



DARK STATES

SESSION ZERO

Table of Contents

Character Creation	1
Race	1
Character Concept.....	1
Character Background	11
Hindrances.....	13
Edges	23
Attributes	41
Skills.....	41
Derived Traits	43
Gear	45
Player Level	45
Rules Addendum.....	46
Combat.....	46
Bennies	47
Communication	47
Final Questions	47

CHARACTER CREATION

The following sections will help to guide players through the character creation process, in the order that is to be used for this setting.

RACE

All characters will be human.

CHARACTER CONCEPT

The player should come up with a single sentence that describes the concept behind his character. This can be anything from “Merc with a heart” to “Matilda, the girl with a dangerous smile”, anything really that empathises what the heart of the character is about.

ARCHETYPES

To help with the character concept a number of archetypes, or examples, of character types are presented below. Please note that these are not a definitive list of playable characters, or ‘classes’, but just give some examples to help the player along.

BIOHACKER

Who wants to live forever? You do of course! Humanity is evolving and you're just giving it a helping hand, that's all. You've been tinkering with ways to make your body better, and bioscience is showing you the way, particularly with the new CRISPR-L 3.0 toolkits. It makes it so easy to genetically manipulate your genes from the comfort of your own home. But you've got to be careful, sometimes things go wrong. Badly wrong. People turning to goo. Or exploding. Or worse. But you'll be alright, you know what you're doing. Right?

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Notice d6, Knowledge (Science) d6, Persuasion d6, Taunt d6, Streetwise d6 +1 additional skill points

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Fast Healer, Strong Willed, Brave



COP

Some people like to take the law into their own hands, and that's on them. You on the other hand, you are the law. So what you do is above the law, even when maybe it isn't. It's getting tough out on the streets and you've got to do what it takes to stay alive. Even if that means bending the rules a little bit, or overlooking some minor offences in order to catch the big guy.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Fighting d6, Notice d6, Shooting d6, Knowledge (Law) d6, Persuasion d6, Investigation d6, Streetwise d6 +1 additional skill points

Charisma: —; **Pace:** 6; **Parry:** 5; **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Sector Cop, Level Headed



CORPORATE WORKER

Life has treated you well. You've got a good job, a nice house, enough money that you don't have to worry about most things. Except there's something been on your mind lately. Looking at all the suffering going on the world whilst you sit in a comfy chair makes you think that maybe you're part of the problem. Maybe there's more to life than comfort and security.

Attributes: Agility d6, Smarts d8, Spirit d6, Strength d6, Vigor d6

Skills: Gambling d6, Knowledge (Business) d6, Notice d4, Persuasion d6, Taunt d6 +6 additional skill points

Charisma: 2; **Pace:** 6; **Parry:** 2;

Toughness: 5

Hindrances: One Major, two Minor

Edges: Corporate Mediator, Charismatic



CRIMINAL

It's tough out there on the streets, times are hard man, so you gotta do what you gotta do. Whether it's lifting some extra off the back of a lorry, roughing up some poor schmo who's behind on his payments, or stealing from 'the man', you're the guy to do it. Except now some people have been disappearing from the neighbourhood, and it wasn't anything to do with you. Someone else is on your turf, and they need to be taught a lesson...

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Stealth d8, Fighting d6, Notice d6, Shooting d6, +6 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: One Major, two Minor

Edges: Fleet Footed, Thief



DOCTOR

They say medicine is getting better. Try saying that at midnight in the ER when the victims start pouring in, it doesn't look so healthy then. But you do your best, it's what you're trained to do, it's just another night on Earth. Except that guy that came in last week, well that was just weird. Had burns up his arms that looked like something had just grabbed him, and he wouldn't talk about it. And then he just disappeared. The nurse says he just discharged himself, but there's no way he got up and walked out of there, not with the painkillers he was on.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d6

Skills: Knowledge (Medicine) d8, Healing d8, Notice d6, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Street Doctor, Common Bond



DRIFTER

Times they are a changin' man, it's tough trying to keep the clothes on your back, let alone a roof over your head. The government, they ain't helping, and those guys in suits just don't even see you anymore. You'd usually stick to the smaller towns, but it's getting barren out there, a lot of places are just drying up, whole towns practically vanishing overnight. And not all of those suits are ignoring you, there's a couple you keep spotting whenever you turn a corner. In fact, if you were paranoid you would say they might be following you...

