ability to have one animal familiar at a time, but can obtain multiples through upgrades.

Animals imbued with this power are counted as Wild Cards.

Sacrifice: The adept permanently sacrifices 1 die from Smarts, instilling the animal with a piece of their mind.

Upgrades: Effect Bonus (+1 simultaneous familiar), Effect Bonus (Smarts d6 instead of d4)

beetle will hardly garner too much information. The exception to this is smaller insects that can work together as a swarm or colony. Ants are not individually intelligent, but speak as a choir together, especially if their queen agrees to an audience. The GM is encouraged to give each animal a specific voice, reflecting flaws and gifts natural to their animal kingdom, just like any other NPC. The animal is not forced to do obey the adept or even acknowledge the words, but the adept gets a +4 bonus to any Ride checks while speaking their tongue.

Sacrifice: The adept must be in physical contact with the animal when casting and then bite their own tongue.

Upgrades: Duration Bonus (12 hours > 1 day), Range Bonus (1 other by touch), Range Bonus (Animal within 10ft.(2") away), Effect Bonus (+1 Animal type)

(1st) Beast Senses

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: An adept with this spell can shift their senses to match that of a certain animal. Whether it is an eagle's keen eye, the night vision of a feline, or the danger sense of the cockroach, the adept gains a +2 Notice bonus to rolls associated with that sense, in addition to the effects listed below. One sense is available upon purchase, with others available through upgrades. An adept that can call upon several different senses can use them separately or together with a single casting.

- **Sight:** Enhanced sight allows the adept to see twice as far with more accuracy and in darkness as if it were day. Penalties to Called Shots are reduced by 1 and they receive no penalty for darkness (unless magical). Bright lights or blinding effects are twice as effective.

- **Hearing:** Enhanced hearing is beyond that of any human, allowing the adept to hear anything whispered across the

room, screamed from his surroundings, and hear the breathing or footsteps of a would-be stalker. Their hearing bonus also applies to Tracking checks when following even faint sounds and they get a +2 bonus to Notice rolls. Very loud sounds or sonic attacks are twice as effective.

- **Smell/Taste:** The adept gains the ability to make Memorize checks for the scent of people, animals, or places, allowing them track by smell or even identify people based completely on scent. Likewise, upon tasting any dish, the adept instantly has knowledge of every ingredient used in its making with a successful Smarts roll.

- **Touch:** Enhanced touch makes the adept sensitive to everything from the exact temperature to the shift of winds from a simple foot movement to whispered words. They receive a +2 bonus to Parry for the duration. They are very susceptible to physical pain and suffer double Wound penalties while in effect.

- **Danger:** By calling upon a predator spirit within them, the adept can instantly sense impending danger in the immediate area. They sense the presence of others and if they are approaching. They are instinctual immune to surprise attacks and draw an extra card for initiative on the first round of combat, using whichever card is higher. The danger they sense is not necessarily directed toward the adept themselves, which may lead them into other peoples' affairs quite often. However, some adepts become overly paranoid, jumping at the slightest breeze.

Sacrifice: Side-effects are listed with each sense above.

Upgrades: Duration Bonus (+2 hours), Range Bonus (Touch), Effect Bonus (+1 Sense), Effect Bonus: Sight (Targeted strike penalties reduced by 1), Effect Bonus: Hearing (Can use bonus to detect deception by listening to heart rate), Effect Bonus: Smell/Taste (+1 to memorize smells), Effect Bonus: Smell/Taste (+1 to track smells), Effect Bonus: Danger (+1 round gets Initiative bonus)

(2nd) Beast Calling

Rank: Veteran

Casting Time: 1 Action

Duration: 1 hour

Range: 1 mile radius

Resistance: No

Governing Attribute: Spirit

Effect: The adept sends his or her magic outward and searches for creatures they are linked to (dogs, cats, birds, etc.), calling up to five of them to their aid. The animals must be within one mile of the adept and are compelled to come when called. The adept must still wait for them to arrive, as they are not magically teleported to their location, but they also gain an empathic connection to their targets that provides information on their current location at all times or if there were no animals within range. When the animals reach the adept, they can be given commands, but simple tasks only (i.e. "Attack", "Guard", or other basic commands). If the adept knows the Animal Dialect spell, their instructions can be more complex.

Sacrifice: The adept must bite their tongue hard enough to draw blood. This leaves them with a -1 penalty to Persuasion rolls for the duration of the spell and about an hour afterward.

Upgrades: Range Bonus (+2 miles), Effect Bonus (+1 Animal type), Effect Bonus (Summon up to 10 > up to 20 15 > up to 5020), Swarm (If used on insects, they can summon 10 for every 1 normally summoned)

(2nd) Ride Senses

Rank: Seasoned

Casting Time: 1 min.

Duration: 30 min.

Range: Self/2 miles

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell allows the adept to achieve a state of astral projection and attaches their spirit to an animal to use their senses. The adept experiences everything from the animal's point of view. While not complete animal possession, the adept

may dictate simple movements (i.e. turning to look in certain direction, guiding through doors, or making a distracting noise) with a successful Spirit roll. More complex direction require a successful -2 Spirit roll.

While riding the animal's senses, the adept's physical body lies dormant and without movement. If their body is harmed or the spirit extends farther than the range of the spell, the adept is snapped back into their body instantly. Such an ordeal is spiritually painful, giving them a -2 penalty to all rolls (except damage) for 1 hour

Sacrifice: After the spell ends, the adept loses one of his or her senses (GM's choice) for 1 hour.

Upgrades: Duration Bonus (1 hour > 3 hours > 5 hours), Range Bonus (+2 miles), Effect Bonus (+1 to guiding actions), Reduce Penalty (-1 penalty from rushing back into body, instead of -2), Ride the Human (Can be used on a human target)

(3rd) Bestial Form

Rank: Heroic

Casting Time: 3 minutes

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: An adept with this spell can shapeshift into their chosen animal type, acquiring all the animal's natural abilities. Taking a bird's form garners flight, a tiger form gains claws and additional balance, and a dog form gains heightened hearing and smell. They adopt the animal's physical traits (i.e. their size) and take the higher of any physical Attributes between them (i.e. an adept with Strength d4 turns into a bear with higher Strength. Their Strength rises to that of the bear). They retain their mental faculties, but suffer a -2 penalty to using them while in animal form. This also automatically grants the adept with the Animal Dialect spell effects, but they cannot speak in human tones (unless of course, they have transformed into a parrot or other animal capable of human speech).

Sacrifice: The adept becomes en-

grossed in their animal spirit, and this bestial nature crosses over into their human life. The adept receives a -4 penalty to all Smarts and Persuasion checks for twice the duration they spent in their animal form.

Upgrades: Duration bonus (6 hours > 12 hours > 1 day), Effect bonus (+1. Animal type), Swarm (If animal is an insect, the adept turns into a swarm, instead of a single bug)

Path of Augmentation

The Path of Augmentation uses magic to change and enhance an adept's physical body. When using these spells, their muscles appear to ripple almost too much and they look as though strung out on steroids. Common sacrifices are side-effects due to the strain of pushing their body beyond its natural limits.

(1st) Hyperjump

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Strength

Effect: Jumping is often the fastest way to get from here to there. This spell allows the adept to perform longer and quicker jumps. Their jumping distance is equal to their pace when jumping horizontally and half their pace when jumping vertically. In addition, they receive a +2 bonus to Strength rolls for jumping extra distance. This spell affects a single jump per casting.

Sacrifice: If jumping more than 6" horizontally or 3" vertically, the adept takes 1d6 damage upon landing from the undo strain on their legs.

Upgrades: Duration Bonus (2 Rounds), Effect Bonus (Additional +1 to Jumping Checks), Reduce Penalty (1d6 damage taken at +2"/1")

(1st) Iron Fist

Rank: Novice

Casting Time: 1 Action

Duration: 1 min.

Range: Self

Resistance: No

Governing Attribute: Strength

Effect: The Iron Fist spell enhances the adept's attacks, making them truly formidable in hand-to-hand combat. Every adept's spell appearance is unique. Some turn their hands into pure spiked iron, while others sprout thorns on their hands or go for traditional claws. No matter the appearance, the spell adds +1d4 damage to their unarmed strikes for the duration.

Sacrifice: Enough iron to fill the palm of their hand.

Upgrades: Duration Bonus (+2 min), damage Bonus (1d6 > 1d8 > 1d10 > 1d12)

(1st) Night Vision

Rank: Novice

Casting Time: 1 Action

Duration: 20 min.

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: This spell augments the adept's eyes, allowing them to see in darkness of night as if it were day. Also, they are only rendered partially blind (-3 penalty) by magical darkness. Their eyes appear to shimmer in the night, much like cat eyes, giving them an eerie look.

Sacrifice: A cat's paw.

Upgrades: Duration Bonus (+20 min), Range Bonus (+1 other by touch)

(1st) Olympian Strength

Rank: Novice

Casting Time: 1 Action

Duration: 5 min.

Range: Self

Resistance: No

Governing Attribute: Strength

Effect: An adept with this spell can accomplish feats of strength beyond a normal person. This spell doubles the adept's carrying/lifting amounts and adds a +2 bonus to all Strength rolls. The adept also ignores 2 points of Toughness when attempting to damage non-living objects.

Sacrifice: A stone three times larger than their hand.

Upgrades: Duration Bonus (15 min. > 30 min. > 1 hour), Effect Bonus (Ignore +1 Object Toughness), Effect Bonus (Triple carrying/lifting weight amount > Quadruple), Effect Bonus (+1 to Strength rolls)

(2nd) Hyper Movement

Rank: Seasoned

Casting Time: 1 Action

Duration: 20 min.

Range: Self

Resistance: No

Governing Attribute: Agility

Effect: This spell boosts the adept's Pace. They move in a blur of colors, giving +3 to their Pace and gaining a +1 bonus to all combat rolls. The adept does not receive any penalty to avoid obstacles while in hyper-movement, as their mind stays just as alert.

Sacrifice: The strain on the adept's muscles reduces their Strength die for one day after the duration ends.

Upgrades: Duration Bonus (+20 min.), Effect Bonus (+1 Pace)

(2nd) Like a Fish

Rank: Seasoned

Casting Time: 2 min.

Duration: 30 min.

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: With this spell, the adept replaces their lungs for gills and then able to breath either fresh or salt water without issue. Slits appear on their neck and begin to filter as soon as they enter the water. They are also able dive far down to the crushing depths of the ocean without taking any. With webbed hands and feet, the adept is able to move at their full Pace while swimming and can hold their breath for the duration of the spell without worrying about Fatigue.

Sacrifice: Transitioning back to their lungs is not an enjoyable one. They must spend an hour in rest, while the water is

slowly removed from their body with hacking coughs and vomiting. If they attempt to continue with activity during this period, they have a -2 penalty to all rolls and can become a liability.

Upgrades: Reduce Casting (1 min. > 30 sec.), Duration Bonus (1 hour > 2 hours > 5 hours), Range Bonus (+1 Other), Perfect Swimmer (+50% Swimming Pace > Double), Reduce Penalty (30 min.), Reduce Penalty (-1 to rolls > No penalty)

(3rd) Regeneration

Rank: Heroic

Casting Time: 1 Action

Duration: 4 Rounds

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: This spell pushes the adept's body to the limit, accelerating their healing rate to such an extent that they regain Health in an inhumanly faster fashion, whether active or inactive. Their enemies simply watch as their wounds slowly close before their eyes. For the duration, the adept regains 1 Wound at the beginning of every round. Regeneration will remove Wounds more than one hour old and remains in effect even if the adept is incapacitated.

Sacrifice: The speedy replication of the body's cells taxes the body. The adept suffers a -2 Penalty to Toughness and to Vigor rolls for 1 week.

Upgrades: Duration Bonus (+2 Rounds), Range Bonus (+1 other by touch, Additional target also pays Sacrifice)

Order: New Seekers

Description: This Order was originally founded in Malibu, CA at the height of the 80's health craze. Many adepts became obsessed with honing the power of their bodies, doing aerobics and lifting weights almost uncontrollably. This same craze led to the creation of many spells within today's Path of Augmentation, pushing the body beyond its natural limits. The Seekers wanted nothing but toned, muscular bodies, with rock hard biceps and washboard abs. Many rivalries sprung up within the Order, leading to fights, conflicts, and even a few deaths.

At their lowest point, the Order split in two. Some turned their focus from becoming heavily muscle-bound to attempting to bond their body and mind. They brought in different eastern philosophies to their belief structure. They learned the art of meditation and cultivated other spells that strengthened their mind, as well as their body. These adepts, calling themselves the New Seekers, hoped to gain enlightenment from this pursuit.

There are still chapters putting their bodies above their spiritual connections, bringing back old rivalries. The New and Old Seekers may bring internal conflict, but only the Old Seekers have spilled blood. The New Seekers do not believe in such things, but defend themselves by all means necessary. Many still hope to bring peaceful reconciliation between the two factions.

Joining: The New Seekers are highly focused on their bodies and minds. Prospective members need to be in top physical condition to even attempt membership and are subject to strenuous tests of strength and endurance to

see if they are New Seeker material. Having proven to be a great physical specimen, the inductee can then enter the Order and gain the mental training needed to pursue true enlightenment.

Garb: New Seekers are not ashamed of their bodies and usually wear clothing to show off their perfect physiques, including muscle shirts or tight shorts. Members greet their brothers and sisters with the statement "We seek together", to which the other replies "We find together".

(2nd) Meditative Trance

Path: Augmentation

Casting Time: 30 min.

Rank: Veteran

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell places the Seeker into a state of calm, no matter the situation around them. They gain a +2 bonus to all Guts and Spirit rolls. Due to the long casting time, this spell must often be prepared long before actual battle takes place or with no intention of combat at all. Outside of combat, Fatigue is recovered at double the normal rate, and the caster can make a natural healing Vigor roll if he is wounded..

Sacrifice: While in a trance, the adept becomes more susceptible to spirit intrusion, suffering a -1 penalty to resist possession for the duration.

Upgrades: Reduce Casting (-10 min), Duration Bonus (+2 hours), Effect Bonus (+1 Guts/Spirit bonus)

Path of Blood (Taylari Only)

The Path of Blood is only available to inheritors of the vampire curse, the Taylari. Non-vampire adepts have attempted to replicate these effects to create similar spells, but always fail. The sacrifices required are usually the vampire's own blood, meaning self-infliction of lethal damage. This can be done with a dagger or by biting into one of their veins, neither of which is pleasant to behold.

(1st) Knowledge of Blood

Rank: Novice

Casting Time: 1 min.

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: With but a taste of the target's blood, the vampire gains an immediate understanding of their general personality, blood traits (illnesses or habits that may run in their family), and likes/dislikes. The vampire senses this information in the form of emotional impulses or spontaneous visions. Some stalk their victims and retrieve a blood sample before they strike, to ensure that the target is the type they want to drink from. Others even keep entire labs of blood samples, just in case.

Sacrifice: The vampire must mix a small amount of their own blood with the sample they drink, requiring them to perform Bloodcasting. Many spread their own blood on their lips just before drinking in order to mix.

Upgrades: Deeper Knowledge (Target's true name > Recent history up to a week), Drives (Learn Passion), Gauge Strength (Sense the approximate Skill levels > Attribute levels), Track (Gets a sense of target's location, gaining a +1 bonus to Tracking checks for 1 hour)

(1st) Plasma Tentacles

Rank: Novice

Casting Time: 1 Action

Duration: 1 min.

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: The vampire creates whip-like tentacles from their cursed blood. They slit their wrist and let the blood pour out. Instead of collecting in a pool at their feet, the blood extends out into a tentacle that is fully at the vampire's control. The tentacle is 5 ft. (1") in length with d4 in Strength. In combat, the vampire makes a Fighting roll to manipulate all their created tentacles at one time, inflicting the tentacle's Strength in damage and ignoring one point of unarmored Toughness per tentacle. For example, an adept with two blood tentacles at Strength d4 would make one Fighting roll for the attack and the damage caused would be 2d4, ignoring two points of unarmored Toughness.

Sacrifice: Because the tentacles are made from the vampire's own blood, the Taylari must perform Bloodcasting.

Upgrades: Duration Bonus (5 min. > 10 min. > 30 min.), Tentacle Strength (d6 > d8 > d10 > d12), Effect Bonus (+1 tentacle summoned), Increased Length (+5 ft (1"))

(2nd) Blood Armory

Rank: Veteran

Casting Time: 1 Action

Duration: 1 min.

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: The vampire with this spell can create weapons and armor from their own blood, making it as hard as iron. Weapons are created by bleeding their wrist. The weapon starts with identical stats of the normal weapon type, but is lighter, faster and easier to wield, granting +1 to Fighting rolls using the weapons.

Gelatinous blood armor can also be secreted from the vampire's pores to cover them entirely, providing Armor +2.

Sacrifice: Bleeding causes the Taylari to perform Bloodcasting.

Upgrades: Duration Bonus (+2 min), damage Bonus: Weapon (+1 damage), Armor (+1 Armor), Two-Handed Summoning (Summon two of the same weapon type during a single casting)

(2nd) Mimicry

Rank: Seasoned

Casting Time: 1 Action

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: By tasting their target's blood, the vampire gains insight into their abilities and how they work. The vampire may choose one Skill from the target and increases his own skill by one die type to a maximum of the target's skill level. For example, if the target has Fighting d8, the Taylari could increase his own Fighting up to a d8.

Observant onlookers will see that the vampire performs the skill in exactly the same manner as the target, with no deviation from the target's personal style.

Sacrifice: The vampire must mix their own blood with the sample they drink, requiring them to perform Bloodcasting. Many spread their own blood on their lips just before drinking to mix.

Upgrades: Duration Bonus (+2 hours), Effect Bonus (+1 simultaneous Skill copied), Effect Bonus (+1 Skill Die)

(2nd) Recreation

Rank: Veteran

Casting Time: 5 hours

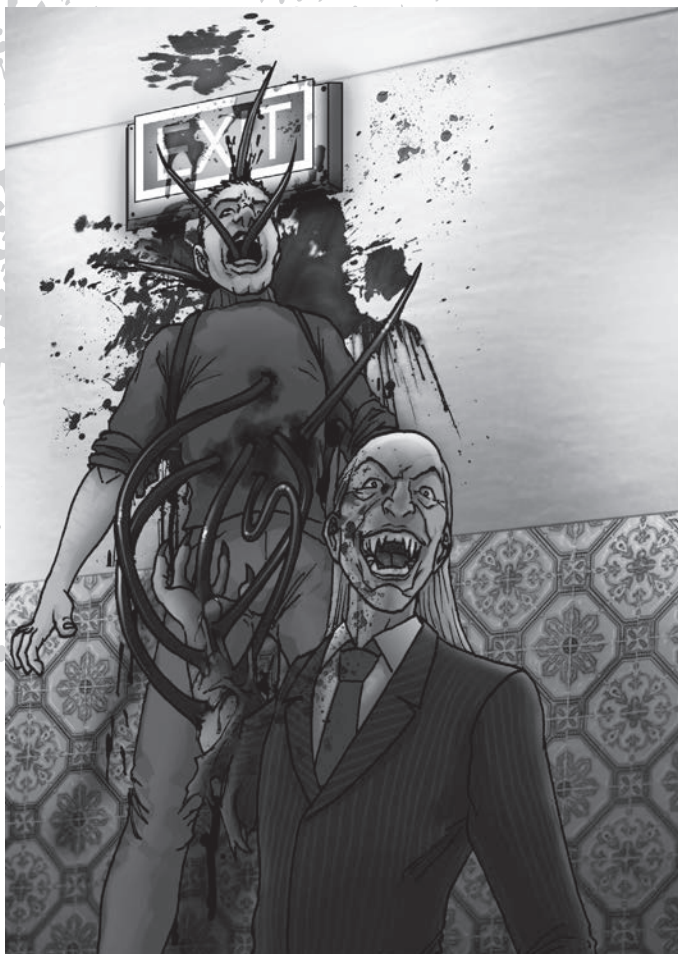
Duration: Permanent

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: Vampires use this spell to replace missing limbs or organs, creating clones of them with their blood. First, the vampire must kill another and bleed their body dry, not leaving a single drop. This often means hanging the victim from the ceiling to bleed them out completely or spending hours drinking far beyond normal limits. Once they have drunk all they can, the vampire uses that blood to form new parts. This spell does not heal any Wounds. It only replaces missing parts. The ordeal is



truly grotesque to behold, forcing a -2 Guts check for anyone watching. Failure means they are Shaken. If they are already Shaken when they fail the check they do not suffer a Wound.

Sacrifice: The limb or organ's essence was stolen from another, giving the vampire a -2 penalty to all rolls to use the limb or organ for 1 week. In addition, the Taylari must perform Bloodcasting to successfully meld the new organ with their own body.

Upgrades: Reduce Casting (-2 hours), Reduce Penalty (-1, instead of -2 > No penalty), Effect Bonus (+1 simultaneous organ or limb created)

(3rd) Hemokinesis

Rank: Heroic

Casting Time: 1 Action

Duration: 5 mins.

Range: 6"

Resistance: See Below

Governing Attribute: Smarts

Effect: This spell teaches ultimate control over a vampire's blood. With Hemokinesis, they can control their own blood or that of another, their blood flow, and even their organ placement to avoid being staked or otherwise impaled. The vampire makes a Control Action to do the following effects (the vampire learns one upon purchase and others through upgrades):

- **Blood Shaping:** They may form elaborate shapes and constructs from blood. The blood they control becomes hard like iron and has Toughness 10. Well known uses are large blood cages used to capture victims or blood chains to bind them. The target must roll Agility vs. the vampire's casting roll or become trapped.

- **Clot:** They can cause another's blood to stop its flow and clot, causing pain and rigor mortis. Those affected take 2d6 damage per round and get a -1 penalty to all rolls for the duration. The target makes a magic resistance check with a Vigor roll against the vampire's casting roll.

- **Shrapnel:** The vampire can fling or spit blood at the target, turning each blood

into a long, flying blade that inflicts 2d6 damage if it lands. Attacks are made using Throwing. If creating more than one, treat the attack as Automatic Fire with a Rate of Fire equal to the number of shards created. Range is equal to Throwing range.

- **Withdraw:** The vampire can draw the blood from a victim's open wound at a distance. This deals 2d6 damage as blood flies through the air into the vampire's mouth, healing Wounds. The target makes a magic resistance check with a Vigor roll against the vampire's casting roll.

Sacrifice: Controlling blood at this level further disrupts the vampire's mind, leading them along a path of their inner demon. They must resist the urge to go on a 1 hour blood binge with a -2 Spirit roll.

Upgrades: Duration Bonus (10 min. > 30 min. > 1 hour), Range Bonus (12" > 24" > Line of sight), Effect Bonus: Clot (Additional -1 Penalty), Effect Bonus: Blood Shaping (+2 Object Toughness), Effect Bonus (+1 Effect Type), Effect Bonus: Shrapnel (+1 created per use), damage Bonus (+1 damage)

(3rd) Leech

Rank: Legendary

Casting Time: 1 min.

Duration: 1 month

Range: Touch

Resistance: Vigor

Governing Attribute: Vigor

Effect: Vampires are known for stealing life force, draining the victim's bodies dry. However, those with this spell can also steal (not simply mimic) their victim's Skill or Attribute dice by robbing fragments of their minds through blood. They must drink directly from their target (requiring a successful Grapple) and can steal 1 Skill die with a Success (with a raise they can steal two skill dice or an Attribute die). The target must be decided on before making the roll. Much like the Mimicry spell, they cannot raise their skill or attribute higher than their victim's. The process is lengthy and painful for the vampire and victim, leaving both drained after the transfer, but it lasts for 1

lunar month after which both vampire and victim return to normal.

Sacrifice: The vampire must mix their own blood with the sample they drink, requiring Bloodcasting. Damage caused by this roll cannot be healed for 1 lunar month.

Upgrades: Effect Bonus (+1 Skill level stolen), Effect Bonus (+1 Attribute level stolen)

Path of Death

The Path of Death is the primarily tool for necromancers and other adepts that seek to manipulate and control spirits. Most become quick enemies of any Spectral that learns their name and should be careful how often they flaunt their power. Also, ghosts receive a -2 penalty to their Magic Resistance check against any Death spell, if the adept knows their name. Evolved Spirits (page 151) ignore this penalty, as they are no longer simple ghosts.

(1st) Commune

Rank: Novice

Casting Time: 1 min.

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell opens the adept's body to ghosts or other spirits in their immediate area. The adept is able to see and communicate clearly with them, but the spirits are still intangible to the touch. This spell also allows a ghost or spirit to possess the adept's body more easily. Resisting possession during this spell suffers a -1 penalty. Spirits are often choosy about who they possess, so not all adepts are at risk.

Sacrifice: One 12-inch white candle, which burns through during casting.

Upgrades: Range Bonus (+1 other by touch), Translate (Understand the ghost no matter the language they speak), Reduce Penalty (No Penalty to Resist Possession)

(1st) Death Trance

Rank: Novice

Casting Time: 1 min.

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell renders the adept's body dead for all intents and purposes, placing them into a Death Trance that stops their heartbeat and breathing. They are in a state of sleep and the appearance of being dead, but can still hear everything that happens around them, which has helped more than one adept avoid an undo autopsy (even though they feel no pain in this state). The Recovery time occurs after the trance has lapsed.

Sacrifice: A handful of spider's web. The adept also suffers a -1 penalty to all Agility and Agility-linked Skill rolls for the next day if they remain in this state for longer than 1 hour, due to the rigidity in their bones from being "dead".

Upgrades: Range (Touch – must be willing), Duration Bonus (+1 hour), Old Corpse (The adept's skin becomes rigid and dirty, appearing as an older corpse)

(1st) Merciful Death

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Touch

Resistance: No

Governing Attribute: Spirit

Effect: Some adepts may be faced with the difficult and controversial situation of euthanasia. This spell instantly kills someone with a touch who solemnly wishes for death. There is no resistance, as the adept and target must simultaneously will the effect into existence. The adept commonly takes the target's final words before bidding them a merciful death. Some may attempt to fulfill some sort of final wish as well, such as delivering a message to a family member.

Sacrifice: Two coins placed on the target's eyelids.

Upgrades: Protected Spirit (The ghost of the target can never be summoned)

(1st) Summon Ghost

Rank: Novice

Casting Time: 5 min.

Duration: 30 min.

Range: 24"

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell summons a ghost from the immediate area. Upon first learning this spell, one ghost can be summoned, though this spell does not give power over them or the ability to see/communicate with them. If the adept does not know the name of the ghost to be summoned, any ghost within range is brought forth. If they do know the ghost's true name, they can even be brought back from the Bright Lights by performing this ritual on their grave with a -5 penalty. Not every ghost is happy to be summoned and may attempt to harm or possess the adept for revenge.

Sacrifice: One 12-inch black candle, which burns through during casting.

Upgrades: Reduce Casting (-2 min, Min: 1 min.), Duration Bonus (1 hour > 3 hours > 6 hours > 12 hours > 1 day), Range Bonus (72" > 96" > 192" > ½ mile > 1 mile), Effect Bonus (3 ghosts > 6 > 10)

(2nd) Anchor Spirit

Rank: Seasoned

Casting Time: 1 Action

Duration: 3 hours

Range: 4"

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell is used to keep a spirit or ghost in place (usually to use other spells on it or to coerce information). The adept draws a symbol on the ground and the ghost becomes trapped in the immediate area (12" radius) if they fail their Magic Resistance. The same symbol can be used for multiple castings, as long as the spirit to affect is within 4". The spirit cannot move outside the circle for the spell's duration, which as a tendency to anger them. Anyone that steps inside the circle is fully susceptible to that anger.

Sacrifice: The adept begins to at-

tract other spirits within 24" for the duration. They are not necessarily violent, but they are not happy to be drawn from their own agendas.

Upgrades: Duration Bonus (6 hours > 12 hours > 1 day > 2 days > 5 days), Range Bonus (+1 simultaneous spirit), Range Bonus (8" > 18"), Reduce Area (-2" radius), Protection (Caster cannot be adversely affected while in the circle)

(2nd) Command the Dead

Rank: Veteran

Casting Time: 1 Action

Duration: Maintained

Range: 6"

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell allows the adept to command ghosts to do their bidding, from spying to possession to attacking an opponent. Their Actions become the actions of the ghosts they control. At first, the adept can control only one ghost. However, the more they control the more tasks they can accomplish with just a single Control Action. The ghost must perform any action the adept commands, short of destroying itself. Controlled ghosts must also stay within the spell's range at all times or they snap out of the control.

Two adepts that know this spell may wrestle for control of the same spirit, forcing opposing Spirit checks where the winner is the first to four successes. Each contest still requires an Action.

Sacrifice: The strain on the spirits to assert command over a soul leaves the adept totally drained. Any Fatigue damage suffered in casting this spell is recovered at half the normal rate.

Upgrades: Range Bonus (+6"), Effect Bonus (+1 ghost)

Order: Brotherhood of the Iron Skull

Description: The Brotherhood was founded by rich, privileged, white men and handed down to several generations of their children. Their national leader is Baxter Heinz, but is far from the only living alumni. They have representation in just about every ivy league school in the United States and a few in Europe. They specialize in the Path of Death, bending ghosts to their will to hone their talents and sustain their fortunes.

Most of their ghostly victims were quite wealthy (some are even deceased friends and relatives) and they are forced to disclose important banking information and any dirt they have on others for future blackmailing. The Brotherhood is powerful and their enemies live just long enough to regret it (even moreso in death).

Each chapter has approximately ten to twelve members. Their small numbers help with keeping them secret, but they stick together out of fear and control primarily. The more powerful the chapter becomes, the quicker the dead comes back to bite them. Many in the Brotherhood of the Iron Skull are relentlessly haunted by powerful ghosts, hunted by evolved spirits, and even become targets of Spirit Eaters on occasion. All members are wealthy (or at least their parents are), so they can afford living as far from cemeteries as possible.

Joining: Most inductees are descendants of Order alumni, making their entry into the Brotherhood automatic (even if they refuse). This involves little more than a small animal sacrifice and an accompanying ritual in devotion to the Order. Other inductees must also summon a ghost as tribute to the chapter leader, which they retain in their Iron Skull. The ghost must also have information that can bring at least a small profit to the Order.

Garb: Members of the Brotherhood look like other wealthy elitists. They are often hated for the wealth alone (but usually deserve more based on their treatment of “lessers”). During summoning rituals, they dress in long black robes and adorn animal skulls on their heads. They all wear a ring crafted of bone, a sign of belonging to the Order.

(3rd) Imbue the Iron Skull

Path: Death

Rank: Heroic

Casting Time: 5 min.

Duration: 30 days

Range: 6”

Resistance: Spirit

Governing Attribute: Spirit

Effect: Masters of the Brotherhood of the Iron Skull imbue a carved iron skull the power to absorb any ghost in the immediate area. The ghost is locked inside for the duration, in a pocket dimension of darkness. This spell can affect several ghosts within range at one time (but only two ghosts to start).

At any time, the adept can summon the ghosts from the iron skull with a standard action without the need to reassert control over the ghost. Command the Dead (See page 66) is assumed to be in effect as long as the ghost is connected to the iron skull.

Masters of the Brotherhood use this spell to control an army of ghosts with ease, combining their controlled ghosts from Command the Dead with those from this spell.

Sacrifice: The adept may choose either to Bloodcast or to sacrifice a person or animal, spilling the blood over a finely crafted skull carved from pure iron.

Upgrades: Reduce Casting (3 min. > 1 min.), Range Bonus (12” > 24”), Effect Bonus (+2 ghost capacity)

(2nd) Exorcism

Rank: Seasoned

Casting Time: 1 min.

Duration: 1 day

Range: Touch

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell is opposite to Summon Ghost, pushing a ghost out of the area or forcing them to cease any object or person possession. The effect is instantaneous, but the spell's Duration marks how long the spirit is banished from the area or how long the person is safe from repossession. Many adepts make a great living as a paranormal exorcist.

Sacrifice: This spell requires intricate hand signs, requiring a successful casting roll to fully complete. If the check fails, the spirit is only momentarily banished, but can reenter immediately, disregarding duration.

Upgrades: Reduce Casting (30 sec. instead of 1 min.), Duration Bonus (3 days > 1 week > 2 weeks > 1 month), Range Bonus (6" > 12" > 24" > 48" > 120"), Reduce Penalty (Spell does not fully complete if the Casting Roll fails by 2 or more > 4 or more)

(2nd) Ghost Strike

Rank: Veteran

Casting Time: 1 Action

Duration: 2 Rounds

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell allows the adept to strike and hurt a spirit's ectoplasmic body, either unarmed or with a melee weapon. This spell does not affect ranged weapons or firearms. The adept must still have some way of knowing the ghost's location, like using Commune. Their body or weapon glows with blue ethereal energy to any onlookers.

Sacrifice: The adept becomes intangible, unable to touch any object or person for 1 hour after using this spell.

Upgrades: Duration Bonus (+2 Rounds), Range Bonus (+1 other by

touch), Damage Bonus (+1 damage), Effect Bonus (Can affect thrown weapons), Reduce Penalty (30 min. > 15 min. > 5 min. > No penalty)

(3rd) Raise the Dead

Rank: Heroic

Casting Time: 1 Action

Duration: Maintained

Range: 6"

Resistance: No

Governing Attribute: Spirit

Effect: This spell can force a currently controlled ghost (see Command the Dead) into a corpse, effectively creating a Zombie (page 142 of SWDX). This spell uses the same rules as Control the Dead. The spirit does not get a Magic Resistance check for being transferred into a zombie, as they are already under the adept's control. Zombies are slow by nature, but are very deadly in numbers.

Sacrifice: The strain of commanding both body and soul drains the adept. Fatigue SDamage suffered in casting this spell is recovered three times slower than the normal rate

Upgrades: Range Bonus (+6"), Effect Bonus (+1 simultaneous zombies)

Path of Domination

The Path of Domination teaches an adept how to completely dominate a victim's mind, from commanding their Actions to removing or editing memories. Some say these adepts control not only the victim's mind, but their soul as well. This heinous path is widely practiced, despite its usually wicked intent, and is a favorite for Illegal demons who wish to keep their presence hidden at all costs. Most spells in this path require the target to both hear and understand the caster words.

(1st) Mind Shield

Rank: Novice

Casting Time: 1 Action

Duration: 20 min.

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: The adept with this spell can fortify their mind against intrusion from outside forces, providing a +1 bonus to their Magic Resistance rolls. This resistance bonus applies only to spells that intrude upon the adept's mind, like those from the Path of Telepathy, Path of Psychometry, and (of course) the Path of Domination.

Sacrifice: The adept's veins bulge out of their forehead, making an unsightly scene and giving a -1 penalty to Charisma for the duration.

Upgrades: Duration Bonus (+20 min.), Range Bonus (+1 other by touch), Effect Bonus (+1 bonus to Magic Resistance)

(1st) Mind Trick

Rank: Novice

Casting Time: 1 Action

Duration: 1 min.

Range: 2"

Resistance: Spirit

Governing Attribute: Smarts

Effect: The Mind Trick spell is the simplest of Domination spells, but also very useful. This spell allows the adept to make a statement that the target immediately agrees with and believes. "I'm supposed to be here", "You don't want to sell drugs here", "I'm your friend", or "There are spiders in your hair" are just a few examples. The target must be able to hear the adept's voice and must understand their language. This hypnotic suggestion fades at the end of the duration, usually leaving the target confused and hostile feelings. If attempted in combat, the target gets a +2 bonus to their Magic Resistance. If the target takes damage, they snap out of the spell effects.

Sacrifice: A "joker" playing card.

Upgrades: Duration Bonus (+1 min), Battle Trick (+1 to Magic Resistance in combat > No bonus)

(2nd) Alter Memories

Rank: Seasoned

Casting Time: 5 min.

Duration: Permanent (See description)

Range: Touch

Resistance: Spirit

Governing Attribute: Smarts

Effect: This spell allows the adept to alter another's memories. Vampires could use this to scramble their victim's memory after feeding, while more good-natured adepts may use it to remove traumatic memories from an abuse victim. At first, they can affect very recent memories (within the last 30 min.), but with upgrades they can accomplish so much more. A Notice roll is needed to find the particular memory to alter, the difficulty depending on the exact memory's depth. Most simply shrug at the strangeness of their altered memories and move on with their lives.

However, those that look further into their memories may eventually unlock them again. They receive one Magic Resistance roll per day of investigation and break the spell upon succeeding three times. After searching for answers for too long, most simply let their hunches go and apologize for their sudden and brief lapse into insanity. Cannot be cast during combat.

Sacrifice: The adept's nose bleeds and their vision blurs after casting, giving a -1 penalty to all rolls for 1 hour.

Upgrades: Reduce Casting (3 min. > 1 min.), Range (+2"), Effect Bonus (Affect memories within 2. > 10. > 1 day > 1 week > 1 month > 3 months > 6 months), Effect Bonus (+1 success needed to negate spell)

(2nd) Command

Rank: Veteran

Casting Time: 1 Action

Duration: 10 min.

Range: 2"

Resistance: Spirit

Governing Attribute: Spirit

Effect: With this spell, the adept takes control of the target's mind and body, bending it to their will. They must be within range to hear and clearly understand the adept as they give commands, but is not restricted to any type of range afterward. At first, they can give simple orders that are easily

followed, such as “Get down”, “Fetch that”, or “Guard me”. With upgrades, the adept can attach conditions or additional steps to their commands, such as “Stay here and come get me if anyone approaches”. The victim cannot be made to commit suicide. If they are attacked, commanded to hurt a loved one, or commanded to perform a task that goes against their Passion, they get an additional Magic Resistance check. In combat, a single Persuasion roll can be made to task out all their victims’ movements if they are doing the same thing. Separate actions are required if they each have different tasks.

Sacrifice: The adept’s veins bulge out of their forehead and neck, making an unsightly scene and giving a -1 penalty to Charisma for the duration.

Upgrades: Duration Bonus (30 min. > 1 hour > 3 hours > 6), Effect Bonus (+1 step/condition), Effect Bonus (+1 simultaneous target)

(3rd) Blank Slate

Rank: Heroic

Casting Time: 1 day

Duration: Permanent

Range: Touch

Resistance: Spirit

Governing Attribute: Smarts

Effect: This spell is an extreme version of Alter Memories, but removes the victim’s memories instead, including their name, personality, and everything else about them. The process takes time, so the subject must be restrained or otherwise subdued for the duration (i.e. rope or the Enthrall spell). The adept induces a state of amnesia on their target, making the target a blank slate for them to mold. They are like a newborn, needing to be taught the ways of the world all over again.

Rebuilding their personality and feelings may take months or even years to complete and can only happen if they have freedom from any mental control. Many powerful magic-users have been known to use Blank Slate to create new, untainted students with no personal beliefs or past teachings to cloud their minds. Alter Mem-

ories can be used to manufacture a past, giving them a basis for new personalities.

Sacrifice: The adept’s Spirit is permanently reduced by one die.

Upgrades: Reduce Casting (-3 hours, Min: 12 hours), Steal (Adept keeps the memories in their own mind)

(3rd) Enthrall

Rank: Heroic

Casting Time: 1 hour

Duration: 1 week

Range: 2”

Resistance: Spirit

Governing Attribute: Spirit

Effect: After using either Command or Alter Memories on the same target three or more times, the adept can enact Enthrall to force their victim into further subservience. If the target fails their Magic Resistance, resisting the adept’s commands becomes almost impossible and the adept receives a +2 bonus to Persuasion when giving even mundane commands.

However, it also makes them more resistant to the commands of others. Anyone else trying to issue the target commands has a -2 penalty to their Persuasion rolls. This is how some adepts acquiring acquire servants that are unquestioning and obsessively loyal.

Sacrifice: For the duration of the spell, the adept reduces their Spirit by one die type to assert absolute control on another.

Upgrades: Reduce Casting (30 min, instead of 1 hour), Duration Bonus (1 month > 3 months > 6 months > 1 year > Permanent), Effect Bonus (-1 to resist other’s Persuasion), Effect Bonus (+1 to resist othersto Persuasion)

Path of Elements

The Path of Elements gives the adept power over the powers of the six elements: earth, fire, wood, water, air, and metal. Each element must be taken as a separate Path. For instance, if a character has a 1st Circle spell for Fire, they can then select a 2nd Circle spell for Fire as well. However, they could not select a 2nd

Circle spell for Air, until they also had a 1st Circle spell for Air. Each element counts as a separate Path when figuring the number of Paths one adept can follow. Common sacrifices are the need for intricate hand signs to cast.

(1st) Control of Elements

Rank: Novice

Casting Time: 1 Action

Duration: 10 min.

Range: Varies

Resistance: No

Governing Attribute: Spirit

Effect: This spell gives the adept control over their chosen element in their surroundings. **Note:** Summoned element must come from someplace else. If a character summons metal coins, some may come looking for them. Please see additional ability descriptions below:

- **Air:** They can increase or decrease wind currents by 10 20 MPH or its temperature by ten 25 degrees. This affects a 12" radius area around the adept.

- **Earth:** They can produce five ten pounds of clay, rock, or sand at will. The adept can also command the earth to create tunnels, allowing for easy expeditions into buried areas or a possible getaway. The tunnels can be up to 5 ft (1") in diameter, dug at a rate of 10 ft (2") per minute.