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Survival d8, Fighting d4, Notice d6, Persuasion d6, Streetwise d6 +5 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 4; **Toughness:** 6

Hindrances: One Major, two Minor

Edges: Scavenger, Jack-of-all-trades



DRIVER

People are sooooo boring these days. Everyone is driving around in self-driving cars that look like a fucking bubble that shit itself. Not you though. Those things can't do things that cars are really meant to do, break speed limits, jump gaps, go places they weren't supposed to go. That's where you come in, you know how to drive. That's what you do. And there's always people needing people like you.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d4

Skills: Driving d8, Shooting d4, Notice d4, Repair d6, Streetwise d6 +5 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2;

Toughness: 4

Hindrances: One Major, two Minor

Edges: Ace, Wild Car



ENVIRONMENTALIST

Damn the corporations! Damn the government! They're all at it, and not a damn one of them wants to help save the world. The planet is teetering on the edge of collapse and what do those suited, smiling pricks do? Argue over who gets first dibs on the carcass. Well not on your watch. Things need to be said. But more importantly things need to be done, before it's too late!

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Knowledge (Environmental) d8, Survival d4, Notice d6, Investigation d6, Persuasion d6, Shooting d6 +3 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2;

Toughness: 5

Hindrances: One Major, two Minor

Edges: Strong-Willed, Naturalist



GOVERNMENT AGENT

Everyone thinks that the government has had it, that the corps run the world now. But I got news for you – we're still here and fighting just as hard as ever. The corps may have most of the money, but money isn't everything, and we've got the power and influence to make things happen. Especially now that the new operation has started, Operation Genesys. They've just moved you over to it, and you haven't been told much, but it's gonna change the world, that's for sure.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d6, Vigor d6

Skills: Investigation d8, Driving d4, Fighting d6, Shooting d6, Notice d6, Persuasion d6 +3 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Government Agent, Quick Draw



HACKER

The web's a wonderful thing, anything is at your fingertips, including fingertips if you want them. Not that anyone but the most backwards of people use their fingertips for such thing anymore. Shunting, that's where it's at these days, if you can afford it of course. So what if the regulators haven't passed them for civilian use? The mil has got them up to the eyeballs, especially with the things the way they are with Boris and Chan, and those Quantum Super Computers ain't running themselves. Well, not yet.

Attributes: Agility d8, Smarts d8, Spirit d6, Strength d4, Vigor d4

Skills: Investigation d8, Taunt d4, Notice d6, Persuasion d6, Knowledge (Computers) d8 +4 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Hacker, Luck



JOURNALIST

There's always a story to tell. Sometimes it's the one right in front of you, but more often than not it's the story behind the story. You gotta dig deep to find the real truth, otherwise you're just polishing the sheen on a turd. However hard it may be, even if it hurts people, the truth must be told. And now the stories are getting weird. Those ships that disappeared off the Brazilian coast? The weird sightings in the woods around Dusseldorf? And now there's been the most recent scoop you came across, something that can't be true, but the witnesses say it is.