- **Fire:** They can spark a fire or extinguish one within their line of sight in an instant. The fire created or doused can be up to one sq. ft. If summoned in combat, it deals 1d4 damage. They can also increase or decrease the temperature of objects they touch by ten 25 degrees.

- **Metal:** They can sharpen and strengthen any blade in an instant, adding +1 damage for 1 hour. They can also produce five ten pounds of metal (most summon it in the form of coins) from within 1 mile. They can cause 1 sq. ft. of metal to rust, reducing the Toughness of the object by 2 or become clear of rust with a thought.

- **Water:** This spell allows the adept to increase or decrease water currents by 10 MPH or its temperature by ten 25 degrees. The adept can also summon

one five gallons of drinkable water or can cleanse up to one five gallons of stale or diseased water.

- **Wood:** They can strengthen any wooden weapon in an instant, adding +1 damage for 1 hour. The adept can increase the growth cycle of plant-life, bringing a flower to bloom in seconds. This spell even commands larger trees to bear fruit in minutes. This effect can also be used to wither a plant or shrivel the fruit on a tree.

Sacrifice: Spellcasting requires intricate hand signs, requiring a successful casting roll for the spell to fully complete. If the adept is interrupted, she immediately suffers 1d6 damage. The spell effects are halved (rounded down) if the check fails.

Upgrades: Temperature Bonus: Air, Fire, or Water (+10 25 degrees), Current Bonus: Air or Water (+20 MPH), damage Bonus: Fire, Metal or Wood (+1 damage), Effect Bonus: Water (+1 5 gallons), Effect Bonus: Fire (Small Burst, 1d6 damage > Medium Burst, 1d8 damage > Large Burst, 1d10 damage), Effect Bonus: Metal (Small Burst of Rust > Medium Burst of Rust > Large Burst of Rust), Effect Bonus: Earth or Metal (10 lbs. > 25 lbs. > 50 lbs. > 100 lbs.), Wider Digging : Earth (+5 ft(1")), Speed Digging: Earth (+2"), Reduce Penalty (Spell does not fully complete if the Casting Roll fails by 2 or more > 4 or more).

(1st) Element Shield

Rank: Novice

Casting Time: 1 Action

Duration: 2 1 min.

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell calls upon the elements to protect the adept, charging their body with an invisible, magical armor that provides +4 Toughness against damage from their chosen element, including the Blast spell. Without upgrades, it does not protect any of the adept's equipment or clothing. When the element doesn't cause direct damage, use the effects below:

- **Air:** The adept can resist even the harshest winds and can stand in a hur-

Order: Flower Children

Description: The Flower Children are an Order of elementalists that seek peace through communing with the elements. Following the Path of Elements, members are able to merge their spirit and their love for the Earth to bring about change. They stage protests against large corporations and environmental destruction and many regard them as hippies that are “stuck in the 60’s”.

The Order has chapters all over the United States and create communes outside of normal society that allow them to better live with nature. These collectives are at peace with nature and disregard the modern world. They enjoy planting and harvesting their own food, building their own homes with wood lent to them from their “tree-brothers”, taking advantage of psychedelic herbs, and helping to discover alternate sources of energy. Each commune follows the same general structure, but they are usually not connected directly.

The Flower Children hold their seasonal meetings at these secret communes and they summon the elements without onlookers. They ensure that their “friends” know of their good intentions and make regular sacrifices, almost as if worshipping the elements. But no Flower Child will ever admit to worship.

Joining: Simple rituals are needed when joining the Flower Children. The inductee rids themselves of technological influences and material possessions, and accepts a natural life. Some still live in cities, but in city communes (usually a small apartment shared by at least five Flower Children). New members are known to get tattoos or a piercing that symbolize their newfound connection.

Garb: Flower Children view themselves as modern day hippies. They wear earth tones and natural colors, adorn themselves with creative makeup, wear jewelry made from the Earth, and speak in special lingo. They give the Peace sign (holding up two fingers) ad nauseam and repeat the phrase “Peace and love and bunnies and eggs”. Other Flower Children will reply “Milk and honey, far out”.

(2nd) Elemental Defense

Path: Elements

Rank: Seasoned

Casting Time: 1 Action

Duration: 5 min.

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: By becoming one with their particular element, the Flower Child garners its protection. If in danger of being harmed, their chosen element (Earth, Metal, Wood, Air, Water, or Fire) will literally leap to their defense. A slab of concrete may uproot itself to stop a bullet, air might harden and make the bullet unable to pass, or fire may melt the bullet in mid-air. This protection gives a -1 penalty to any Ranged or Melee attacks which target the Flower Child. The protection is also self-acting, even protecting from surprise attacks. An ample amount of the element must be available to provide its protection. For instance, they could not gain protection from the Wood in an eight-story building made of glass and metal.

Sacrifice: Spell casting needs intricate hand signs, requiring a successful Casting check for the spell to fully complete. Should the adept be interrupted, she immediately takes 1d6 damage.

Upgrades: Duration Bonus (10 min. > 30 min. > 1 hour), Range Bonus (Touch), Effect Bonus (Additional -1 penalty)

ricane or tornado (up to 50 MPH winds) without being moved or harmed.

- **Earth:** Provides protections from earthen damage, such as falling rocks and avalanches. Also reduces damage from falls onto earth (like concrete).

- **Fire:** A fire shield prevents harm from the most common of elements: fire. They can run into burning buildings and other fire stunts without worry.

- **Metal:** Provides protection against damage from any metallic weapons, including bullets.

- **Water:** They are immune to damage caused by the crushing properties of water, either those of tremendous tidal waves or caused by the depths of the sea. Also immune to "The Crushing" (page 99).

- **Wood:** Provides protection against damage from any wooden weapon. Also protects from scrapes and scratches gained by traveling in the woods or forests.

Sacrifice: At least 1 lb. or 1 ft. area of the element possessed by the adept.

Upgrades: Duration Bonus (+2 min), Range Bonus (+1, other by touch), Effect Bonus (Toughness +2), Withstand Wind: Air (+20 50 MPH), Effect Bonus: Metal (Add Bulletproof effect), Garb Protection (Shield extends to clothing and equipment)

(1st) Sense Element

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: 1 mile

Resistance: No

Governing Attribute: Smarts

Effect: An adept with this spell can sense the location of their chosen element. The feeling pulls the adept closer, doesn't provide visual of what they'll find when they arrive (i.e. anyone that might be using or also looking for the element). Also, see the following effects:

- **Air:** The adept can sense shifts in the air density and temperature, being able to predict weather changes with startling accuracy. The adept can provide a 24 hour forecast without error.

- **Earth/Metal:** Earth gives the ability

to sense the presence of any buried or hidden items or animals living in the ground. Metal specifically looks for metal deposits in the earth or particular types of metal.

- **Fire:** The adept can sense if there is a fire burning within range. This includes anything from a camp fire to a flicker of a cigarette lighter.

- **Water:** Also known as dowsing, the adept can sense the nearest water supply. They cannot tell whether the water will be fresh or salt water.

- **Wood:** The adept senses for certain types of plant-life. This is especially useful if they need non-poisonous food sources or ingredients for herbal medicines.

Sacrifice: A compass or crafted divining rod.

Upgrades: Duration Bonus (+1 hour), Range Bonus (+2 miles), Effect Bonus: Air (+1 day forecast), Fresh or Salt Water (Knows what type of water is nearby)

(2nd) Blast

Rank: Veteran

Casting Time: 1 Action

Duration: Instant

Range: 6"

Resistance: No

Governing Attribute: Agility

Effect: This spell conjures a torrent of the adept's chosen element and launches it at their target, dealing 2d6 damage. The only difference between Blast of different elements is their appearance, they all inflict the same damage. While an air Blast is a surge of wind mixed with electricity from the adept's hands, an earth Blast may instead soften the ground and shoot the target with penetrating mud. A metal Blast may be conjured as flying daggers from the adept's finger tips, while a wood Blast may launch thorns from surrounding trees. The element need not be present, as it is magically summoned. The adept uses Shooting to attack with Blast, which is susceptible to Raises as well (increasing damage by 1d6).

Sacrifice: Spell casting needs intricate hand signs, halving the effect (Round-

ed down) on a failed Casting Roll. Should the adept be interrupted during casting, they suffer an immediate 1d6 damage.

Upgrades: Range Bonus (12" > 24" > 48"), damage Bonus (+1 damage), Simulblast (Can fire at two targets with the same casting), Reduce Penalty (Spell does not fully complete if the Casting Roll fails by 2 or more > 4 or more)

(2nd) Shape Element

Rank: Seasoned

Casting Time: 1 Action

Duration: 1 hour

Range: Varies

Resistance: No

Governing Attribute: Smarts

Effect: This spell allows the adept to shape their chosen element in many ways. For most effects, the Duration is how long the adept has to make their changes, but the modifications made are permanent. Also, see the following effects:

- **Air:** As air has no physical form to shape, the adept can instead shift the wind's direction at will. They may change the wind's smell to induce nausea for anyone within 100 ft. (-1 penalty to all rolls). Victims can resist with a Vigor roll. The adept can also make the air a very pleasant smell or create additional oxygen where there was none before. As the wind is forever changing, the effects created are not permanent. Instead, changes last for the spell duration.

- **Earth:** This spell lets the adept to shape 5 sq. ft. of even the hardest stone, like it was clay. In addition, if faced with a particularly steep climbing wall, they will hand grips on the wall into existence to lower the climbing Difficulty. They can also lift twice their normal carry/lifting weight in earth without penalty.

- **Fire:** They can create shapes out of up to 5 sq. ft. of fire, making animal shapes or even people. This can be used to tell stories over the camp fire more elaborately or to control a forest fire. This power can also be used to make fire follow after their enemy, thin or spread (causing damage per normal).

- **Metal:** This effect allows the adept to shape a 5 sq. ft. of even the hardest metal, like it was clay. They can also repair any damage done to suits of metallic armor or mend pieces of metal together for sculpting and jury-rigged repairs/weapons.

- **Water:** As water has no physical form to shape, the adept can instead affect its current at will. With this, they can cause immense tidal waves up to 10 ft (2") high or spiraling whirlpools in a Large Burst.

- **Wood:** They can shape trees and other plant-life to their liking, for aesthetic or functional (i.e. ladder) uses. They can also will the tree to produce wooden weapons for them to fight. With one Create Action, the character can create three arrows.

Sacrifice: Due to the intricate hand signs required, the effects are halved (rounded down) if the check fails.

Upgrades: Stench Bonus: Air (-1 to all rolls), Cloud Bonus: Air (+30 ft. radius), Arrows: Wood (+3 Arrows), Wooden Weapon: Wood (Shape 1 Staff or Club), Stone Lifting Bonus: Earth (Quadruple > Six times > Ten times), Lifting Duration Bonus: Earth (+1 hour), Tidal Height: Water (+2"), Whirlpool Bonus: Water (+6" diameter), Effect Bonus: Earth, Fire, or Metal (+2 5 sq. ft.)

(3rd) Elemental Form

Rank: Heroic

Casting Time: 30 seconds

Duration: 10 min.

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: The adept's body shapeshifts into their chosen element. First-time witnesses need to make a Guts check at difficulty 8. Bonuses are applied as below:

- **Air:** They turn into a billow of smoke or mist, allowing them to easily travel beneath doorways or through keyholes. They can also travel quickly by catching the wind current. In this form, they are immaterial and cannot take conventional damage.

- **Earth:** They become a being made of the nearest earth nearby (i.e. concrete, brick, etc.). They gain +3 Armor and Un-

armed strikes deal +1d8 damage. However, the adept draws two cards for initiative and selects the lowest of the two.

- **Fire:** They become a being of flickering flame. In this form, their the caster's Pace is doubled, and they can make a second attack per round at -2. Unarmed strikes deal +1d6 damage. If the adept gets a Raise on their Fighting roll, the target catches fire and begins to burn.

- **Metal:** They The caster becomes a hulking, metallic being with sharpened fingers and steel skin. They get +5 Armor, and unarmed strikes deal +1d6 damage. The adept must also draw two cards for initiative and take the lowest.

- **Water:** The adept melts into a puddle of water, capable of moving freely as a pool of rolling liquid at half their normal Pace. This can allow them to travel

through pipelines, go underneath doors, hide very easily, and cannot be harmed by conventional means in this form.

- **Wood:** They can choose to either take on the form of a large tree or become a being of wood with a +2 bonus to Fighting rolls when Grappling from vines that grow out of their body, and deal +1d4 damage. They also succeed automatically to resist any attempts to throw, push, or trip them, being stabilized by rooting their feet to the ground in an instant.

- **Sacrifice:** The adept loses one of their senses for 1 hour after the duration ends, related to the element in question. Sight (Fire), Touch (Wood), Hearing (Metal), Smell (Earth), Taste (Air/Water)

- **Upgrades:** Reduce Casting (-10 sec), Duration Bonus (20 min. > 30 min. > 1 hour), Extra Armor: Earth, Metal, or Wood (+1 Armor), damage Bonus: Earth, Fire, Metal, or Wood (+1 unarmed damage), Effect Bonus: Air (Move double the speed of wind), Effect Bonus: Water (Can move at normal Movement > Double Movement)

(3rd) Elemental Travel

Rank: Heroic

Casting Time: 1 Action

Duration: Instant or 1 hour

Range: self

Resistance: No

Governing Attribute: Smarts

Effect: This powerful spell allows the adept to travel through their chosen element and use it as a means of transport, instead of a weapon. This is slightly different for each element, explained below:

- **Air:** They actually turns into air (much like Elemental Form), but can travel as the fastest wind (starting



at 50 MPH). **Note:** While they are traveling, their environment is being effected by their strong winds, causing buildings to crumble, trees to fall, and catching careless people in their airstreams.

- **Earth:** They can sink into the earth and travel through it as they would normally, but with a speed boost going up to 40 MPH. Many also use this to pass through mountains or stone doors with no problem.

- **Fire:** They become subsumed in a flame of any size, instantly teleported to another fire within 1 mile. For instance, they could actually disappear into a burning building and appear out the end of a cigar.

- **Metal:** They can travel up to 40 MPH along electric wiring, pipes, or metallic buildings/structures.

- **Water:** They may dive into a lake and appear at the other side in a blink of an eye, traveling up to 1 mile instantly.

- **Wood:** There are two uses for wood travel. #1- They may increase their movement through a forest or wood by simply phasing through plant-life as they move, avoiding the need to dodge or otherwise look for a clear path. #2- they can instantly teleport from the bottom of a tree to the top (or vice versa).

Sacrifice: The trip is slightly disorienting, giving the adept (and anyone brought with them) a -2 penalty to all rolls (except damage) for 1 hour after the duration ends. For Water, Fire, and Wood (#2) with an Instant Duration, the penalty lasts for 30 min.

Upgrades: Duration Bonus: Air, Earth, or Metal (+1 hour), Range Bonus (+1 other by touch), Effect Bonus: Air, Earth, or Metal (+20 MPH), Effect Bonus: Water or Fire (+1 mile distance), Root System: Wood (Travel through root systems using rule for Water & Fire for 1 mile), Reduce Penalty (-1 penalty), Reduce Penalty (-10 min, Min: 10 min.)

Path of Figments

The Path of Figments teaches adepts to control the power of dreams and illusions. Practitioners of this Path are often called Oneiromancers (or Dream Mages). The power to manipulate dreams is powerful indeed, enough to extort any number of services from an opponent. The downfall to this magic is that it seldom works in combat, needing precise timing and ritual periods to enact.

(1st) Induce Sleep

Rank: Novice

Casting Time: 1 min.

Duration: 1 hour

Range: Touch

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell sends the target to a restful, peaceful sleep. If the target is an unwilling participant, they receive a +1 bonus to their Spirit roll to resist. This spell cannot be performed in the heat of combat.

Sacrifice: The adept hums a low-toned tune for the duration of the casting. Many choose "Rock-a-bye-baby".

Upgrades: Duration Bonus (+1 hour), Range Bonus (6" > 12"), Range Bonus (+1 other), Forced Sleep (No bonus to Magic Resistance)

(1st) View Dreams

Rank: Novice

Casting Time: 5 min.

Duration: 1 hour

Range: Touch

Resistance: Spirit

Governing Attribute: Spirit

Effect: An adept with this spell can view a sleeper's dreams and find out their target's deepest secrets (through interpretation). Not everyone dreams the same, so the adept may see messages and emotions coded in symbolism (i.e. animals that symbolize good or bad aspects or weather symbolizing bad emotions), while other dreams are very vivid and direct manifestations of fears or recessed memories. A Smarts or Knowledge (Psychology) check

may be required based on the difficulty of the symbolism.

Sacrifice: A handful of white sand.

Upgrades: Reduce Casting (-1 min), Range Bonus (6" > 12"), Duration Bonus (+1 hour)

(2nd) Dream Walker

Rank: Veteran

Casting Time: 10 min.

Duration: 1 hour

Range: Touch

Resistance: Spirit

Governing Attribute: Spirit

Effect: With this spell, the adept can enter their target's dream as they sleep. Their spirit leaves their body defenseless and vulnerable and enters the target's deepest recesses. While in the dreamland, the adept can change the dream, forcing the target to dream whatever they choose. For each change they make, the target gets an additional Magic Resistance check. If the resistance succeeds, the adept cannot change that particular facet of their dream.

The target's mind may also fight back, as the figments in the dream notice the adept as foreign and may attack. Extended periods in someone else's dream is not a good thing, but the adept can leave the dream at any time. In combat, this requires an action. If the adept dies in the target's mind, their body falls comatose indefinitely.

Sacrifice: When returning to their body, the adept feel dizzy, receiving a -1 penalty to all rolls for 2 hours.

Upgrades: Reduce Casting (-2 min), Duration Bonus (+1 hour), Range Bonus (6" > 12"), Strong Influence (-1 penalty to target's Magic Resistance for dream changes)

(2nd) Illusions

Rank: Seasoned

Casting Time: 1 Action

Duration: 5 min.

Range: 6"

Resistance: Spirit

Governing Attribute: Smarts

Effect: This spell allows the creation of illusions that can fool their target's senses. The adept picks which senses they wish to manipulate upon purchasing the spell (sight, smell/taste, hearing), but cannot start with touch. Illusions based on sight can make the target see hallucinations of the adept's design, smell/taste can create odors, and hearing can make the target hear heavy breathing or someone speaking to them. Touch makes the target unable to pass through an illusionary wall or other concoction. If the target succeeds in their Magic Resistance, they do not sense the illusion at all. Those that fail their check believe in the illusion's existence, and cannot disbelieve until the duration ends.

Sacrifice: The adept moves just a step behind their comrades, being slowed by the use of their magic and getting a penalty of -2 Pace and -1 initiative place in combat for 30 min.

Upgrades: Duration Bonus (10 min. > 30 min. > 1 hour), Range Duration (12" > 24" > 48"), Effect Bonus (+1 sense from touch, sight, smell/taste, or hearing), Reduce Penalty (-10 min, Min: 10 min.)

(3rd) Day Dream Apparition

Rank: Heroic

Casting Time: 1 Action

Duration: Maintained

Range: 4"

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell allows the adept to pull objects or figures from the target's dreams, making them a reality and controlling them. The target need not be sleeping for this effect, but it assumes that the adept has used View Dreams or Dream Walker on the target at least once.

● **People:** They may conjure people from the target's dreams, such as like conjuring the target's dad to traumatize the target. Because the figure is taken from their own minds, the father acts appropriately without needed prompts from the adept.

At any moment, the apparition can be commanded to attack others with a Control Action, dealing base damage equal to

the adept's Spirit. This spell supports one figure to be drawn out at first. If more than one is summoned, they all act on the adept's single Control Action.

- **Items:** They may pull items from the target's mind. The item appears ethereal and are very easily broken (half Toughness, rounded down). The items can only be used with a -1 penalty to the skill roll. For instance, dream tools would be harder to use to fix an engine (Repair -1).

- **Weapons:** Dream weapons appear as ethereal versions of themselves with the same statistics as normal weapons.

Sacrifice: The apparitions come from the target's mind and do not like being used against their progenitor. If the adept fails any Spirit check, the apparition turns their attention and attacks with great fervor.

Upgrades: Range Bonus (12" > 24" > Line of sight), damage Bonus: People or Weapon (+1 damage), Effect Bonus (+1 simultaneous summoning)

Path of Fortune

Affecting fate itself has always been a lofty goal for any adept, but they can get a taste of that true power with the Path of Fortune. This path gives limited control of luck and divination abilities. This Path is a favorite among gamblers, con artists, or other adepts that simply want to "up their chances of success". Fate is very fickle though, and adepts should be careful how often they tempt its forces.

(1st) Hex

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: 6"

Resistance: Spirit

Governing Attribute: Spirit

Effect: With this spell, the adept can force fate to step in and affect a single act in a negative fashion, giving a -2 penalty to that check. The error will always appear to be an accident. If affecting an attack, the

target will lose his footing suddenly and miss. If used when making a jump check, the target will constantly question how they misgauged the gap. The spell does not ensure failure, just makes it more likely.

Sacrifice: A broken luck charm (crushed 4-leaf clover, ragged rabbit's foot, partially-melted double-sided coin or troll doll, etc).

Upgrades: Range Bonus (12" > 24"), Effect Bonus (-1 penalty), Extend Critical Failure (Critical Failure on a Snake Eyes or 1's and 2's)

(1st) Luck

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: With this spell, the adept can will fate to step in and affect a single act's outcome in a positive manner, providing a +2 bonus to that roll. The effect always looks like it was just luck that the character landed their strike against the 10-year martial arts veteran or just luckily found the exact piece of evidence needed to solve their case. The spell does not ensure success, just makes it more likely.

Sacrifice: A good luck charm (4-leaf clover, rabbit's foot, double-sided coin, troll doll, etc.).

Upgrades: Range Bonus (1 other within 6"), Effect Bonus (+1 bonus), Exploding Bonus (Dice explode on top two numbers)

(2nd) Divine

Rank: Seasoned

Casting Time: 30 min.

Duration: 1 hour

Range: N/A

Resistance: No

Governing Attribute: Smarts

Effect: By using a personal divination tool (i.e. tea leaves, runes, tarot cards, astrology, I-ching, or Ouija board), the adept can divine the best course of action to take

in a given situation. This is by no means discerning the exact future. Instead, it's simply a guide that helps those that choose to follow its advice. The adept asks a single question on behalf of another, casts this spell to divine the answer, and the tool provides a sign or course of action that they should take, interpreted by the adept.

If they follow the advice, they receive a +1 bonus to all rolls that directly aid in resolving the situation for the next hour. If they do not follow the adept's advice, the asker suffers a -1 penalty to all those rolls. The GM is the final arbiter of which rolls receive a bonus or penalty. Malicious adepts often provide wrong information purposefully, knowing that it will delay their target. Adepts cannot use this spell on themselves.

Sacrifice: The adept must bleed themselves onto their chosen tool to ready it for this spell, requiring them to perform Bloodcasting. However, the tool does not need to be used right away. It can be kept for later usage for up to one week, giving the adept time to heal before its actual use.

Upgrades: Duration Bonus (+1 hour), Effect Bonus (+1 bonus), Effect Bonus (-1 penalty), Storage (1 month > 3 months > 6 months)

(3rd) Fate

Rank: Legendary

Casting Time: 1 hour

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: The adept wills fate itself to step in and solve a situation outright. The effects can be very outlandish or can be very simple, depending on the circumstances, and the GM's ultimate decision.

For instance, if the adept is trapped in a basement with a bomb that's about to go off, the universe may send in a hero to save them. The universe could also make the bomb short out just in time or it could cause an earthquake, making the basement collapse on top of the bomb in a way that it contains the blast.

Sacrifice: The universe will balance itself by applying severely bad luck to either the adept or to someone close to them. For instance, their father could lose his business or their sister may be diagnosed with a terminal disease. Their ultimate fate should be at least as severe as the situation they were delivered from.

Upgrades: Range Bonus (Effects another within 6" > 12" > 24"), Protection (No loved ones die because of this spell)

Path of Fractures (Husks Only)

The Path of Fractures works specifically with their unusual shell-like biology. It's technically possible for adepts of other species to learn the basics of this Path, but attempting to cast any Fracture spell results in an instant, painful death as their body is dissected and peeled. It is unknown whether anyone has thus far been brave, foolish, or suicidal enough to try.

(1st) My Little Friend

Rank: Novice

Casting Time: 1 Action

Duration: As Required

Range: Line of Sight

Resistance: No

Governing Attribute: Vigor

Effect: Usually the first spell learned, this spell removes parts of the Husk's body without damaging them. They can literally snap off an extremity, usually a hand or arm, and it continues to function under the control of its owner. They most common use is to detach their hand for it to crawl around on its fingertips. The detached limb has no mind of its own, nor can it see for itself, so it must remain within the Husk's line of sight, controlled like a remote control toy. It is ineffectual for attacking and is mostly used for retrieving small objects or activating buttons and levers that are out of reach. It might just be able to pull the trigger on a gun, but aiming would be beyond its normal capabilities.

Sacrifice: The Husk suffers the ef-

fects of the Lost Limb Hindrance for the Duration.

(1st) My Little Eye

Rank: Novice

Casting Time: 1 min.

Duration: As Required

Range: 1 mile

Resistance: No

Governing Attribute: Smarts

Effect: The Husk carefully cracks away their entire eye and a small portion of the surrounding face, and leaves it somewhere inconspicuous. That eye now acts as a spy camera, allowing its owner to see and hear everything from its point of view. The eye cannot turn to look around of its own accord, so it must be carefully placed to obtain the best results. This spell can be used in conjunction with My Little Friend to allow the remote control limb to function, removing the line of sight limitation. The Husk simply attaches the eye to the detached limb, where it fuses in place.

Sacrifice: The Husk suffers the effects of the One Eye Hindrance for the Duration. If they chose to remove both eyes, they are effectively blinded for the duration instead.

Upgrades: Reduce Casting (-20 sec, Min: 20 sec.)

(1st) Inner Space

Rank: Novice

Casting Time: 1 Action

Duration: As Required

Range: Personal

Resistance: Vigor

Governing Attribute: Vigor

Effect: The Husk carefully cracks open a portion of his shell and opens it like a door into his smoky interior. There is plenty of room inside to store any number of objects up to 1 square foot. They are stored safely, without fear of being damaged by sudden jarring, but they cannot keep live creatures in this compartment. To retrieve them, the spell must be cast again. Others can attempt to forcibly retrieve the objects by shattering the Husk's chest cavity. It takes one wound to smash the cavity open,

which must come from a targeted strike to the torso. While inside the Husk, the object cannot be seen or heard, and non-magical methods of detection (i.e. metal detectors or bloodhounds) cannot discover it. This spell can also be used to store items inside other Husks as well. In this case, the target can attempt to resist the effect, but cannot remove the items inserted without injuring himself as noted above.

Sacrifice: The Husk suffers a -1 penalty to Toughness for the Duration.

Upgrades: Effect Bonus (+1 square foot of internal space)

(2nd) Projectile Shell

Rank: Veteran

Casting Time: 1 Action

Duration: Instant

Range: 12"/24"/48"

Resistance: No

Governing Attribute: Agility

Effect: The Husk flexes an outstretched arm, causing fissures to shoot through it in an intricate web, shattering it into tiny glass-sharp pieces. These drift gently away from the evaporating smoke inside before firing themselves at their chosen targets in a hail of deadly shrapnel, inflicting 2d8 damage upon a successful Shooting roll.

Sacrifice: Until the lost limb is restored, the Husk suffers from the Lost Limb Hindrance.

Upgrades: Range Bonus (18"/36"/72" > 24"/48"/96"), Damage Bonus (+2)

(2nd) Self Healing

Rank: Veteran

Casting Time: 1 Action

Duration: Instant

Range: 6"

Resistance: No

Governing Attribute: Vigor

Effect: The Husk summons all of the lost and shattered fragments of their shell, which fly through the air and reintegrate with their body. Any missing limbs within Range are instantly restored, even if removed purposefully. damage caused to

shattered limbs by others is not healed, but those removed purposefully are restored normally. Either way, any limbs are returned to working order and may be used again, making this spell very useful to any Husk.

Sacrifice: Using this spell automatically sets the Husk's shell into their perfect whole self, meaning they must fracture their joints again before they can move.

Upgrades: Range Bonus (12" > 24"> 48")

(3rd) Homonculus

(Another -1 per body part)

Rank: Heroic

Casting Time: 1 hour

Duration: 1 day

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: The pinnacle of spells from the Path of Fractures is the ability to disassemble their shell (and the shells of other willing Husks) to create entirely new structures from the results. The final construct is known as a homonculus and can be extremely bizarre. The caster chooses the shape for their creation, constructed from body parts taken from Husks. The homonculus is not especially smart, but can be given simple orders by its creator. The rumor of a husk using this spell on organic matter, combining different creatures into terrible chimeras, is probably (and hopefully) a hoax. The homonculus can be a simple artistic statement, a living sculpture, or it can be given simple tasks. The beast's attributes and skills are based on the individual body parts used in its construction:

- **Strength:** 1d4 + 1 Die type per additional body part

- **Vigor:** 1d4 + 1 Die type per Torso

- **Pace:** 2 + 2 per Leg

- **Fighting:** 1d4 + 1 Die type per Arm

- **Notice:** 1d4 + 1 Die type per Head

Sacrifice: Donated body parts cannot be restored for the Duration

Upgrades: Duration Bonus (+1 day), Appendage Thief (Caster may steal other Husks' limbs for the homonculus. Victims

are allowed a Magic Resistance (Vigor) roll.)

(3rd) Porcelain Prison

Rank: Legendary

Casting Time: 1 Action

Duration: 3 hours

Range: Touch

Resistance: Spirit

Governing Attribute: Vigor

Effect: A massive network of the Husk's shell fractures and explodes, allowing it to expand outwards and engulf a nearby target. The target must remain grappled throughout casting. Once enveloped, the victim floats in the featureless back void in a confused, dream-like state. The Husk can control this dream to an extent with a Persuasion check, presenting the captive with whatever images the adept wishes and can communicate freely with them. However, while the Husk cannot harm their captive in any way while inside, they can release the victim at any time at no additional cost. The captive is unable to escape by normal means, although creative use of magic might allow it. If the Husk suffers a wound, the captive is released automatically.

Sacrifice: While holding a prisoner captive using this spell the Husk's Toughness is cut in half and they cannot store objects inside using the Inner Space spell.

Upgrades: Duration (+3 hours), Effect Bonus (Auto-release at 2 Wounds)

Path of Health

Some adepts use their powers to heal others or attempt to keep the world healthy. The Path of Health teaches the adept how to purify their body, minds, environments, and give magical medical care to others. These spells take hard work to maintain and one wrong move could mean the adept takes damage they intended to heal.

(1st) Cleanse

Rank: Novice

Casting Time: 1 Action

Range: Self

Resistance: No.

Governing Attribute: Vigor

Effect: The adept encircles their body with magical energies that eliminate dirt and odors. This spell can be used to quickly compose oneself after a rough fight, to

remove make up or stains on clothes, or to make eliminate infectious bacteria to a wound (no Disease check needed). Removing odor also makes the adept untraceable by smell for 1 hour.

Just as they may cleanse their body, they may also clean their surroundings with the correct upgrade. When cast upon a room, the spell eliminates dirt and dust or adjusts furniture and decorations to their original placement. It is truly a sight to see books fly onto shelves like birds and dust mites zapped away.

Sacrifice: A small flower or hand full of broom bristles, which bursts into bubbles during casting.

Upgrades: Range Bonus (+1 other by touch or +1 room), Stylé (Applies make-up and styles hair in addition to cleaning), Mend (Mends tears in clothes or dents in armor), Mend Room (Repair minor imperfections, like chipped paint, table scratches, etc.)

(1st) Diagnosis

Rank: Novice

Casting Time: 5 min.

Duration: Instant

Range: 2"

Resistance: No

Governing Attribute: Smarts

Effect: By focusing their eyes on the subject, the adept can make a magical diagnosis of their target's body and mind. They instantly know of any sickness, drugs/poison, mental illnesses, or internal damage (bleeding/bruising) the subject has suffered. They receive +2 to Healing checks to know exactly how to handle the situation. Also, one adept's visuals is usually different than another's. Some see wounds in glowing purple or blue, while others have x-ray-like vision, seeing the subject's skeleton.

Sacrifice: Due to magical eye adjustments, they



have blurred vision for 10 min, suffering a -1 penalty to sight-related rolls.

Upgrades: Reduce Casting (-1 min, Min: 2 min.), Range Bonus (6" >12"), Alert (Mental alert if subject is injured again or has a mental lapse in the next 24 hours > 1 week > 1 month)

(1st) Heal Wound

Rank: Novice

Casting Time: 3 min.

Duration: Instant

Range: Touch / Self

Resistance: No

Governing Attribute: Spirit

Effect: By touching and concentrating on a wound, the adept can mend the subject's flesh, closing their wounds and healing one Wound per casting. Onlookers see the wound knit itself back together slowly, as the adept applies their powers. They must be in contact with and concentrating on the subject for the entire casting time. This spell has no effect on wounds more than one hour old.

Note: This spell works on outward wounds and cannot be used to heal permanent injuries.

Sacrifice: If physical contact is lost at any point or the adept is disturbed while casting, the spell is not only ineffective, but the adept also takes the amount of damage they were attempting to heal.

Upgrades: Reduce Casting (-30 sec, Min: 1 min.), Effect Bonus (+1 Wound healed)

(2nd) Greater Healing

Rank: Veteran

Casting Time: 1 hour

Duration: Instant

Range: Touch / Self

Resistance: No

Governing Attribute: Spirit

Effect: Same as Heal Wound. In addition, this spell can be used to heal Wounds more than an hour old and can be used to heal permanent injuries. This spell cannot restore life to the dead.

Sacrifice: If physical contact is lost at

any point or the adept is disturbed while casting, the spell is not only ineffective, but the adept also takes the amount of damage they were attempting to heal.

Upgrades: Effect Bonus (+1 Wound healed), Reduce Casting (-10 minutes)

(2nd) Purify Body

Rank: Seasoned

Casting Time: 1 min.

Duration: Instant

Range: Self

Resistance: Vigor

Governing Attribute: Vigor

Effect: An adept with this spell turns their cleansing magic inward. This spell allows them to immediately eliminate any mundane poisons/drugs in their body, from heroine to nicotine to aspirin. Minor ailments, such as common colds or the flu, are also affected without skipping a beat. The effects of supernatural poisons or diseases are halved, but cannot be completely destroyed.

Sacrifice: Five white rose petals.

Upgrades: Reduce Casting (30 sec. > 1 Action), Duration Bonus (Stops new poisons/drugs/diseases upon contact for +2 min), Range Bonus (Touch), Effect Bonus (Supernatural effects are completely destroyed)

(3rd) Environment Cleansing

Rank: Heroic

Casting Time: 1 hour

Duration: Instant

Range: 1 mile radius

Resistance: No

Governing Attribute: Spirit

Effect: This spells can stop environmental hazards, such as toxic wastes that flood our forests or oil spills into our oceans. The adept with this spell may simply blink any environment catastrophe out of existence. For instance, if an oil tanker spills into a ditch, threatening the state's water supply, they need simply to dip their hand into the water to dissolve the contaminants. This can also be used to remove the Curse Land spell effect, with contested

Order: True Faith Ministries

Description: True Faith Ministries is a Christian congregation founded by Minister William “Bob” Walters in 1935. He became a traveling evangelist at the age of thirty, “reborn” after recovering from an attack that left him forever changed into a vampire. The minister knows nothing of the Taylari, instead attributing his experiences to a test from God. He answered this by bringing his faith and his magic to the people, which led him to start a traveling ministry.

The ministry has made a prosperous living from traveling evangelical shows that parade both faith and magic in front of their audiences. These shows are based less on ritual and more on celebration, as crippled and saddened people are led onto stage to be cured by the power of God. They give people hope and faith in the lord, and then they pack up to move on to the next town.

They only have the single chapter, led by Bob, but the Order has acquired many followers along the way. They have even successfully converting a few to their faith after a show. They are growing more and more each day as they travel around the US, performing miracles.

Joining: Little else is needed to join the Faithful besides a deep love of God. Devotion to Bob himself is usually gained from witnessing one of his many miracles. The Order picks up new followers in one town and they travel to the next, each time acquiring more. Bob likes to have one-on-ones with each new inductee before they are official members, but only he and the newbie know what happens behind closed doors. Most are surprised that he still looks to be in his mid-forties, even though the Order was founded well over seventy years ago.

Garb: Followers wear uniforms based on their role in the traveling show. Some wear work clothes and put up the show tents. Others wear robes and perform in the roaring choir. Those under Bob’s wing, learning his special spells, usually dress as he does in a nice suits and looking suave. Everyone carries holy symbols and display them proudly. All members show a mutual respect to one another, as encouraged by Bob.

(2nd) Blessing’s Miracle

Path: Health

Rank: Veteran

Casting Time: 1 min.

Duration: 1 day

Range: Touch

Resistance: No

Governing Attribute: Vigor

Effect: This spell temporarily cures the target’s minor and major afflictions, even those from birth. Usually performed during a True Faith Ministries show, it can instantly cure blindness, deafness, or allow the cripple walk, instantly fixing any broken limbs or deformations. Even diseases are healed for the duration.

However, the blessing’s miracle effect is only temporary and the target will always return to their original state. By that time, the show may have moved on, leading many to follow and often rush to join the Order.

Sacrifice: Faith healing can be quite exhausting and any Fatigue damage suffered in casting this spell takes twice as long to recover.

Upgrades: Duration Bonus (+1 day)

Spirit rolls.

Sacrifice: Adept absorbs the sickness into themselves, suffering a -2 penalty to all rolls (except damage) for one week. Penalty cannot be removed with Purify Body.

Upgrades: Reduce Casting (-20 min, Min: 20 min.), Range Bonus (+2 miles), Remove Curse Bonus (+1 to contest Cursed Land), Reduce Penalty (-1 penalty, instead of -2), Reduce Penalty (-1 day)

(3rd) Purify Mind

Rank: Heroic

Casting Time: 30 min.

Duration: Permanent

Range: Touch

Resistance: Spirit

Governing Attribute: Spirit

Effect: An adept of this level of mastery can purify just about anything, including another's mind. This spell removes traces of any mental illness (Insanity), including those from trauma or drug use (i.e. phobias brought on by being faced with death, insanity from the loss of a loved one, etc.). The effects are permanent, but don't protect the target from gaining the same insanity again down the line, if their lifestyle doesn't change.

Sacrifice: The adept is permanently affected by the targeted mental illness.

Upgrades: Reduce Casting (20 min. > 10 min.)

Path of Mirrors

This elusive Path of magic has become an enigma for most Orders. Its traditions come from eras ago without the conveniences of modern technology and teach the duality of existence and use of mirrors (obviously). But the Path's actual history is clouded in mystery. Few adepts practice this Path, as it is difficult to master and mentors are few and very far between.

(1st) Mirror Communication

Rank: Novice

Casting Time: 1 Action

Duration: 1 day

Range: N/A

Resistance: No

Governing Attribute: Smarts

Effect: This spell magically links two mirrors, allowing users on one side to see viewers on the other side. This can be done with bathroom mirrors, dance studio wall mirrors, or even a small make-up compact. The adept inscribes small writings on each to later be infused with magic to link them. This process takes hours, depending on the mirror's size. Smaller mirrors require an Agility roll due to the size of the sigil needed.

Casting this spell enchants the mirrors, letting either mirror holder call upon the other for full communication (sight and sound) through the mirrors. This spell has proven less useful in the modern era of video conferencing cell phones, but it a favorite among antique lovers. There is no range limit for the two mirrors.

Sacrifice: The inscriptions are filled in with the adept's blood, leaving their blood evidence on the mirrors to be found by anyone. This also requires the adept to perform Bloodcasting.

Upgrades: Duration Bonus (+1 day), Effect Bonus (+1 Mirror), Effect Bonus (add smell to senses), One-Way (Can link two mirrors, but only one can view)

(1st) Mirror Image

Rank: Novice

Casting Time: 1 Action

Duration: 5 min.

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: The adept creates an illusion of themselves. This copy is intangible (objects pass through it), but looks completely identical. This can disorient an opponent, as they must now choose which figure to attack. The GM should make a separate check to see if they hit the right copy (GM rolls 1d6. If the result equals or exceeds 3 + the number of images, the caster is hit). Once an attacker makes contact with an image, it disappears.

The adept may also switch places

with one of their Mirror Images to break a grapple or distance themselves from an opponent. This requires an action and a successful Spirit check. The adept may not circumvent walls or other obstacles in this way. They can create one copy of themselves to start, which can move up to 6" away.

Sacrifice: Must drop a mirror on the ground hard enough for it to crack.

Upgrades: Effect Bonus (+1 copy), Effect Bonus (Copy may be 12" away)

(2nd) Capture

Rank: Veteran

Duration: 2 min.

Range: 6"

Resistance: Spirit

Governing Attribute: Spirit

Effect: The adept holds up a clean and unblemished slab of mirror toward the target and casts the spell. If the target fails their Spirit check, they are drawn into the mirror, no longer on the physical plane. If the mirror is cracked or broken, the victim is immediately expelled and suffers a -1 penalty to all rolls for the next hour from the disorientating experience.

Sacrifice: The adept must bleed themselves, requiring Bloodcasting.