Attributes: Agility d6, Smarts d8, Spirit d8, Strength d4, Vigor d6

Skills: Investigation d8, Taunt d4, Notice d6, Persuasion d6, +7 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 2; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Investigator, Connections



MECHANIC

Everyone always needs something fixed. Car, bike, radiator, you name it you can fix it. It's getting harder though, robots are taking so much of it over, and stuff is getting so complicated. So you've been learning, it's hard, and you've recently been given some weird problems to solve. This one car came into you and the electricians were shot, and the guy who brought it in says there were some weird lights just before they cut out.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Repair d8, Driving d4, Streetwise d6, Fighting d6, Notice d6 +5 additional skill points

Charisma: –; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Mr Fix-It, McGyver



MERCENARY

War. Huh. What is it good for? Your bank balance, that's what. Whether it's Mogadishu or downtown Chicago, there's always someone that needs your services. The corps pay better that's for sure, but they have some weird gigs that's for sure. And this latest contract you signed on for? Let's just say you got a bad feeling about this.

Attributes: Agility d8, Smarts d4, Spirit d6, Strength d6, Vigor d8

Skills: Shooting d8, Fighting d6, Stealth d6, Intimidation d4, Notice d6 +5 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 6

Hindrances: One Major, two Minor

Edges: Danger Sense, Brawler



PRIVATE INVESTIGATOR

Everybody needs something. Maybe they lost something and want it found. Maybe they want revenge on somebody that got one over on them. Or maybe they just want something done right. Whatever it is, your door is always open (really must get that lock fixed), and their wallets are always open to you.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d6

Skills: Shooting d6, Fighting d6, Stealth d6, Intimidation d4, Persuasion d6, Notice d8, Streetwise d6 +1 additional skill point

Charisma: -; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: One Major, two Minor

Edges: Investigator, Intuition



QUARANTINE ENFORCER

The overcrowding of people into urban sprawls, combined with the aging infrastructure, is causing problems. Disease is rife and with the increase in antibiotic resistant superbugs sometimes things can get out of control. That's where you come in. Someone's got to make sure infection doesn't spread and that's on you. It's a hard job but someone's got to do it. Of course you don't get into physical contact with the infected, that's what the robots are for, and you just control them. Except that sometimes the damn things glitch, and then you've got to go fix them. Just try to avoid contact whilst you're out there.

Attributes: Agility d8, Smarts d6, Spirit d6, Strength d4, Vigor d8

Skills: Pilot d6, Notice d6, Streetwise d6, Driving d6, Shooting d6, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two



Minor

Edges: Ace, Quick

ROCK STAR

When it comes to fixing the world it's not at the top of your priority list. The world can go burn as long as you can get some great tunes to go with it. It's always party time, and you're the person to party with. Some weird shit is hitting the streets recently, new drugs that are really messing people up, some new psychoactive substances that are causing people to have some real bad visions.

Attributes: Agility d6, Smarts d6, Spirit d8, Strength d4, Vigor d8

Skills: Persuasion d6, Notice d6, Streetwise d6, Taunt d6, Fighting d6, , +7 additional skill points

Charisma: 2; **Pace:** 6; **Parry:** 5;

Toughness: 5

Hindrances: One Major, two Minor

Edges: Attractive, Lucky



SCIENTIST

When it comes to fixing the world it's top of your priority list. If there's a problem, science can solve it, given long enough and a good enough working hypothesis. If it wasn't for all those big wig politicians and corporate money monkeys you could've saved the world by now. But funding is getting harder to come by unless you're making something that sells. And saving the world ain't got people buying.

Attributes: Agility d6, Smarts d10, Spirit d6, Strength d4, Vigor d4

Skills: Knowledge (Science) d8, Persuasion d6, Notice d6, Knowledge (Other) d4, +7 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 2; **Toughness:** 4

Hindrances: One Major, two Minor

Edges: Scholar, Eidetic Memory



SOLDIER

The world's not a nice place. There's conflict everywhere you look, and you've looked in a lot of places. Still, Uncle Sam sends you where he sends you, and you just gotta do what they say. Well that was all well and good when they sent you to Iran, I mean they had it coming didn't they? But since you've been back in the good ol' US of A a command has been deploying you into situations you just didn't see coming. I mean, taking out terrorists is one thing, but enforcing civil peace don't seem right somehow. I mean these folks are your folk's right? Shooting at them, well it just don't seem, well, right.

Attributes: Agility d8, Smarts d4, Spirit d8, Strength d6, Vigor d6

Skills: Shooting d8, Fighting d6, Stealth d6, Survival d4, Notice d6 +5 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor

Edges: Hard to Kill, Tactician



VERTICAL FARMER

Food needs to come from somewhere and those big farms out in the sticks might be alright for some, but the costs are a burden on all those big corps. Luckily it doesn't have to be that way. You and many others are growing food right here in the city using vertical farms, skyscrapers full of food that can be sourced, processed and packaged all in one place and sold straight on the street. You've even been dabbling with some microbreweries down in the basement. Of course being in the middle of city does make you somewhat of a target from those desperate for food, or that power that brings.

Attributes: Agility d6, Smarts d6, Spirit d6, Strength d6, Vigor d8

Skills: Knowledge (Agriculture) d8, Fighting d4, Shooting d6, Streetwise d4, Notice d6 +5 additional skill points

Charisma: -; **Pace:** 6; **Parry:** 5; **Toughness:** 5

Hindrances: One Major, two Minor



Edges: Intuition, Scavenger

CHARACTER BACKGROUND

In the first session the characters will be attending a school reunion in New Hampshire (Exeter), so they will all need to be of the same age and have attended the same school (although it is a school with international students so may have different country origins).

The players will need to answer the following questions about their characters background before play commences. Don't worry about answering all of the questions; answer only those that feel applicable to your character, although every player should try to answer at least half of the questions listed below.

In addition all players should answer the group questions at the end together; these are collaborative questions and are specific to the first session that will be played and are therefore mandatory.

INTRODUCTION QUESTIONS

1. Do you have any nicknames, street names, titles, nom de plume?
2. Where do you live? Or are you a drifter someone who comes and goes as he pleases
3. What is your most obvious blessing or strength? What do you perceive as your greatest strength? And why? Was there any event or cause of these Strengths?
4. What is your most obvious flaw or weakness? What do you perceive as your greatest weakness? And why? Was there any event or cause of these weaknesses?

PHYSICAL TRAITS

5. Do you look your age or do you appear older or younger than you are?

6. What is your most distinguishing feature? Any scars, tattoos, birthmark or facial hair? If so, how did you acquire them? What do these distinguishing marks look like? Do they have any special significance? Where are they located?
7. What kind of clothing do you wear? What is your clothing's style or level of sophistication?
8. What sort of vocal tone do you have?

PSYCHOLOGICAL TRAITS

9. Do you direct your personal energies on the outside world (**Extrovert**) or within your own inner world (**Introvert**)? Extroverts tend to be outgoing people-oriented persons with a wide range of friends, but often talk or act too quickly without thinking things over. Introverts are often seen as reflective or reserved but are comfortable just doing their own thing and have just a few close, personal friends. They often think things over before they talk or act, but sometimes don't act quickly enough.
10. Do you pay more attention to information that comes in through your five senses (**Analytical**), or do you pay more attention to the patterns and possibilities that you see in the information you receive (**Intuitive**)? Analytical people pay attention to physical reality, what they see, hear, touch, taste, and smell; they deal in facts and evidence and tend to be more practical but less open-minded to new ideas. Intuitive people tend to pay most attention to impressions or the meaning and patterns of the information they get; but they can sometimes get lost in the possibilities and struggle to translate them into reality.
11. Do you like to put more weight on objective principles and impersonal facts (**Logical**) or do you put more weight on personal concerns and the people involved (**Sensual**)? Logical people, when they make a decision, like to find the basic truth or principle to be applied, regardless of the specific situation involved; this can lead to insensitivity to situations and can come across as uncaring.