Upgrades: Duration Bonus (+1 min), Range Bonus (12" > 24" > Line of sight), Range Bonus (+1 target), Effect Bonus (-1 penalty when freed)

(2nd) Light Refraction

Rank: Seasoned

Casting Time: 1 min.

Duration: 5 min.

Range: Self

Resistance: No

Governing Attribute: Agility

Effect: The adept with this spell can refract the light in their environment off of themselves, making them virtually invisible. They receive a +2 bonus to Stealth checks for the duration. Despite the name, they can also refract shadow with this spell (can be used during the day or night).

Note: This spell does not affect sound.

Sacrifice: Every step leaves a mirror-like, shiny footprint behind them after the duration ends.

Upgrades: Effect Bonus (+1 Stealth), Reduce Casting (-30 sec, Min: 1 action.), Duration Bonus (+5 min), Range (+1 other by touch)

(3rd) Duality

Rank: Legendary

Casting Time: 1 Action

Duration: 30 min.

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: There are many theories and myths about the true identity of a person's reflection. Adepts with this rare spell know that it is truly their Id, the adept's dark and aggressive side. By casting this spell, the two sides of the adept split their essence into two versions that stand side by side. They are not mere copies, both having substance and the ability to act, but they also split the character's abilities between them into physical and mental.

The Id has all of the adept's physical abilities (i.e. combat bonuses). They get a +1 bonus to all physical rolls and combat rolls, as well as +1d6 melee damage. The Id is counted as a Wild Card, but gains no Bennies. The adept can spend their Bennies on the Id.

The adept themselves retains their mental control, gaining a +1 bonus to all mental and casting checks, as well as keeping the ability to cast spells.

Because the two are linked by spirit, they cannot move farther than 4" from each other. If one is knocked unconscious or dies, they are instantly rejoined. Any damage the Id took is ignored.

Sacrifice: After rejoining, the adept lapses into a coma for 1 day for every 30 minutes they were separated.

Upgrades: Duration Bonus (1 hour > 12 hours > 1 day), Range Bonus (Move apart up to 12" > 24" > 36"), Mental Link (Sides can communicate telepathically), Id Bonus (+1 physical bonus), Adept Bonus (+1 mental/casting bonus)

(3rd) Mirror Travel

Rank: Heroic

Casting Time: 2 min.

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: Travel from one place to another can be very expensive, but much less so if you are a master of the Mirror Path of magic. By inscribing their blood into two mirrors, a process that can take (10 minus Smarts) days to finish, they use them as a portal to instantly travel between the two. There is no range limit to their travel, but both mirrors must be inscribed with the same sigil. This spell is cast each time they teleport through the mirror. Some adepts use this as a secret hideout entrance or for quick travel between separate bases.

Sacrifice: The mirror must be kept in order, which can be difficult depending on its obviousness and location. If the mirror is even slightly cracked, the adept arrives at their new destination with 1 Wound inflicted that cannot be Soaked. The adept must also perform Bloodcasting.

Upgrades: Range Bonus (+1 other by touch), Fortify Mirror (The adept's magic protects the mirror from damage for 1 day > 3 days > 1 week)

Path of Neutralization

The Path of Neutralization is a more common Path, teaching the adept how to magically subdue or handicap their opponent. The spells contained in its lessons include those that can paralyze an opponent's body or halt their ability to cast magic.

(1st) Daze

Rank: Novice

Casting Time: 1 Action

Duration: 1 Round

Range: Line of Sight

Resistance: Spirit

Governing Attribute: Spirit

Effect: An adept with this spell can disorient their victim's senses, giving them a -1 penalty to all their rolls for the duration. The victim sees a blurred world, as colors smear into each other and voices are distorted. They can't tell if they are actually holding a weapon or wearing clothes, and the mixture of smells in the air becomes intensified. The victim receives a +1 bonus to their Magic Resistance check against any spells cast on them that require use of any of their five senses for the duration, as Daze affects their ability to hear and understand the caster. This Magic Resistance Bonus is also applied for targets of their magic.

Sacrifice: A pair of cracked glasses, kaleidoscope, or 3D glasses.

Upgrades: Duration Bonus (+1 Round), Range Bonus (+1 Target), Effect Bonus (Add -1 penalty)

(1st) Disrupt

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: 2"

Resistance: Spirit

Governing Attribute: Spirit

Effect: This spell disrupts another adept's Mana flow with the adept's own, stopping their casting. Stopping a spell is done at a -2 penalty in addition to the Casting Difficulty of the penalty of the spell being stopped. However, the proper Upgrades must be purchased in order to affect the higher Inner Circles. This spell must either be cast during the casting time of the target spell or as an action Held until the target spell is cast.

Sacrifice: Fatigue Damage suffered in casting this spell takes twice as long to recover.

Upgrades: Range Bonus (6" > 12"), Effect Bonus (Affect 2nd Circle Spells > 3rd Circle Spells)

(2nd) Cancel Sense

Rank: Seasoned

Casting Time: 1 Action

Duration: 1 min.

Range: Touch

Resistance: Vigor

Governing Attribute: Spirit

Effect: With this spell, the adept can affect the victim's senses, canceling out any one of them. They can focus their Mana and then touch the victim to send their magical energy to turn off the targeted sense. Canceling sight or hearing gives the appropriate penalty (See Edges & Hindrances on page 28 of Savage Worlds Deluxe Edition). Shutting off smell/taste may stop a tracker using a hunting dog. Canceling touch can affect pain sensors, removing Pain penalties, but numbs them, giving a -1 penalty to all physical rolls.

Sacrifice: A part of an animal that matches the sense the adept removes from victim (i.e. dog's ear or pig's snout).

Upgrades: Duration Bonus (+1 min), Range Bonus (6" > 12"), Effect Bonus (+1 sense cancelled)

(2nd) Paralyze

Rank: Veteran

Casting Time: 1 Action

Duration: 1 min.

Range: Touch

Resistance: Vigor

Governing Attribute: Vigor

Effect: This spell paralyzes one of the target's limbs by touch, removing use of that limb for the duration. Loss of an arm limb gives a -2 penalty to Parry. The victim is also forced to drop anything in that hand. Loss of one Leg halves Pace. Loss of both legs means the victim automatically goes prone and can resort only to rolling on the ground to avoid getting hit.

Sacrifice: 2ft. length of rope.

Upgrades: Duration Bonus (+1 min), Range Bonus (2" > 6"), Range Bonus (+1 Target), Effect Bonus (2 limbs > All limbs)

(3rd) Neutralize Mana

Rank: Heroic

Casting Time: 1 Action

Duration: 1 min.

Range: Touch

Resistance: Spirit

Governing Attribute: Spirit

Effect: This truly powerful spell cancels another adept's ability to focus their Mana for the duration. Try as they may, the target no longer wields the greatest power in the universe and this can single-handedly turn the tide of any battle. The target may not cast spells for the duration.

Sacrifice: Fatigue Damage suffered in casting this spell does not recover for 24 hours.

Upgrades: Duration Bonus (5 min. > 10 min. > 30 min.), Range Bonus (6" > 12")

(3rd) Stasis

Casting Time: 10 min.

Duration: 1 day

Range: 6"

Resistance: Spirit

Governing Attribute: Spirit

Effect: At this level of power, the adept can stop their opponent and also keep them held for extreme periods of time. This spell places the target in a temporal stasis for the duration, where they cannot move and do not age. The victim stays completely unconscious and unaware of the world around them as well. If they suffer a Wound, they receive an additional Magic Resistance check to possibly break free from the stasis. Otherwise, they are stuck in this state for the complete duration, totally at the adept's mercy.

Sacrifice: A crystal ball at least the size of a fist and at least 5 lbs. Also, Fatigue damage suffered in casting this spell does not return for 24 hours.

Upgrades: Reduce Casting (-2 min), Duration Bonus (+1 day), Range Bonus (12" > 24" > 48")

Path of Portals

This Path focuses on an adept's ability to travel in the quickest possible way. It is great for pathfinders, adventurers, or those in a hurry for one reason or another. The Path of Portals also contains magic to open new doorways if one does not exist, making journeys that much easier. Forcibly affecting the universal rules of space can take a toll on one's body, disorienting the caster or weakening their body as a common sacrifice.

(1st) Find Pathway

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: 1 mile

Resistance: No

Governing Attribute: Smarts

Effect: An adept with this spell never gets lost or loses their sense of direction. In fact, Find Pathway aids them in finding their destinations in every way possible. The adept summons a magical pathway that leads to their destination, taking the quickest and most efficient routes to get there. To the adept's eye, the pathway appears as a glowing line of magic that is easy to follow. If the adept changes course, the path automatically adjusts to show the best route to take at every juncture. The destination must be within the range of the spell for the path to appear.

Note: This spell does not create doorways or allow passing through walls. Instead, it leads the adept through alleyways, backdoors, and other paths, simply giving the best directions to cut down on travel. For long distance travel, this cuts 25% off of their total travel time. When the duration ends, the pathway disappears, but the adept can call upon the same pathway any number of times until they reach their destination.

If the adept attempts to create a pathway to an unknown location or one they have only heard of, they must make a Survival check to ensure that they are following the pathway correctly. No roll neces-

sary for locations that they have visited at least once before.

Sacrifice: A compass, but it need not be a working unit.

Upgrades: Duration Bonus (2 hours > 5 hours > 10 hours), Range Bonus (5 miles > 10 miles > 25 miles), More Direct (Cuts 50% off travel time)

(1st) Skeleton Key

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Touch

Resistance: No

Governing Attribute: Agility

Effect: A favorite for criminal adepts, this spell can instantly unlock mundane openings, such as doors and windows. This works on any type of lock, including pad locks, those that requires keys, or even can be used to crack safes (non-electrical). For more complex locking mechanisms, several castings may be needed to unravel the internal lock-upon-lock systems.

Sacrifice: Three paperclips.

Upgrades: Range (6" > 12"), Seal (Instantly lock an opening), Electrical Systems (Can be used on electrical locks)

(2nd) Create Passage

Rank: Seasoned

Casting Time: 1 min.

Duration: 1 min.

Range: Touch

Resistance: No

Governing Attribute: Smarts

Effect: How do you proceed without an opening? You create one. By drawing a door, window, or other opening on a wall, the adept creates a magical doorway to pass through. The door can be draw with chalk or even paint supplies. The passage will stay open for the duration, after the adept has passed through, but the adept may also choose to close it immediately. The wall/obstacle passed through may be up to 10 ft.(2") thick.

Sacrifice: One chalk stick or a paint brush. Also, passing through the doorway

is slightly disorienting, causing a -1 penalty to all rolls for 30 min.

Upgrades: Duration Bonus (+2 min), Effect Bonus (Effects 30 ft. (6") thickness > 60 ft. (12") thickness), Reduce Penalty (No penalty for caster > No penalty for anyone)

(2nd) Wards

Rank: Novice

Casting Time: 20 min.

Duration: 1 day

Range: Medium Burst

Resistance: Spirit

Governing Attribute: Spirit

Effect: By drawing a mystic circle on the ground (large enough for the adept and others they want protected) and standing in the center, the adept can ward off a certain amount of area. This creates an invisible

force field that extends in a Medium Burst around the initial circle. Those inside the circle during the casting are free to move inside and outside the ward with negative effects. Spirits & ghosts are totally unable to pass through the ward and do not even receive a Magic Resistance check. However, those with physical form can try to break through by sheer force of will. If they succeed in their Magic Resistance check, they pass through, but also suffer a -1 penalty to all rolls while within the ward.

Sacrifice: The mystic circle is drawn in blood, forcing the adept to either Blood-cast or perform a bloodletting on another, causing 1 Wound. Animal blood is commonly used.

Upgrades: Reduce Casting (10 min. > 5 min. > 2 min.), Duration Bonus (+1 day), Range Bonus (Large Burst), Effect Bonus (-1 penalty), Cancel Magic (Only the adept's magic works within ward), Alert (Mental alert if anyone comes within 6" of ward > 12" > 24")



(3rd) Dimensional Portal

Rank: Heroic

Casting Time: 10 min.

Duration: Maintained

Range: 6"

Resistance: No

Governing Attribute: Spirit

Effect: Instead of unlocking mundane doorways, the adept pierces the barrier between our world and other dimensions. These portals have many different uses, from simple inter-dimensional travel to quick getaways that no one would dare pursue. While opening a portal to a specific dimension is Difficulty 13, while

opting for a random (and potentially dangerous) portal only is Difficulty 11 requires a success, opting for a specific portal requires a raise. These Difficulties can fluctuate based on the size and distance of the exact dimension (GM decides).

The portal stays under the adept's control as long as they concentrate. If traveling with others, their comrades must go through first, as the portal closes immediately after the adept steps through.

If they lose their concentration for any reason, the portal lapses into chaos and becomes a vacuum that sucks items (and people) in the area into itself for a number of minutes equal to the Spirit of the caster. Even items that are bolted down can be sucked through if the vacuum is open for long enough. To resist being pulled into the vacuum requires a Strength check at -2. Beings and creatures from the other side can also use this opportunity to force their way through to Earth. There's no telling what will come through is the adept was attempting a random portal.

The adept can regain control with a Spirit check, but suffers a cumulative -1 penalty to this roll if they cannot succeed the first time. If sucked through, they can also retry this roll when they arrive on the other side.

Also, two adepts can fight for control of a portal (i.e. perhaps one doesn't want the portal to open to the bowels of hell), with contested Spirit rolls where the winner is the first to four successes.

Sacrifice: Breaking through the dimensional barrier is hard on the adept's body. They suffer 1 Wound.

Upgrades: Reduce Casting (-2 min), Duelist (+1 bonus to contest another)

isn't one already. Unlike Find Pathway that simply finds the best way there, the adept literally "summons" a pathway that heads straight to their destination, as a straight line is the fastest way to any location.

The spell creates a bubble of energy in a Large Burst around the adept that changes the entire landscape as they travel. Roads appear where there were none before, trees and buildings move over or create openings in their center to allow passage, and magical bridges are extended up to 1/8 mile over waterways. Even people and animals are moved to the side and are left unharmed (unless they actively jump into the path's direction). Magical buildings and locations cannot be affected by this spell. This includes monuments (i.e. pyramids, temples, churches) or holy ground (i.e. graveyards or land affected by Cursed Land (See page 94)). When the duration ends, the pathway disappears, but the adept can summon the same pathway several times until they reach their destination.

Sacrifice: This spell changes the environment so drastically that inhabitants often become riled and angry. Some may even follow the trail straight to the adept. This spell is also quite blatant and easily calls Apocalypse Prevention, Inc. to an adept's doorstep.

Upgrades: Duration Bonus (+1 hour), Bridge Builder (Longer bridges 1/4 mile > 1/2 mile > 1 mile), Lone traveler (**Range:** Self, close pathways after the adept passes through)

(3rd) Summon Pathway

Rank: Heroic

Casting Time: 5 min.

Duration: 1 hour

Range: Large Burst

Resistance: No

Governing Attribute: Smarts

Effect: This spell manufactures a path to the adept's destination, even if there

Path of Psychometry

While one of the smallest Paths of magic, Psychometry is by no means the weakest. It gives the adept the profound sense of the past and future of objects they touch, which can be very helpful in any investigation. However, this Path appears less frequently than the others and mentors of this Path are often in high demand. Seeing an object's visions also brings the adept's own past and future into question as a sacrifice.

(1st) Flashes of Memories Past

Rank: Novice

Casting Time: 1 Round

Duration: Instant

Range: Touch

Resistance: No

Governing Attribute: Spirit

Effect: This spell allows the adept to touch an object and receive visions of situations the object has been used for within the last seven days. These visions may appear as one or more flashes of memories linked to the item, either of their previous owner or an act that it has performed. For instance, touching a knife used in a murder may produce flashes of blood, bleeding, or even the echo of screams in the adept's ear. They may also see actual flashes of the murderer's or the victim's face just as easily, sometimes even forcing a Fear check. The adept can even touch the ground to sense anyone that may have walked there. The exact description of the visions is up to the GM's discretion.

Sacrifice: Visions of the adept's past begin to show up for one day. These memories are rarely happy, leaning more toward hard or troubled times in the adept's life.

Upgrades: Effect Bonus (1 month > 3 months > 6 months)

(2nd) Flashes of Future Events

Rank: Veteran

Casting Time: 10 min.

Duration: Instant

Range: Touch

Resistance: No

Governing Attribute: Spirit

Effect: Just like the Flashes of Memories Past, this spell gives glimpses of the events of the object touched. However, these visions are those events yet to happen within the next seven days. Flashes of the future are much more vague than past events, due to so many alternate possibilities. Also, the fate seen in the vision is not absolutely destined to happen, but is "more than likely" without intervention. Again, the exact descriptions and amount of detail provided are up to the GM.

Sacrifice: Visions of the adept's future appear to them for the next day. They include possible horrible fates or loves lost. Wise adepts become more aware, knowing that these visions are more than likely true.

Upgrades: Reduce Casting (-2 min), Effect Bonus (1 month > 3 months > 6 months)

(3rd) Alter/Instill Flashes

Rank: Heroic

Casting Time: 20 min.

Duration: Instant

Range: Touch

Resistance: No

Governing Attribute: Smarts

Effect: This spell defies the others in the Path of Psychometry and is actually forbidden in some magical circles. An adept with this spell alters the flashes received from an object or can even instill false, make believe, or even warning visions.

- **Alter:** At first, they can alter a single vision aspect, such as obscuring a killer's face, removing the dread feeling from a murder weapon, canceling the crucial clue of a perfume smell, or removing the vision backgrounds that could show locations.

- **Instill:** Implanting new visions takes great care and works slightly different, involving the complete removal of the objects original vision and adding a new one. Once done, anyone (not just adepts with Psychometry spells) that touches the object can sense the vision, but the vision

can only be seen once (the very next time the object is touched). This was heavily used by ancient civilizations to warn tomb raiders of their excavation's danger.

Sacrifice: The GM picks one of the adept's memories, and they start to remember it incorrectly. Their exact age could become hazy, they may forget their father's name, or even get lost trying to find their home. They may also confuse the identities of those close to them. This effect is permanent.

Upgrades: Reduce Casting (-2 min.), Effect Bonus (+1 detail altered), Effect Bonus (+1 Instilled vision viewing)

Path of Sickness

The Path of Sickness teaches adepts to channel forces of pestilence and hate through their bodies, manifesting despicable performances of magic. They can spoil food and water, rot the fragile body or mind, and even curse their environment. Practitioners of this Path are loathed around the world for their wicked magic. Sacrifices originate from their bodies filtering this tainted magic.

(1st) Agony

Rank: Novice

Casting Time: 1 Action

Duration: 1 Round

Range: Touch

Resistance: Vigor

Governing Attribute: Spirit

Effect: This spell overloads the victim's nervous system with shocking pain. The victim suffers a -1 penalty to all actions, and their wound penalties are doubled. Fatigue penalties are not affected. A successful Magic Resistance check must be made with every Action for the duration. A failed check cancels the action and the victim is racked with pain. Most victims simply lie still to avoid the intense agony.

Sacrifice: Spiked wrist band or collar.

Upgrades: Duration Bonus (+1 Round), Range Bonus (+2"), Effect Bonus (-1 penalty)

(1st) Darkness

Rank: Novice

Casting Time: 1 Action

Duration: 1 min.

Range: 6"

Resistance: No

Governing Attribute: Smarts

Effect: By focusing their dark inner powers, the adept creates magical darkness to obscure their enemies' sight. The cloud of inky blackness spreads in a Small Burst that can be created up to 6" away. Victims are effectively blind while in the darkness, unless they have magic or another means of countering the effects. **Note:** Even the adept is blind in their own darkness.

Sacrifice: They fling a handful of black ink at the target.

Upgrades: Duration Bonus (+1 min.), Range Bonus (12" > 24"), Area Bonus (Medium Burst > Large Burst)

(1st) Spoil

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Touch

Resistance: No

Governing Attribute: Vigor

Effect: With a touch, the adept can spoil any food and drink or wilt plant-life. Bread grows moldy and inedible, meats and fruits become infested with worms, water becomes contaminated by bacteria, and flowers wilt and die away. The adept can cast their spell on the target's container, if they do not want direct contact. For instance, when Spoil is used on a canteen the water inside is affected without needing to stick their finger inside.

● **Poisoned Blood:** The adept can also use this ability on themselves if they fear attacks by vampires to contaminate their own blood, giving the adept a -1 penalty to all rolls for 24 hours. However, any vampire that drinks the adept's blood becomes sick, vomiting that blood out and suffering a Wound.

Sacrifice: Live or dead cockroach

crushed in their hand.

Upgrades: Range Bonus (All food on a table > All food in a room), Reduce Penalty (No Poisoned Blood penalty)

(2nd) Disintegrating Touch

Rank: Veteran

Casting Time: 1 Action

Duration: 3 Rounds

Range: Touch

Resistance: No

Governing Attribute: Vigor

Effect: This spell creates destructive power in the adept's hand. When cast, their hands secrete a magical poison similar to acid. By placing their hand on an item, the poison eats away its Toughness, subtracting 1 per round of contact. If the touch reduces the Toughness to 0, the item disintegrates without needing to inflict additional damage.

In combat, this spell gives the adept Armor Piercing 2 for unarmed strikes, as their hands easily cut through the armor. Every three strikes to their target's armor permanently reduces the armor's Toughness by -1.

Sacrifice: They swallow shed snake skin. Anything touched is affected by the Spoil spell for one day.

Upgrades: Duration Bonus (+2 Rounds), Effect Bonus (+1 AP), Render Armor (Reduces Armor by -1 after two strikes > on every strike)

(2nd) Exaggerate Wound

Rank: Seasoned

Casting Time: 1 Action

Duration: Instant

Range: Touch

Resistance: Vigor

Governing Attribute: Smarts

Effect: With a touch to the target's skin, the adept causes an already existing Wound to rip, tear, and widen. The spell visuals are quite grotesque with flesh shredding and blood splattering. It inflicts 2d6 damage and gives a -1 penalty to the victim's next action. This damage bypasses any physical armor, but is still absorbed by

natural armor.

Sacrifice: The adept's body filters sick magic, weakening them and giving a -1 penalty to all rolls for 1 hour.

Upgrades: Damage Bonus (+1 damage), Effect Bonus (-1 penalty to next action), Reduce Penalty (-20 min.)

(3rd) Cursed Land

Rank: Heroic

Casting Time: 1 hour

Duration: 1 day

Range: ½ Mile Radius

Resistance: Spirit

Governing Attribute: Spirit

Effect: At this level, the adept can harness the strongest evil magic and channel it into their environment, which takes on a noticeably evil feel. The trees darken and hang, the native birds call in an eerie tone, and lakes turn into murky swamps. An adept that knows multiple curses and restrictions may only apply up to five of each in a single casting of Cursed Land. If the victim makes their initial Magic Resistance check, they must also continuously check at regular intervals every five minutes (unless otherwise stated in curse effect).

Adepts with Environment Cleansing (See page 83) can attempt to remove the curse. However, this calls for contested Spirit checks where the winner is the first to four successes.

Curse Effects

While the visuals are astounding, the curse's pure, corrupt power is highly feared. The adept places one chosen curse effect on the area.

- **Agony:** Pains shoot down the victim's spine with each step they take, giving a -2 penalty to physical checks and a -1 penalty to mental checks. They must also make a Vigor roll against Pain upon first entering or instantly fall to the ground unable to move in their complete agony. If their initial check succeeds, another check is made every minute they remain on the cursed land, with a cumulative -1 penalty.

- **Draining:** The victim's energy is slowly drained, requiring a Vigor roll vs.

Fatigue once per minute they stay in the area. If they stay long enough, they will exhaust themselves and pass out. They cannot awake until removed from the cursed land.

- **Forgetful Mind:** The victim gradually loses their memory. First, they forget why they went traveled to the cursed place, then how they got there, then where they came from, then who their companions are, then about their families, and then who they are. In general, a separate Magic Resistance check is made every five minutes that passes for each piece of information that leaves them. Characters with the Perfect Memory Edge (page 36) receive a +1 bonus to resist.

- **Friend to Foe:** The curse confuses the victim's mind, making them think that their friends are their enemies and that their enemies are their friends. If they arrived at the cursed land alone, they suffer severe paranoia, fearing their friends are around any corner to kill them.

- **Hallucinations:** The adept can change their victim's perception, making them see practically anything. They can effectively make things invisible, change the landscape, and the victim absolutely cannot tell these changes are false. This includes making the land not appear cursed at all and inviting instead.

- **Sickness:** The victim is stricken with sickness that creeps into their body and attacks their vital systems. Entering the area, the victim suffers a -1 cumulative penalty to all rolls each minute they spend in there. After five minutes, they also suffer 2d6 damage per minute. Their skin gains a greenish hue and nasty boils. If not removed from the area, they will eventually die from the damage.

- **Sickness II:** Wounds taken from "Sickness" can be used to heal the adept's wounds. They must be on the cursed land as well. This is an Upgraded Version of "Sickness".

- **Ward:** An invisible wall keeps out targets, keeping them from stepping into the cursed area. They can forcibly push through the wall, but also take 1 Wound.

They also suffer a cumulative -1 penalty to all rolls each minute until they leave the area.

Restrictions

Curse effects do not apply to everyone that enters the cursed land. At the time of casting, the adept chooses the type of people they wish to restrict from their land. They specialize in 3 restriction types at first, but can gain more through Upgrades. The list below is not exhaustive, as they can apply any Restriction that is GM-approved.

- **Species:** Human, Tark, Faeries, Taylari.

- **Family Line:** Restricts anyone from a certain family line

- **Religious Affiliation:** Christians, Witches, Muslims

- **Gender:** Men, Women

- **Occupation:** Marines, API, Bakers, Engineers

Sacrifice: Conjuring the pure hate needed for this spell eats away at the adept's sanity. They acquire an insanity that lasts for half of the spell's duration. If they suffer the insanity for longer than a day, they must also make a -2 Spirit check to avoid gaining the insanity permanently.

Upgrades: Duration Bonus (1 week > 1 month > 3 months), Range Bonus (+1/2 mile), Effect Bonus (+1 Restriction), Effect Bonus (+1 Curse type), Resistance Bonus (+1 to contest Cleanse Environment)

(3rd) Rot Mind

Rank: Legendary

Casting Time: 1 min.

Duration: 1 day

Range: Touch

Resistance: Spirit

Governing Attribute: Smarts

Effect: At this level, the adept focuses the wicked power of pestilence to poison their victim's fragile mind. At purchase, the adept picks one Insanity type (more can be gained through upgrades). More powerful uses of this spell corrupt a mind so it rots from the inside out. When the duration ends, the victim must make a Spirit check

with a -1 penalty for each mental illness after the first that they are currently suffering. A failed check means they retain one of them permanently.

Sacrifice: The adept manifests the insanity that has struck their victim. Their skin rots, dealing 1 Wound. This Wound heals instantly after the duration ends. All Charisma related checks suffer a -2 penalty from their hideous form.

Upgrades: Duration Bonus (+1 day), Range Bonus (6" > 12" > Line of Sight), Effect Bonus (+1 insanity type), Effect Bonus (+1 simultaneous insanity), Like Minds (-1 to Magic Resistance if gaining an insanity the adept already has)

Path of Shadows

Adepts along the Path of Shadows usually come from races enraptured with things that go bump in the night, especially Taylari. Its spells are fairly easy to learn and to cast with occasional hand signs, but some sacrifices include the development of light sensitivity or even a severe sun allergy. This path is widely practiced in the far northern areas of Canada, where light rarely surfaces and masters of shadow rule.

(1st) Darkness

Equivalent to the Path of Sickness spell of the same name (page 93)

(1st) Cloak of Darkness

Rank: Novice

Casting Time: 1 Action

Duration: 2 hours

Range: Self

Resistance: No

Governing Attribute: Agility

Effect: With this spell, the adept literally wraps themselves with the surrounding shadows. While in effect, the shadow cloak gives a +1 bonus to Stealth checks and keeps the adept at a constant and comfortable temperature, providing a +1 bonus against hypothermia and frostbite that stacks with any equipment they wear.

This makes the spell useful for hiding in shadows and surviving harsh climates.

Sacrifice: They suffer a -1 penalty to all checks for the next day if exposed to bright lights while wearing the cloak (i.e. sunlight or searchlights).

Upgrades: Duration Bonus (+2 hours), Range Bonus (+1 other), Effect Bonus (Additional +1 Stealth), Effect Bonus (Additional +1 vs cold effects)

(1st) Shadow Puppets

Rank: Novice

Casting Time: 1 Action

Duration: Maintained

Range: 6"

Resistance: No

Governing Attribute: Smarts

Effect: This spell allows an adept to shape and control any shadow within range, even that of another person. They can create any shape and some use this spell for simple amusement. More malicious adepts create horrible shadow beasts to scare others, requiring a Guts roll vs Fear (based on player's description and GM discretion). Once affected, the shadow is considered magical for the duration.

Sacrifice: Spell casting requires intricate hand signs, requiring a successful casting roll for the spell to fully complete, with no effect if the roll fails.

Upgrades: Duration Bonus (+1 min), Effect Bonus (Fear(Guts-1) > Fear (Guts-2))

(1st) Shadow Messenger

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: N/A

Resistance: No

Governing Attribute: Smarts

Effect: The adept calls their personal shadow to deliver a message to another. This message can be up to thirty seconds of speech. The shadow then leaves the adept, traveling at double their Pace to deliver the message without worry of obstructions. When it reaches its intended target,

their shadows meld and the message is whispered into their mind. Instantly, the adept's shadow returns, letting them know the message was delivered and halting the required Sacrifice. If the shadow does not reach its destination within the duration, it simply returns with no effect.

Sacrifice: Without a shadow, bright lights (i.e. sunlight or search lights) become painful to the adept. They suffer 1 Fatigue for every Round spent in the light which cannot recover until their shadow returns.

Upgrades: Duration Bonus (+2 hours), Effect Bonus (Triple Pace > Quadruple), Effect Bonus (1 min. of speech > 5 min. > 10 min.), Reduce Penalty (damage every 2 rounds > 4 rounds > 1 min. > 5 min. > 10 min.)

(2nd) Anchor Shadow

Rank: Seasoned

Casting Time: 1 Action

Duration: 1 min.

Range: N/A

Resistance: No

Governing Attribute: Spirit

Effect: The Anchor Shadow spell can keep enemies from retreating or from moving too much. The adept enchants a thrown weapon that can stick into the ground (i.e. knife, arrow, or dart) with this spell. Once done, they must make a Throwing attack directed at their opponent's shadow. Their target takes the damage from this attack as though it hit them, cannot move more than 10 feet(2") from the point of entry, and feel slightly constricted, suffering a -1 penalty to all checks. The victim cannot remove the knife themselves, as it feels uncannily heavy and immovable, but someone else may. Any effect that removes the target's shadow negates this spell. Adepts with the Shadow Puppets spell can also reshape their shadow to escape just as easily.

Sacrifice: The adept's shadow becomes warped and heavy. They suffer a -2 penalty to Pace.

Upgrades: Duration Bonus (+2 min.), Effect Bonus (additional -1 penalty), Effect Bonus (5 ft(1") restriction), Immovable

(Weapon can't be removed by anyone until duration ends)

(2nd) Dark Phase

Rank: Seasoned

Casting Time: Free Action

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: With this spell, the adept momentarily alters their very being, becoming shadow just long enough to avoid some sort of catastrophe. This spell can be used during combat to avoid any physical damage an attack may have caused.

Sacrifice: As their flesh becomes solid again, it becomes cracked and rigid, causing the Caster (and any others affected) to become Shaken.

Upgrades: Range Bonus (+1 other by touch)

(2nd) Shadow Step

Rank: Seasoned

Casting Time: 1 Action

Duration: Instant

Range: 6"

Resistance: No

Governing Attribute: Smarts

Effect: This spell allows the adept to step into any nearby shadow and jump out of another within their range of control. It is essentially a lesser form of the Shadow Travel spell. Many use this spell to cross barriers (i.e. walls or chasms), but others use it for assassinations or mounting a surprise attack without their targets being the wiser.

Sacrifice: When stepping out of the shadow, the adept is slightly disoriented, suffering a -1 to all combat rolls for the next minute.

Upgrades: Range Bonus (+6"), Shadow Fire (Can perform a ranged attack through the shadow at a -2 penalty > -1 penalty > no penalty), Shadow Surprise (-1 penalty to resist surprise attack from shadow)

(3rd) Absorb Darkness

Rank: Heroic

Casting Time: 1 Action

Duration: 2 minutes

Range: Large Burst (6" Radius)

Resistance: No

Governing Attribute: Vigor

Effect: The adept draws all available darkness into themselves, growing stronger and more resilient. This leaves the entire area as bright as if it were daytime on a clear day. Everyone within radius loses their own shadows and suffers a -1 penalty to all combat checks from the blinding light that now shines. This brightness also activates the Taylari Sun Allergy, as if it is daytime and doubles their existing penalty. The adept becomes a being with midnight-colored skin and greatly enhanced strength. **Bonuses:** +1 die to both Strength and Vigor, Pace is doubled.

Sacrifice: After the duration, light itself becomes painful for the adept. They suffer 1 point of Fatigue for every round spent in the light which cannot recover for 24 hours.

Upgrades: Duration Bonus (+2 min), Range Bonus (+6" Radius), Strength Bonus (+1 additional die type), Vigor Bonus (+1 additional die type)

(3rd) Shadow Travel

Rank: Veteran

Casting Time: 1 Action

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: This spell is equivalent to the Elemental Travel spell, except that it uses shadows as its medium. They can enter any shadow and instantly appear out of any other shadow within one mile. With enough training, a master of the Path of Shadows is almost unstoppable.

Sacrifice: Their trip is disorienting and they suffer a -1 penalty to checks for 10 minutes after arrival at their destination.

Upgrades: Range Bonus (+1 other by touch), Effect Bonus (5 Miles > 10 Miles > 25 Miles > 50 Miles)

Path of Telekinesis

The Path of Telekinesis is a staple for many adepts to learn early on in their careers. The Path contains spells that empower the adept to move objects, people, and even themselves, with only the power of their mind. The true secret is the transfer of their physical power into their mental energies, reflected in the common sacrifice of physical attribute penalties.

(1st) Slow Plummet

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: The adept slows their descent using only their mind. Under normal circumstances, someone falling takes 1d6 damage per 10 ft.(2") However, this spell allows the adept to ignore 20 ft.(4") of their fall by slowing themselves through magically fighting gravity. This spell also adds +1 to jump checks, as the adept slightly glides on the air.

Sacrifice: Three feathers.

Upgrades: Range Bonus (+1 other by touch), Effect Bonus (Ignore +4"), Jump Bonus (+1 to Jump checks)

(1st) Unseen Hand

Rank: Novice

Casting Time: 1 Action

Duration: Maintained

Range: 2"

Resistance: No

Governing Attribute: Agility

Effect: This is a limited form of telekinesis, where only lighter items can be lifted. They can lift any number of items, as long as they do not weigh more than 10 lbs. in total. A single action can be used to move any number of objects within their allowed weight, but their weak control is not enough to use items as weapons. Common uses include moving pens to transcribe memoirs, swiping keys from a sleeping cop, or retrieving a disarmed

weapon.

Sacrifice: A black glove.

Upgrades: Duration Bonus (1 min. > 5 min. > 10 min.), Range Bonus (6" > 12" > 18"), Effect Bonus (+10 lbs)

(2nd) Levitation

Rank: Seasoned

Casting Time: 1 Action

Duration: Maintained

Range: Self

Resistance: No

Governing Attribute: Strength

Effect: By focusing on their center of gravity, the adept conjures enough mental power to levitate 10 ft.(2") above the ground. This can be used to reach heights or for passage over rocky terrain or rivers. Movement while levitating is at half the adept's normal Pace and can often be a fright to spectators that are unused to seeing people fly.

Sacrifice: The adept takes a -1 Strength Die penalty per target they lift (i.e. -1 for themselves, -2 for themselves and one other, etc.) for 1 hour.

Upgrades: Duration Bonus (1 min. > 5 min. > 30 min.), Range Bonus (+1 other by touch), Effect Bonus (Move at full Pace), Effect Bonus (Height +2"), Reduce Penalty (30 min. > 15 min. > 5 min.)

(2nd) Telekinetic Mastery

Rank: Veteran

Casting Time: 1 Round

Duration: Maintained

Range: 6"

Resistance: Vigor

Governing Attribute: Agility

Effect: Like Unseen Hand, the adept is able to lift any number of items with their mind with a single Control Action, but their weight limit starts at 50 lbs. Also, their mastery is now at a level that they can fight with their powers. When attacking

with controlled melee weapons roll Fighting, but use Spirit instead of Strength for damage. Roll caster's Spirit vs target's Strength for disarm attempts. Objects not normally meant for combat deal 1d6 damage per 20 lbs. of weight.

While concentrating, this spell may even be used to stop bullets/projectiles.

Lifting a person is also easily done, as long as the adept can lift their entire weight. The target receives a Magic Resistance check to avoid being lifted.

Sacrifice: The caster suffers a -1 Strength die penalty for 1 hour.

Upgrades: Range Bonus (12" > 24" > 48"), Effect Bonus (+50 lbs), Power Lifter (No Bonus for Lifted People), Disarmer (+1 to Disarm)

(3rd) The Crushing

Rank: Heroic

Casting Time: 1 Action

Duration: Instant

Range: 6"

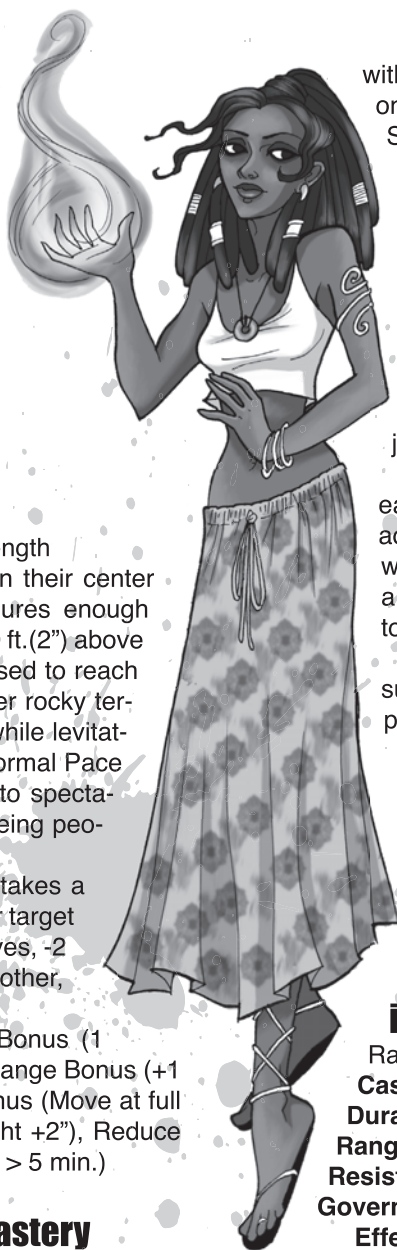
Resistance: Vigor

Governing Attribute: Spirit

Effect: The adept summons their telekinetic magic to crush their target with thousands of pounds of pressure, inflicting 3d6 damage from the crushing force around them. The target is stunned from the effect and is unable to move or take actions for a round. If used on multiple targets, damage is split between them evenly.

Sacrifice: The adept takes a -1 Strength Die penalty for 1 day.

Upgrades: Range Bonus (+6"), Range Bonus (+1 Target), Damage Bonus (Dam-



age is no longer split between targets)

(3rd) Flight

Rank: Heroic

Casting Time: 1 Action

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Agility

Effect: At the pinnacle of telekinetic power is the ability to lift oneself and move at extreme speeds. With this spell, the adept can fly speedily at speeds up to 40 MPH. They have no limit to how high they may fly, feeling complete freedom. Depending on their mentor and their version taught, they may manifest wings upon casting.

In combat, opponents suffer a -1 penalty to strike the adept. Pace is also tripled.

Sacrifice: The adept suffers a -1 Strength Die penalty for 1 day.

Upgrades: Duration Bonus (+1 hour), Range Bonus (+1 other by touch), Effect Bonus (+20 MPH), Reduce Penalty (12 hours > 6 hours > 1 hour)

Path of Telepathy

The Path of Telepathy teaches an adept to connect their mind with others to establish communication or gather information. Honorable and appalling methods abound, but few are happy to know their mind has been read without permission. Common sacrifices include migraines after using a large amount of mental energy.

(1st) Dual Connection

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: Touch

Resistance: No

Governing Attribute: Spirit

Effect: This spell links the adept's mind with one of their comrades, allowing them work as one toward common goals. In combat, the two fight in complete unison, responding to the other's movements

and positions instinctually. They get +1 to all combat rolls (except damage) when fighting within 10 ft. of each other.

Sacrifice: If the two move out of range, they both get headaches and suffer a -1 penalty to all rolls for the duration.

Upgrades: Duration Bonus (+1 hour), Range Bonus (6" > 12")

(1st) Read Thoughts

Rank: Novice

Casting Time: 1 Action

Duration: Maintained

Range: 6"

Resistance: Spirit

Governing Attribute: Smarts

Effect: The adept reads their target's mind, sensing their surface thoughts and impressions. "Surface thoughts" quantifies the target's current feelings or thoughts at the forefront of their mind. A Notice check may be needed to weed through their surface thoughts if the adept is looking for specific information or if the target is stressed. Concentration is needed to keep their grasp on the target's mind.