Sensual people, by contrast, believe they can make the best decisions by weighing what people care about and the points-of-view of persons involved in a situation; but by others they can be seen as idealistic and can sometimes miss the 'hard truth' of a situation.

12. Do you prefer a more structured and decided lifestyle (**Ordered**) or a more flexible and adaptable lifestyle (**Chaotic**)? Ordered people seem to prefer a planned or orderly way of life, like to have things settled and organized; but they can get flustered in a disorganised environment and can sometimes focus so much on a goal that they miss new information. Chaotic people seem to prefer a flexible and spontaneous way of life, and they like to understand and adapt to the world rather than organize it; however they can often spend so long being flexible that they miss opportunities to make decisions.

HISTORY

13. Where is your hometown? What is your hometown's name? What is your opinion of home?
14. What was the area like where you grew up and how did it affect you?
15. Briefly describe a defining moment in your childhood and how it influenced your life? Was it calm and peaceful or turbulent and traumatic? Did you have any childhood friends? If so, who and where are they now?
16. Do you have any deep, dark secrets in the past that may come back to haunt you? If so, how might such secrets be revealed? How far would you go to keep such secrets from being revealed? What would you do if the truth became known?
17. Do you have any sort of criminal record?

FAMILY

18. Who were your parents? Were you raised by them? Do you know who they are? Are they alive or dead? Was it Natural death or did something bad happen?
19. Do you have any siblings? If so how many and what were/are their names? Where do they live now? Do you stay in touch with them or have you become estranged?
20. What was your family life like?

RELATIONSHIPS

21. Do you have any close friends? If so, who and what are they like? What is the history of their relationship(s) with you? How close are you to your friends?
22. Do you currently have a best friend whom you would protect with your reputation or your life? If so, who are they and what caused you to feel so close to them? What would have to happen for you to end this relationship?
23. Do you have any bitter enemies? If so, who are they, what are they like, and what is the history of their feud with you? Have you defeated them before? How might these enemies seek to discomfit you in the future?
24. What valuable or important contacts do you have? How did you come to know them?
25. Name some things you hate in others?
26. What is the worst thing someone has done to you?

BELIEFS

27. Do you, or did you, have any role models? Do you have any heroes or idols, either contemporary or from legend? If so, have you ever met them?
28. Do you have any dreams or ambitions? If not, why?
29. What are your short-term goals (what would you like to be doing within a year)? What are your long-term goals (what would you like

to be doing twenty years from now)? If these goals seem at odds with each other or with your dreams, how do you reconcile the differences? How do you seek to fulfil these dreams, goals, & ambitions?

30. Do you have any great rational or irrational fears or phobias? If so, what are the origins of or reasons behind them? What, if anything, would it take for you to be able to overcome this? How do you react when this fear manifests itself? Are you willing to discuss, or even admit to, the situation?
31. What are your attitudes regarding material wealth? Are you miserly with your share of the wealth, or do you spend it freely? Are you greedy or generous?
32. Do you trust easily (perhaps too easily) or not?

GROUP QUESTIONS

33. How old are you?
34. Did you all know each other well at school? If so how well? Did you share classes, dorm rooms, have a favourite teacher, anyone you hated on the staff?
35. Have you kept in contact with each other since school? If so how have you kept in touch, physically meeting, living together, exchanges on social media?
36. How are you getting to the reunion from wherever you now live? Are you travelling independently or as a group?

HINDRANCES

Players may choose up to 1 major and 2 minor hindrances based on the character background they have come up with. Each minor hindrance confers an extra point to spend on other areas (see below), a major hindrance confers 2 points.

Below is a complete list of all the hindrances available, sourced from the core rulebook, Interface Zero, Realms of Cthulhu and Savagepedia. Other hindrances are available, but any not listed here must be checked with the GM first.

ALL THUMBS (MINOR)

Some people just aren't good with modern devices. Characters with this drawback suffer a -2 penalty to the Repair skill at all times. In addition, when a hero uses a mechanical or electronic device, a roll of 1 on his skill die (regardless of his Wild Die) means the device is broken. The damage usually requires a Repair roll at -2 and 1d6 hours to fix.

ALWAYS LOSING THINGS (MINOR)

Your character just can't seem to hold onto things. As a result of their forgetfulness, your character loses a random (important) item at the beginning of every session, if they fail a Smarts test.

ANAEMIC (MINOR)

An anaemic character is particularly susceptible to sickness, disease, environmental effects, and fatigue. He subtracts 2 from all Fatigue checks such as those made to resist poison and disease. (See page 99 for more information on Fatigue and the various hazards that lead to it.)

ARROGANT (MAJOR)

Your hero doesn't think he's the best—he knows he is. Whatever it is—swordsmanship, kung fu, running—few compare to his skills and he flaunts it every chance he gets. Winning just isn't enough for your hero. He must completely dominate his opponent. Anytime there is even a shadow of a doubt as to who is better, he must humiliate his opponent and prove he can snatch victory any time he wishes. He is the kind of man who disarms

an opponent in a duel just so he can pick the sword up and hand it back with a smirk. Arrogant heroes always look for the "boss" in battle, attacking lesser minions only if they get in the way.

BAD EYES (MINOR)

Your hero's eyes just aren't what they used to be. With glasses, there's no penalty but should he lose his glasses (generally a 50% chance when he's wounded, or no chance with a "nerd-strap"), he suffers a -2 penalty to any Trait roll made to shoot or Notice something more than 60' distant. A character may not offset this with surgery or cybernetics at the beginning of the game, but may be bought out later with an advance.

BAD LUCK (MAJOR)

Your hero is a little less lucky than most. He gets one less Benny per game session than normal. A character cannot have both Bad Luck and the Luck Edge.

BAD REPUTATION (MINOR/MAJOR)

People think the worst of your character. If something bad happens, she's the first person to get blamed. Maybe she deserves it, maybe she doesn't, but no one seems to care about her say on the matter. As a Minor Hindrance, the rumours people come up with about your character are really exaggerated truths or outright lies. Maybe you have a couple contacts in the Yakuza, but that doesn't mean you're "a hardened killer the Yakuza hires for special missions." As a Major Hindrance, you actually have some sort of criminal record. The police are likely to turn up on your doorstep if something goes down on your turf, even if you didn't have anything to do with it, and you've seen the inside of far too many interrogation rooms.

BIG MOUTH (MINOR)

Loose lips sink ships, the saying goes. Your hero's mouth could drown an armada. Your character can't keep a secret very well. He reveals plans and gives away things best kept among friends, usually at the worst possible times.

BLACKLISTED (MINOR/MAJOR)

Due to an event in your past, at least one organisation refuses to have anything to do with you. The reasons may vary, but the end result is that, unless you go to great lengths to hide your involvement, deals with this one company will always go sour. At the Major level, your Blacklisting applies to not just a single company, but an entire industry. Just imagine how hard it would be to work in banking if your name is associated with one of the worst banking scandals in history.

BLIND (MINOR / MAJOR)

The individual is completely without sight. He suffers a -6 to all physical tasks that require vision (which is most everything) and -2 to most social tasks as he can't "read" those he's interacting with as well as others. On the plus side, Blind characters gain their choice of a free Edge to compensate for this particularly difficult Hindrance. If the player has had some form of cybernetic or augmented implant to overcome this then this is not a hindrance unless the replacement is faulty (50% chance of glitching for D10 turns if physically struck, at which point at -6 as above, this is the minor version.

BLOODTHIRSTY (MAJOR)

Your hero never takes prisoners unless under the direct supervision of a superior. This can cause major problems in a military campaign unless his superiors condone that sort of thing. Your killer suffers -4 to his Charisma, but only if his cruel habits are known.