Sacrifice: A magnifying glass.

Upgrades: Range Bonus (12" > 24" > Line of Sight), Effect Bonus (Can read deep secrets > Suppressed memories)

(1st) Tongues

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: 6"

Resistance: No

Governing Attribute: Smarts

Effect: By linking to the comprehension and language portion of another's brain, the adept instantly speaks, understands, and writes the language of anyone within range. This spell is often used by more diplomatic adepts when dealing with foreigners or unknown demon races.

Note: This spell only transmits the logistical usages and language translations, not cultural norms or phrase restrictions. This lack of cultural knowledge, gives a -1 penalty to all social rolls when using a bor-

rowed language.

Sacrifice: A pinch of sand on the adept's tongue.

Upgrades: Duration Bonus (3 hours > 12 hours > 1 day), Range Bonus (12" > 24" > Line of Sight), Adaptation (Instantly adapts to cultural norms and restrictions. No penalty.)

(2nd) Telepathic Aura

Rank: Veteran

Casting Time: 1 Action

Duration: 10 min.

Range: Small Burst

Resistance: Spirit

Governing Attribute: Spirit

Effect: The adept delivers empathic impressions into the minds of those around them, creating a feeling toward the character in the targets' mind. Upon purchase, the adept learns one effect, but can purchase more with Upgrades. Only one type can be active at any time.

- **Fear:** They give impressions of their being merciless and deadly, filling their targets with fear and dread. Those that fail their Magic Resistance check must make a Guts check against Fear. Scared people sometimes run, fleeing the scene. Sometimes they cringe, paralyzed by fear. Other times, they fight back even harder, using their fear as fuel to keep pushing themselves.

- **Friendship:** They place fond thoughts of themselves in the targets' minds, making them seem friendlier, gaining a +2 bonus to applicable Persuasion checks. It can be using on a salesman to get a discount, on a witness for an investigator more info than normal, or on a mob to turn them to the adept's side. If the adept betrays their "friend" within the duration, the target gets a +1 bonus to all attacks against them, their crushing hatred of the adept fueling their attacks.

- **Seduction:** They project mental images of themselves as being sexually attractive into the targets' minds. They are then coveted by all within range, even those that would not normally be attracted, gaining a +2 bonus to seduce anyone af-

fected.

- **Unseen:** They project mental energy into the targets' minds that obscure the memory of their face, as if they are not actually there. They become a face in the crowd, gaining a +1 bonus to all Stealth checks against those affected. If someone sees them, they have a hard time remembering the adept's features after they've left the scene, suffering a -2 penalty to Smarts checks to recall them.

Sacrifice: They must Bloodcast, cutting their skin with a mirror shard.

Upgrades: Duration Bonus (20 min. > 40 min. > 1 hour), Range Bonus (Medium Burst > Large Burst), Effect Bonus (+1 effect type), Effect Bonus: Fear (Fear (Guts-1) > Fear (Guts-2)), Effect Bonus: Seduction, Unseen, or Friendship (+1 bonus)

(2nd) Telepathic Communication

Rank: Seasoned

Casting Time: 1 Action

Duration: 10 min.

Range: 48"

Resistance: Spirit

Governing Attribute: Smarts

Effect: An adept with this spell can project and receive spoken and empathic messages with another. This allows for full conversations of any length with no sentence length or word restriction. The intended target need not be seen or touched, only within range, but unwilling participants do receive a Magic Resistance check if they do not want to hear the message.

Sacrifice: The adept and others affected suffer a -1 penalty to combat rolls in any Round they send messages, as their focus is shifted toward mental communication. Receiving messages does not give a penalty.

Upgrades: Duration Bonus (30 min. > 1 hour), Range Bonus (1 mile > 5 miles > 10 miles), Range Bonus (+1 simultaneous target)

Order: Psychics of Seville

Description: The Psychics of Seville started as just a small group of psychic adepts that soon erupted into a national phenomenon. The founder, Cynthia Blanchard, was a powerful adept, using her mind magic to genuinely help people. She gathered a small group of other psychics and began traveling the US with what was referred to as “psychic road shows”. They found fake psychics and magicians in cities they visited that cheated customers, giving psychics a bad name.

Today, the Psychics of Seville have formed a special guild of sorts to protect themselves. Their similarities of being psychic unifies them, but they band together to stop the charlatans that constantly try to pass themselves off as true psychics. Nowadays, it is not uncommon for a false psychic to have mind wiped in retribution.

Most share no uniform lifestyle choices, but the Order has created “Psychic towns” that have become tourist attractions wherever they are. Over a dozen have sprung up, each one naming itself Seville. The largest Seville has about eighty people, including the psychics and their families. There is always a chief-psychic who acts as the leader, a mayor of sorts. Cynthia’s Seville is located near her home town of Daytona, Florida.

Apocalypse Prevention, Inc. leaves this Order alone for the most part. The towns are either of highly skeptical nature or actually wield immense power. Not even API wants an army of psychics after their agents.

Joining: The Psychics of Seville are very cliquish and are not quick to accept new residents to their towns. New positions may become available if previous members are banished, possibly disobeying the town’s rules and directives. Sometimes, banished psychics go on start their own Seville after the effects of their Aura Branding (See below) wears off. Obviously, the inductee must also provide a show of their psychic ability to even qualify for

spot in one of the psychic towns. Telepathy is a staple among their members and their minds are often read to prove membership and root out traitors. They’ll know if you don’t belong.

Garb: There is no uniform unless putting on a show. While a true psychic can just read their target’s mind or use divination to get the right answers, it’s often necessary to put on a corny hat “for the effect”.

(2nd) Aura Branding

Path: Telepathy

Casting Time: 1 Action

Duration: 2 weeks

Range: 2”

Resistance: Spirit

Governing Attribute: Smarts

Effect: Someone that has wronged a Psychic of Seville may have their auras branded (i.e. thief, murderer, cheats, etc.). This branding is a magical mark on the target’s aura that reflects outward. Anyone that the target comes in contact with feels reacts to the branding, which gives them a -1 penalty to all Charisma rolls for the Duration. Not everyone reacts in the same manner. If branded as a thief, other thieves may still befriend the victim or they may be shanked for being a klepto. In either case, the target’s presence is disconcerting and encourages ill feelings, leading many to simply abandon them all together. Note: They MUST actually be guilty of performing the wrong with which they are being branded.

Sacrifice: Branding can only be performed by someone who truly regarded the target as a friend or lover. Their sacrifice is that connection. This also keeps Aura Branding from being inappropriately used on strangers.

Upgrades: Duration Bonus (1 month > 6 months > 1 year), Range Bonus (6” > 12”), Effect Bonus (-1 penalty)

(3rd) Hive Mind

Rank: Heroic

Casting Time: 5 hours

Duration: 1 day

Range: Touch

Resistance: No

Governing Attribute: Spirit

Effect: Similar to Dual Connection, this spell unites the minds of the adept and a group of their comrades. The adept and up to three others are thus connected to what the others are thinking, feeling, and saying with only a thought... anywhere in the world. They must all be touching when casting, but the range is unlimited afterward. Participants **MUST** be willing. Some adepts use this spell to keep constant contact with their family or squad members, being alerted the moment any one of them is placed in danger.

Sacrifice: After disconnecting from the Hive mind, all those involved must make a Spirit check. A failed roll means that disconnecting from the constant connectivity leaves them feeling broken and alone and they suffer a -2 penalty to all rolls for one week as the feeling slowly fades.

Upgrades: Reduce Casting (-2 hour), Duration Bonus (1 week > 1 month > 3 months), Range Bonus (+1 other by touch), Reduce Penalty (-1, instead of -2)

(3rd) Stolen Speech

Rank: Heroic

Casting Time: 1 min.

Duration: 1 day

Range: Touch

Resistance: Spirit

Governing Attribute: Smarts

Effect: With this spell, the adept removes the target's capability for conscious communication. A failed Magic Resistance check leaves them unable to convey their thoughts through any means. The adept literally steals the target's ability to communicate. Speech is impossible. If writing, they forget their ABCs and even charades fails them. The adept can now speak, read, and write all the victim's languages. After the duration ends, the victim and the adept

return to normal. They can only steal one victim's speech at a time without upgrades.

Sacrifice: The adept suffers a -2 penalty to rolls involving Smarts and Skills linked to the Smarts attribute for the Duration, as the mind slightly degrades while information is forced into its core.

Upgrades: Duration Bonus (+2 days), Range Bonus (6" > 12" > 24"), Effect Bonus (+1 simultaneous victim)

Path of Time

This Path teaches adepts to manipulate the power of time itself. With this magic, they speed their movement, freeze opponents in time, or coordinate their spells with great precision. It is a truly deadly Path, very straining on the character's physique.

(1st) Delay Spell

Rank: Novice

Casting Time: N/A

Duration: 2 Rounds

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: Magic is the explosion of the inner circles to create the desired effect. Delay Spell allows a spell to be cast and delayed for later use. Instead of it having its own casting penalty, this spell applies a -1 penalty to cast the affected spell. They can activate the spell at any time during the duration without any additional effort, allowing for synchronization of certain Actions.

Sacrifice: Fatigue Damage suffered in casting this spell takes twice as long to recover.

Upgrades: Duration Bonus (+2 Rounds)

(1st) Time Consciousness

Rank: Novice

Casting Time: 1 Action

Duration: 5 min.

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: This spell raises the adept's awareness time's movement in their immediate area. They instantly know the exact time of day and date (according to whatever calendar they use). Time appears to slow down slightly around them, making them immune to surprise attacks.

Also, if Time Consciousness is active when others use Time spells, the adept can make a reflexive Magic Resistance (Spirit) roll (with a +1 bonus) to stay "in time" with the caster.

Sacrifice: They wind a clock's (usually a pocket watch) hands forward at least once. The watch breaks afterward and cannot be used again for the same effect. Masters of Time are often covered with multiple watches.

Upgrades: Duration Bonus (10 min. > 30 min. > 1 hour), Effect Bonus (+1 to resist Time effects)

(2nd) Blink

Rank: Seasoned

Casting Time: 1 Action

Duration: 1 Round

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: At this stage, the adept gains a greater awareness of their place within time and space. Blink lets them move before cards are drawn beginning on the round following the cast. For the duration, they see everyone moving extremely slow around them. To others, it appears that the adept has disappeared and reappeared in a different place in the blink of an eye. While in this state, the adept can quickly rearrange things in his environment or simply flee the area, but cannot cause damage to anything. Doing so breaks the effect of the spell and everything snaps back into

normal time. Anyone attacked by the adept using Blink gets their full defense.

Sacrifice: The time shift back to normal slows down their movement, inflicting Pace -2 for the duration of the combat.

Upgrades: Duration Bonus (+1 Round), Range Bonus (+1 other by touch)

(2nd) Conditional Casting

Rank: Seasoned

Casting Time: N/A

Duration: 1 hour

Range: Self

Resistance: No

Governing Attribute: Smarts

Effect: Conditional Casting does more than delay a spell. Instead, the adept can place conditions to trigger their spells to activate. For instance, they can stipulate that Wards activate if a spirit enters their dwelling, Cancel Sense if an opponent attacks them, or Cleanse Area if their mom comes by for a surprise visit. The spell can be delayed for up to 1 hour at first. If the condition is not met within the duration, the spell is wasted. This is great for those adepts that wish to carefully plan their battles or like pulling cleverly overt pranks. Instead of it having its own casting penalty, this spell applies a -2 penalty to cast the affected spell.

Sacrifice: Fatigue Damage suffered in casting this spell takes times longer to recover.

Upgrades: Duration Bonus (5 hours > 12 hours > 1 day)

(2nd) Speed Phase

Rank: Veteran

Casting Time: 1 Action

Duration: 1 Round

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: The adept speeds up the sphere of time that revolves around their body, shifting them out of phase with other people. To the adept, others around them move much slower, while they appear to move much faster to others, even leaving

a blur behind them. They gain a +1 bonus to all combat rolls, including damage, and may make an extra attack at no multi-action penalty.

Sacrifice: Due to the speed of time's revolution around the adept, their body ages one week in just the short Duration of this spell.

Upgrades: Duration Bonus (+1 Round), Effect Bonus (+1 combat bonus)

(3rd) Freeze Time

Rank: Heroic

Casting Time: 1 Action

Duration: 1 Round

Range: Self

Resistance: No

Governing Attribute: Spirit

Effect: This spell is similar to Blink, freezing time around the adept and all others in the effect. However, this spell removes any restrictions on affecting or harming the frozen. They can cause as much damage to property or their opponents as their time phase will allow. At this level, time magic is not just a trick or way to escape, it is all-out reality manipulation and is very deadly.

Sacrifice: Due to the speed at which time fluctuates around the adept, their body ages four weeks in just the short duration of this spell. The aging is so quick and disconcerting that their body aches and they suffer a -2 penalty to all physical rolls for 24 hours.

Upgrades: Range Bonus (+1 other by touch)

(3rd) Permanency

Rank: Legendary

Casting Time: x3 of spell being made permanent

Duration: Permanent

Range: Self

Resistance: No

Governing Attribute: Vigor

Effect: This spell is feared by many, as it allows an adept to make spell effects permanent by instilling the magic into an item. This is no small feat, even requiring

the adept to give part of their own essence to seal the magic into permanent existence. Due to its potency, many mentors refuse to teach this spell or require trials for any student to prove their worth.

Permanency cannot affect spells that can be resisted and affects only 1st level spells to start. Instead of it having its own casting time, this spell triples the affected spell's casting time. This spell is often cast on items of clothing, so that the effect is active whenever it is worn or used. This includes shoes that give faster movement, lipstick that gives seduction bonuses, and other inventive uses. The spell's effect and sacrifice cannot be deactivated and are always active.

Sacrifice: The caster permanently sacrifices 1 die of Vigor.

Upgrades: Reduce Casting (x2, instead of x3), Effect Bonus (2nd Circle spells > 3rd Circle spells)

Path of Wares

The Path of Wares signifies an adept's attempt to meld their spirit with machines. They can outright control any machine, as well as causing it to crash or protecting it from such occurrences. This Path was created by newer adepts, as generations come closer to and often obsessed with technology. If targeting a cyborg, the target is allowed a Magic Resistance check, making it very difficult to affect cybernetic parts.

(1st) Crash

Rank: Novice

Casting Time: 1 Action

Duration: Instant

Range: Touch

Resistance: Vigor

Governing Attribute: Smarts

Effect: With a touch, the adept bypasses any electronic object's armor protection and inflicts 1d6 damage directly to the object. This will shut simple computer system down completely, but mainframes, robots, and cyborgs may be harder to effect. This can be used to disable someone's getaway car or crash an electronic

safe lock. However, it fully damages the object while it disables. For instance, the car engine parts affected melt to each other becoming unfixable.

Sacrifice: Two D batteries.

Upgrades: Range Bonus (+6"), Effect Bonus (damage increases to 1d8 > 2d6).

(1st) Interface

Rank: Novice

Casting Time: 1 Action

Duration: 1 hour

Range: Touch

Resistance: Spirit

Governing Attribute: Smarts

Effect: The adept literally melds their fingers into any machine, creating a direct connection that allows them to operate the machine as if they are a trained professional. They receive a +2 bonus to any skill checks to interface with the machine. This spell lets adepts hack the toughest computers or outdrive even the most determined police officer in a chase. At first, the adept can only interface with one machine at a time.

Sacrifice: The adept must spend at least five minutes of interaction with the machine type before they cast the spell. For instance, the average adept could easily hop into a car and interface easily (having driven before), but would have to spend five minutes to interface with a helicopter.

Upgrades: Duration Bonus (+2 hours), Range Bonus (+1 simultaneous interface)

(2nd) Machine Control

Rank: Veteran

Casting Time: 1 Action

Duration: Maintained

Range: 12"

Resistance: Spirit

Governing Attribute: Smarts

Effect: With this spell, the adept gains mental control over a machine, being able to operate and manipulate it from afar. The adept can make a single Control Action to direct the machines under their control. Using this unique spell, the adept can eas-

ily circumvent complex security systems, control robotic contraptions much more powerful than they are, or even remote control a car to do their bidding.

Sacrifice: Their mind is easier to invade while concentrating on their machines, giving them a -1 penalty to resist mental manipulation from other spells.

Upgrades: Range Bonus (24" > 36" > 60"), Effect Bonus (+1 simultaneous control)

(3rd) Upgrade

Rank: Heroic

Casting Time: 1 Action

Duration: 5 min.

Range: Touch

Resistance: Vigor

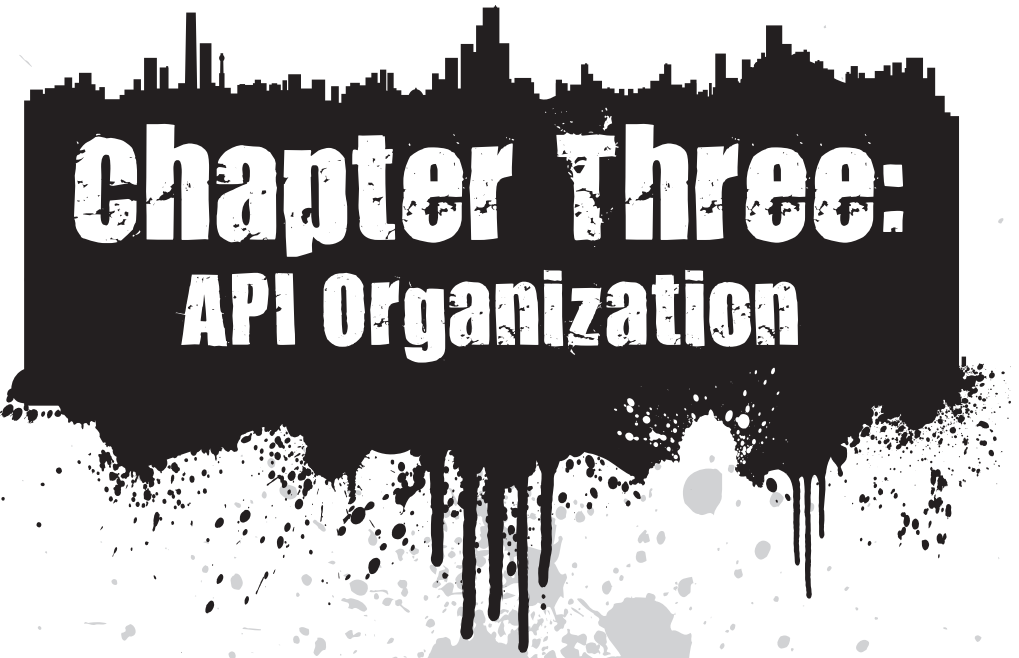
Governing Attribute: Smarts

Effect: The adept boosts the Armor of any machine or other non-living object. This can be very useful when making a getaway in a car from opponents with guns. Onlookers see the car's metallic frame become thicker, developing armor plating and protecting the passengers much better. This gives +2 Armor to the item.

On worn armor, it adds +1 Armor that cannot be bypassed by Armor Piercing attacks or the Crash spell. Also, this spell doesn't affect the Encumbrance values. Even though this spell is beneficial, cybernetic or nano-tech parts will still instinctually resist the effects.

Sacrifice: The adept sacrifices their physical health to enhance the object, effectively Bloodcasting.

Upgrades: Duration Bonus (10 min. > 30 min. > 1 hour), Range Bonus (+6"), Effect Bonus (Bulletproof), Effect Bonus (+1 to Armor)



Chapter Three:

API Organization

"Hi. I'm Agent Parker with API, Apocalypse Prevention, Inc." the man in the black suit said with a broad smile. His jet pack smoldered as the old woman stood shocked in her doorway. Her cigarette fell out of her mouth and bounced off of her bunny slippers. She shifted her eyes behind the man, seeing his squad members fighting a two-storied, multi-tentacled, green beast. One had flames firing from their hands, one swung a bastard sword, and another blasted it with an array of bullets.

The woman was speechless for a long moment and then muttered, "Apoc-ca-calyse?" Her scared expression carried a lot of weight.

The agent gave an "awwww" look and laughed. "Oh don't worry. This isn't one of those... an apocalypse I mean. We handle minor catastrophes and petty armageddons, as well. Now, if you'd be a dear listen to this." She was about to respond, but immediately stopped in her

tracks as Agent Parker pulled a pencil-like device from his pocket and waved it around her slightly hairy ear. A glaze came over her eyes as he then implanted her new thoughts, "There was no monster on your farm. This was all due to those damn coyotes. You'll want to go buy a very big dog when you wake up." And then she fell to the ground unconscious.

He turned back to his squad, running to his van and yelling, "OK, guys! Let's wrap this up!" Opening the back doors, he let out a ravenous wolf from the vehicle. It was much larger than other wolves and snarled as it exited, licking its chops. The tentacled beast recoiled in obvious fear of the wolf. Its tentacles grew suckers and it tried vigorously to pull itself away, giving the squad an opening to put the demon down for good with a few choice blows to the "what they guessed was" its head.

The monster melted into horrible pile

of smelly goo and the wolf transformed into a scruffy looking man. He took a Cuban cigar from his pocket and smiled with a shit-eating grin. "I guess you all just needed my help. Can't handle anything by yourselves, can you?"

"Pups are good for some things. Especially with scaring giant slugs," Agent Parker replied, pointing back to the van. "And now I'm pretty sure you're done." The others began freezing and collecting the goo for further testing, ignoring the transgression between the squad leader and their resident troublemaker.

"Whatever, massa." The Wolf Person said as he casually strolled back to the van, plopped himself down on the seat, and took a puff of his cigar as the van sped away. Then, they left the scene as if it was never there.

The World around Us

There was once a time when the supernatural world lived together with humanity, with humans usually at the receiving end of terror and death. Monsters lived in the dark forests and killed travelers, nomadic caravans, and anyone else that dared to enter their territory. Demons opened portals to Earth unchecked and unleashed destruction, from summoning giant lizards to destroy cities to kidnapping small children in the night. Ghosts and other spirits gained worshippers by granting wishes to the foolish and watched out for their descendants, making sure they always stayed plentiful. These same spirits haunted and cursed those they disliked, using now forgotten magic.

API Corporate Profile

Apocalypse Prevention, Inc. was once known as the United Prospectors Corp (UPC), one of the first corporations in the world. They compared directly with the Dutch East India Company in the late 1600's for raw materials and trade opportunities. The originators were forward-thinking in their slow but steady acquisition of shares in other companies. Eventually, they held a small portion of almost every other major corporation, and then used their new revenue to fund outside ventures. They were first to follow the Brazilian gold rush in the 1690's and ran operations to protect staked claims and handle prospector squabbles during the California gold rush in the 1840's.

Entering the 1900's, UPC officially changed its name to API. The meaning of the new acronym was questioned by many. The CEO during this time, Simon Ilisley, made the following statement:

"The new acronym represents the company's true purpose and the values we hold to the highest accord. Those within our organization know the meaning and will follow its edicts with every business decision henceforth."

Reporters found that initials "A.P.I." were synonymous with those of the CEO's daughter, Annabelle Priscilla Ilisley. Most came to their own conclusions and left the question behind.

API continued the ambitions of UPC and spent their bountiful resources on purchasing stock in more modern corporations. Today, API has controlling interest in many well-known computer, overseas trade, mining, medical research, agriculture, and weapon manufacturing companies, making them one of the richest companies in the world. They have branches extended to very nearly every country, with approximately 120,000 employees worldwide (35,000 of which are directly employed at major company headquarters).

Any business the company conducts is performed under assumed names, front companies, or by using controlling interest in other companies to force profitable change. The API name is rarely used directly, preferring to stay mostly hidden from prying eyes. Most consumers care less about where items actually come from and more about their name brands anyway.

Throughout history, people have fought against these threats... even before Apocalypse Prevention, Inc. They were regular folk that bravely marched on demons and monsters that could easily destroy them. These groups were few and far between, as anything that could protect against ensuing supernatural forces was rare. But continued terrorizing and slaughter of humanity became meaningless to most demons over time, leading many to blend in and adapt to a human life. The lust to eat human flesh and cause destruction reduced as conformity became more and more regular. With the reduction in visible proof, humans also believed less in the existence of monsters under their bed, in the forest, or around the next corner. Their rational minds took over, leading them blindly into the modern day.

Today, humanity's rational mind has become the primary tool that helps Apocalypse Prevention, Inc. keep the supernatural world hidden. For humanity's safety, of course. The average person rationalizes the majority of supernatural instances, filing the events away in deep recesses of their brain to be easily compartmentalized and understood. A demon with sagging skin is a person with a rare and horrifyingly traumatic deformity. A woman wearing a trench coat and hat in one hundred degree weather must have an intense case of albinism and lost her umbrella. That woman's teeth are sharpened, because she just came from a sci-fi convention. The man speaking with a spirit on the sidewalk is just a silly-looking man on his Bluetooth headset.

API uses company-developed technology to continue their successful streak of keeping these misconceptions going and the existence of demons and magic is still mostly a secret today. Humanity as a whole is unready to know that magic

truly exists. The company's goal of keeping the supernatural from the world at large is very important to avoid hysteria, chaos, and destruction on a worldwide level. Something of that magnitude would be its own apocalypse. Many doomsday cults and overzealous reporters have tried to expose the truth that rests under their noses, but Apocalypse Prevention, Inc. works hard to help them rationalize it all away and keep humanity in blissful ignorance.

While the general populace is kept in the dark, this rule doesn't apply to all humans. Despite API's best, memory-erasing efforts, some people are exposed to the supernatural world. Some become a demon's friend or lover, as they can often pass for human. Some cults know of supernatural realms, perhaps worshipping them in secret. Some are crime bosses that have access to demons in their ranks or are demons themselves. Others have taken regular day jobs, like being a cook in an out-of-the-way truck stop, without anyone being the wiser about their true origins.

Humble Beginnings

The foundations for Apocalypse Prevention, Inc. were built long before there were corporations, shrewd economic takeovers, good health and dental coverage, or even actually companies. Humankind knew they weren't alone, forcing many to pay tribute to monsters and constantly fear for their family's lives. They didn't always know how to name these forces, but felt their presence nonetheless.

As the Black Plague swept across Europe in the 14th century, a special group was summoned to investigate the root cause of the heinous disease. Each member had their own agendas,

background, and ethnicity. A few even originated from heathen countries, tracking their own peoples' symptoms to Europe. They aided in the investigation, but worked outside normal channels to avoid racist interference. No one knows how the group was originally assembled. The group found strange leads in their investigation that led to a secluded glen in deep forests. This glen, once beautiful and sparkling, had fallen to the Rat Queen and her thousands of rat minions. Her rats feasted on human corpses dragged from towns and cities in turmoil. The group fought, but could not defeat the diseased demon without help. They retreated, but soon found help from the Neibas, demons that consumed sickness. With mutual pacts of protection and clear negotiation with the investigators, the Neibas ensured the survival humanity. As for the Rat Queen, she was hunted down and harshly neutralized.

This was not the first interaction between man and demon by a long shot, but it was the first recorded event by the Circle of Ten, whose descendents would eventually found Apocalypse Prevention, Inc. After garnering critical information from the Neibas regarding demons and manipulating magic and hoarding the Rat Queen's gold coffers, the Circle of Ten said goodbye to the Neibas who sought their own goals. They quickly dispatched with the disease-ridden rats, thus halting the plague from spreading any further.

With newfound magic and knowledge, the Circle of Ten sought even more supernatural wisdom and power. Upon encountering new demon races, they acted quickly to make peaceful contact and ensure no harm came to humanity. Some of the first demons encountered were those given up in the Rat Queen interrogations (who were much less peaceful than the Circle hoped for). The group's numbers stayed intact through

the dangers, thriving for many years while learning all they could, but they kept their numbers small and shared with few.

Outlooks change as one ages, and this urged the Circle of Ten to pass their knowledge to their families, ensuring loyalty and secrecy with oaths to their family names. Thus, the Circle grew to larger numbers and became a family duty and honor to pass down. Unaging (or slower-aging) demons saw humanity's descendents visit to keep up with pacts made decades before. Some descendents respected the peaceful measures of their forefathers, while others spit at tradition and started short-lived wars on all of magic-kind. The Inquisition was an unpopular initiative from the Circle's most enthusiastic, but least trustworthy generation.

Becoming Today's API

The descendents of the Circle of Ten stayed close-knit, continuing their parents' business plan and amassed large amounts of money. With financial success, they created a shadow corporation to fund their primary objective of keeping the Earth safe from supernatural threats. With their existing contacts within the greater part of all the world's major companies, they gained access to global surveillance, military-grade weapons, and the world's personal and confidential records to aid in spotting potential threats. Moles and sleeper agents within all of the important government agencies (i.e. the Department of Defense, the Department of Homeland Security, etc.) provide first-hand information concerning impending danger and influence to make changes if needed.

Apocalypse Prevention, Inc. spent decades perfecting their census of ev-

ery human and demon in their domains, along with true names, exact addresses, and personal information (i.e. next of kin, home town, favorite ice cream flavor, etc.). Today, API can retrieve data on virtually anyone, provided they have left a paper trail somewhere on Earth. This process also helps the company track down demons (legal and illegal) that have live among humans.

The 1930's and the Great Depression marked a monumental event for Apocalypse Prevention, Inc. A resident demon (or more specifically a Wolf Person) that seemed very courteous and always worked with the company suddenly turned renegade, seeking to end Earth. Using magic far beyond anything on record at the time, the demon wished to draw the moon that had driven him insane into the Earth itself. API called on support

from their other branches and the supernatural community to stop this imminent threat. Through diligent cooperation, the moon was ultimately stopped. This event bolstered the enlistment rate of demons to API, but did little for the underlying relationship issues between the company and the demons that shared its world.

After the "Moon Catastrophe", as it became known, Apocalypse Prevention, Inc. instituted the API Registration Act. Any supernatural or magical being had to immediately account for their powers and natural abilities. Many yielded to the Act, mostly those that had lived on Earth peacefully for years and that didn't want to piss off API. The primary goal was still to keep everyone safe, right? There were a slew of riots that caused deaths from rampant, angry demons that were upset at their sudden accountability. These



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beings were banished (deported) from Earth, but others are still locked away in API holding facilities to this day. Neither of these ends were pleasant alternatives to peace and resistance fell to the way side after a decade of almost daily skirmishes. These riots were easily masked by riots of the poor during the Great Depression.

Today, Apocalypse Prevention, Inc. hires thousands of new employees from among humanity, demons and even spirits. They have become the ultimate supernatural police force to stop both minor magical occurrences and the destruction of the Earth as well. API has successfully stopped a recorded forty end-of-the-world scenarios. Hundreds more are thought to have been stopped by early intervention on the part of proactive API agents.

Ranks & Departments

Official channels within API are viewed by some as unnecessary red tape. Others believe in every rule the company puts in place and that following a precise chain of authority weeds out superfluous activity.

The highest rank within Apocalypse Prevention, Inc. is the Global CEO and head of the US branch, Annabelle Priscilla Ilsley. Public records state that she's nearly a century old, but API employees know her as their guardian spirit. Mrs. Ilsley passed from this world fifteen years ago, but continues to exist as a Spectral. Her "can-do" attitude and undying positivity keep the Board of Directors on her side even now. Like the other branch leaders, her family line descends from the Circle of Ten. Her ancestors were regarded for their leadership and the other families still look to the Ilsleys for courage and guidance.

Next is the Board of Directors, made up of the other descendents of the Circle of Ten. Some families spread plentifully, having many children, and thus have more leaders and representation on the board. Others have only a few. They process every major decision that impacts the company and choose actions in a wisely democratic arrangement. Currently, the primary board decision is the search for Mrs. Ilsley's three lost children. It seems that they are uninterested in running API and do not wish to be found since their mother's death. Until they are found, she plans to run Apocalypse Prevention, Inc. as a spirit. The Board of Directors has mixed reactions. Some accept it with delight, while others secretly fund missions to search for a new CEO. A small number of family heads believe another family line should take over as CEO of the US if her offspring refuse to cooperate, but this idea has been rejected many times.

Lower executives, lawyers, and pencil-pushers fill the ranks below the Board of Directors and are important in the grand scheme of Apocalypse Prevention, Inc. They are the backbone of any corporation, especially one like API that regularly requires courtroom defenses for their agents' actions. Most cases against API personnel do not even make it to trial, due to their lawyers performing their maximum due diligence. They are paid handsomely for their efforts, making them quick to squash any matter using shrewd tactics and even magic, if needed.

Elite Operatives are the next rank within Apocalypse Prevention, Inc. These agents are clever, survivalist humans who work hard to keep the Earth safe and are the go-to agents for almost any situation. They hold ultimate authority over other agents under them. Elites be-

Sub-Contractors

Apocalypse Prevention, Inc. would be foolish to believe that their resources could provide absolute security all over the world. They are constantly spreading their influence, but the fact remains that there are still areas with little to no agent coverage. This is a self-correcting issue, as more recruits selflessly enlist each month, but other interim fixes are in place as well.

The company regularly hires outside of official channels. Sub-contract offers extend to humans with newly discovered magic, vigilante demons, and others exposed to the supernatural that can prove useful or are strong-willed enough to resist memory wipes. These groups are provided with backing in the form of contacts, license to act as supernatural watchdogs and investigate leads, or even possibly given missions. They hold no real authority within Apocalypse Prevention, Inc. and are immediately outranked if the company decides to step into a matter. Private investigation agencies specializing in paranormal activities and companies that promise true-to-life ghost busting have sprung up in areas outside of official API channels.

This method is occasionally used in areas with ample API coverage as well, allowing a few private supernatural agencies in high-population areas. Sub-contractors may be given smaller cases to handle, but quickly find out that API crushes larger investigations. Sub-contractors often have an easier enlistment into Apocalypse Prevention, Inc. ranks (if they choose to join), based on reports of their previous dealings.

lieve that rank is very important for API's survival, as it reflects training and experience. If a leader isn't truly ready to claim authority, they may spell death for those in their command. Elites receive a lot of assistance from Research and Development (R&D), where equipment is created to keep agents safe on their missions.

Below the Elites are other agent types, from surveillance agents and magical research agents to Lochs and Wolf People. Like Elites, other agents (even demons) must give up their past lives and devote themselves to the company. Some demons have problems taking orders from human in suits, with a badge and an attitude and believe their natural abilities put them above humanity. In the end, they usually regret any actions taken when they meet specially-trained Elites. But most understand that every agent is a valued asset to the company.

The bottom of the totem pole is comprised by employees that do not even know API's true work. Some work for front companies to arrange and fund charity events, perform basic data entry, or create marketing campaigns. They remain in the dark and Apocalypse Prevention, Inc. tries their best to leave them to their mundane lives. Though, it isn't uncommon for them to offer promotions to a "real" position.

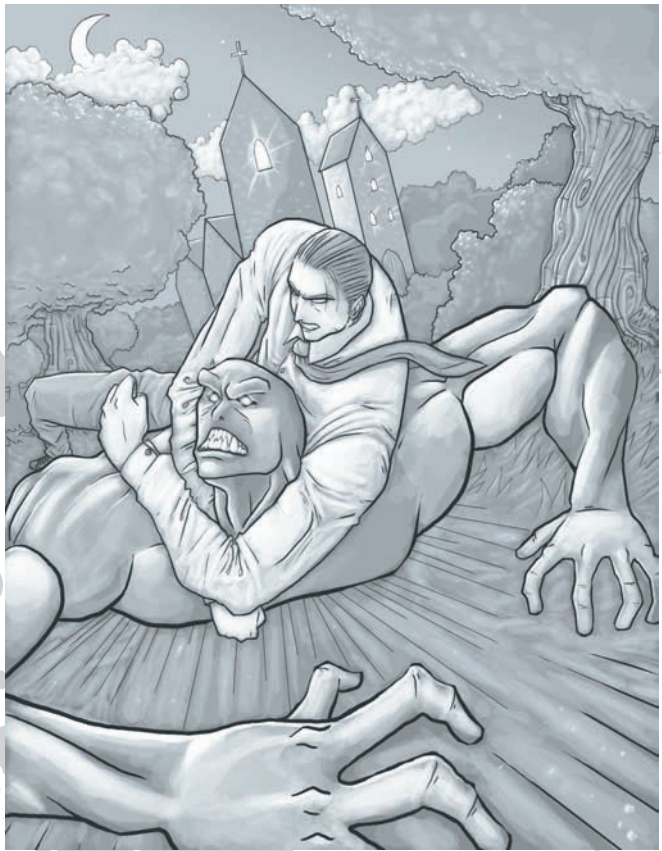
Protecting the World Daily

Apocalypse Prevention, Inc. is well-known for saving the Earth from utter destruction on occasion. Not only did they halt the Black Plague from spreading and stop the "Moon Catastrophe", but also the thousands of other epidemics and threats to Earth's citizens since their founding. Incidents have arisen for which API was not adequately prepared, but

the company has initiated procedures and protocols that assist with handling modern day-to-day dangers.

The company currently has headquarters in several countries and plans on extending their protection all over the world eventually. There are ten major (Founder) headquarters in the United States, Brazil, South Africa, Japan, India, Nigeria, England, Russia, Canada, and Mongolia, each directed by the chief descendant of a family from the Circle of Ten. They keep in constant communication to ensure maximum security between countries. Anything looking remotely suspicious is immediately on API's radar and alerted to the appropriate offices. Hundreds of agents work around the clock to locate possible threats, research connected legends or myths thoroughly, and handle each confrontation to the best of their abilities. Each API headquarters is responsible not only for protecting their country, but must also distribute squads throughout surrounding areas. For instance, the Japanese branch is accountable for occurrences in Korea and China, while the Nigerian branch manages to protect the northern, dogged countries of Africa.

API's primary objective is the preservation of humanity and protecting the Earth from supernatural perils. Petty skirmishes and country rivalries have no bearing on that primary goal, often leaving purely human conflicts to be resolved without the company's interference. Sexism and racism are not factors for deci-



sions made by the Board of Directors. If an agent of Iraqi descent is best suited to save a family of white supremacists, they must do so without seeing color, no matter what reaction they face for the deeds. Agents go through a phase of social deprogramming during training to hopefully remove prejudice from their processes. However, the American population as a whole still suffers this problem.

The main US headquarters is located in Coloma, California, the site of the Gold Rush in the 1800s. They have branched out in the last 20 years, placing a secondary headquarters in Tampa, Florida after the surge of Burners in the Southeast. From these points that sit at opposite ends of the country, API easily dispatches agents to destinations anywhere in North America, Latin America, or even northern regions of South

America. While the Brazilian branch takes strides to handle their own missions, the US offices have assisted them as backup on several occasions.

Each US state has up to two API cells, smaller facilities that agents utilize to organize missions, improve their skills through training, and keep communication with the main branches. This process has become even more efficient with the opening of the Florida office, helping to boost their supernatural caseload. Exact cell size and location vary according to the intensity of coverage needed, based on many levels of mystical research. Convergences of mystical energy, also called nexus points, lead to more supernatural beings, raising the threat level of the area, and need additional fortification. Nexus points can also be used to initiate dimensional portals by Apocalypse Prevention, Inc. and a few demon races as well. Smaller towns may have only a single squad to keep an eye on the area.

Cells receive data on actions needed and areas to concentrate their efforts. However, agents must be flexible and ready for hugely important missions at a moment's notice. These can often send them to other states or countries depending on severity. Backup is very important in Apocalypse Prevention, Inc. Incidents that lead to innocent deaths and possible destruction are often the direct result of a lack of manpower or control over situations. Average API cells are manned by approximately forty to fifty agents that read old texts for prophecies, scan police and government radio frequencies for possible supernatural activity, and constantly examine changes in API registrations and census records. About thirty to forty field agents can be found throughout larger states at any given time, gathered into small groups referred to as squads. Squads are composed of

up to five agents, but are often reduced for covert operations or expanded to deal with larger threats.

An agent's assigned city or neighborhood effectively becomes their home, until API decides that relocation is in order. They are acquainted with the citizens they protect, make their homes in the same locality, and get take-out from the same run-down Chinese food diners. They also feel the adverse effects of neighborhood crime, drugs, and unchecked supernatural activity. Most agents are encouraged to have a taste of a normal life, but to never forget their duty to uphold to the company. In the same light, protecting Earth is useless if they do not care.

API employees without knowledge of the company's true purpose do not require much training. They are allowed to live their lives and carry on as regular humans. However, API agents cannot simply be plucked from the street and given authority to save the world. Indeed, additional training is necessary to bring out their talents and give the company insight to the best use of the new agent's unique abilities.

Technology

API believes that continued technological advancement is humanity's greatest accomplishment. With exponential progress in the realms of medicine, computers, and robotics, humanity sheds the idea of staying captive to terrible monsters. Technology is humanity's ace in the hole and the key to keeping Earth safe.

The company funds hundreds of different research facilities that have made breakthroughs in genetic reorganizing, cloning expertise, and vaccines for a wide array of diseases. While a few major illnesses still escape their vaccines (i.e. HIV and Cancer), the company has

already ended three other worldwide pandemics, one of which was brought to Earth by an illegal demon.

By instituting high security methods regarding the protection of virtual information and property, Apocalypse Prevention, Inc. has cultivated several server farms in the US. They have created and diffused thousands of computer viruses that even the best hacker outside of the company has never seen. Techy agents with minds for computers act as a constant source of new information help to stay ahead of the game. On top of security advances, API systems have a fully interactive user interface, including holographic touch screens and semi-intelligent computer systems that can outperform any other systems.