CAN'T SWIM (MINOR)

This character simply can't swim. When subjected to water, the character flounders for one round, then sinks the next, using normal rules for having no oxygen. The character may not learn the swimming skill without first buying off this hindrance. A character may normally tread water even without the swimming skill (pace 1), but this hindrance causes the character to fail at even that.

CAUTIOUS (MINOR)

Some folks gather too much intelligence. This character personifies over-cautiousness. He never makes rash decisions and likes to plot things out in detail long before any action is taken.

CHRONIC DEPRESSION (MINOR/MAJOR)

The character is afflicted with melancholies that make him/her unmotivated and disinterested in life. The character, when in a dreary mood, is difficult to rouse to action.

Minor: Anytime you want to use a benny, make a Spirit check. If you fail, the benny is wasted and has no effect. You may not use a benny for this roll.

Major: As above, but with a -2 penalty.

CLUELESS (MAJOR)

Your hero isn't as aware of his world as most others. He suffers -2 to Common Knowledge rolls.

CODE OF HONOUR (MAJOR)

Honour is very important to your character. He keeps his word, won't abuse or kill prisoners, and generally tries to operate within his world's particular notion of proper gentlemanly or ladylike behaviour.

CURIOUS (MAJOR)

It killed the cat, and it might kill your hero as well. Curious characters are easily dragged into any adventure. They have to check out everything and always want to know what's behind a potential mystery.

DEATH WISH (MINOR)

Having a death wish doesn't mean your adventurer is suicidal—but he does want to die *after* completing some important goal. Maybe he wants revenge for the murder of his family, or maybe he's dying from disease and wants to go out in a blaze of glory. He won't throw his life away for no reason, but when there's a chance to complete his goal, he'll do anything—and take any risk—to achieve it. This Hindrance is usually Minor unless the goal is relatively easily fulfilled (very rare).

DEBT (MINOR/MAJOR)

Sometimes a character needs or wants to start with that extra “something” but just doesn't have the money to make it happen. But hey, this is 2032, and if you're willing to sell your soul you can always get funds on credit, ne? If you're a pizza delivery driver and want to have that ride so you can work, for example, just head on down to Honest Rex and try his first-time buyer program. As a Minor Hindrance, the character may make a single purchase equal to the vehicle lifestyle rating (for example an average lifestyle means up to \$25,000), but must add \$500 to his cost of living. Should he fail to make his payment, he must make it up the next session by paying double. If he fails to pay for two consecutive sessions, the character acquires the equivalent of the Wanted Hindrance as debt collectors (or Rex's thugs) continually harass him for money. Should the character

continue to default on his payments, at the very least his purchase will be repossessed — at the very worst he may find himself on the wrong end of a different sort of contract. The Major version of this Hindrance works much the same, except the character may make a single purchase equal to the property deposit in dollars (e.g. an average lifestyle equates to \$50,000) and must add \$1,000 to his cost of living. The lender is also likely to be more...unhappy with defaulted payments. **Note:** The GM should use the optional Cost of Living rules below.

DELUSIONAL (MINOR OR MAJOR)

Your hero believes something that is considered quite strange by everyone else. Minor Delusions are harmless or the character generally keeps it to himself (the government puts sedatives in soft drinks, dogs can talk, we're all just characters in some bizarre game, etc.). With a Major Delusion, he expresses his view on the situation frequently and it can occasionally lead to danger (the government is run by aliens, hospitals are deadly, I'm allergic to armour, zombies are my friends).

DOUBTING THOMAS (MINOR)

Some people don't believe in the supernatural until they're halfway down some creature's gullet. Doubting Thomases are sceptics who try their best to rationalize supernatural events. Even once a Doubting Thomas realizes the supernatural exists, he still tries to rationalize weird events, following red herrings or ignoring evidence. Doubting Thomases suffer -2 to their Fear checks when confronted with undeniable supernatural horror.