Robotics has been a favorite topic for sci-fi books and TV shows, but API has brought most of these dreams to fruition. While robotics programming and design was in their infancy thirty years ago, today there is the existence of full-fledged robots. Perfected Artificial Intel-

ligence (AI) has yet to be created, leaving these constructs as little more than errand-runners. The general public is still amazed with giga-pets and the existence of robots is kept in secrecy, until API can perfect their production and safety.

With medical and robotic advances, it was an eventuality that humanity would aspire to a new goal: cyborgs. Apocalypse Prevention, Inc. created the first half-man half-machine roughly fifteen years ago and the results were disastrous. Holes in the implant designs and the necessary medical knowledge were underestimated, leading to the many deaths. Now, improvements to the process have been perfected and successful procedures have only a small percentage of failure. See page 129 for more information on cybernetics.

In addition to actual robots, API developed exo-skeleton suits, widely used by various agents in the 70s and 80s. The exo-skeleton program was abandoned when cybernetics proved to be a successful and less-expensive alternative. The mass amount of materials and man-hours needed to complete a single suit of robot armor were considered unworthy of the expense and against the company's goal of secrecy. Giant robot armor was less than inconspicuous. The very idea risks too many bystanders viewing something their minds are not ready to fully comprehend. Fully-integrated cybernetics at least lowers the chance of this occurring.

Stolen Technology

The company tries their best, but there is no way to keep all technological advances completely covered up for too long. Leaks have occurred from moles planted by rival organizations, rogue employees, or simply by mistake. Documented cases of diseases and antidotes being stolen, important security passwords being filtered to outside sources, and cybernetic parts being stolen and "cloned" (similar to cell phones) have become another obstacle. The culprits are never let off easily if found, paying for their treason in very interesting ways. Others get away, but they know that API is on the look-out for them.

API Worldwide

API has ten Founder Headquarters (HQs) where the members of the current Circle of Ten reside. Instead of being a closely knit group, traveling the countryside together, they control their individual pieces of the company and are chief decision makers for their country's HQs. Each branch has their own unique threats to face, distinctive demon allies, and specific methods of dealing with the supernatural.

Cape Town (South Africa)

Froyt Van Dousen was the Dutch representative for the Circle of Ten and his family line was part of the original settlers of Cape Town. Now, his current descendent, Michael Vanderzee controls their API HQ in an area cluttered with "cultural ghettos", producing both high crime rates and unemployment. Despite the modern appeal and ample tourist markets that exist for Cape Town, the discontent among its people and everyday chaos brings plenty of heinous demons to fight. This also makes it very difficult to enforce the API Registration Act in South Africa. They rely heavily on reinforcements from the London HQ for aid and they recruit to keep their appearance of control, which slips away slowly each day.

Coloma (US)

The US Founder HQ is run by Annabelle Priscilla Ilsley, a Spectral descendent of the Circle of Ten's Spanish representative, Beltran de Hermosilla. He was well-known for his great swordsmanship and was leader of the Circle of Ten, making his descendents very important to the tradition. California itself is overrun with Wolf People and experiences major threats from Native American demons, evil shaman, and Elemental spirits causing statewide tremors. Their coastline is also teeming with aquatic demons that kill and devour humans. The HQ has taken on additional responsibilities and scrutiny with the incursion of Chromatics in pursuit of Burner refugees.

Kyoto (Japan)

The Kato family line has remained strong from Kato Atsuyori, the Japanese member of the founding Circle of Ten, to his descendent, Jenny Kato, who stands as a strong-willed leader of the Japanese HQ. Tales tell that Atsuyori was hired as a caravan guard on the Silk Road before joining the prolific group and also possessed in-depth knowledge of mystic animism. Jenny is a cut-throat businesswoman with secret ties to Yakuza crime syndicates. Japanese agents fight against many threats from cannibalistic demons to angry ancestor spirits and even the occasional giant lizard. The country's supernatural communities were strongly shaped by magical echoes left by the twin bombs during WWII.

Lagos (Nigeria)

Fa'izu Oba (meaning victorious king) was a fierce, African warrior during the Black Plague. He became part of the Circle of Ten as their combat specialist, but stayed out of sight during their actual investigation. He is recorded as the one that dealt the killing blow to the Rat Queen and his legacy is upheld by his descendent, Babatunde Oba, a young militant believed to be his reincarnation. Babatunde has conflicts with the other API leaders, directly refusing to institute the API Registration Act or control any western-type corporation. Instead, his people make their own peace. This usually involves skulking the jungles and destroying supernatural beings outright. They are weary of any non-human and strike even the most peaceful demon dead on sight.

London (England)

England was home to Charles Nisbett, the Circle of Ten's top record keeper, which was integral to the founding of API. Jonathan Nisbett, his descendent, now runs the London HQ and uses his own expert record keeping to maintain API's numerous demon pacts for protection and service. London also houses stockpiles of magical objects and weapons that are confiscated. Other countries even send their mystical items to London for appraisal. Dozens of Orders hail from these lands and its rich history. They were the most vocal HQ to refuse the amnesty given to Burners, knowing the burden of keeping up with the consequences.

Montreal (Canada)

The Canadian HQ is headed by Gerard Robert, descendent of the original Circle of Ten's great French strategist, Guillot Robert. Far northern areas experience weeks of night, leading to heavy traffic from Taylari. Humanity rests easy, solidly protected in cities with API influence. However, the vast expanses of frozen tundra spell death for those crossing paths with the vampires or abominable snowmen. The Montreal HQ works closely with US agents to quickly and efficiently sort out situations along their borders, but they sadly lack real manpower to cover all of Canada.

Moscow (Russia)

Aleksandr Bortnikovo was the Circle of Ten's pathfinder and trap master for years, leaving his legacy in the capable hands of his progeny. Unfortunately, the last of his direct descendants was reported dead some thirty years ago. In the interim, the Russian Board of Directors ruled the HQ without the Circle of Ten's guidance. Five years ago, a young man from the Ukraine by the name of Vasily Baranova was discovered and found to be a bastard descendent of Aleksandr. Vasily has taken the mantle and attempts to reassert API's control over the area, but does so with a Board that constantly contradicts his choices. The worst threats are the recent rumors of a gruesome resurrection to be undertaken by an unknown doomsday cult. Just great.

Delhi (India)

API's Delhi HQs is run by Syed Sharaz Ali, descendent of the original Circle of Ten's Indian seer, Narasimha Gupta. Sharaz was proud to continue his ancestor's tradition, becoming quite the capable seer himself. The Delhi HQ deals with a plethora of would-be prophecies, as the possibility of birthing godlike avatars is quite prominent in their regions. Rumors abound of an incredible and dreadfully dark power on its way toward Earth in the near future, as foreseen by Sharaz. Their policy of allowing almost any "pure of heart" demon to join their ranks has led others to believe this HQ to be a haven for Illegals. Their office was also responsible for many of API's medical patents.

Rio de Janeiro (Brazil)

Joam Oliveira was the Circle of Ten's famed Portuguese negotiator. This family trait was passed down to his descendent, Nisa Amando. She coordinates with both Amazonian tribes and powerful companies to come to amicable agreements for all sides. She uses her talents as a master greeter to new demons, as well as professional interrogator. The API Registration Act is more a formality for the Brazilian HQ, as heinous blood cults and roaming bands of ravenous Lochs are rarely open to negotiation. Their numbers are often spread thin, as South America is a large continent to cover.

Mongolia (Nomadic)

Chuluun Tuman (meaning 10,000 stones) was the Circle of Ten's finest investigator, able to catch clues that most overlooked. His descendent, Altantsetseg Tuman recently inherited the Mongolian API offices that fell into chaos over one hundred years ago. The API Registration Act has no place in Mongolia and the entire HQ is nomadic, constantly traveling through the lands and removing hostile supernatural threats. They regularly acquire new agents (human and demon), creating a caravan that uses primarily guerilla tactics to defeat their enemies. Their primary mode of communication is pay phones or the Path of Telepathy.

China & Australia

China and Australia have small, secret API HQs in their countries, primarily used to monitor activity. The forces of darkness and demon populations are so strong in these areas that API would require much larger numbers to break through and force change. It would also cost many lives (agents and innocents) and large amounts of resources to attempt. Covert operations prove to be successful in these countries, but only when the situation clearly calls for such action. Chinese operations are conducted by the Mongolia, Japan, and India HQs, while the other offices handle any rising issues in Australia.

The API Registration Act

After the “Moon Catastrophe” of the Great Depression, the company put the API Registration Act into place. The Act quite simply states that all demons, monsters, and/or other beings that interact with the supernatural must be fully registered with API in order to do so legally. The company feels that constant record keeping and monitoring of the Earth is in everyone’s best interests and vital for their protection. The initial resistance was quickly squelched.

Paperwork & Restrictions

Upon first entering the Earth dimension, discovering their abilities, or being created, all supernatural beings are required to register with the local Apocalypse Prevention, Inc. office. These offices are kept separate from the actual API cell, for safety measures. The demons stand in long lines of DMV proportions to eventually have their information taken and obtain a special ID card, called a Blue Card. In a brief but detailed interview, they must also state whether they plan on staying on Earth, just passing through, or are simply visiting. Those with visitor status are usually restricted to city zones where they have official business.

Particular licenses are needed for supernaturally-owned businesses on Earth, especially those of a magical nature. They must tolerate periodic visits by API agents, checking their merchandise and ensuring they don’t carry items that can directly affect vulnerabilities of legal demons. This includes selling silver weapons without a permit or selling orbs of cold in areas heavily populated by Burners. Charms of protection against illegal demons are regularly allowed.

Portals

API pays close attention to prophecies and nexus points, placing cells in areas most likely to enable dimensional travel. They’ve constructed special gates, resembling fountains or statues, in these areas to control the flow in and out of the Earth dimension. With agents and gates in place, API is capable of intercepting approximately 70% of all dimensional traffic. Scans for magical energy throughout their cities prove helpful in stopping portal openings or otherwise dangerous rituals.

As with everything, there are exceptions to the rule of portals. Powerful adepts can master the Path of Portals that lead to dimensional spells that can open a portal anywhere. Some demons can also open pinhole portals in order to skirt API’s radar scans. This shows that humanity’s technology and magic still have room for growth. They attempt to acquire insight from some demons and scavenge what they can from the bodies of others.

Punishments

Violators of the API Registration Act are considered threats to Earth and have a varying degree of penalties they can incur depending on the individual offense and the mood of the investigating agent. Basic punishments include simple sanctions, forcing the guilty party to pay a fee. This is usually held for first timers, purely accidental magic incidents, or selling herbs they didn’t know were banned. Most simply pay their fine and are left alone, but ignorance can only be claimed once.

Repeat offenders (even for minor offenses) are dealt with swiftly and often with little mercy, incurring a heavy fine along with harsher penalties. An adept that lets their magic fly freely in

the open too often (breaking the fundamental edicts set forth by API) may be stripped of their spell books and magical components, tattoos, etc. They are also forbidden from performing magic. Just as easily, Apocalypse Prevention, Inc. may also decide to send that adept to a supernatural guru to teach them better magic control. The mood and disposition of the investigating agent has bearing on how the situation is handled. Elite Operatives are effectively judge & jury in these cases, but other agents need approval on their decisions.

Two other options are available under the strictest and rarest of situations. First choice: the execution of the offender. The death penalty cannot be a rash decision and is not taken lightly, but is the only choice in some cases. Some enemies cannot be reasoned with or are such a large and direct threat to Earth's population that words must be discarded. Second choice: incarceration of the offender. API has many supernatural jails, designed to imprison and strip the being of any powers they may possess. Even spirits can be restricted in these high-tech and magical cells, created by the company's brightest minds and most powerful adepts.

Prophecy Follow-up

API is very thankful that their ancestors had the foresight to leave behind precautionary texts of things to come. This includes warnings of the End Times spoken of in the Bible, Nostradamus's journals, hundreds of cryptic, Latin texts found in monasteries, and ancient Chinese relics written on turtle shells. Prophecies are used to follow supernatural leads toward the company's primary goal. There is no way to recount every prophecy, but certain themes occur frequently. Apocalypse Prevention, Inc.

tries to cover up most prophecies and texts that are the basis of extremist cult beliefs or plots against the company.

Dates

Humanity has been fascinated with theories of an End of Times since the invention of time and calendars. Magical dates and their surrounding events differ greatly depending on culture and author's personality, but they usually spell the destruction of the world. The company's ac-

Sibling Rivalry

The Circle of Ten tradition has been passed down from parent to child for nearly seven hundred years and is regarded with sincere honor. The first born descendents are integral to the company's success or failure. But the current Circle of Ten do not always get along and often come to blows over rivalries that existed centuries ago. Just like any family by blood or circumstance, they periodically enter into childish squabbles over company funding, man power, or recruitment procedures. These arguments take place via private video calls, holographic messages, or telepathy between the Circle members. Only after clear decisions have been made is an issue brought before that region's Board of Directors for a vote.

A recent point of contention was for additional resources given to the US to construct a second HQ in Florida. The London HQ challenged their unnecessary expansion and amnesty for the Burners. The European cells are under-funded and don't benefit from the US gold market and their leaders feel it was a misappropriation of usable assets. Needless to say, the Circle of Ten are not one big happy family.

cess to ancient tomes is almost limitless, as they fund excavations to unearth more every month. They hope to better defend the world by learning specific dates for when disorder is destined occur.

Nostradamus journalized several prophecies and his predictions are rarely wrong today, even down to specific dates. Apocalypse Prevention, Inc. scours his texts for leads, cross-referencing them with current world events in hopes of pinpointing the next prediction come to life.

The Year 2000 (Y2K) scare threatened to shut down the globe's machinery and computers, but Apocalypse Prevention, Inc. saw it coming a mile away. Y2K was a very real threat, but the company used their best cyborgs to infiltrate internet systems and remotely correct errors, simultaneously avoiding disaster and testing the efficiency of new cybernetic interface implants. The turn of the century was an important milestone to doomsday cults and some of the worst demons, who also came out of hiding for this date. Y2K was a trying time for API, pushing them to their limit in a number of ways.

Children

Countless prophecies exist about the birth of "special" children. The Bible speaks of an Anti-Christ born from a wolf instead of a human woman, leading some to question the destiny of the Wolf People. This same prophecy's association with hell and the Burner's appearance lead others to make the same assumptions about Earth's new visitors. Hindu teachings state that some children are born as avatars of their gods and are beyond human. These avatars may grow to be virtuous people and great heroes to their people or an enemy to the world. Some are the next step in evolution, being born as mutants with new natural abilities, skills, or physical deformities that make them special.

Prophecies also speak of dangers to children that have an impact on the world. API attempts to save these children if possible. Certain births have been prophesized to lead to catastrophes (i.e. riots, natural disasters, the End Times), which may lead the company to stop the birth or destroy the child. This forces API to keep close tabs on birth records, running weekly reports on all hospitals to spot potential risks before they strike. API's adepts are attempting to create a spell to track every birth in an area to gain insight into births outside of hospitals as well.

Miracles

When someone believes to have witnessed a true miracle, Apocalypse Prevention, Inc. sends agents to thoroughly investigate the matter. From statues crying streams of blood to evangelist faith healings to Jesus' shape in a bowl of cornflakes, each incident must be monitored and severely scrutinized. No miracle claim should be overlooked, because each one is either an opportunity to expose a fake, hardening the world's rational mind, or is a real sign that points toward mystical events that could destroy the company's vow of secrecy. Disproving miracles is a fragile mission for any agent. API's job is to prove that such things do not actually exist, but they must perform this duty in a way that doesn't strip humanity of their faith and belief entirely. Without faith and hope, humans are just empty shells.

Aliens

No aliens have invaded or visited Earth to date. Demons come from every direction, infesting Earth with often evil magic, but life has yet to be found on other planets in Earth's solar system. API keeps its eye on the stars to ensure that interstellar threats are not in the works. They have financed many space voyag-

Venturing Out

Humans are creative and forward-thinking beings, leading API to fund missions to other dimensions on occasion. They hope to gain insight into future technologies, alternative magic, possible resources for food and energy, and (most of all) new allies willing to stand by their side in times of danger. Unfortunately, many humans are rude and brash, looking simply for a fight or for “experience” with demon babes. Past actions of this type has led to a few skirmishes that API would have rather avoided, but the company holds their strong opinions that dimensional travel is necessary to the preservation of humanity and has not abandoned their missions outside of the Earth dimension.

es, usually including API probes of their own design piggybacking on government satellites. API believes they can easily circumvent possible threats before they reach the government agencies, due to their current technology and the speed at which they are creating new ideas.

Time Travel

Adepts have learned to manipulate both time and portals, but none to the extent of achieving time travel. In the same regard, no technology has created such an effect either. Nonetheless, many prophecies speak of travelers from the future that warned of dangers or those that traveled forward to experience the present and affect the past. Time manipulation is believed to cause time ripples (paradox) that could wipe the world from existence, which is why API keeps a sharp eye on anyone claiming to be from another time. They are usually demons from either very advanced or archaic dimensions, but none have actually been from another time yet.

Unleashing

The worst prophecies are those that involve unleashing evil beings into the world. Some enemies throughout history have been so powerful that they could not be killed. Instead, they were sealed away, as many were either true immortals or just too powerful to kill with even the best technology of the time period. Even from their prisons, some are still able to call upon and coerce followers to free them. This type of situation is difficult for API agents to fight against. Defeating their loyal cultists, who are by all definitions innocents, simply leads the being to find new ones. They prefer tailing the cultists to their places of worship.

Apocalypse Prevention, Inc. has one of two options when facing an unleashing: strengthen the barriers that imprison them or allow the unleashing to occur in hopes that modern technology is enough to defeat the being. Recently, the US HQ has implemented rules to halt any unleashing, as they do not wish to upset the balance of the authority they currently hold. This rule is even in effect for beings destined for a benevolent life.

Other Prophecies

Supernatural investigations are the company’s primary focus, but predictions need not be of a supernatural nature to be taken seriously. API aids in peaceful resolutions to complicated holy wars and centuries-old family rivalries, with the help of company seers. Even minor events, like the marriage of “soul-mates”, stopping the murder of a witness against a crime family, or a demon birth are taken on with just as much seriousness, if connected to possible prophecies. The Board of Directors believes that these events may reveal leads to future events, even if their meanings are foggy in the present.

API Agents

"And those are your orders for the day. Follow them precisely and report any problems immediately," said Agent Parker to his new inductees. It was a thirty-minute briefing and he's seldom so curt, but impressions are everything.

Turning to leave the cramped room and his students to their duties, Agent Parker heard one of them speak up from the back. "And what if we don't wanna? You don't got anything to teach me and these missions are lame. I'm an adept and my magic can take on any demon any day." His cockiness even riled a few of the other newcomers and they looked to the Elite for a reaction.

Agent Parker swung around to the adept with penetrating eyes. "Would you like to put those words to the test?" He placed his clipboard on the shelf and leaned his cane against the wall. "Perhaps a wager...?"

The adept hesitated at first, but had backed himself into a corner. "Yeah! It'll only take a one spell. Let's say, if I win, I get to boss you around."

"That sounds fair. And when I win, no backtalk from you ever again," Agent Parker smirked.

"Fine! Argrotos Mome-," he started his magic words right as he was slapped hard in the face, with the Elite's handprint left behind. "Owwwww!" the adept cried out, even spitting blood from biting his cheek. He grimaced with anger and began again. "Argroto-Owwwww!" he felt a slap slam across his other cheek this time. He tried again and again, until the adept simply got "A-" out before being interrupted by a hard slap.

Parker looked mostly bored, even sighing at the pathetic display this "bad-ass" adept was showing. "Are you going to back up your words or what?" he said. He then noticed the adept begin forming hand signs to cast what looked like an elemental spell. The agent quickly grabbed the adept's hands and twisted the wrists in a single movement. The boy leapt with pain, shaking out his now-ridged wrists.

He stayed determined not to be made a fool and stared deeply at Agent Parker, casting a spell with his eyes. The Elite took a coin from his pocket and flicked it at the adept's forehead, knocking him out cold and leaving the red imprint of George Washington.

Agent Parker approached the adept, made sure he was ok, and then turned to the rest of his inductees. "Above all else, remember that overconfidence can hurt and disobedience can kill. I am not a demon, a monster, or anything other than me. I'm just a man. But if you know you're enemy, that's all you'll ever truly need."

Induction

Despite all of their faults and historical atrocities, Earth belongs to humanity. Anything that happens to Earth directly affects its people, no matter how big or small. Humans also make up roughly 90% of all Apocalypse Prevention, Inc. employees worldwide, as it is their planet and dimension to protect. Most new employees aspire to eventually become full-fledged field operatives or high-ranked scholars, using their skills to further humanity's legacy and future goals.

The company accepts all manner of demon and magical beings into their ranks, but Apocalypse Prevention, Inc. has primarily human agents. These hu-

mans are often given authority over non-humans in their squad to represent humanity as strong and authoritative. They lead 98% of all missions and are the back bone of API, fortifying its values with their willingness to give up everything for the company's objectives. Seldom are non-humans given leadership of squads, regardless of their rank or ability.

How exactly does one become an agent? API is highly selective when choosing who wears this esteemed mantle. Initially chosen candidates contend for the title and have no guarantee of actually making it into their ranks. Prospective agents need the recommendation of an established agent. Field operatives are always watching out for potential agents during their mission duties. Only the best are invited to become agents, while others are left to be simple employees or backups.

Most are literally found on the streets. They may have been police officers that

never let their culprit escape or a great criminal, crafty enough to elude any persistent officer. Clever con artists that can dupe an API agent may be just right for a candidate, just as easily as a neighborhood vigilante with a vendetta on dealers. Of course, every agent looks for different qualities in an inductee.

Demons are easily candidates. Their previous cooperation with the API Registration Act helps agents gauge their commitment to the company's ideals. A Loch that's a repeat offender for trespassing into restricted zones or a Wolf Person who repeatedly shows themselves to humans may not be eligible to enlist without a strong reference from a highly-respected Elite operative.

Potential inductees are given tests of their instincts, critical thinking skills, and physical prowess. The actual outcome isn't that important in the grand scheme. Whether the candidate keeps their composure under pressure is the biggest



factor. They perform these trials without actually knowing that they are being watched and evaluated. A police officer may be given leads to a supernatural culprit to see how they handle information and if they catch the criminal. A con artist may need to use their charm on a notorious criminal, with a high chance of their own death if they fail. Other trials may include hiring demons to attack the inductee to test their fighting prowess or framing the initiate for murder, while also giving clues to prove their innocence. If successful in their test, they are approached and offered a position within Apocalypse Prevention, Inc. If they refuse the invitation, their mind and the prior events are wiped away.

Training

Each regional HQ has distinct methodologies regarding agent training regimens. Mongolian facilities may train their agents in the chill of almost year-round winter, while Indian bases train in blistering heat of expansive deserts. In Brazil, sweltering jungles are home to countless training operatives, while South African agents train on the mean streets.

US training is akin to that of the armed forces. They are separated from society, housed in barracks, and trained on special API training facilities, hidden in remote locations. Daily routines involve intense physical exercise and weapon familiarity training. Elite operatives teach initiates the ropes and drive them to grow stronger and push farther. The concept of team is paramount, often removing their sense of individuality so they think of their team first. "Boot camp" lasts approximately six months and the agents are ready for just about anything when they graduate.

Cutting Ties

The toughest aspect of becoming an agent isn't the near-torturous training or necessary mental adjustments to stay alive in the field. Instead, it's their essential transformation of leaving their old identity behind to take on their newfound duties. Apocalypse Prevention, Inc. mandates that agents cut their ties to the person they once were, burn all the bridges to their old lives, and make the job their livelihood. Afterward, they create a new identity for themselves. The reason for this is two-fold.

Partners & Squads

API likes to mix things up at times. Agents are assigned a partner after training to conduct their duties in two-man teams. Non-human agents are usually paired with a human partner to ensure humanity's representation in all matters. Partnerships are switched out every four to six months, teaching equality and tolerance through working with a variety of races. Rare occasions arise where certain partnerships are left together due to their ability to work with each other well. Some non-humans are even teamed together at times, but their unions are often short-lived. Elites can choose any partner they want from any race or skill level.

Pairs are sometimes not enough to handle extreme situations. This forces the assembling of squads. Squad numbers range from four to seven members. Each squad member is chosen for their individual skills (i.e. demolitions expert or translator) and may or may not include partners. If the mission criteria are fulfilled, the squad may stay together and be stationed to aid other cells with their abilities.

First, agents are expected to concentrate on their tasks and think of nothing other than their team's success, while attempting to avoid squad casualties or innocent deaths. Agents distracted by their most recent domestic squabble are of no use to the company. API cannot accept anything less than 100% of the agent's attention, because the fate of Earth itself hangs in the balance.

Secondly, complete separation ensures protection for the agent's loved ones. They are required to perform routine checks for Blue cards, shake down demon communities, and make a name for themselves as an authority figure. If they keep their families too close, that same name could lead to more innocent deaths and an emotionally jaded agent. The company removes this variable by separating agents from their old lives.

The exact procedures used depend on the individual agent. They can request to simply fake their death, alerting family and friends of their death in a car accident or similar tragedy. While this may seem cruel, it allows their kin to experience the full cycle of loss and lets them move on more rapidly. This creates a more complete separation from their old life and is the preferred method. Another technique is the full expunging of the agent's identity from the minds of anyone in their old lives. If previously a loner or hermit, this technique is easy for API to pull off. However, agents with large families and circles of friends have next to no chance of having this approved. It requires too many man-hours to track down so many people on the agent's contact list.

Once their ties are cut, their fingerprints and retinal signatures are removed to solidify their physical transformation. They are also provided with daily (and mandatory) medication to eliminate DNA identifiers in their blood and other bodily

fluids, which includes sterilization to prevent the production of more ties. When the process is done, they are a clean slate. They are given a new name that will eventually become something to fear to criminals and illegal demons.

Despite the company's expectations for the agent to devote their lives to duty entirely, no agent truly forgets their past. Some were devoted parents or may long to embrace their husband or wife. For demons with limited population (i.e. the Burners), their absence leaves a gap in their social infrastructure. Obviously, loners by nature (i.e. Changelings) find that life as an agent suits them just fine.

Most are given a semblance of a new life without ever actually having one. They have an apartment and their own personalized wardrobe, meet their neighbors (whether this is truly a good or bad thing), and may even collect a few acquaintances from time to time. But they wear many different hats as an API agent, from researcher to negotiator to policeman to hunter. This doesn't lend itself to keeping close ties with anyone outside their squad. In short, they wake up, they get dressed, they get to work protecting Earth from impending doom on a daily basis, and they collect a paycheck. They give up their past lives by choice and receive the thrill of excitement, danger, and a strong sense of duty in return.

Attire

An agent dress code is in place to maintain a certain level of professionalism and respect. The standard uniform is a black suit, white shirt, black tie, black shoes, and black sunglasses. Variations on this traditional outfit are accepted, as long as it doesn't detract from its intended purpose. The dress code gives civilians the impression that the agent is important and allows them to pass as

federal employees with ease. If expecting combat, agents can also wear API-issued protective gear. Demons with large bodies or those that need special breathing apparatuses may be issued specially-designed uniforms to accommodate them, as well.

Responsibilities

Agents are cornerstones to the powerful corporation and have duties they are required to perform. They are responsible for their duties and the lives of those they bring along. These tagalongs are often demons that can aid in their investigation or the occasional Watcher that follows them to record history in the making (page 132).

Established agents (especially Elites) are responsible for training new inductees. Some are great at teaching magic, tricks of the trade, or how best to handle social interaction. Others share field knowledge while facing down demonic savagery day in and day out. "Learn by doing," they say. Newcomers are trained in self-defense if they are ever expected to enter the field. Veteran Elites are the only ones qualified to train new Elites.

The next important task is the validation of supernatural beings. Periodic visits to the homes of registered demons are often needed, whether they dwell in suburban paradises, caves on a cliffside, or under a bridge. This ensures that demons get to know local API agents and to guarantee they are not sheltering illegal or wanted demons. The demon's relatives may be visiting from another dimension, but unauthorized entry to Earth is considered illegal until approved by API directly. Only the ignorant can pass without registering officially, usually bringing punishment to their Earth relative that "should have known better." Well-trained agents can easily tell the difference be-

tween ignorance and stupidity. Agents usually take shifts for this duty.

Registration matters also take place outside of routine inspections. Agents may find newly-developed adepts with no knowledge of Apocalypse Prevention, Inc, during an investigation in a magical disturbance. Agents have the authority to request registration papers (Blue card) from any demon, monster, or magic-user they meet at any time. Without appropriate paperwork, the offender risks containment or interrogation at the nearest API cell. Agents also have the option of giving a warning and hope that the offender will carry their Blue card next time. This can show an agent's sympathetic side and their understanding that special circumstances do arise from time to time.

Agents also undertake missions for the company, including possible cult activity, random dog attacks, serial murders, or links to the old ones. Missions are crafted from days of reconnaissance or can be a gut reaction. The agents are trusted to investigate situations and report their findings. The Board of Directors has mandated that the majority of missions be led by a human, usually Elite, instead of a demon who "may not have humanity's central prosperity in mind". Demons are often concerned with their own racial matters or join Apocalypse Prevention, Inc. to cause destruction with a badge. Wolf People are known best for this stereotype and is an old-fashioned thought that still rings true with many squads. Today, more demons have risen to lead their own squads or are given missions to complete alone or with a small team. Successful missions earn the full respect given human agents.

As a system of checks and balances, some agents are tasked with observing their co-workers' mission progress and reporting their findings to headquarters.



Other duties include checking and verifying read-outs, handling disagreements between employees, and keeping things running smoothly. Elites often take this job by default, having already proven themselves a cut above the rest. Somewhere in the mix is an API party planner to keep spirits up and organize periodic celebrations and events.

Research Agents

Research agents come from an array of backgrounds, but were all hired for the knowledge they possess and its usefulness to the company. Some are trained in medical science and actively for cures to modern diseases. Some are archeologists that dig up the past in search of answers to help find a better tomorrow. Some are journalists that chronicle events and follow hard-hitting, real topics to reveal answers to the existence of humanity. Some are simple, knowledgeable librarians that keep their collections safe

from harm to share their information with API. Others are computer geniuses, all ways on the cutting edge of technology.

Their lust for knowledge makes researchers a commodity. Other agents are trained to take down threats or deal with demons on a grand scale, but research agents check into every aspect of an encounter before acting. Most squads are assembled with at least one research agent, who often needs protecting.

Going Bad

Agents are given a lot of power in their superior training and ultimate authority on Earth. Apocalypse Prevention, Inc. would love to have a perfect track record where agents never abuse this power, but nothing could be farther from the truth. Some don't take that responsibility seriously or, more scarily, they take it too seriously.

Their special training and API status

make them prone to developing large egos. This can later turn into full-blown narcissism or megalomania. Abuse of lower-ranked agents and harassment of demon co-workers are signs that there may be a problem. This can carry over into everyday duties, as the agent harasses or pick fights with random demons on the street, even if they weren't breaking laws. Most demons obey API's laws without argument, only to be brought up on false charges, extorted, or murdered in "self-defense".

This behavior isn't tolerated by API when proven to be true. Unfortunately, the company backs their agents before believing possibly fraudulent claims from others, as many charges have been brought by liars and thieves. The word of an Elite outweighs most others. Demons or even squad-members that gain an Elite's ire may only have the option of moving or asking API to be re-stationed in this case.

Agents that go rogue are dangerous. They have enough knowledge of the supernatural and API's internal workings that they can hide successfully just about anywhere and often without fear of being found at all. They have enough contacts to obtain information to keep them hidden, like safe house locations or invisibil-

ity spells. Their face is recognizable to local demons from their days as an agent, which may lead to the hunter becoming the hunted without API backing.

Cybernetics

Humanity has finally honed their creative gifts and developed a power on par with magic: cybernetics. Every country's scientists, from India to China to the US, have attempted to merge the human body with the power of machines. Technically, the very first cyborg was the patient to have the first pacemaker installed in their chest, but secret advancements in bionic, nano, and cybernetic technology within API have surpassed this accomplishment. Cyborgs take advantage of innovations and delve into a dangerous world that few ever choose. More powerful implants often bring a stronger feeling that the cyborg is less than human.

Some volunteers for cybernetic transplants color their worldview with a Darwinist standpoint, merging with machines as a step toward the eventuality of this phase in human evolution. Others are thoroughly unstable and see their weak, human skin as a disease in need of the purity of machines. API ensures all subjects are psychologically evaluated

Adepts & Magic

The Board of Directors personally control magical forces and acknowledge that API would be ignoring a valuable resource by not taking advantage of magic. As a major cause of many disturbances on Earth, all agents receive cursory training of magic theory, but not necessarily its actual use. Adepts are important to Apocalypse Prevention, Inc. and magic is the tool of choice when mundane methods won't solve a predicament. Adepts are often drawn to the company to learn more about their gifts, the supernatural world, and loads of new spells (of course). They can climb in rank easily if they share the right secrets with the right people. The Board of Directors have all mastered several Paths of magic, but are always looking for adepts with new Paths or personalized spells to learn and trade. See the World of Magic chapter on page 50 for more information.

before the procedure, but other institutions are not so thorough.

Even though cybernetics were created and developed by humans, demons can utilize a full range of implants. Implants are not affected by natural abilities they may possess. For instance, implants cannot shapeshift with a Changeling's form. Demons also suffer from the same shift in ideology and can lose their identities in the process, struggling just as much with what it means to rely on human technology and forsake the lessons of their kind. Many wonder about their place in the world with defiled bodies.

Implant procedures are still pseudo-experimental. This means that the majority of candidates come from verified sources, like agent volunteers. Many don't survive the surgery, but the success ratio grows with each new cyborg that does. As agents' lives are very important to the company, the most experimental surgeries are performed on those without a real choice. Accident victims left with a mangled body may become the test subject for the latest round of limb and organ replacements. When "newborn" cyborgs awaken from what they expected to be their death, they now have a heavy debt to repay for their new life. Indentured servitude has become commonplace in cybernetic underworlds. Surgeries are difficult and expensive, even under the best of conditions, and cyber docs expect to be well-compensated.

Many cyborgs find few long-term benefits to having metal in their body. They provide power and additional abilities, but can also corrode, rust, and become damaged if not properly maintained. This includes monthly, expensive "tune-ups", internal cleanings, or daily hormones needed to keep implant from being rejected entirely. Metallic parts generally set off metal detectors, making travel harder.

Fight Clubs

Underground fight clubs are in need of new combatants and champions, which cyber docs supply for a considerable price. A cybernetic fighter can make a killing (in more ways than one) in the ring, taking on some of the best fighters in the city. If they are slaves, their winnings go the house and they simply fight until they die or triumph in enough fights to earn their freedom. Some never leave, even after breaking their control, as the money, fame, and crowd adoration is often too great to give up.

Scientists acknowledge that cybernetics field is in its infancy currently and hope to expand to using ceramics and polymers in the future to hopefully lessen adverse effects. In short, today's cyborgs are test subjects for future innovations.

Cyber Docs and Scroungers

Apocalypse Prevention, Inc. doesn't offer cybernetic services to those that "seek" implants. These people are often volatile or "too willing for their own good" to be trusted with such power. API scientists spend days to weeks in their laboratories, drawing blueprints for progressively newer implants, while medical agents continue to find ways to raise surgery success rates by even a single percent. Magic has made its way into this equation, using spells from the Path of Health during surgery in hopes of sustaining the patient's vitals. This addition holds a stiff penalty to the adept if the procedure fails and some have died from the magical backlash of a failed surgery.

Those without direct access to API visit cyber docs. Part street doctor and part loan shark, cyber docs are simultaneously a cyborg's best friend and worst

enemy. Cybernetic procedures are not available or generally known to those outside certain circles. Real cyber docs spend years developing the right skill set and contacts, while practicing constantly to hone their talents. They know enough to set up shop in areas without trouble from local authorities or API agents and hire muscle to guard against threats. There are only one or two verifiable cyber docs that actually know what they are doing in any given city. There are also twenty others who “think” they are cyber docs, performing shoddy work and giving cybernetics a horrible reputation.

Cyber docs simply wait for their business to arrive. They don’t need to actively seek out customers, as prospective clients always have a way doing the footwork themselves. Cybernetic implants are truly coveted and curious folk find a way to get what they want, no matter

the consequences. Some cyber docs are honest, maybe even cutting their new clients a break or providing credit with no strings attached. These cyber docs make a plentiful living on the back end, providing pricy repair, upgrades, and maintenance. Such fair business practices among cyber docs are surely not the norm. The majority of cyber docs offer their clients small amounts of credit, with seemingly simple terms. However, the client usually loses their ability to pay and the cyber docs have to implement ways to ensure repayment.

Cyborgs are given grace periods, before payment is even requested. Some clients actually make their payments on time, usually with exorbitant interest, and complete their business. Those unable to repay must deal with Scroungers, hired muscle for cyber docs. Scroungers break bones, smash skulls, and hurt family members of the indebted if payments are not made. They know never to harm the merchandise itself. Ongoing debt and failure to repay carry a “re-possession clause” for the implant, leaving no choice but for the Scroungers to extract the implant and return it to their employer. This typically leaves the client bleeding in a dumpster or dark alley.

Rouge Scroungers occasionally pop up without cyber doc employment. They resemble street gangs and take it upon themselves to “harvest” implants to sell to local cyber docs. A cyber doc may buy back an arm they just installed the week before for a fraction of the price. Both Scroungers and cyber docs make a profit in the end. Basic serial numbers can track these transac-



The Watchers

Another secret organization lurks in the shadows alongside API, the Watchers. The group has forever watched humanity's every movement and major historical events. They are scholars and book-keepers gathered together to collect volumes of history for every race in existence. While Watchers are focused on recording this dimensions events, Earth is far from the only world they have observed. They have access to magnitudes of data on races that exist in thousands of dimensions, even worlds that are entirely extinct. It is believed that they horde this significant information away to share with survivors of an apocalypse, in the case that API does not succeed in their goals. They already have enough that humanity could live on well after its demise in their volumes. They have yet to actually share their records with any that might ask. Their volumes are kept within their own ranks, transcribed in a secret language known only to their numbers.

Active recruitment is not a Watcher practice. Their exact methods remain shrouded in mystery, just as they themselves hide among the growing number of humans. They are careful not to attract too much attention to themselves when documenting and are disallowed from acting in the events of the world, similar to documentarians.

Against popular opinion, the Watcher tradition was not invented on Earth. Most are demon in nature, from all manner of backgrounds and cultures. They do have a small number of humans that have proven themselves and a large number of longer-lived demons, such as the Taylari or Lochs.

Apocalypse Prevention, Inc. knows of the Watchers and has taken an officially-neutral stance to their presence. As long as the group does not interfere with the company's ongoing objectives, they are of no essential consequence. Secretly, the Board of Directors hopes to one day get their hands on and covet the Watchers' texts, but all missions to infiltrate their ranks have resulted in missing agents.

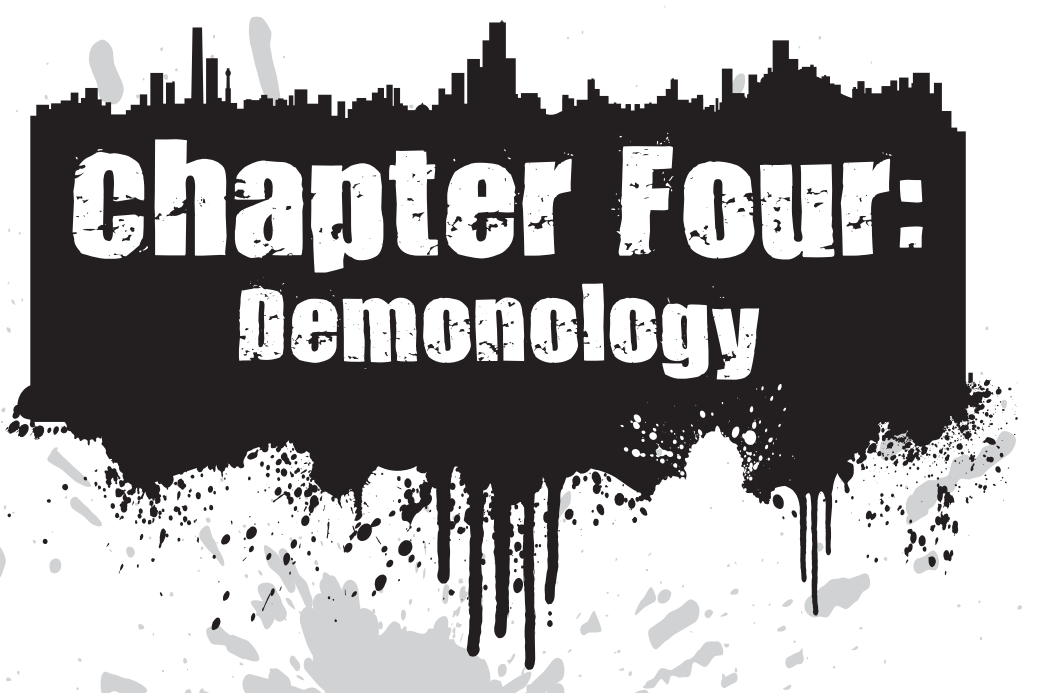
tions, but cyber docs rarely argue with cheap pricing, as they work outside of serial number regulation in the first place.

Remote Controlled

Malicious cyber docs leave nothing to chance and have discovered ways to ensure they get the most out of their investment. By installing remote control receptors, drugging mechanisms, or mind-control data chips, some cyber docs create obedient slaves from their patients. Some become unwilling surgery assistants, helping the cyber doc perform this heinous act on others. Some are turned into loyal Scroungers and bodyguards. Others are kept as erotic

slaves, forced into acts they would never do without being controlled.

Breaking mind control isn't usually possible, but that doesn't stop patients from trying. The only true option is the death of the cyber doc in control. But, even after this, the existing protocols are often still in place, requiring another cyber doc (and usually a hefty fee) to remove the programming and give them their freedom. The cyborg assistant may become a cyber doc themselves, while others may join the Scroungers by choice, or become streetwalkers, still urged by old programming.



chapter Four: Demonology

What is a demon? In the world of Apocalypse Prevention, Inc, demons are any non-human race. The worst of them are referred to as monsters, abominations, and even pests. The best of them are accepted, but regularly reminded of how truly inhuman they are.

Most demons are dimensional travelers from strange and beautiful worlds. Some visit Earth to acquire knowledge to bring it back to their people. They may also be on peaceful missions to meet and share their knowledge with humanity. Others even visit to scout for demon militaries ready to attack. The vast majority are evading a threat of some kind, trying to hide in this dimension, or they need something that only humans can provide. Whether originally based on paranoia or cynicism, this theory proves correct more often than not.

Apocalypse Prevention, Inc. is always

tracks down portals to meet new demons coming to Earth. If they come in peace, API returns the sentiment to which many diplomatic demons can attest. On occasion, these demons seek amnesty, but the company is careful about adding permanent residents and the potential problems. They bring original cultures and languages that do not always mesh with humanity's goals laid out by API. Unpredictable or potentially hostile races are not necessarily allowed safe passage on Earth and with good reason.

Other demons are humans that have become something other than human. They are tainted or cursed, possibly with viruses, magic, or genes from other dimensions and have no claim to the human title. Most grow up alongside humanity, with some knowing what they are from birth and others learning when they are "ready". These beings create any number of outcomes, from animal people to

mutants to vampires. Even cyborgs have been added to this list of demons, as they are no longer fully human in their hope to become machines.

Legality

Under the API Registration Act, demons that visit or reside on Earth are required to disclose their information to the company or face strict consequences. But what does it really mean to be a Legal demon?

Being legal means no need to be in fear. Legal demons are regarded as residents of Earth, just like humans, and are given freedom to live their lives in peace. API even helps them obtain occupations that utilize special gifts to make money. The company turns the occasional blind eye to unpleasant aspects of demon behavior or culture, if they prove useful enough. For instance, Lochs and Taylari kill humans for the sake of their own survival, but it is actually illegal for hunters to pursue force against them under API's protection. Instead, the company launches their own investigations to distinguish whether the demon acted in maliciousness or survival. Some receive a trial similar to human court systems, but with less red tape. If found guilty, they are banished from Earth or worse, which makes few demons risk such behavior if they want to keep their registration status. Either way, Legal demons can rest as easy humans that the company is there to protect them.

Giving certain demons amnesty (individual or entire races) also means accepting their enemies. Apocalypse Prevention, Inc. has given amnesty to many demons in the past, but put a hold on new cases due to population overload and issues with lack of man power. The Burners' case was the last to pass approval by the Circle of Ten and they brought constant Chromatic threats to Earth's doorstep. Not

Trench Coat Rule

As long as the majority of a demon's body and face is covered with clothing and a hat, a normal person's rational mind will remove any suspicions from their mind. Of course, the Trench Coat Rule no longer applies if the demon launches into monstrous battle or casts very impressive magic in front of witnesses.

The tradition of wearing a trench coat and fedora started in the 1920's and has surprisingly continued to this day. Its sheer coverage and inconspicuous brown tones tend to fend off casual observers. Full-hooded robes, farmer overalls with a cowboy hat, and other outfits that cover at least 90% of their body and face also take advantage of this rule. However, wearing flashy or particularly remarkable clothing can cancel this effect.

another occurrence the company wishes to duplicate until all current loose ends are tied up.

API holds the right to request things in return for allowing demons to stay on Earth. A certain number of the demon population, usually pre-established upon signing amnesty papers, is required to serve the company for a short time. They lend their abilities to investigations and help to keep the dimension safe from outside intruders. There are always loop holes in this voluntary "draft to service", but most are happy to give up their time and experience to keep their families safe. Being a part of API's efforts brings honor to their people. Races with superior numbers and performance within Apocalypse Prevention, Inc. can also ask for special favors or occasionally garner preferential treatment.

Burners

Little Joey Tazin's 8th birthday party was going well. He and his friends from school ran around his large back yard and had a ball. They played on high-flying swings and bounced on the giant trampoline for hours. It was like most parties at that age.

The proud mom and dad, Sally and Sam, watched their son play, laugh, and enjoy himself. They'd only moved to town a short while before and Joey had already made so many great friends. It was a proud sight to behold for a parent. Sam then motioned to Sally with a smile and they rushed inside to grab the firefighter-themed birthday cake and brought it out. It was like most parties.

"Happy Birthday!" Sam yelled for his son, as everyone else broke instantly into the traditional birthday song sung at most parties. They crowded around the birthday boy, smiling at each other in the fun being had by all. Joey's cake was laid out, with candles numbering up to eight, one lit right after the other, just like other.

The boy blew his candles out and the guests cheered with glee. Then he reached into the cake with his slightly sharpened nails and pulled out a cooked glulick larva, looking like a red worm about two feet long. Joey raised the creature to his mouth and crunched down hard through its carapace. He smiled widely and chewed with blue sludge dribbling from the side of his mouth.

Sally and Sam beamed with amusement, while the other kids' parents were slightly freaked. They had to remind themselves that the Tazin family was a bit on the eccentric side. One of the little girls reached out and took a bit of the worm sludge on the tip of her finger from Joey's cheek. Her face brightened upon tasting it too. "It's like candy," she shrieked and all the kids cheered as they shared the special Cauloni birthday delicacy.

So, in the end, it was like most parties. Well, most Burner parties anyway.

Homeworld

The Cauloni (better known as Burners) take their name from their homeworld, Cauloni, a truly interesting dimension. Elders speak of the dimension as if it were a dream, but it has become more of a nightmare for too many of their kind.

Upon entering Caulon, the first noticeable difference from Earth is the intense temperatures, reaching up to 400 degrees Fahrenheit in some regions. Visitors learn why when they see four suns in a red sky. Each sun is named after a legendary Cauloni hero, as a sign of respect and honor. Legends tell that another Cauloni will rise to be their next hero and guide their people toward a better world. When done, this leader too will become a Caulon sun and join the other great leaders, earning a place in their peoples' hearts. A Burner's "inner fire" keeps them safe from the extreme climates, while their lightweight bodies and long tails assist with balance, which makes scaling mountains quite simple. The largest cities are in the center of sprawling deserts that take weeks to traverse. Structures are created from sturdy stone with an archaic style (by human standards).

Caulon's landscape is primarily scorching desert, with towering dunes, mountainous cliff-sides, and various volcanoes. With geological and mathematical knowledge, visitors can easily predict a volcano's daily eruption schedule. The beasts and plant-life have adapted over centuries to sustain their growth in the abrasive habitat, but there is no water in sight. Burners require only food to live. The most plentiful, predatory creature in Caulon are Glulicks, giant sand worms that travel underground, popping up only to devour their prey. Glulick larvae are a

succulent delicacy for special occasions and celebrations, but fully-grown Glulicks are monsters that no traveler wants to encounter. They drill beneath victims for miles, making little sound before they burst from the sand and strike. The largest of them stretches up to 18 feet in length (page 173).

chromatics Descend

Complete enslavement of their entire race didn't happen instantaneously. The Cauloni fended off a single machine demon over two thousand years ago. With their natural fire magic, they easily extinguished the lone threat, melting its metal frame into nothing and then returned to their lives. The next generation, having only heard tales from their parents about metal beings, were less than ready when two machines descended upon their city the second time.

Each generation that passed faced an exponentially greater threat every fifty years. With the Cauloni's short lifespan, they passed their lessons down from parent to child, but the same warrior never battled the machines more than once. With each attack worse than the one before, the time came when they could no longer fend off the machines. Even with

vastly superior numbers, the unaging machine demons, the Chromatics, had the advantage from centuries of compiled data on their conflicts. The invaders bested anything the Cauloni threw at them and employed appropriate countermeasures against their fighting styles and natural weapons.

The Chromatics quickly programmed the Cauloni language into the databanks to communicate their domination of the world. Then the portals opened and an army of machines arrived to solidify this statement. There were about five Chromatics for every Cauloni, each with large weapons, impenetrable defenses, and holding all the cards. They put enslavement protocols into place that lasted for over four hundred years. Cauloni men were work slaves primarily, mining mountains to obtain raw minerals. Others took apart their stone cities and constructed intricate monuments of Chromatic design. The reason behind these structures is lost to mystery. Women were kept in perpetual states of pregnancy, as genocide was not their intention.

If they proved no worth in mining, could not reproduce, and failed to be any further use, the Cauloni could be dissected to give the machines even more knowledge of their anatomy. Through the

Why did they take over?

The Chromatics' end game is a raging debate for demonologist. Some believe they are on a constant quest for fuel. Some believe they are totally autonomous, simply traveling, conquering, and building with no actual goals. Without emotions, they wouldn't care who or what they crush in the process. Most theorize that the Burners were simply the most recent victims in a long line of possible dimensions that have been conquered.

Others believe that the machines are hive-minded with a single ruler giving orders. During their enslavement, the Burners were instructed to mine for precious stones and create towering monuments of strange configuration. The Chromatics may use these structures to communicate with others in their hive or their leader directly or it may just be another symbol of dominance. The truth may never be known.

aforementioned dissections, the Chromatics learned how to use their slaves as a source of fuel. Their bodies pumped a magical “inner fire” that could be filtered into usable energy to sustain mechanical systems. Fathers and mothers, children and grandchildren, no one was safe from the Chromatics’ drive to conquer. It became routine that if they were not forced into hard labor, they were stored in suspended animation for later use as living batteries. There was no mercy, as the machines were void of emotions. They only knew to usurp. They only knew to slaughter. They only knew to destroy.

The Escape

Over four hundred years of torment means about eight generations of loss. Few Cauloni alive today remembers life before the Chromatics. Newborns were kept in heat labs, raised with no education and given only enough food to survive. Females were nothing more than nursemaids, bred only to obey and churn out more children. Males were thrown to the mines to make them strong or stored in stasis to until they grew large enough to fuel their captors. Their traditions and culture were all smashed under their oppressors’ strength, save for the few carefully guarded secrets.

Then a strong man among them named Septimos decided to take charge. He had learned the few remaining stories of his people and dreamed of returning to a time before the death that surrounded them. He secretly watched the Chromatics, keeping an eye on their portals in and out of Caulon. His primitive people had never used Portal magic, but he practiced the necessary hand signs tirelessly and repeated the incantations for years, building power and control in hopes of replicating the portal effect and saving his people.

Nearly a decade of practice passed

before Septimos finally called upon his Mana to open a swirling portal in the city’s center. Many brave Cauloni died protecting Septimos as he struggled to hold the portal open. Hundreds of them abandoned their homeworld before Septimos was forced to close the portal and leap through himself. However, Septimos’ portal was kaleidoscopic and opened to



The Fifth Sun

Septimos still lives today, as if through sheer will. His spirit is stronger in his late-fifties than it was when leading his people to safety. Many believe that he will continue to live until the Cauloni return to their homeworld once more. This is when he will take his place among the other noble leaders of their people and rise into the sky as their Fifth Sun. Septimos smiles and scoffs at the idea, claiming to “be only one man”.

The “Fifth Sun” teaches his hard-learned magic secrets to other Burners, especially the magic of Portals. He believes they need to one day return to Caulon. They have yet to perfect the spell to allow them uninterrupted passage, but vow to never end their research and experimentation.

API is weary of Septimos and his activities. The Fifth Sun has amassed a formidable following that seeks to return to Caulon and reclaim it, with its own leaders and hierarchies. These Burners are often rowdy and rebellious, causing more problems than finding solutions. The company aids in their research of the exact portal coordinates for Caulon in hopes of helping them return. This effort is not only for the Burners, but also due to fear over what happens if Septimos dies on Earth... and becomes another sun.

numerous dimensions all at once. Many Chromatics entered the portal as well, but never made it out of the other side. The same rang true for dozens of now-lost Cauloni.

They came through the ruptured portal and arrived on a beach. They were amazed by the cold liquid in every direction and a single sun. Some were also startled by the cool breeze, bristling trees, patches of grass, and the freaky language spoken by the half-naked beings that stared at them in wonder or fright. However, it wasn't long before a group of humans arrived with a universal translator, some in black suits and others in hazmat preparations. The first words they heard were “Hello, I'm Agent Parker. Welcome to Earth.”

The Arrival & Today

Apocalypse Prevention, Inc. kept the Cauloni quarantined for nearly a year after their arrival. At which time, the Board of Directors settled their arguments and

debates regarding the new demons' place on Earth. They still regretted previously-legalized races that seemed to be very helpful at first, but ended up more trouble than they were worth. Some argued that the Cauloni should be required to aid in the US energy crisis, but this meant that API would drain the race no different than the Chromatics. Others argued on the grounds of overpopulation and moved that they should be sent immediately to another world to recover. There were no hard feelings, but the Board looked to Earth first. It was the kindness of Annabelle Priscilla Ilsley, along with the backing of the Circle of Ten that ruled the Cauloni be given amnesty.

Twenty years have passed since coming from a primitive world and knowing nothing of machines other than Chromatics. With so much of Earth's technology around them, including their introduction to cybernetics, the sight of machines kept many reclusive and scared for their lives. However, this was not the case for their children.

With their people's culture lost to the horrors of slavery, newer generations are raised in the US and have taken on Earth cultures vehemently. Some say almost too much. They adopt human names and were the first generation to gladly accept the moniker of Burner. Unlike their parents, they are obsessed with technology, especially after learning they can power it themselves. Burner teenagers are no different in dress or attitude from human teenagers in America and they are exceedingly happy to reside on Earth.

Burners easily raised their population to the thousands in the last twenty years. When once they were only a hundred, they have combined their strong libido and urge to repopulate the species. They are happy that their children, boys and girls, are given equal opportunity and freedom to pursue their dreams on Earth. This is something their parents never had.

Changelings

Rachel ran along the busy street with her blonde hair blown in the wind and pushed her way through the crowd. She knew the "man" was after her and was growing ever closer. Looking back, she realized she didn't have sufficient cover and the man still followed her unphased by the dozens of people in his way. She shivered as she heard blood-curdling screams from behind her. He killed anyone between them and was not far from Rachel, based on the proximity of the cry. The girl ducked down an alley, watching others run for their lives and crying for the cops in their attempt to escape this man.

She reflected on what just occurred. She had been picking pockets for weeks, but this was the first foray to turn into a bloodbath. She apparently chose the wrong mark tonight. Now the man was murdering people trying to get to her. She saw his teeth... she should have known

Changelings and Fairies

The origin of this phenomenon is unknown, but Fairies always congregate in areas inhabited by Changelings. The pests infest their homes and create general havoc for neighbors. Some Changelings become nomadic due to this occurrence. Of course, API facilities have precautions against such infestation, which is another reason to find comfort within the company. See page 166 for information on Fairies.

better. And now, she had to hide.

Then the man rounded the corner seeking Rachel's head. His long coat was drenched in blood that extended into tendrils and his hands glowed with a strange energy. He crept through the alley slowly and kicked a trashcan, startling a black cat that bolted away. He blasted the cat with magical flame and turned it into a pile of ashes. "Come out here! No one steals from me! Never!"

He kept his back to the wall to avoid any sneak attack, but was instead stabbed in the neck. Stumbling backward, he pulled out the "weapon" to see that it was #2 pencil. As blood sprayed from his neck, he turned to see a 2-Dimensional Rachel peel herself from the wall and become normal again. The ravenous man fell into a pool of his own blood and died. The girl turned and ran, hearing the approach of S.W.A.T. teams.

Rachel ran with all her might, letting go of her assumed form. Her light skin returned to dark, blonde-hair to dreads, and her blue-eyes back to brown. Running in her house, she found her mother and cried in her lap. Rachel had never used her abilities like that and had never dreamed of killing anyone. Her mother

guessed Rachel was simply upset about that night's "cheerleader tryouts".

With tears still steaming down her face, the door bell rang. At such a late hour, Rachel shuddered with fear. Her mother went to answer, leaving Rachel weeping on the couch. Seconds later, a tall man in a black suit and sunglasses walked in with her mother. "Rachel Moore? I'm Agent Parker. We need to have a word."

Lost Homeworld

It is believed that Changelings have existed side-by-side with humans for all of history. Demon experts hypothesize that if humans evolved from salamanders, then Changelings may have followed the chameleon on their evolutionary track. Their true appearance sports silver skin and large, black eyes, making some believe they may be "aliens" from another planet. This theory lacks any actual evidence.

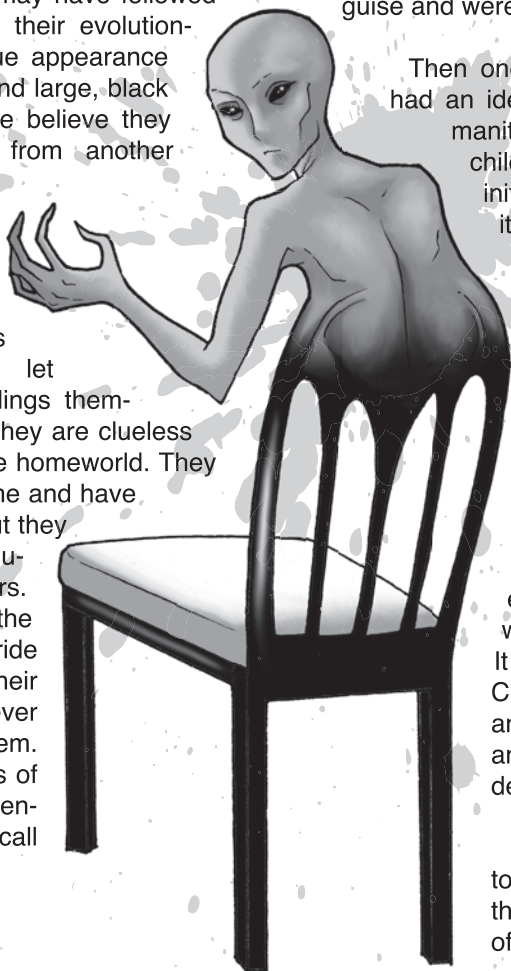
The truth is that no one knows their real origin, let alone the Changelings themselves. Yes, even they are clueless about their possible homeworld. They call Earth their home and have done so forever, but they cannot truly call humanity their brothers. Changelings walk the same streets and ride beside them in their cars, but they never feel like one of them. They are observers of life in the only dimension they have to call home.

Changeling Tradition

Few Changelings know this today, but their kind lived on the outskirts of human society for thousands of years. They were near-animalistic in their nature, with only a small semblance of true cognizance. Those with a closer proximity to humans grew more intelligent and aware than the others, but also lost their ability to take the form of animals. This realization urged them to find ways of coexisting with humans. They found that shapeshifting abilities only went so far without the cultural knowledge needed to pull off their charade. Some were executed as doppelgangers, when they couldn't pull off their guise and were finally unmasked.

Then one devious Changeling had an idea to coexist with humanity by swapping their child for a human's. While initially thought crazy, it did make perfect sense in the end and showed how logical they had become. Their children would have the opportunity to live as a human, becoming more like them and learning their cultures. Over generations, this would enable them to coexist without fear of reprisal. It became known as the Changeling Tradition and continues today as an important part of their development.

Many feel the need to heavily scrutinize their human targets first, often sneaking into their



Changelings and Cybernetics

Changelings can utilize cybernetics of all types and often love the versatility of the additional abilities they provide. However, becoming a cyborg brings with it two crucial drawbacks.

Many Changelings naturally suffer from self-esteem issues. Changeling cyborgs have the highest suicide rate of any race that can use cybernetics. Questioning their very existence on top of existing mental issues makes them the least experimented demons.

If able to conquer their inborn issues, their overriding physical aspect usually deters them. Cybernetics are not true body parts and do not change form when using their shapeshifting abilities. This renders disguises and some espionage missions impossible.

homes to see exactly how they live. Others “conveniently” bump into their targets, befriend them, and get to know the human’s child as well. When their child is born, the Changeling slips into their target’s home under the cover of a full moon and swaps the children. They mold their child’s flesh in a painful ritual, but is silent as not to alert the household. The Changeling Tradition must take place within three months of birth or crafting their flesh becomes impossible.

The methods of dealing with the swapped human child have been largely debated for generations, as each acquired the same morals and thinking as humans. Some follow the old, solid traditions to devour the infant whole. This method leaves no trace of theft and is a great reward for a job well done. Today’s Changelings typically leave the children to orphanages or families that cannot have children of their own. Some even raise the human child

themselves. Elders believe that leaving the child alive can only lead to trouble in the end.

As a Human

A Changeling’s parents don’t return for years to come. Their human family provides them with vital knowledge of human society, like cultural celebrations, showing emotions, or hiding family secrets. To their host family, they are their child, but they never feel like a member of the family or their community, no matter how hard they try.

As small children, many are diagnosed as autistic or developmentally challenged with social disorders. Most become wallflowers to watch humans in action and avoid taking part in activities. They often don’t speak until six or seven years old and their parents display surprise when their child speaks at more advanced levels afterward. Passing this initial observant stage, the Changeling enters a testing mode of their environment. They quickly learn their parents’ weak spots, whether a crookedly cute smile or bringing them a drink at just the right moment. They are master manipulators even at this age. Others become sociopaths in their adolescent years and are forced to fake the emotions they portray. Even though they can exploit others’ perceptions, they rarely gain happiness from doing so. They do this for experimentation, but this behavior usually doesn’t last long into maturity. To relax, they find a secluded place to be alone and only feel truly comfortable in isolation.

Reaching their teens, most join humans in the same rebellion against authority figures and soul searching in an effort to find out who they really are. However, Changelings struggle to define themselves in isolation. They often run away from home, having never felt like

part of their family. Those swapped into very loving families may not run away, but may withdraw from “special” family gatherings, such as birthdays or reunions.

Around puberty, their Changeling parents return to teach them of their demon heritage. Few know how the child will respond. Some are ecstatic from knowing they weren’t crazy and accept the truth without hesitation. Others rail against the Changeling Tradition that left them in their confused state and damn their “so-called” parents. If they choose, their parent breaks the magic that holds their human form and allows them access to their shapeshifting birthright. Their basic training typically takes a week or so, and then their parent usually leaves immediately after. Some are allowed to travel with their parents for a short while in an apprentice-type arrangement, but they will always part ways before long.

Born Alone and Die Alone

Changelings are loners by nature and many theorize about the origin of their self-inflicted loneliness. Most pass down the story of a beautiful girl whose heart was crushed by a Changeling long ago. This Changeling was raised in wealthy noble family and he used his family’s money and connections to obtain any mistress he desired. The girl didn’t fancy him, which made her his prey. He did everything he could think of to win her affections. He sent jewelry and lovely sonnets written by his scribes. He hired the city’s children to perform a dance in the square and when that didn’t work. He even professed his undying love on his knee. No matter what he did though, she did not give into his attempts.

The Changeling learned great manipulation in his time as a human. Figuring that his advances would never work, he took the form of a poor, handsome stable-boy and charmed his ways to the

girl to lay with her, his only true goal. After their pleasurable night, he proved that he always got what he desired by revealing himself. In her disgust, the girl (who was also an impressive adept) cursed all Changelings with eternal loneliness. Even if they find true love, they desire only isolation. No one knows if this it’s true, but the tale is passed down to teach an important moral as well... always show caution when revealing your true form.

The inability to share their true self with another is only one road block. Their strange and unrelenting urge to be alone is often a hard cross to bear. No matter how close they grow to another (whether demon, spirit, or human), they never truly connect on anything other than an artificial level. Most try hard to feel something, even faking emotions, but it never works. If the target of their rare affections is convinced, they know they’ll end up leaving one day. Some say they get used to it, but the truth is that few ever do.

The Forgotten

Some Changelings are never tapped by their parents and never have their human shell broken. Their parents may die prematurely or may be on API missions that required long-distance travel. In these cases, the parent usually leaves the duty to another, closely-trusted Changeling. Then again, even they can’t be held 100% accountable.

With no way to undo the molding rituals done to their body, most never become full Changelings. They are called the Forgotten, those that are forced to live their days as miserable humans. Others with exceptionally strong wills can break the spells on them on rare occasions, sometimes even before their teens. They are then forced to train on their own, until their parent one day visits them.

When two Changelings meet, they may travel together for a short while, but it rarely lasts long. Their urge to disconnect weighs heavily on their souls, until they are alone and then crave companionship again. This never-ending cycle can only be genuinely understood by another Changeling, which can turn these brief meetings into passionate on-again off-again relationships. The pair may meet every year or two for the span of a few months of companionship and then separate for each of them to have their solitude. Many children are born from these unions and they are the closest thing to marriage that Changelings can understand or bear.

Upon death, Changelings also prefer to be alone over having false friends or unfamiliar family surround them in their final moments. They slowly lose their human shell, reverting to their true form and almost melt until they are just a pile of bones. The whole process takes about a day. Luckily, their skeleton resembles human anatomy, so no information on demons is given away by their remains.

Hidden Folk

Humans and the Hidden Folk have had a love-hate relationship throughout all of history. Their legends state that the two races lived together in harmony for millennia before humanity tricked the Hidden Folk with a sinister oath that locked them away in another dimension. The Elves were able to separate their spirits from their bodies in order to reenter the Earth dimension and began possessing human bodies. Even with their hatred of humans, only those that shared Hidden Folk blood could be permanently possessed. They decided it best to be peaceful with humanity, but their efforts have continued to be toward reversing the pact they agreed to so many generations ago.

Their influence in Apocalypse Pre-

vention, Inc. has grown since its original founding. They did not assist the Circle of Ten during the Black Plague, but could not ignore the obvious power the group brought to the table, implanting themselves at the base level. Hidden Folk rarely aspire to high ranking positions within the company though. Their goal is to break their pact and return to their bodies. API has an open policy of attempting to help the Hidden Folk in their endeavor, but these efforts are purposefully delayed by the Board of Directors. No one knows what the Hidden Folk will do if they get their bodies back and return to Earth. It could spell all-out war between the races and that is not a chance the company wishes to take any time soon.

Husks

The Husks ventured to Earth nearly 300 years ago, landing on Canada's doorstep. They were akin to an orphan child with nothing to offer, but a race that was not easily turned away. Portals from their homeworld brought many noxious gases to Earth, but API was alerted quickly by the Alpha Packs and they were able to clear the forests of any ill-effects.

The first Husks were kept quarantined in a sector of the Pods for months as the Circle of Ten decided on the unique race's fate on Earth. Many points were made for them: they learned Earth culture quickly, require no food to survive, and greed is non-existent to their race. The points against were that the Husks had zero drive and would contribute nothing to this world. That was, until API saw the Husks' spark of creativity. Along the time that they were quarantined, they painted, decorated, and made their pods into works of art. They were freed and allowed residence on Earth under strict guidelines. The Husks would serve Apocalypse Prevention, Inc. and aid in their lack of manpower that existed even then.

When on duty and performing duties that are required of them by API, they show great courage and drive. When off duty, they do little more than experiment with new artistic expressions. These standing agreements made the transition easier for new Husks that followed through randomly-opened portals to Earth. It appears that their portals suffered from the same kaleidoscopic effect created by the Burners.

Lochs

The small fishing boat was out at the same spot for the fifth time that week. "Captain Jonah? Why we keep coming out this way? We've not got a bite this week and we make no money this way," the older first mate asked, watching the overly calm waters.

"Trust me, Jeb. There's a big one here, I can feel it." The captain of the two-man ship said, climbing down from captain's chair on the top level.

"Where goes your mind, captain?" Jeb said, as the surrounding waters suddenly bubbled and let loose torrents of water shooting thirty feet into the air. The mist cleared and a shark monster twice as large as the boat appeared... and it spoke. "Jonah... you've come at last, you coward," it gurgled through the water. Jeb was too frightened to move.

The captain smiled. "I'm here all right! You've been a thorn in API's side too long and here I come to take you out!" Then Jonah's true form burst out of his sea clothes. His long mustache elongated into long catfish whiskers, his skin turned scaly, and his hands webbed. The captain was now a large fish person and he leapt into the monster's mouth. Jeb yelped.

The shark creature crunched and swallowed, readying its pallet for Jeb as its next course. Then, the monster violent-

ly coughed, spraying blood all over, and the captain was suddenly back on deck and covered in shark's blood. He pulled a pencil-like contraption from his pocket, turned it on, and then...

"Jeb! What are you doing just standing there?" the fisherman heard, snapping out of some sort of dream. He could have sworn that there was a colossal fish fight before his eyes. "Get back to work... we can't afford to be in waters with no fish!"

"Ri-right, Captain. I don't know where goes my mind," Jeb said moseying back to his duties, never knowing the truth behind what had actually occurred.

Homeworld

Domainya is homeworld to the Sedrone (nicknamed Lochs by humanity) and has been studied for years by Apocalypse Prevention, Inc. There is a mushy, but solid-enough ground at ones feet, fleshed with healthy soil and strange plant-life. The entire world is otherwise composed of only water. No matter how far in any direction the scientists have traveled, they have yet to find an end to the liquid in this world. With humanity's advances in deep-sea technology, they have sent tracking probes in every direction to test the immense size of the dimension. Thirty years have passed since and the probes have yet to come in contact with each other. Probes sent upward, hoping to find surface, have also reached nothing resembling horizon. Some probes report contact with horrible sea monsters, and others have been destroyed. Non-Loch visitors or other non-aquatic beings require special suits and breathing apparatuses to survive.

Domainya has no horizon, no sun, and no moon. The landscapes are lit only by the world's green moss and glowing crystals or the dangerous demon angler

fish. Aquatic races can see normally in Domainya, but others need additional light sources or API's special suits in order to see even ten feet in front of themselves.

Sedrone cities and towns are constructed in the natural rock and coral of their landscapes. They are incredibly ornate and take astoundingly aesthetic twisted forms. The buildings tell a story of nobility and decadence, with precious jewels and enchanted crystals are encased into the walls everywhere befitting royalty. But the most notable scenery in Sedrone territory is the blood red water that stretches for miles. The story of how this occurred is integral to the Lochs' existence today.

Sedrone Rule

Hundreds of years ago, the Lochs ruled empires in Domainya. Like most civilizations, they started as villages, grew into towns, and then to sprawling cities. Due to their large size, the Sedrone took other cities by force with brute strength and ambition, almost endlessly adding to their territory. Several aquatic races lived in Domainya with the Sedrone, but they

fell one by one to the awesome carnage. They quelled every rebellion and created many orphans in their wartimes, but a sense of relative peace eventually came to the kingdom.

The Sedrone were not what would be considered fair or compassionate rulers. On the contrary, they were quite cruel and they made it a mission to spread that cruelty through the kingdom. They often forced subjects to erect statues in their honor and eat plankton, while the rulers feasted on rare meats like kings and queens. They never actually enslaved their lessers, but kept them in check through intimidation and fear. They terrorized them with constant threats of being the next on the chopping block for their frequent, random, and public beheadings. Some even fed the beheaded to the townspeople in sick blood rituals. They were drunk with mad and unopposed power.

Then, approximately one hundred years ago, the races they held under foot started a rebellion. Strikes were held, stopping the flow of commerce and making the Sedrone wealth worthless. Riots broke out, destroying the statues and other ornamentations of excess. The rul-

How exactly do they... you know?

Lochs began as oviparous beings, laying several eggs for later fertilization like other sea-dwelling species. As their race evolved into larger, more powerful beings, they began laying a single egg produced by the female. As laid eggs are more prone to threats and require more protection, they later evolved to housing the child inside the parent's body as it developed. They developed reproductive organs similar to a human's and intercourse became their primary fertilization method. Both males and females gained the ability to carry the child after consummation. The male fertilizes the egg inside the female and can either leave it there for the female to protect or draw it into their own body to store.

Human males rarely survive the pain of Loch eggs burrowing through their genitalia, most going into shock. Human females are genetically built to carry young, giving them a higher chance of producing a full term birth after five months of gestation. Still, none have made it through childbirth alive. Half-Lochs have shown to possess qualities from both Lochs and Humans. The oldest child from such a union is currently four years old, but no one can truly know their power until they fully develop.

ers leapt into action, using their claws and raw power to squash the rebels, but no amount of bloodshed stopped the rising number of rioters. The rebellion was planned quite well. Filled with pride, this fact didn't stop the Sedrone's attacks. With even the murmur of rebellion, they swooped in to the slaughter.

The Contagion

After a decade of rebellion, their stalemate began to sour. The people were angry and confused. They rebelled to take back control of their lives from their greedy rulers. That same rebellion now caused too much death. Their only chance of survival was to hit the Sedrone with an attack that they could not recover from or prevent by swinging their mighty claw.

Domainya's technology, while completely different from Earth's, was very advanced. It involved alchemy and herbal remedies, combining mixtures of plant-life, animal parts, and Mana into powerful concoctions and potions. The rebel leader (whose name is lost to history) served the Sedrone as a doctor and learned their physiology well. With preparation that lasted years, they readied their final strike, letting loose a Sedrone-specific viral infection. This deadly bio-weapon was called the Contagion. Their cries rippled through the dimension, as the vast majority of the Sedrone were wiped out in an instant. Those not killed by the virus found that pregnant Sedrone lost their children and the rest were sterilized, unable to breed to produce more of their kind.

The rebellion finally dealt their killing blow and victory was at hand, or so they thought. The Contagion and the death of so many angered the Sedrone, turning them into unstoppable juggernauts of destruction. The campaign that followed can be described as nothing less than a bloodbath. So much so... that it stained

the territory's water red for eternity. Some escaped to remote parts of Domainya, but the majority were massacred.

Earth Mission

They tried unsuccessfully for years to reverse the despair the Contagion caused. It became more apparent with each attempt that they would never find the answer in Domainya, where they were surrounded by their past debaucheries and the blood-stained waters. Their best seers and adepts of the Path of Portals worked together to open a doorway to another dimension that would hold the key to their survival.

That fateful portal led them to Earth, arriving in the Amazonian jungles of South America. First interactions with humans did not go well, ending with human parts in piles or in the Sedrones' stomachs. The human death toll made others cautious of traveling through the jungle. It also led the way for others for further investigation into the matter. After their conflicts grew too large and numerous, the proud demons secluded themselves from the hairy beasts that spoke in a weird tongue.

They soon spread their numbers throughout Earth, from the United States and Europe (most notably). In the US, they were seen a few times before becoming national urban legends or mythical phenomenon. Dubbed "creatures from the black lagoon", this only urged more people to seek them out. In Europe, they were found in the bottom of lakes and bogs, being named Loch ness monsters (or Nessies). "Lochs" is the moniker that stuck.

There was no getting away from humanity. Their groups conceded and took one of two actions. Some Amazonian collectives became monsters and slayed any human they saw. They continue to be hermits to this day and seek help from no

one. Wiser Lochs chose to connect with humans instead. They met with agents from Apocalypse Prevention, Inc., learned the human tongue, and tried to create suitable living arrangements on Earth, where they were destined to find a cure.

Ailment and the Cure

The Lochs initially fell short on the mission to find a cure to the Contagion, but made their intentions clear in all dealings with API and humanity as a whole. API's best minds assembled on their behalf, creating many possible panacea, herbal potions, or mystical therapies to administer, but could not make a dent in the potent Contagion.

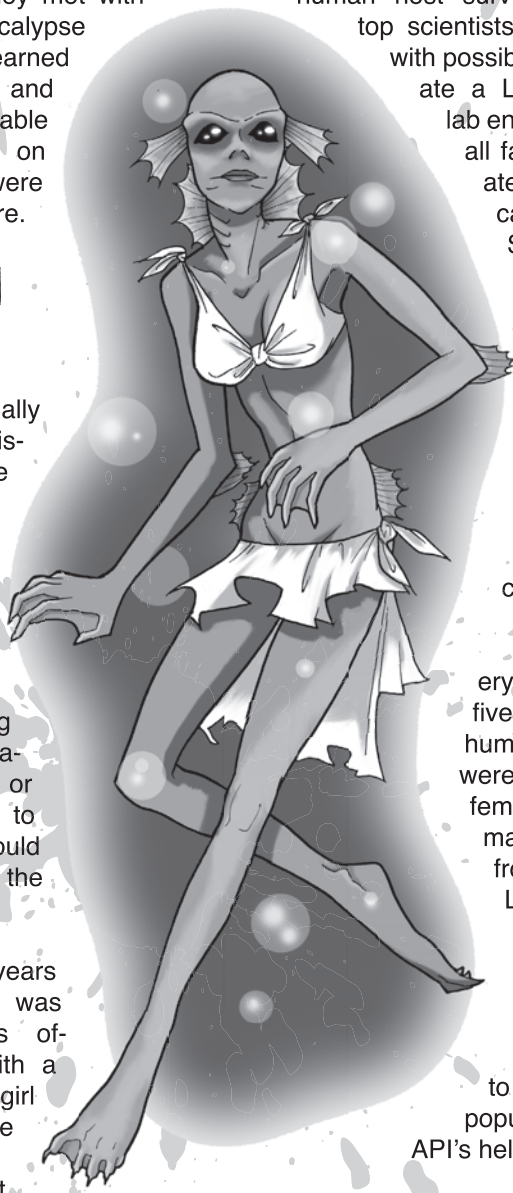
About eleven years ago, a human girl was brought into API's offices... pregnant with a Loch's child. The girl had been raped five months prior and was ready to burst (quite literally). The child gestated too quickly for her body and was born with such force that she did not survive, dying violently during childbirth. Unfortunately, so did the child, but this event brought hope. They learned that mating with humans was possible and praised their seers that were right to bring them to Earth.

No way has been found to help the human "host" survive the mating. API's top scientists have experimented with possible procedures to create a Loch/Human child in lab environments, but have all failed. It must be created through the physical act of procreation. Surgery to remove the child is difficult as the fetus is firmly attached through a carapace inside the body. Chances of a Loch/Human bonding is less than two percent. Alas, most are stillborn, even under the best of circumstances.

Since this discovery, there have been five documented Loch/human births. Three were born from human females, one from a human male, and one from a Loch female. Loch males have yet to give birth to a live child on Earth. Due to their incredibly long lifespan, the Lochs look forward to slowly but surely repopulating their race with API's help.

Blending In

The Lochs have become an Apocalypse Prevention, Inc. staple since their advantageous agreement. The Lochs ensure that the company has muscle for their squads and work to protect Earth's waterways. In return, API turns a blind eye to the repercussions of any unsightly birth-



ing processes. Lochs are still presumed to keep their activities covert to prevent a situation that the company cannot overlook.

As large, horrific beings, they cannot obtain normal jobs to earn wages like human-looking demons. Many work the docks or perform late-night manual labor duties, but always in positions with little to no supervision. Most interviews are done over the phone. Those not happy with the meager wages provided by nine-to-fives tend to look to API for assistance, hoping to get hold of an Image Emitter. This invention also helps in the scope of love and sex, allowing them to blend in and coerce potential human mates. This gains much less attention than forcing the act of mating on them. Some feel guilt over lying to the humans they grow to love, but agree that the future of their race takes precedence over these emotions.

Other Lochs forget about "blending in" and retreat to the ocean, where they have begun constructing undersea towns for their kind. However, the constant pollution found in Earth's water makes this an unbearable choice for some, forcing survival on the land anyway.

Ondine

Loch storytellers view their history as circular. They are tested with many hardships, but they triumph and live for centuries in peace until the next test challenges to them. However, never have they had to deal with so much: the Contagion, the Migration, and the Ondine.

The Ondine view themselves as the natural heirs to Earth's oceans, given to them by the great sea god, Poseidon, himself. They are not demonic invaders but rather a race that developed on Earth to be quite territorial. Their communities are smaller than the vast kingdoms of Domainya, but were established long before

the Lochs even took notice of Earth. Now they are in a fight for their homes.

Ondine raids on Loch communities are not unheard of, with their sleek bodies capable of zipping into bases, seducing the human guards as they enter, and launching devastating raids before retreating. Lochs are currently planning defensive strategies against them, utilizing API's help to set up sophisticated security systems. Regardless of their efforts, the Ondine continue to attack and with good reason. They ruled Earth's waterways in solitude for thousands of years and now they have an overambitious race of fish demons attempting to high-jack that control.

While not surprising that the Ondine would retaliate, many Lochs view them with contempt. After all, the Sedrone conquered Domainya and drove other races to extinction in their bid for power. When the Loch nobility learned of the Ondine and their claim on Earth, it was unanimously decided that the Lochs would refuse to leave. The survival of their species was tantamount to the desires of other races, and scattered reports indicate that roving bands of Loch settlers assault and destroy Ondine warrens in an attempt to conquer the oceans and protect themselves.

Spectrals

Peter's eye opened ever so slowly, bringing his blurry vision to focus. He stared up at a lamppost and felt a faint, yet ever-present migraine coming on. He sat up and checked his surroundings and saw his car slammed into that same lamppost. Someone was behind the wheel and they were not moving.

"Help! Someone's hurt in my car and...!" he started to yell, but stopped suddenly. No one else drove his car. It would only ever turn over for him. He inched his

way forward. He had to see with his own eyes. Reaching the car, he leaned over to see the driver and saw himself. He attempted to push himself away from the car in terror. Instead, his body fell through it, having no substance. He screamed again and crab crawled away from his car and the bloodied body in his newly upholstered seats. His wife would have killed him...

Then he heard crackling energy, as a doorway made of light grew larger and larger before his eyes. It beckoned to him to enter, calling with the voices of his father, his mother, and his other deceased relatives. An ectoplasmic tear dropped from his eye, but he wiped it away and walked toward the light. At his third step, he saw another person running quickly, much faster than he, toward the same portal. No matter how fast he attempted to run to catch up, he was a clumsy man by nature and was unable to reach the portal first. Worn out, he huffed and puffed, even though no real air passed through his lungs, and watched the doorway (his doorway) close in an instant when the other man entered.

Peter cried out in frustration and then another loud cry sounded in the area, but it was more of a hunting call. That other

man wasn't running just to get to the portal... there was something after him. Peter ran away, hoping to never see what could make the dead so scared. He hoped to escape whatever horror was out there and headed to the only place that he felt safe... the glen where he met his wife.

Death

Spectrals are dead spirits that continue to exist anyway. The term "Spectral" was created by Apocalypse Prevention, Inc to reinforce the new abilities they now have to offer and not to remind a ghost of their actual death. Of course, terms like "ghost" or "dead guy" still slip out here and there, bringing back bad memories. If others treat them normally, some forget they're dead at all.

They never end up in their current state under beneficial circumstances and the surrounding events shape their attitudes and Passions. A murder victim may spend their time tracking down their murderer, especially if the culprit was never brought to justice. Suicide victims may become introspective and attempt to shed light on their reasoning. Others die of natural causes, falling into an unending sleep

Where Do Demons Go?

Spectrals are created when a human dies, but many ponder what happens when demons die on Earth. The obvious answer is: they become a Spectral too, right? Then they see that Spectrals are 99% human. Not only is Earth humanity's home-world, but they also have no cursed blood to taint their ghostly presence.

Other races that die on Earth may become ghosts for a short moment, but then simply vanish. Some believe that the demons return to their own "heaven" or "after-life", while others believe that they fade from existence from being so far from their homeworld. The latter comes from the opinions of prejudiced humans and purist demons. It makes most demons even more cautious to avoid death while on Earth.

Spectrals have originated from Wolf People, Changelings, and Burners born on Earth. The half-Loch children born on Earth are expected to become Spectrals as well. But most find API scientists are pretty morbid for wanting these children to be born, only to witness their death for science.

of perfect comfort, just to be dragged from the Bright Lights to serve a necromancer or to fulfill their “duty” to API. The company can’t honestly be expected let their best employees get away so easily. “Death is like quitting. You don’t want to be a quitter, do you?”

The Bright Lights

There is no Spectral homeworld other than Earth. They were, after all, humans that have now become ghosts, immaterial and dead. But the Bright Lights beckon to them to enter its mysterious portal.

When a person dies, they have what some have described as an “out of body experience”. They stand beside their dead body. A bright white portal of luminescence opens before them and beckons the ghost to enter. Most do. Not entering the portal, either by choice, by accident, or by a necromancer’s command renders it useless. They are stuck to wander the Earth forever.

The Bright Lights may not appear to ghosts that died by suicide or to those that lived utterly despicable lives. This suggests that the portals are selective about who’s allowed to enter. Judeo-Christian believers feel the Bright Lights confirm their idea of suicide as a sin. Karmic believers feel that it may only allow those that have lived worthwhile lives. Others theorize that everlasting life or reincarnation lies on the other side, but no one truly knows. Any spirit that enters the Bright Lights is gone forever, never heard of again. The portal also isn’t visible to the living.

Spectrals constantly feel the draw of Bright Lights, sensing any new portals that open nearby (approx. one mile radius). They are urged to rush toward the portal, no matter the cost, but most resist because the Bright Lights only admit one

ghost per opening. Even at an accident causing multiple deaths, a separate portal opens for each ghost and they all know exactly which portal is theirs. Outside ghosts could (and have on occasion) rush to another’s portal and essentially steal their pass to the Bright Lights. This condemns the newer ghost to Earth and cheats them out of their afterlife existence. Some condemn this loophole to death and refuse to cheat another out of their intended fate.

Threats to the Dead

Most Spectrals believe they are invincible from being immaterial and unaging, but they have several threats to their existence. No matter how benign their activities or how much good they attempt, there is always someone trying to use or get rid of them. Why? People are scared of ghosts and few things motivate someone to action more effectively than fear.

A Spectral’s first threats are exorcists. Their power can instantly banish ghosts, even if the area was their home first. This frustrates and infuriates Spectrals, hurting feelings and urging them to hate that leads to poltergeist activities and possibly evolving into Conceptuals of malicious intentions. Necromancers are also detested by Spectrals worldwide. These adepts are masters of death and seek to make Spectrals into unwilling slaves. Certain spells can command ghosts to do just about anything with a word. This same magic lets necromancers and exorcists harm or destroy a Spectral’s ectoplasmic body with mundane weapons.

Large-scale hauntings call attention to them, which brings adepts, Spirit Eaters, and even Apocalypse Prevention, Inc. to their doorstep. So, they attempt to stay as secretive as possible, unless they truly believe themselves safe. They must also be careful who they trust when revealing themselves.

Spirit Evolution

In their first years, Spectrals are pushed to continue on by force of will and by pursuing their Passions. They may seek revenge, become a guardian angel for the children they left behind, or even build small ghost collectives that adhere to an honor code for the dead. Eventually, the people that wronged them in life will die (either by their hands or naturally), their children will grow up and no longer truly need protection, and other ghosts will choose to follow their own paths. When the Spectral loses their true purpose, they must search their soul and consider their spiritual identities. This decision results in their spiritual evolution or their fading away from existence all together.

Every spirit that exists on Earth is the result of an evolved Spectral. This includes elementals, angels, demons, and all other spiritual types. This phenomenon is unknown to all but the best adepts or Taylari who have lived long enough to watch the process take place. The evolution leads them down a new path to more power and greater purpose.

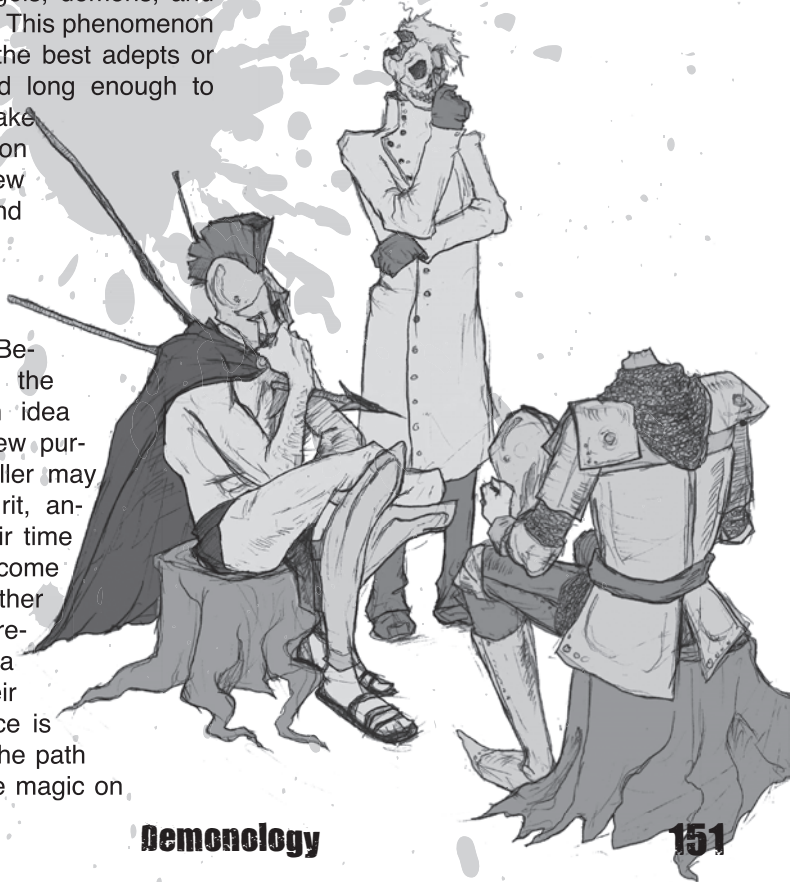
Conceptuals

Description: Becoming a Conceptual, the Spectral clings to an idea that describes their new purpose. A born serial killer may become a Murder spirit, another that devoted their time in art studios may become a Muse spirit, and another that exists only for revenge may become a Vengeance spirit. Their ectoplasmic appearance is heavily influenced by the path they choose, much like magic on

an adept's body. Those with a moral and virtuous concept may glow brightly or take angelic forms. Vile Conceptuals appear as nothing short of demonic spirits, carrying a black aura and horribly evil intent.

Gift – Inspiration: Conceptuals gain access to the Inspire Spectral skill.

Weakness – Ban: They are held at bay by strong displays of emotions or actions that contradict their concept. For instance, a Health spirit couldn't enter a crack house, a place where so many destroy themselves. They would not be banned by someone who smoked. Likewise, a Despair spirit could not attend a birthday party full of joy and cake. They would not be affected by someone telling a joke. This ban extends at least one hundred feet, but could be farther based on the strength of the emotion. If they choose to ignore the Ban, they cannot recover Wounds while in their opposite concept's presence.



Elementals

Description: Elementals in history have existed in all manner of legend and myth. This path usually involves the protection of a particular area that is special to the ghost. A Spectral may have met their end there and now it is theirs to haunt or protect for all time. Another may have died in a biking accident, falling from a cliff while attempting a tricky maneuver. Now they may devote their time to stop others from making the same mistakes by reinforcing the cliff with their powers. When an Elemental manifests, they appear to be made entirely of their chosen element, resembling adepts with the Elemental Form spell (page 74).

Gift – Possess Element: Elementals gain access to the Possess Element Spectral skill.

Weakness – Element Link: Elementals carry a heavy connection to their chosen area. Their bond is so intense that damage done to the area causes direct damage to the spirit's ectoplasmic body. An Elemental linked to a special forest is injured with each tree that is cut down, during forest fires, or if its soil is corrupted. They would not lose take a Wound if a name is carved into a tree or someone chops a small amount for fire wood, but few let the small offenses pass lightly.

Special Spectral Skills

In addition to the Spectral skills found on page 34, evolution provides additional abilities for Spectrals: Inspire and Possess Element.

Inspire

Governing Stat: Spirit.

Some evolve to become muses or embodiments of certain ideals. Conceptuals can then Inspire the living to action, based upon their embodied concept. An

Artistic spirit may inspire another to the perfect painting, a Vengeance spirit may push their target to hurt those that have wronged them, and a Lust spirit may inspire a call to a former lover. If used during battle, the effect takes place after the target's fight for self-survival, not during. This effect is resisted using Spirit.

Possess Element

Governing Stat: Vigor

Elementals use the Possess Element skill, based on Vigor, to control their chosen element through physical possession. Higher levels allow the Elemental to spread their essence further and control more of their element. Some Elementals take on multiple aspects and this skill must be purchased separately for each.

- **Air:** Air Elementals can adjust air currents by 10 MPH based on the skill die (d4 = 10 MPH, d6 = 20 MPH, d8 = 30 MPH, d10 = 40 MPH, d12 = 50 MPH), using these currents for movement. They can also change the surrounding air's aroma to any type (nauseous or sweet) for 50 ft. Nauseous air requires all targets in the area to make a Vigor roll. Failure inflicts a -2 penalty to all Trait rolls as long as the target remains in the area. Sweet air counteracts the effect of nauseous air.

- **Earth:** Elementals can reinforce stone, providing Armor +1 based on the skill die (d4 = +1, d6 = +2, d8 = +3, d10 = +4, d12 = +5) or weaken it, reducing its Toughness by 2 based on the skill die. They can also command stones to leap to another's defense, adding Parry based on the die type (d4 = +1 Parry, d6 = +2 Parry, d8 = +3 Parry, d10 = +4 Parry, d12 = +5 Parry) up to 10 ft. away based on the skill die. Only one of these bonuses can be applied at a time.

- **Fire:** Fire Elementals can spark a flame or extinguish one within their line of sight. The size of the fire can be up to 10 sq. ft. based on the skill die (d4 = 10 sq. ft., d6 = 20 sq. ft., d8 = 30 sq. ft., d10 = 40 sq. ft., d12 = 50 sq. ft.). In combat, they can attack using the fire they are controlling by

using Fighting for close combat or Shooting (Range: 12/24/48). Damage is always based on the Possess Element skill. They can also increase or decrease an object's temperature they touch (requires use of Stir) by ten degrees based on the skill die.

- **Metal:** The Elementals' unarmed attacks inflict Str+1d6 damage. The Elemental can also possess and reinforce metal, giving it Armor +1 based on the skill die (d4 = +1, d6 = +2, d8 = +3, d10 = +4, d12 = +5) or weaken it, reducing its Toughness by 2 based on the skill die (d4 = 2, d6 = 4, d8 = 6, d10 = 8, d12 = 10). Cyborgs can resist this effect by rolling Vigor.

- **Water:** Water Elementals can adjust water currents by 10 MPH based on the skill die (d4 = 10 MPH, d6 = 20 MPH, d8 = 30 MPH, d10 = 40 MPH, d12 = 50 MPH), using these currents for movement. They can also change the consistency of water enough to attempt a grapple to drag victims underwater with a Fighting roll. Elementals with water affinity can increase or decrease the environment's (approximately 250 ft. radius) humidity by 10% based on the skill die.

- **Wood:** Elementals tied to wood can control the movements and shapes of one tree or bush equal to the die type of Possess Elements (d4 = 4 trees/bushes, d6 = 6 trees/bushes, d8 = 8 trees/bushes, d10 = 10 trees/bushes, d12 = 12 trees/bushes). Attacks done through trees, such as a branch swipe, are done using Fighting and deal damage equal to the Elemental's Possess Elements skill die. The shaping of trees or vines can also be used to initiate a grapple. Elementals use the Possess Element Skill to control their chosen element through physical possession. Higher levels allow the Elemental to spread their essence further and control more of their element. Checks are made with VIG + Possess Element. Some Elementals take on multiple aspects and this Skill must be purchased separately for each.

Carter sat in the dim light of the approaching dawn and hung his head. His usual nonchalant grin gave way to a sorrowful expression instead. "A penny for your thoughts," he said with an unfelt chuckle. He turned to the hideous monster beside him that wore a familiar human-like face.

"GRRRRRRRR"

"Yeah. I feel the same way. This isn't easy, you know." He wiped his eye, which he obviously "had something in" and shifted his gaze away. He couldn't continue to look at the vicious beast before him. "I had to be the one to do this, you know? There was no one else. I couldn't let someone else..."

"GRRRRRRRR"

Carter flinched at that growl and winced, holding his side. The monster had slashed him there during their arduous fight only a few hours ago. It saw a moment of weakness in the young vampire and lunged forward again, but was unable to move its limbs thanks to the Carter's magic cast on the beast during the same battle. "No." He said in a dour tone. "We won't be having any of that in our final..."

"GRRR-GRRR-GRRRR"

"The sun's almost up. We'll watch it together." Carter sat still and watched the orange sky as the monster scrambled to leave. And as the sun rose, its light revealed itself to the two vampires on the hill, one living and one dead. Carter felt slightly uncomfortable warmth on his skin, but the dead vampire smoldered and went ablaze, burning down to a pile of dust.

Carter hung his head again, letting his hair fall over his eyes as he sobbed into his arm. He clicked his communicator. "Agent Carter reporting. The hostile DV has been eliminated," he said turning his gaze back to the ashes.

"I'm sorry it came to this. I love you, dad."

As the Elders Tell It

Taylari origins begin with a single woman. Their history has been passed from one vampire to another throughout time, speaking of the one named Taylares. She was queen of an expansive territory and ruled without need of a king for most of her life. Her power was absolute and her subjects obeyed her will, because her kindness was beyond imagination. Her beauty was even more so. She had skin of bronze and hair as black as night, which attracted the most interesting suitors.

As she aged, she knew the time would come where she would need companionship, but no subject was able to court the beautiful queen, despite their attempts. Her warriors lacked academic talents to intrigue her and her scribes struggled to even hold a blade. Court magicians proved that her love couldn't be won by simple tricks. Then, her beauty attracted the eye of the immortal gods themselves, most namely the God of Night. She became instantly infatuated with the god with a cape of stars and laid with him as her first. They loved each other for many years, ruling her queendom side by side.

The Bite

Unlike the euphoric or sensual experience frequently found in vampire myths, a Taylari's bite is anything but pleasurable. When they sink their teeth in their victim's flesh, a sharp pain takes over their body so intense that some become paralyzed. Those aroused by pain or with a high pain threshold may be less affected. Elders teach that victims should be restrained or otherwise held down while they feed to minimize mess.

Over time, they grew apart and their personalities no longer matched in all accounts. The God of Night was too liberal with his power over her subjects and got off on the adoration of her people. He put many of her once-suitors to death and used her army to wage wars on a whim. Taylares became angered and banished the God of Night from her bed and her court.

With their union over, her magnificence again brought suitors to her castle. In mixture of deep sorrow and furious anger, she would not lay with another. She divested herself of this feeling when the God of Death arrived. He fascinated the young queen with all things macabre and, after many meetings, she eventually opened her bed to him and accepted him as her new king.

The God of Night's green eyes burned with rage and he cursed Taylares and her queendom for eternity. They would only feel health and vitality in the sweet embrace of night. During the day, they would feel sickened and unable to perform even common tasks. They would suffer this torture for hundreds of years and would pass it on to their children. The final words of this fateful curse were: *"And when your time comes to lay with death, you will find no peace. You will lose yourself and become a monster dies without the night's luminescence".*

And, in that moment, the first vampires were created. Taylares and the God of Death bore children who were the most powerful of their kind. The God of Death taught them how to hold death at bay by drinking blood from animals and people. The children then taught these lessons to their subjects and discovered the curse could be transmitted via blood rituals. The God of Night's curse spread through the entire world, until the Taylari existed on every corner of the dimension.

cleansings

The tradition of Cleansing is used to clear created vampires from born territories. Every created Taylari in the area is killed by born assassins. This keeps Vampire Families in control and is needed when the created start to outnumber the born. When this occurs, they become a flame that threatens to burn down the hierarchy of vampire society and it must be extinguished. The Cleansing is a long and exhaustive process, which is the reason for laws against creating too many others. Some meticulous cities have never had to enact this ancient tradition, but larger cities execute a Cleansing once every fifty years or so.

The Taylari conquered nations with their cravings for blood at the command of the queen's children. Despite desperate attempts to hold on to morality, they had become less than human. Soon, humanity grew wise to their weaknesses to sunlight, garlic, and fire and retaliated. Thus, they were forced to become quiet, secluded hunters in the night.

The Born

The Taylari were born from a joining of the God of Death and their young queen who was very much alive. Many call them "living vampires", because they are fully living beings that carry the essence of death within. The very idea of a vampire giving birth strikes most as a mystery and slaps pop culture in the face. Legends speak of "dhampyr" (half-vampires) that can exist in the sun, and this is how the Taylari seem to be remembered most. But, a child born from the mating of vampire and human blood only creates another Taylari with their curse fully intact. This is humanity's rational mind at work again.

Born Taylari also take on traits from their Vampire Family. Like most families, each has their good and bad sides, and this is even truer for the Taylari. It brings them social advantages in vampire society, as they are considered to be "pure-blooded" and the only true Taylari, but also great responsibility. Family leaders are expected (and rightly so) to lead vampire-

kind, keep squabbles to a minimum, and maximize their world influence. In modern times, they purchase and expand blood banks in every country and work hard to obscure real vampire facts by introducing ridiculous notions of crosses and holy water. Once per month, family leaders of the city assemble to decide any new rules or dole out any punishments to Taylari guilty of breaking their rules. Their power structure also decides territory boundaries, who has the right to kill, who has the right to breed, and who continues their existence. Taylari have self-policing procedures and Apocalypse Prevention, Inc. often consults directly with this council for helpful tips on Taylari prophecies.

Their children grow up around blood, wake up to dead bodies, and learn to appreciate the calmness of night's eclipse over a victim's screams. They are seldom well-adjusted members of society, as their upbringing frequently produces socio-paths. But, the vast majority of born Taylari end up in the foster care or adoption system. They only discover their true origins during puberty when they subconsciously make themselves a smoothie from raw meat and blood... and like it. Even growing up on the streets, these Taylari have a better chance of holding to their morality. However, a humanistic morality is often viewed as a weakness by Vampire Families and can win a Taylari many enemies.

The Mark

Born Taylari have a special birthmark of their Vampire Family crest. It is commonly confused for a simple, but ornate tattoo, but it is a mark of respect and a connection to their roots. The crest can appear anywhere on their body and be any size.

Prophecies tell of a Taylari child born with the mark of the crescent moon. This child is destined to be an agent of the God of Night, truly unaging and immortal, and will bring death for all Taylari. Elders in Africa have witnessed only one child with such a mark over the past three hundred years and it was immediately destroyed. They believe that they are safe as long as they keep a vigilant eye out for the mark, but the future may prove differently.

The Created

The children of Taylares discovered ways to twist their blood to create more of their kind and build immense armies. Today, the right to create another Taylari is strictly monitored by the council and those that create too many or too often are usually put to death. This is one of many laws created by Vampire Families to keep themselves in power.

Created Taylari were not born with their curse, but were made by exchanging blood with a vampire and then brought to the brink of death. When the ritual is over, they are bestowed near-immortality and a curse. Created Taylari do not receive gifts or weakness from their creator's Vampire Family. Any human can be turned into a living vampire, but vastly older or younger targets rarely survive the process of being so close to death.

They are at the bottom in the hierarchy of vampire society. Many ignore politics entirely and seek their own road.

But few escape their link to their creators. They often serve Vampire Families as bodyguards, loyal servants, or passionate lovers. Some are even created with these specific purposes in mind. If they fail to prove their usefulness, they may be exterminated all together. Areas with weak Vampire Family representation (i.e. smaller communities or those outside of their interests) are known to have created Taylari in charge. But larger, more populated cities are always run by born Taylari.

Most are allowed to pursue their own goals as long as they do not directly affect the Vampire Families. They are often watched by the born to ensure they do not break any creation laws. The Taylari, more so than other demons, are known to self-police and only involve API in dire cases. However, this does not stop the company from launching their own investigations into Taylari-related cases, which often causes rivalries between born and created groups.

Thralls

As vampires, Taylari are bound to accumulate groupies, humans that would steal, lie, or even murder to become a part of vampire society. These mortals are called Thralls and have been a nightly occurrence throughout history. They even gather into cults to worship their "masters" so they can one day "ascend" to their level. Thralls come from all walks of life, from police officers to doctors to shopkeepers, but they feel their life is incomplete or may just have a death obsession.

Thralls are useful as bodyguards while a Taylari sleeps and can act as eyes and ears (read: spies) to the human world. Some use their Thralls for blood, companionship, sexual prowess, or even as common henchman. Thralls belonging to born Taylari are marked as property with the Vampire Family crest. Killing these Thralls usually means bringing the wrath

of the vampire council. Even API avoids dispatching of Thralls if it can be helped.

Vampire Families

History says that Taylares, the first vampire, had several children by the God of Death. Each one carried with them a different gift that they also passed to their cursed progeny. These gifts also come with negative aberrations to their curse. Taylari sharing the same aberration became Vampire Families. Many exist, spanning the globe and the imagination. Information on four major Vampire Families that rule large amounts of territory in the United States is listed below.

The Beguilers

Description: The Beguilers are descendant of Larik the Silver-tongued, said to be first born to Taylares. They naturally deceive everyone they encounter, even if the situation does not call for such ac-

tion. This uncanny ability to lie easily leads them to the head of vampire councils.

They are responsible for creating many of the established vampire laws (and their loopholes). Also, if there are connections to be had, they acquire them quickly. Other Taylari don't fully comprehend why they distrust the Beguilers and yet overwhelmingly follow their lead. They may never truly know why. Beguilers receive the following Edges:

- **Silver Tongue:** Beguilers receive a +2 Charisma. This bonus stacks with Charismatic.
- **Connections:** Per SWDX, p. 41
- **Weakness- Liars:** They find it difficult to be truthful. At any time (not more than twice for one encounter), the GM can call for a Spirit roll to keep a secret or reveal even a half-truth.

The Sol

Description: The Sol are descendent from Jul the Wanderer. In many ways, they are the most fortunate of the Taylari,



as their connection to life is strong. Their blood shirks the effects of sunlight and daytime. They do not feel drawn to the night like other Taylari, making it easier to live directly with humanity. Some believe their mother's influence protected them from this facet of the God of Night's curse.

- **Sun Resistance:** The Sol suffer no penalty in sunlight or during daylight hours.

- **Addicted to Life:** Their souls are flushed with life and they feel an urge to experience it all. These characters acquire the Habit (Major) Hindrance automatically during character creation. This addiction is often for blood (they drink more than they need), but others turn to drugs or even an addiction to pain. The addiction should be one that reflects their craving to feel alive.

The Macabre

Description: The Macabre are descendant from Bavi the Strange, truly the God of Death's most loved child. Their gift allow them to see and communicate with spirits with no more effort than a breath. No training is required, as all Macabre gain this gift at birth. Most use it as a gateway to great wisdom, as the dead have much to share. Trading secrets is the Macabre's specialty, using their "friends" as very capable spies. They are often very quiet, speaking only when the need arises and they are viewed as very strange folk.

- **Death Sight:** Macabre can see and speak with ghosts and spirits, without the need of spells or a check. It is always active and cannot be turned off.

- **Weak Willed:** They are more susceptible to possession from ghosts, spirits, or adepts with certain spells. They suffer a -2 penalty to any rolls to resist possession.

The Raveners

Description: The Raveners are descendent from Vil the Wretched and show their curse in body and soul. When they come of age, they permanently take on their Face of Death and become hideous

creatures. This forces their family to lurk in the shadows, unable to live with humanity. They often take on roles of family enforcers, with their talents of silent kills. Those that have wronged the Taylari have much to fear from the Raveners.

- **Vicious Maw:** Instead of simple fangs, the Raveners sprout a grotesque maw with rows of teeth that inflict Str+d8 damage. Their Face of Death is even more horrifying, causing those seeing the Ravener for the first time to roll Guts versus Fear (-2).

- **Hideous Form:** Raveners always show their Face of Death. Their appearance causes them to be confused with Taylari Mortus at times.

The Afterdeath

The last words of the God of Night's curse regarded those that "lay with death". This referred to the literal love between Taylares and the God of Death, but also gave foresight into what follows a Taylari's death. Upon dying, a Taylari does not in fact fully expire. Three days later, they rise from their grave (or whatever state they were left) to a new existence... that of a ferocious, vile beast. These beings are called the Taylari Mortus (or dead vampires) and are devoid of humanity or sentient thought. They seek only to cause pain and slaughter innocents. Like the Raveners, they always wear the Face of Death. Vampire society deals with these monsters as quickly as possible, as they bring undo attention to their population by killing masses of people in their wake.

In addition to the above, Taylari Mortus have two major differences that separate them from the Taylari: they do not age (at all) and they die in the sun. Taylari scholars theorize that the God of Night created pacts with the God of Day to kill those that "lay with death". See page 154 for more information.

Wolf People

The slob laughed out loud with his friends and walked over to the woman at the bar. "Can I buy you drink to something?" he asked, obviously drunk. He drooled slightly and leaned heavily on the bar to keep from falling.

"Not interested," she scoffed, tucking blonde hair behind her slightly pointed ear. She didn't turn to acknowledge his presence, of course. That's common "dealing with drunken people" etiquette.

"Hey you! I sai- said, I'm gonna buy you drink," he responded, hiccupping almost uncontrollably. He leaned in closer for a sloppy kiss and his drink spilled all over her leather jacket.

She leapt quickly to her feet. "Eww. I said not interested buddy," she replied, grabbing his shirt and pushing him back. The drunkard tripped backward over a barstool and flat on his ass.

His friends came to his aid and surrounded her... eyeing with intent to do full drunken harm. She sighed and threw her leather jacket to the side. She was dressed in horribly ripped jeans and a meshed shirt, her beautiful face lacking even a lick of fear. She grinned with enjoyment. This was a biker bar, after all, and they were about to have the first brawl of the night. It was almost mandatory in the Rusty Nail.

They lunged at her but weren't ready for what befell them. In a whirlwind of fluid strikes, she sent each of them flying in a different direction, putting them down for the count one by one. It was so quick that most of the bar's patrons never even saw it happen. When the dust cleared, she stood untouched with blood on her hands. Precise marks through her attackers' clothes revealed the scratches of a beast's claws ripping through their flesh.

"Seems like you're new to these parts,"

she said, smiling to the bartender, as her half-beast form changed back to her beautiful human shape. "Name's Trina... I own this place, so I get free drinks. And, by the way, your asses are outta here for the night. Feel free to come back if you have the aching for another ass-kicking though."

Myth & Legend

There are too many theories for the origin of the Wolf People. All of them have been proven wrong at some point and they are usually ignored since they have no basis in reality. There are still a few that hold these ideas to heart, so it's important for every Wolf Person to know about these crazy speculations.

Legends and folklore exist in almost every culture about magic men or shaman that wear the skin of wolves (and other animals) for intricate shapeshifting ceremonies. They dance around fire, chant, and then "poof" they're a wolf. But seeing as the Wolf People are born with their gifts, this just doesn't register. But their ancestors may have been mystics trapped in their magic by the Animal Mind. If that's the case... poor bastards.

Another myth is that one becomes a Wolf Person from a bite or scratch from one. If this were true, everyone would be a Wolf Person. They certainly get into their fair share of scrapes and even their intimate encounters are described as violent. It's common in these myths that the "changed" go out during the full moon to hunt down and kill the "first" werewolf. Taking the head werewolf down's supposed to free all others from the curse... as if it's some sort of virus that can be instantly cured. If this is true, then perhaps the Wolf People's great, great, great, great, great, great, great grandparents are out there somewhere.

Of course, there are also the sickos that think Wolf People are descendent

from mating between humans and wolves. The very idea that Wolf People came from bestiality is sickening. No matter how much the Animal Mind takes over, they don't feel sexual urges of any kind about wolves. They are considered demons, but they are at least THAT human.

Growing up Wolf

Most Wolf People don't really care about ancestral origins. They live in the moment. They act on their impulses, live by instinct and rarely think about consequences. They think it's brave to rush into action without any forethought, but others call it reckless. The Wolf People are filled with some of the most courageous adventurers, influential scientists, and valiant heroes, but also some of the worst crime lords, schoolyard bullies, and despicable villains. Like anyone else, their present is shaped by their upbringing.

Ferals can be born from unions where one or both parents are Wolf People. With two, their odds of taking on blood traits are doubled, but not all their offspring inherit the gift. Families stick together through thick and thin, as pack mentality urges them toward companionship with others of their kind. The parents then decide how to raise their children. A wolf child that grows up with imposed limits, rules (i.e. curfew), and lots of love usually goes on to be a great member of society. This course creates more docile Wolf People... but the wild spirit inside cannot be subdued entirely. Still, being "normal" is rarely a bad thing and conformity is a road to keeping the Animal Mind at bay.

Hundreds are abandoned for their own protection or orphaned by the death of their parents at the hands of terrifying monsters, a random brawl, or thrill-seeking. They become one of the millions of homeless in the US, surviving by their wits and strength. Many befriend strays for ca-

maraderie, but lack of human contact can devolve their rational mind quickly.

Some end up in orphanages or in foster care. Their bad attitudes and tendency to cause damage often shuffle them between different foster homes and halfway houses where they are either abused or ignored to simply collect a government check. Rarely are they provided with a stable enough home life to sustain their dogged fight against the Animal Mind. Most Wolf People know that only a normal, human-like home life staves off the Animal Mind. Most are not even introduced to the idea of a Wolf Person until their first change or the first change of a sibling. They may question their parents' occasionally strange behavior and family secrets, but what kid doesn't?

The Changing

Their first change occurs around puberty, as the beast inside tries to wrestle control while their body is in a state of transition. Before the physical change is complete, most experience a drastic and noticeable change in their personality. Even the most laid back kid becomes a risk taker or becomes aggressive. They may finally stand up to bullies that terrorized them or gain the courage to ask their childhood crush out on a date. With such confidence and animal magnetism, they can't help but say yes. Others become prone to horrible tempers and urges to destroy things.

Wolf People are plagued by strange nightmares filled with hatred and death, depicting the hunting and murder of enemies or others that crossed them in the past. In truth, however, these "dreams" are not just nightmares. When their rational mind is asleep, their Animal Mind takes over and acts upon their darkest desires while sleepwalking. In an unconscious state, untrained and unpracticed

The Beast People

Other Beast People exist in the world, but rarely with the Wolf People, as each breed keeps to certain areas as their territory. The Animal Mind is alive in all Beast People, from the Feline People of Africa, the Dragon People of China, or the Bear People of deep Russia. When they do cross paths, their Animal Minds can cause epic battles of fur and fury.

Wolf People have little chance of holding back their Animal Minds. They can experience dreams for weeks or months, depending on their individual. Many think they are psychic, as they visit the funerals of people they saw die in their dreams. Others contemplate suicide or run away, believing themselves a curse.

Luckily, if their parents are present, they can easily distinguish signs of a first change and help them before things get out of hand. This usually includes blame and arguments, such as "Why have you lied to me all my life?" followed by "Because we didn't know if you would even be like us. We're sorry." But these family interventions are better than the alternatives of a newly changed Wolf Person taking to the streets without proper supervision or training. Too many reported attacks from rabid dogs and people start to wonder... and Apocalypse Prevention, Inc. starts to crack down. Many families and individuals chain themselves up during the full moon, to avoid going berserk and bringing attention to themselves.

The Animal Mind

Inside every Wolf Person's consciousness and soul lies the Animal Mind. It is the core of their bestial nature that can take control at times. The Animal Mind is a mass of cravings for violence and destruction and makes it hard for Wolf People to keep their humanity. It urges them to take

unnecessary risks outside of their comfort zone, aggressively claim large amounts of territory, and gives them volatile tempers.

Their Animal Mind is also what drives them to action. Without it, they would be no better than lazy humans, neutered to work office jobs and watch movies for exhilaration. Instead, Wolf People choose to feel the danger, pain, and excitement that come with their gifts.

During full moons, the Animal Mind cannot be ignored. There is something about the moon's energy that drives Wolf People to lose all control and pursue their deepest desires with intense urgency. Some believe it is a curse from the same god who had a hard-on for the Taylari. Self-incarceration has proven to be the only real remedy for this lunacy.

If the Animal Mind goes unchecked for too long, they become entirely bestial, losing all human awareness. These Wolf People often take on their Wolf form indefinitely, running into the woods to become permanent residents. They join wolf packs and their greater strength allows them to become pack leader quickly. They may live happily in this state, but few Wolf People wish for such a fate. They can be snapped back into a semblance of their former self with a strong showing of support of love from their families and plenty of therapy. For a considerable fee, API offers to locate and rehabilitate Wolf People lost to their Animal Mind.

API Reputations

The Wolf People have a dark past and bad reputation within Apocalypse Prevention, Inc. The awful truth is that it's not totally undeserved. Of course, a Wolf Person was responsible for the "Moon Catastrophe", but their kind has also been the most unruly and chaotic of all demons that serve the company. They have been

linked to hundreds of internal investigations of leaks, brutality, insubordination, and intimidation. As much as API attempts to deflect blame from those who stay the straight and narrow, these illusions all fall when the full moon arrives.

The most recent events speak of Rufus, a Wolf Person who grew up in the inner cities of New York and joined API some fifteen years ago... for all the right reasons. He sought to avenge his sister's death at the hands of a Burner with a sadistic streak. Sadly, investigations drew no leads and ran into dead ends at every turn. In a rage, Rufus began his own serial killing streak, murdering one Burner, then another, and then another. He hoped one would fit the profile. He was very good at his job and was able to conceal his activities. He stalked and killed almost forty Burners before he got sloppy and left evidence at a scene, his Animal Mind taking over and ruining his best-laid strategies.

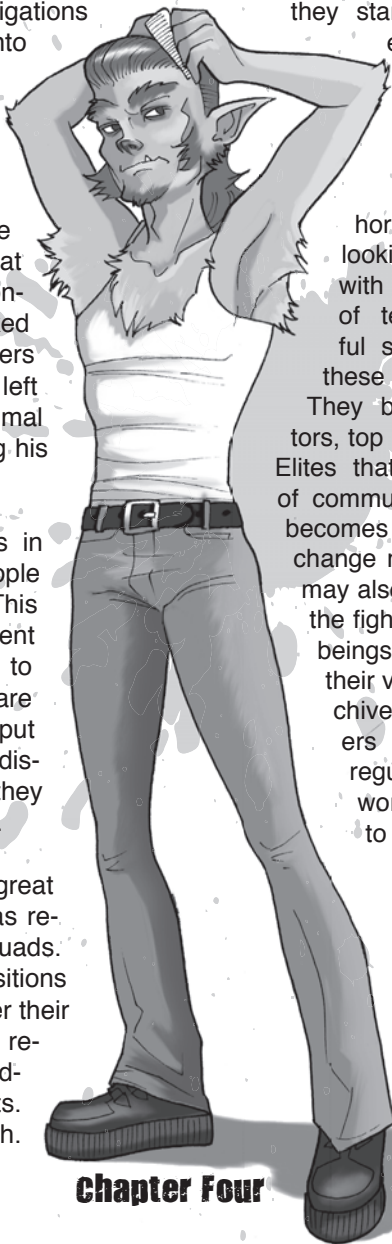
The general consensus in the company is that Wolf People are not to be fully trusted. This has lead to many prominent Wolf People being demoted to lesser tasks. Newer Ferals are either refused for service or put through interrogations to discover the amount of control they have over their Animal Mind.

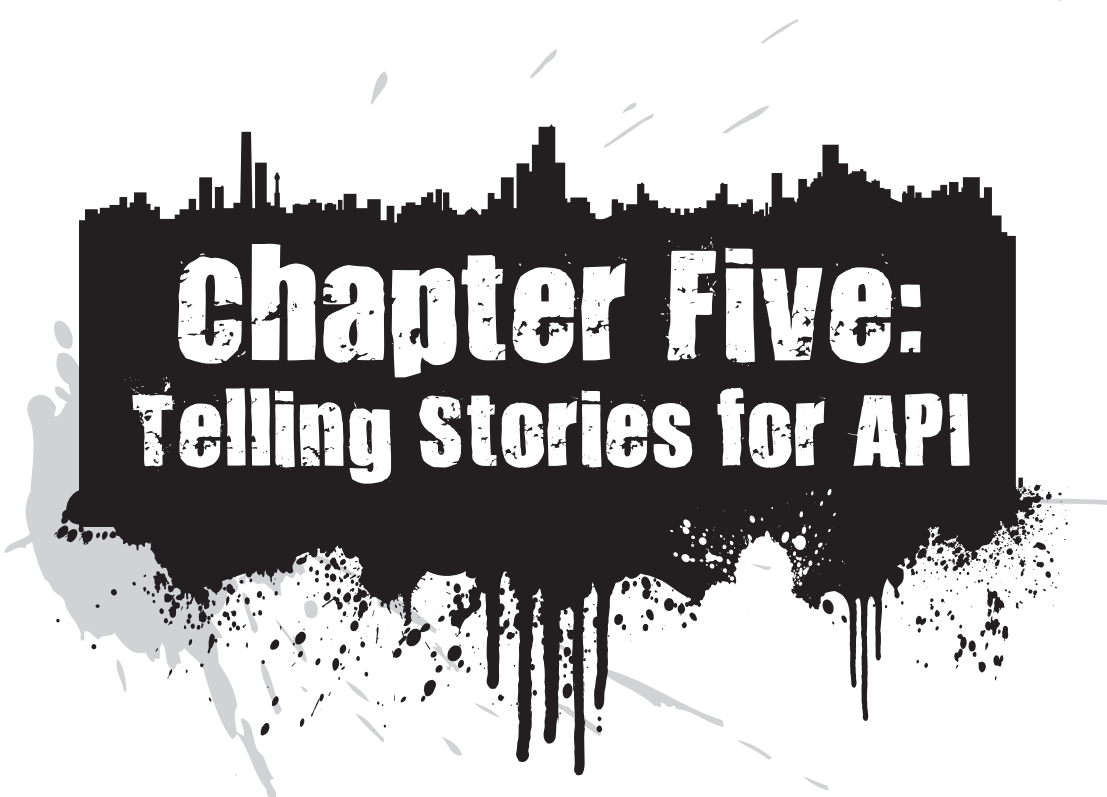
This situation works out great for Lochs, who now serve as replacement muscle for squads. Previously unavailable positions opened and helped to bolster their numbers. Many Wolf People resent Loch opportunism, leading to petty rivalries and fights. Others just don't care enough.

The Unknown

Anyone that lives in API's world knows about the hidden underworld on Earth. But no one can ever say that they know about everything in existence. The company may have intelligence on Burners, Wolf People, and even Taylari, but the marching orders of your average mission are "A portal's opened. Ensure that nothing comes out to destroy Earth." Agents never know what they stand to face when they embark on a mission and new demon races are discovered every month.

Mission reports tell of horrible monsters, dinosaur-looking demons, or creatures with an incalculable number of tentacles. More powerful squads are sent out to these sites to ensure safety. They bring advanced translators, top negotiators, and veteran Elites that attempt every course of communication before hostility becomes their solution. This exchange may end in blood, but it may also end with a new ally for the fight to protect Earth. Some beings are seen only once and their visit is recorded in the archives for later research. Others (threats and allies) are regular travelers through to world and this book has yet to scratch the surface.





chapter Five: Telling Stories for API

Themes

Many themes can be found in Apocalypse Prevention, Inc, but the core theme is “Discovery”. It’s the discovery of a world of magic, filled with demons and all manner of unknown creatures. After the initial shock, one moves on to discover that some creatures and monsters exist to destroy Earth. Missions to discover ways to stop the world’s end soon follow, which leads to new discoveries in fields of personalized magic or technology.

Conversely, the other underlying theme of this game is “Secrecy”. API has the mission of revealing everything in the world to ensure safety, but they must also

hide the truth from the mass population at the risk of rampant confusion and fear. They hide their actions and identities, because covering up the truth is just a facet of being an agent for Apocalypse Prevention, Inc. The company is not alone in secrecy. Illegals live in hiding and magical Orders keep wondrous powers from any outsiders.

Mood

Apocalypse Prevention, Inc. is an “Action, horror, with a twist of humor.” This can easily misinterpreted, so brief explanations have been provided below for “Action”, “Horror” and “Humor.”

Action

API is a fast-paced, action RPG that lets the players fully customize their characters. There is not story without action, but physical action is not the only implementation. Action occurs as a result of Conflict. If the characters are driving, action and conflict can be created if they spot a tail, if they race another car, or if there are obstacles in the road. If faced with a safe to crack, action can be created with a race against the clock or police trying to break down the door they are hiding behind. Things should always be happening to the characters and they should be at the center of major events. It is their game after all.

Horror

The world is filled with many dreaded things, both known and unknown. Around every corner lurks “something” that could potentially harm or kill. The company takes on the horrors that surround us everyday and agents know they may not make it back in one piece. Every story should have a sense of the unknown and hidden threats, even if the threat is seemingly familiar.

Horror is created from fear and the unknown. Horror is a slow progression of events that lead to Terror, like compiling clues, each one worse the previous. It may also come from seeing your comrade’s head ripped off or the sight of an inhuman creature. Terror is the utter shock of newly discovered knowledge. For instance, a character that’s suspicious of their boss’ underhanded dealings may check into it and fill with terror when they learn that the extra money is made by selling babies to cannibals. The

thought is horrifying, but it is sheer terror in reality.

An element of horror and terror should exist in any good API story. Also, moderation is important, as horror’s impact can dull over time if used too often.

Humor

Even the worst situation has a hint of humor. Many ideas and concepts in this book have slightly humorous tones, like Lochs that attempt to seduce humans, an Order of hippies using “Far Out” as code words, or very large Tark trying to “sneak around” on Earth. Agents may become a bit too sarcastic for their own good, seeing too many strange things in their day.

They begin to laugh at the horror, until they find that looks can be deceiving.

But remember that there is only a “twist of humor” and it should never be used alone. It must be combined with

Action and Horror, as previously mentioned. No matter how ridiculous it may appear, some demons are still capable of killing entire squads or impregnating them with devouring maggots. Through play and experimentation, groups will find their own balance of humor that’s right for them. It should never turn into a slapstick game where death and Earth’s annihilation are no longer dangers.

Assembling Squads

The company isn’t in the habit of haphazardly assembling groups of loose-cannon agents. They take each agent’s



weaknesses, special gifts, and personalities into account to create a squad that hopefully works well together. A well-built squad should work off of each others' talents to accomplish their missions together.

The GM and players should work closely to hammer out their concepts and ensure the characters mesh. With the commitment required from agents, they must have something to bring to the company and their squad and they are given missions that reflect their specializations. Each agent has their own backgrounds and personality, but the team is what's most important to higher-ups. API won't set their agents up for failure.

Note: In no way does this discourage characters from squad rivalries or downright hating other members. The company doesn't care if you like your squad-mates, as long as it doesn't interfere with your mission success.

Below are some examples of different squad types created to fill certain niches:

Battle Squads

These squads are composed of characters that like to bring the smack down on threats to Earth. They usually have at least one Wolf Person or Loch in their midst, being Apocalypse Prevention, Inc.'s heaviest muscle. Battle Squads are on the front lines and are sent to take out enemies, while the other less-confrontational squads clean up the mess they leave behind or perform reconnaissance to make their job easier.

Scout Squads

Scout Squads specialize in field reconnaissance. They have agents that excel in battle strategy, cartography, shadowing possible demonic threats,

and stealthy breaking and entry. Scout Squads often have assassination agents as well. Covertiness is required to keep a low profile for API and maintain peace in supernatural communities. These squads keep that possible, even acting as clean-up squads for more overt missions.

Undercover Squads

These squads have the singular goal of acting as moles inside underground societies to gain insider information and report back to API. They could check into an Order's shady business dealings, inspect a local crime boss's ties to invading forces, or check up on the Fifth Sun's life signs. Changelings usually find themselves placed into Undercover Squads almost by default.

Misfit Squads

API has, on occasion, thrown together misfits from other squads into a single group. An Elite is given command of these agents with 100% discretion with how to lead them (i.e. how much violence or mentoring is dealt out). Most Misfit Squads are completely reformed and ready to resume normal duties after this type of experience. Others have been killed in action (possibly friendly fire) or have to be taught "lessons" by their Elite leader.

Research Squads

As boring as it may seem to some, specific Research Squads are a necessity in modern days. Examples include squads that experiment with disease control, groups that research new spells to add to their extensive arcane libraries, or teams of computer techs that create innovative software. Research Squads have basic field training and are sent to investigate crime scenes with their special talents.

Dating in the Workplace (Romance)

While Apocalypse Prevention, Inc. officially frowns upon such actions in official “Workplace Harassment” orientations, the inevitability of “feelings” between squad members does exist. But adding romance to a story can be tricky. First, check whether or not romance is a story element that your players are interested in exploring. If they are, it certainly fits API’s mood nicely.

“Action” stories often involve love interests. It could come from affections of a damsel in distress, a heroic agent stealing their squad member’s eye, or a female warrior in search a “real man”. “Horror” stories lead people to get much closer much faster through necessity, feelings springing up where none were before. Even if the character is not necessarily handsome, beautiful, or heroic, “Humor” is a driving force of many love stories. Similar senses of humor bring people together and the character may just have a certain hilarity that “turns on” the other.

Note: As API is primarily a human organization, there should be some human representation in every squad (unless there are extenuating circumstances). If players only want to play demon races, the GM should create a human NPC to go along with the squad.

laid out? Is the population high or are there acres of unpopulated land between homes? Selecting an already existing city and changing it slightly is an easy way to choose, but GMs can find a greater sense of creativity by constructing new cities to explore.

Crafting Stories

Putting all the story elements together can often be difficult, no matter how seasoned the GM. After reading this book, you’ll find that there are a number of story ideas or plot hooks available. This often makes it difficult to know where to start. Players handle their character concepts and personalities, and now you have to create a setting, which should emphasize certain moods or themes that are important to your game. Below are a few ideas that may assist with any type of story.

- **Headquarters:** Next, detail the agents’ personal headquarters, their API cell. This is where they work, receive missions, and interact with other agents. Most are “stationed” in certain areas to help with ongoing, local supernatural threats or to investigate new threats. How large is the headquarters? How many other agents work there? Where do the characters’ daily routines fit into that equation? What is the HQ’s front? An arcade with a special backdoor, library with a secret bookcase, or massive office building?

Personalities

- **City Folk:** Now that their city has been established, the characters need a great bunch of personalities to interact with. Who are the areas important local figures? Any important stores in town? Are the characters on good terms with the owner? Are these city folk human or demons? How do they view API? Do they know the characters are agents? Important NPCs can be drawn easily

Setting

- **Cityscape:** Most events happen in the characters’ cities. Do they live in a rural, urban, or suburban area? When not out stopping worldwide threats, what is there to do? Are there night clubs, bars, or country clubs? Is there an extended nightlife scene? How is the city

from character backstories, but character-neutral NPCs are also needed so that everyone knows someone.

- **Other API Agents:** Are the character in a small area that can be covered by a single squad? Small areas often have only a few attendants at the cell, as they are generally less threatened areas. Since API work is often “boring”, many agents are too encompassed in their private lives in small area, which can leave them open to attack. These provide less mission-based play and more time to delve into the agents as people first and a badge second.

Or, is it a sprawling metropolis, needing dozens of agents to ensure proper security levels? Large areas often have several Elites on-site to ensure the HQ stays alert and well-trained. This means more hard-ass leaders and overworked or stressed employees (including the characters). These provide more exciting missions and a larger cast of friends and enemies.

In either case, there should always be important agents to meet: the hardened commander, the supply handler with a strange sense of humor, the R&D techs who always ask the characters to test “new projects”, or even the overly-pessimistic communications agent. It is good to define these basic roles within the branch, as they will color much of the working environment.

Playing Outside of API

Many crazy things take place before agents are even sent to investigate, leading some groups to tell stories outside of Apocalypse Prevention, Inc. By design, API agents can't be everywhere at all

times. This would create a state of martial law, which is not the company's intention.

Playing a game outside the official channels is very possible and can be very fun. A character's Passion can bring them into several situations, not the least of which is interaction with the supernatural world. Below are a few story ideas that hopefully help with creating great stories.

Note: Most characters can fly under API's radar for only so long before the company acts on the event. They often warn the characters to stay out of API business, give harsher punishments (i.e. banishment or house arrest), mistake their identities, or extend invitations to join API. The company is not ashamed to admit that some of their best recruits were those that broke the rules in the first place. They only needed to be properly trained.

Sub-Contractors

Apocalypse Prevention, Inc. has a history of sub-contracting surveillance of less-threatened areas when they lack proper manpower. Some are hired on without actually knowing what they're watching over, with explicit instructions not to go too deep. Others may be demons that want to help their community, but don't want to join API directly. They are given a regular stipend, with possible bonuses based on filed reports and outcomes. Of course, they are expected to immediately report any larger threats.

Private Investigators

Some professions provide strange and unique experiences. Private investigators are often called to follow cheating spouses, check backgrounds, or track down people. What happens if the cheating spouse is having an affair with a

fish person? Or if the background check for the red-skinned fellow doesn't check out? Or if they track their target to a cult that prays to a disease-eating demon? Too many make the wrong choices. Will the characters?

Underground

Magic and demons exist within criminal families and organizations at an astounding rate. Some even rival the power of certain API cells and are quick to capitalize on that fact. Most demons have taken a liking to Earth money and capitalism. The "family business" can be anything from money laundering to slavery to gambling. Characters can play in an underground game to see the darker

aspects of the world. API may show up as inspectors to check IDs and ensure everyone's legality, but little else. And, of course, everyone's Blue card says they're legal, so there shouldn't be a problem. Some are even extended offers from API to turn on their families, which creates great tension.

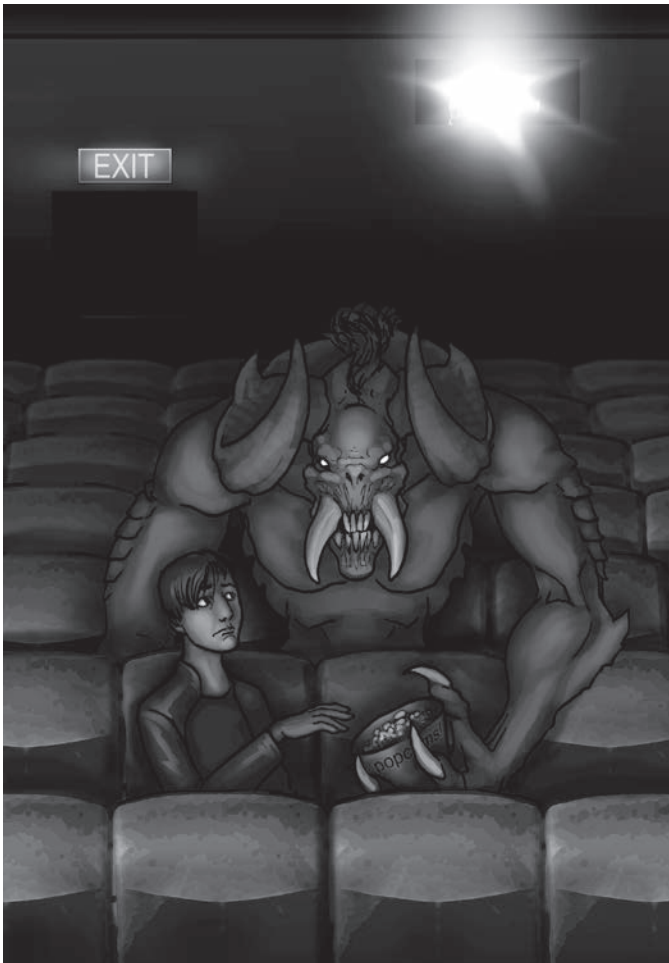
Demonic Culture

Some demons on Earth join API, but others have no urges to follow the company's rules or lose the life they've built. These parents, siblings, and cousins are happy to live within their demonic societies, creating areas akin to China Towns. Some Taylari prefer the political games of Vampire Families, some Burn-

ers seek tutelage from the Fifth Sun and his followers that work toward a new Caulon, and roaming Lochs leave blood trails with chips on their shoulders and claws to rend. The individual races have a lot to offer for potential storylines, as described in the Chapter Five: Demonology (page 133).

Illegal Demons

The players may decide to play as Illegals. This could be existing races working on the "wrong side" of Apocalypse Prevention, Inc. and the Registration Act, actual illegal demon races (i.e. Carriers), or are perhaps brand new races fresh from a dimensional portal. They could be peaceful or actively be plotting the world's destruction. In this type of scenario, Apocalypse Prevention, Inc.



would be the players' enemy.

Monster Hunters

Any group of friends, be they human, demon, or a mixture, can awake one day and decide that they've had enough. They look around and see the magic, demons, and conspiracies and want to put an end to them all. In this type of game, the characters become monster hunters, track down their own leads, and attempt to beat API at their own game. This is, of course, at their own risk.

GM Advice

The Game Master (GM) is the core of any gaming group. They create stories through which the characters adventure and grow through. The GM also directs actions and conversations when interacting with Non-Player Characters (NPCs). Here are a few suggestions for running a successful game.

1. Have Fun!

As the GM, it is your privilege (not your job) to craft a story that you and your players will all enjoy. Any game should be played with the intent of having fun above all else. The moment that creating the story and setting becomes a chore, or that your players stop having fun, is the moment that your game will falter. If this feeling strikes, take a break (perhaps go for a food run) and regain your bearings. Everyone will have more fun if the GM is focused and having fun as well. Bottom line: having fun is what it's all about.

Even a totally intricate story, full of twists, turns, and mystery needs to take a backseat if the players are not having fun. The players may be in the mood for a fight or for a moment of character in-

teraction. The story could be focusing too much on plot and not enough on the agents themselves. As the GM, it's helpful to be able to change course on the fly. This is a learned skill, so don't feel bad if you're not great at it to start. If you need a moment, just call for a 15-minute break. Your players will understand.

2. The Characters Are the Story

No matter how tempting it is to create the coolest NPCs with badass abilities or mysterious origins, only the player's characters matter in the end. They are the story. The game must be shaped by the characters' decisions. If they traverse worlds, save innocents, or conquer grand monsters, the world and people around them should change to reflect these choices. After all, the characters are provided XP for personal change. Their world should change accordingly. No player wants a game where nothing they do actually "matters". It is perfectly fine to have events happening in the background, but they should only come into play as much as they affect the characters.

3. Don't Control Everything

Some GMs become aggressive dictators over games. This is actively discouraged when playing API. Yes, GM generally stands for "Game Master", a title worthy of someone who creates a world. But try thinking about it as the "Game Motivator" or "Game Mentor" instead. These terms are actually more correct. It's your job to direct the action, plots, and stories, but players have the real control of the game's direction. The GM controls the world, but you do not control the characters. When reaching a point where players have choices, ALWAYS ask them their characters' response.

4. Involve Everyone

All players deserve to take the spotlight during the story at one point of another. At times, one may have more at stake in the current plot point than another, but the other characters wouldn't be there if they didn't also have a reason. This is when a character's backstory comes into play.

For instance, there are a multitude of reasons (outside of being assigned by API) that a character may be motivated to search for a kidnapped person. One character may see the victim as important to their neighborhood cause, while another may want to gain a favor from the victim by saving them. Another may have been asked by the victim's spouse to seek them out.

5. Be Descriptive, Not Definitive

One of the GM's roles is to filter descriptive information in the best way to create a mood for the scene. Describe the environment and NPCs they encounter, but be sure to leave out "exacts" and avoid being too "definitive". Compare these two descriptions of the same scene:

"You walk into a dirty bathroom and see a Burner taking a piss."

Or

"You enter the gas station men's room and notice a crack in the large mirror. Most of the sinks and urinals are "Out of Order". The lights flicker as no one's changed the bulbs for months probably. There's a man using the only working urinal. His hair is short, revealing slightly pointed ears. His skin is kind of reddish in the dim light."

Several elements are missing from the first example. It doesn't evoke emo-

tion and imagery and the NPC is defined much too quickly. The second description uses cues like "pointed ears" and "reddish skin", which may make the characters "assume" it is a Burner. The GM then has the option to introduce a Burner, a new demon, a human in a Burner disguise, or someone with a bad sunburn and their "dad's ears". Being descriptive keeps the mystery and makes things more interesting.

Adventure Hooks

This book includes several concepts, storylines, backgrounds, and ways to get a game going. Some are missions given by API. Others explore a character's personal life or delve into demon culture and what it means for Earth. Below are a few quick and dirty adventure hooks to help start a story:

Rookie Missions

- **Routine Check:** The agents are sent to check for possible API Registration Act infractions. Reports state that a family of demons may be hiding an illegal relative from a recent portal. After investigation, they are indeed housing an illegal and they do not respond peacefully.
- **Escorts:** An infamous member of demon society (or leader of an Order) needs an escort across state lines. He is a pain and doesn't care about or support API, but knows he's important enough to protect. When passing through hostile areas, he doesn't hide himself and leans on the agents' protection. When "heckled" by his "fans", they yell "oh yeah! I bet you won't say that these agents' faces!" The rest is up to the characters. Do they fail their mission and leave the pain to fend for himself or do they defend the wretch no matter the cost?

Experienced Missions

- **Tech Arsonist:** The characters are tasked with tracking down a supernatural arsonist that is burning down buildings and killing people. Rumors say it's a rogue Burner that believes technology to be evil and homes, factories, or clubs are all targets. It could just as easily be the plans of a pyrokinetic adept that wants to blame it on Burners. Smart investigation is needed to bring the correct culprit to justice.

- **Black Market:** A black market has popped up in the city and deals in cybernetics and supernatural items of unknown origin without proper licenses. The characters are sent undercover to find out as much as they can about the proprietors and the items they're selling. Black markets are ample ground for cybernetic pit-fighting, slavery, scroungers, and magic items with cruel side-effects. Do they have what it takes to bring down such a place?

Hero Missions

- **Beasts of War:** The shit hits the fan when villains release giant beasts into the chaotic city streets. The characters are called to deal with the immediate threat and to track down responsible parties, find out their end game, and bring peace to the city. This may involve questioning witnesses and then removing their memories and intense combat with the beasts.

- **First Contact:** A surge of energy on the API cell's sensors confirms that a portal has opened nearby. The characters are sent to meet these new demons. Are they peaceful? Are they here to wreak havoc? How the characters handle this first contact can play a large part of this decision.

New Enemies

Charcadons

Description: Charcadons are large shark-like beasts that would dwarf any of their Earth "cousins". In addition to their massive jaws filled with four rows of teeth, they have short muscular forearms that they use for grasping their prey. They are often solitary, but have been seen in groups of three or more when prey becomes scarce. In the past, they have fought amongst themselves and actually cannibalized each other. They are born at about five feet long, and usually average over thirty five feet. They are not very flexible and their skin is prone to dangerous infections from various bacteria that inhabit the sediment they build their lairs from, which led to their symbiotic rela-

tionship with the Linx. They protected the Linx from predators, while the Linx cleaned them and took care of their lairs.

Motivations: Charcadons dominated the food chain of the Spandrels for millennia. Then they came into direct conflict with the Sedrone, who wiped out most of the Charcadons, matching the creature's strength with numbers and organization. They used to be solitary in nature with one or two Linx serving them, so they were picked apart one by one and their Linx taken as servants to the new empire. With the Sedrone now almost eliminated from the Spandrels, Charcadons have started to repopulate the Red Zone and hope to take back their former breeding ground.



Attributes: Agility d8, Smarts d6, Spirit d8, Strength d12+4, Vigor d12

Skills: Fighting d10, Notice d12, Stealth d10, Swimming d10

Pace: —; **Parry:** 7; **Toughness:** 12

Special Abilities

- **Aquatic:** Pace 10.
- **Bite:** Str+d8.
- **Claws:** Str+d8.
- **Hardy:** The creature does not suffer a wound from being Shaken twice.
- **Fear (-7)**
- **Large:** Attackers add +2 to their attack rolls when attacking a charcadon due to its large size.
- **Ram:** Charcadons swim forward quickly to ram opponents with their large heads. If they can move at least 6" before attacking, add +4 damage to their total.
- **Render:** With a raise on a successful Grapple roll, the charcadon can add their Bite or Claw damage to subsequent rounds, instead of strength alone.
- **Size +4:** Great whites can grow up to 25' in length.

Taylari Mortus

Description: Taylari Mortus are dead vampires and are creatures born when a Taylari passes into the afterdeath. They wear the Face of Death and are completely animalistic beasts that sprint between victims in search of more blood. They sleep during the day, as sunlight is their one true weakness.

Motivations: Taylari Mortus are bestial and seek only their next victim. Squads may need to track it or may cross paths with it and need to defend themselves. Running into a Taylari Mortus usually means meeting the Taylari chasing it as well.

Attributes: Agility d8, Smarts d8(A), Spirit d6, Strength d12+1, Vigor d10

Skills: Fighting d10, Intimidation d10, Notice d6, Tracking d8

Pace: 6; **Parry:** 7; **Toughness:** 9

Special Abilities

● **Blood Magic:** The Taylari Mortus retains any Blood Magic it had in life and casts at half the difficulty (rounded down, minimum of -1).

● **Face of Death:** They have a twisted, vampiric face that gives Fear -2 and a bite that inflicts Str+d6. The Taylari Mortus can heal one wound for every wound inflicted with its Bite. Those bitten must also make a Vigor roll or become paralyzed for their next action.

● **Frenzy:** Vampires can make two attacks per round with a -2 penalty to each attack.

● **Undead:** +2 Toughness; +2 to recover from being Shaken; called shots do no extra damage.

● **Weakness (Sunlight):** Vampires catch fire if any part of their skin is exposed to direct sunlight. After that they suffer 2d10 damage per round until they are dust. Armor does not protect.

● **Weakness (Garlic):** The scent of garlic can repel a Taylari for ten feet. They must make a Guts check to get any closer with penalties incurred for abundance (-1 for a large amount, -2 for a very large amount). Ingesting garlic requires an immediate Vigor roll without the usual bonus. Failure on this roll inflicts one Wound that cannot be soaked.

● **Weakness (Fire):** Fire damage is doubled against a Taylari Mortus.

● **Unnatural Healing:** Taylari Mortus do not heal on their own, instead being forced to heal by inflicting wounds with their Bite.

Glulick Worms

Description: Glulick worms used to only exist in Caulon, but are now in mid-west deserts, brought through the same kaleidoscopic portals as the Burners. These giant worms can grow up to 18-feet long and drill underground with their powerful maws, only to erupt from the ground to eat people. Their natural armor plating protects them from attacks, but it is susceptible to water-based damage.

Motivations: Glulick worms are beasts and only come out to eat in most cases. They also attack if their larvae are being stolen... a Burner delicacy.

Attributes: Agility d6, Smarts d6 (A), Spirit d10, Strength d12+2, Vigor d12

Skills: Fighting d6, Notice d10, Stealth d10

Pace: 6; **Parry:** 5; **Toughness:** 16 (4)

Special Abilities

- **Scaly Hide:** Armor +4
- **Bite:** Str+d8.
- **Burrow (12'')**: Giant worms can disappear and reappear on the following action anywhere within 12".
- **Immunity:** Glulick Worms are not affected by fire or heat.
- **Large:** The Glulick Worms are Large and thus suffer +2 to attacks against them.
- **Lava Spit:** Glulick Worms spit lava using the Cone Template. Every target within this cone may make an Agility roll at -2 to avoid the attack. Those who fail suffer 2d10 damage and must check to see if they catch fire (see Fire). A Glulick Worm may not attack with its bite in the round it breathes fire.
- **Size +4:** Glulick Worms can grow to be up to 18 feet long.
- **Weakness:** Glulick Worms receive double damage from Water and Cold based attacks.

Furies

Description: Furies, also known as Harpies, punish those who break oaths or slay their own kin. No one truly knows where they come from, but those in the know try hard to not make oaths in vain. They are terrifying to view when angered, with the wings of a bat, eyes that drip blood, and long snakes for hair. Their bird-like claws tear apart their victims and scatter the dismembered body for miles around. With their job done, they become chillingly beautiful – angelic wings and grave faces. They are enforcers of jus-

tice by legend. It is not known how many furies there are, though generally three pursue any given target.

Motivations: They go after those that have broken a sacred oath. They are relentless in pursuit and do not tend to be merciful. Only a rectification of the sin dissuades their attack. While they are intelligent-enough to hold conversations, they cannot be talked out of their actions easily (see below).

Attributes: Agility d8, Smarts d6, Spirit d10, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d8, Persuasion d8, Taunt d6, Tracking d12+2

Pace: 6; **Parry:** 6; **Toughness:** 7 (1)

Treasure: None

Special Abilities:

- **Magic Resistance:** +2 Armor against damage-causing powers and +2 on trait rolls to resist opposed powers.
- **Hide:** Armor +1
- **Berserk:** Furies can become Berserk at will.
- **Claws:** Str+d4
- **Fear (-6):** The presence of a Fury is absolutely horrifying.
- **Improved Dodge:** Ranged attacks are at -2 to hit Furies.
- **Flight:** Furies have a Flying Pace of 12" and a Climb of 4". They love to grapple a target, fly up with them, then drop them to inflict falling damage.
- **Tracking Their Prey:** Furies can always determine the general region their target is in, even if they have left the dimension.
- **Weaknesses:** A fury can be called off in one of three ways - 1) The target successfully makes amends for their crime (GM's discretion). 2) The fury can be held at bay with an object soaked in innocent blood, requiring a Spirit roll at -2 in order to attack the target. 3) A fury may be convinced by a representative of a moral and just religion to turn the target over to their control.

Gargoyles

Description: Gargoyles are demonic statues that spring to life at night. Many believe they prey on helpless victims during full moons and they are famous for hanging on Victorian and gothic architecture. Gargoyles turn to stone in sun light. They are not limited to full moons and are actually non-threatening in most cases.

Motivations: Gargoyles are attracted to shining bobbles or expensive jewelry. They will defend themselves if attacked, but are usually only trying to swipe an earring or necklace when others think they are being vicious. They also fight amongst each other for fun or for territory (i.e. the best buildings to

perch on). They are favored minions of powerful adepts or elder Taylari.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12, Vigor d10

Skills: Fighting d10, Intimidation d8, Notice d6, Stealth d8

Pace: 3; **Parry:** 7; **Toughness:** 11 (4)

Special Abilities:

- **Body of Stone:** Armor +4
- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease.
- **Fearless:** Stone gargoyles are immune to fear and Intimidation.
- **Bite/Claws:** Str+d6.
- **Camouflage:** Stone gargoyles receive +2 to Stealth rolls to blend in with decorative gargoyles on buildings.
- **Flight:** Flying Pace of 10" and Climb of 4".
- **Low Light Vision:** Gargoyles are completely immune to all forms of darkness, including magical darkness.
- **Plunge:** Gargoyles can literally drop like a rock. One that falls at least 4" to attack may add +4 to its damage.
- **Weakness:** Gargoyles turn to stone upon exposure to sunlight.

Faeries

Description: None standing taller than a pencil, faeries (or fairies) are supernatural pests and an utter pain. Some appear as beautiful and tiny butterfly-winged beings, landing on someone's finger just to bite it and leave hallucinogens in their bloodstream. Others are gremlins, living inside human-crafted items, waiting to cause back luck. They exist in every dimension with incalculable species, but most have the same disposition. There is really no



limit to fairy appearances, as they even have the ability to temporarily change their shape at will (but they cannot grow larger).

Motivations: Faeries are only motivated by their own amusement. In the grand scheme, their job is the cause bad luck and annoyance to every being that crosses their path. They may tie a character's shoe laces together, misplace things, or cut belt loops. As soon as their actions cease to be fun, they move on to other, more annoying activities.

Attributes: Agility d12, Smarts d6, Spirit d6, Strength d4, Vigor d6

Skills: Fighting d6, Shooting d8

Pace: 6; **Parry:** 5; **Toughness:** 3

Special Abilities

- **Size -2:** Faeries are small and fragile.

- **Small**

- **Flight:** Faeries fly at a pace of 6" and have a Climb of 1.

- **Poison (-2):** The bite of a faerie contains a hallucinogen that requires the target to make a Vigor check at a -2 penalty or suffer a -4 penalty on all Trait rolls for 12 rounds. Faeries can also lick their arrows (which otherwise do no real damage) to inflict their poison, though this dilutes the poison and allows the target to roll with no penalty. In either event, due to the magical nature of the poison, the target sustains a -1 penalty to Trait rolls for 2 rounds even if they succeed. This penalty does not apply to Soak rolls, Incapacitation rolls or rolls to resist poison.

- **Weakness:** Faeries are unable to cross piles or lines of salt, nor do they mess with people wearing their clothes inside out, because they are too busy laughing.

Chromatic Drones

Description: Drones are the first Chromatics sent to new worlds to evaluate defensive capabilities. Just as the machines did with the Burners, newly

designed drones are adapted to the previous drone's feedback. Each upgrade also alters their appearance, so they do not all look alike. Some have large claws and multiple legs, while others hover and sport ray guns.

Motivations: Drones are here to destroy and to fight. They then transmit their feedback to their home dimension. API has yet to discover how their transmissions cross dimensional boundaries. They do not show emotion and are very calculated in every action.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d10, Vigor d12

Skills: Fighting d8, Notice d10

Pace: 6; **Parry:** 6; **Toughness:** 12(4)

Special Abilities

- **Plating:** Armor +4

- **Construct:** +2 to recover from being Shaken; No additional damage from called shots; Immune to poison and disease; Never suffer from Wound Modifiers;

- **Unique Assembly:** Chromatics have 6 to 8 cybernetic implants, making each of them unique.

- **Dimensional Portal:** Per the Spell of the same name, except they do not take a wound for using it.

- **Quick:** Per the Edge

- **Frenzy:** Per the Edge

- **Magic Resistance:** Chromatic Drones gain +2 to resist all magical effects.

- **Weakness:** Each drone has a single chink in their armor that differs with every encounter. With a Raise on a Notice roll, a character can find the chink and target it at a -2 penalty. All successful hits at the weak point ignore Armor.

Fenris Wolf

Description: Fenris Wolves are born from the insatiable hunger only acquired from long periods in the frozen wilderness, where lone wolves will eat anything to survive... even each other. They are proof that a mixture of the Aurora Bore-

lis' uncontrollable energy and cannibalism can mutate a wolf just as easily as a Wendigo. A Fenris Wolf is much larger than a normal wolf or even a Wolf Person in Wolf form, growing up to 8 ft. in length and standing up to 5 ft. tall. They are quite thin and sickly, with patches of fur missing and a poisonous, rabid bite.

Motivations: They are filled with an unstoppable hunger to eat whatever is nearby, be it a rodent, another wolf, or even a human. Anything with life in its body is suitable. Fenris wolves are not stealthy and rush any potential meal. However, they are survivors and will retreat if they are losing the fight they picked, in search of easier prey.

Attributes: Agility d8, Smarts d4 (A), Spirit d6, Strength d8, Vigor d8

Skills: Fighting d8, Intimidation d10, Notice d6, Tracking d12

Pace: 10; **Parry:** 6; **Toughness:** 6

Special Abilities

- **Bite:** Str+d6.
- **Fear (-5)**
- **Go for the Throat:** They instinctively go for an opponent's soft spots. With a raise on its attack roll, it hits the target's most weakly armored location.
- **Fleet-Footed:** Dire wolves roll d10s instead of d6s when running.
- **Poison (-2):** Anyone bitten by a Fenris Wolf must make Vigor roll or become poisoned. Those poisoned becoming consumed with a gnawing hunger. Roll Vigor. The Hunger lasts for 10 days minus the result of the die roll. When confronted with nourishment, the victim must make a Spirit roll at -2 penalty to avoid consuming it no matter the consequences.
- **Frenzy:** Vampires can make two attacks per round with a -2 penalty to each attack.
- **Magic Resistance:** Fenris Wolves gain +1 on all rolls to resist magical effects.
- **Weakness:** Must make a Guts check when exposed to fire or become Shaken.

- **Weakness:** Must make a Smarts check when exposed to a stronger, "edible" smell to avoid pursuing that instead.

Spirit Eater

Description: A figment of one's deepest fear on many levels, Spirit Eaters are evil incarnate. They hunt down spirits (and sometimes the living) to devour them. All Spirit Eaters were once sane ghosts that went crazy and became cannibalistic. Their appearance is traditionally demonic, with red glowing eyes and scary visages.

Motivations: Spirit Eaters have lost all emotion or reason. They only hunger.

Attributes: Agility d6, Smarts d6(A), Spirit d10, Strength d6, Vigor d6

Skills: Fighting d6, Intimidation d12+2, Notice d12, Stealth d12+4, Throwing d12

Pace: 6; **Parry:** 5; **Toughness:** 5

Gear: Thrown objects (Str+d4).

Special Abilities

- **Ethereal:** Ghosts are immaterial and can only be harmed by magical attacks.
- **Aura of Fear:** Ghosts cause Fear checks at -2 when they let themselves be seen.
- **Spectral Skills:** Spirit Eaters gain +2 to all rolls for any Spectral Skills Spirit Eaters possess.
- **Devour:** Devour is a special skill that, when activated, can allow the Spirit Eater to consume pieces of the target's soul. Once activated, the Spirit Eater can widen it's maw and attempt to bite the opponent. This attack garners a -2 penalty if the opponent isn't grappled first. If successful, each successful wound, instead of being applied as wounds, permanently reduces the target's Spirit die one type. If the Spirit die is reduced below d4, the Spectral is destroyed. If the Spirit Eater uses Stir first, it can attack living beings. Successful attacks are applied as Wounds as Normal, but each Wound inflicted also reduces Arcane Resistance by 1. The pe-

nalites are removed as the Wounds are healed one a 1:1 basis.

Tark

Description: Tark are elephant-sized demons with intellect to match. They are immensely strong and very quick to anger. Apocalypse Prevention, Inc. has gathered very little information on Tark, as their giants' communication skills are

rather lacking. From their intelligence, these demons are products of genetic experiments. They are created by a crazy, multidimensional traveler named Grem to be soldiers and to a lesser extent... pets.

Motivations: For one reason or another, Grem sends Tark to infiltrate Earth and kidnap human infants and toddlers. Tark have cravings for gobbling up children, so they aren't all brought to Grem in one piece. API scientists theorize that the children are experimented on and genetically altered into more Tark.

Attributes: Agility d6, Smarts d4, Spirit d6, Strength d12+2, Vigor d12

Skills: Fighting d6, Intimidation d10, Notice d6, Survival d6, Throwing d6

Pace: 4; **Parry:** 5; **Toughness:** 13
Special Abilities

- **Armor Bearers:**

Some Tarks are chosen by Grem to wear special armor, giving them Armor +2. Armor Bearers frequently have two Leadership Edges as well.

- **Brawny:** Per the Edge.

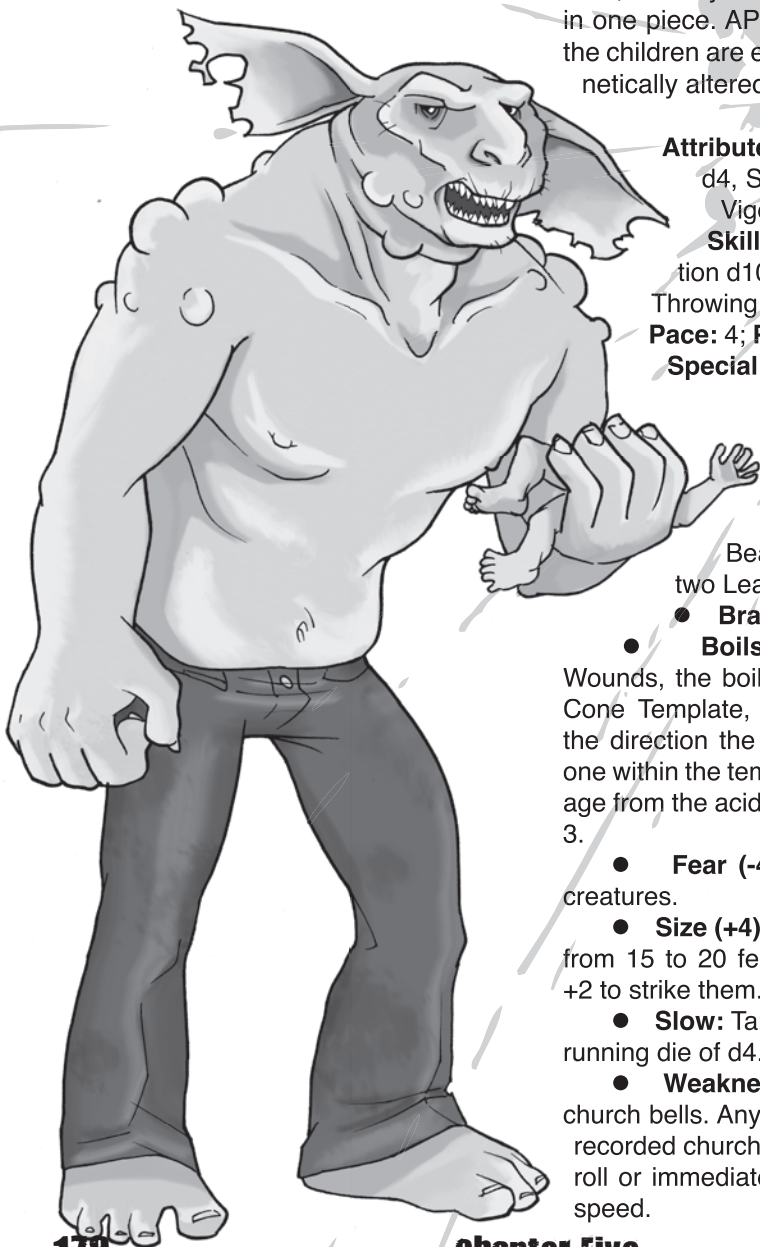
- **Boils:** If a Tark sustains 3 Wounds, the boils on its body erupt in a Cone Template, spraying acidic puss in the direction the attack came from. Anyone within the template sustains 2d8 damage from the acid. The acidic puss has AP 3.

- **Fear (-4):** Tarks are frightening creatures.

- **Size (+4):** Tarks can be anywhere from 15 to 20 feet tall, giving opponents +2 to strike them.

- **Slow:** Tarks have a Pace of 4 and running die of d4.

- **Weakness:** Tarks are terrified of church bells. Any Tark hearing actual, unrecorded church bells must make a Spirit roll or immediately flee the scene at full speed.



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10	35	H	90
15	V	65	100
S	45	70	110

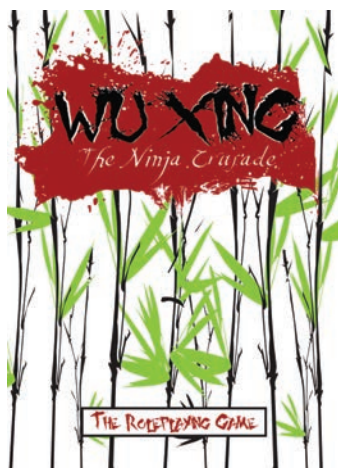
Success: Works, Sacrifice is Consumed, **Raise:** Works, Sacrifice Unconsumed, **Failure:** Fails, Sacrifice Consumed, **1 on Spell Die:** Shaken, **Snake Eyes:** Fails, Shaken, 1 Fatigue, Sacrificed Consumed, 1d6 Damage per Spell Level

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Success: Works for Duration, **Raise:** +1 to Next Sync, **Failure:** Fails, **1 on Sync Die:** Renders Implant Useless for Scene, **Snake Eyes:** Fails, Useless for Scene, Shaken, 3 Damage per Implant

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