ELDERLY (MAJOR)

Your adventurer is getting on in years, but he's not quite ready for the nursing home. His Pace is reduced by 1, and his Strength and Vigor drop a die type to a minimum of d4, and cannot be raised thereafter. On the plus

side, the wisdom of his years grants the hero 5 extra skill points that may be used for any skills linked to Smarts.

ENEMY (MINOR OR MAJOR)

Someone out there hates the character and wants him dead. The value of the Hindrance depends on how powerful the enemy is and how often he might show up. A Minor Enemy might be a lone person out for vengeance. A Major Enemy might be an entire organisation who wants your hero dead. If the enemy is one day defeated, the GM should gradually work in a replacement, or the hero may buy off the Hindrance by sacrificing an Advance.

EXPENSIVE TASTE (MINOR)

It's not like this character specifically chooses to buy only the most expensive equipment. It's more that the items that he likes have a tendency to be the most expensive ones available. Whenever the character buys equipment, he pays 25% more than the listed price for the purchased item.

FLASHBACKS (MINOR)

The Hero has suffered a traumatic event in his life that has taken a portion of his sanity with it. Whenever the Hero sees or hears an object, person, sound etc. that may have been linked to a specific traumatic event in his life he must make a Spirit roll. With a failure the hero suffers a flashback and is shaken, he may begin hallucinating and acting as if he were actually in his flashback.

GLASS JAW (MINOR)

Your hero doesn't handle physical pain and injury well. He suffers a -2 penalty on all soak rolls.

GREEDY (MINOR OR MAJOR)

Your miserly hero measures his worth in treasure. If a Minor Hindrance, he argues bitterly over any loot acquired during play. If a Major Hindrance, he fights over anything he considers unfair, and may even kill for his "fair share."

HABIT (MINOR OR MAJOR)

Your warrior has an annoying and constant habit of some sort. Maybe she picks her nose, says "y'know" in every sentence, or chews gum like it's going out of style. A Minor Habit irritates those around her but isn't dangerous. Your hero suffers a -1 Charisma. A Major Habit is a physical or mental addiction of some sort that is debilitating or possibly even deadly. This includes drug use, chronic drinking, or perhaps even an addiction to virtual reality in a high-tech setting. A character that doesn't get his fix must make a Fatigue check every 24 hours thereafter (see Fatigue on page 99). The first failed roll makes the character Fatigued, then Exhausted. The final result is a coma for hard drug use, or a bad case of the shakes for things like alcohol or VR. Medical care may ease the symptoms. Otherwise the victim must live with the penalties for 1d6 days. Afterward, the hero must buy off the Hindrance by sacrificing an opportunity to Advance or he eventually falls back into his dependency.

HEROIC (MAJOR)

This noble soul never says no to a person in need. She doesn't have to be happy about it, but she always comes to the rescue of those she feels can't help themselves. She's the first one to run into a burning building, usually agrees to hunt monsters for little or no pay, and is generally a pushover for a sob story.

IMPATIENT (MINOR/MAJOR)

Minor: The character is nervous by nature, always in a hurry, has the attention span of a gnat, or something similar. He suffers a cumulative penalty (-1,-2,-4,-6...) for consecutive rolls of the same (non-combat) matter. (Example: A thief gets penalties if he tries to open a lock if he had failed a first try). If he uses a benny to gain a reroll, the penalty does not apply.

Major: The penalties stay the same even if he uses bennies.

INDEBTED (MINOR/MAJOR)

Sometimes, you just owe someone in a way money can't repay. Maybe it's out of a sense of duty; maybe it's out of a sense of debt. Whatever the case, a character with this Hindrance is one of those peeps and it runs deeper than a simple sense of service. A character with Indebted as a Minor Hindrance has someone he's a little indebted to. Most of the time it won't make a big difference other than in how he behaves, but occasionally that "someone" might need something like a favour or some help. The character could refuse, but it'll cost him a Benny (if not a certain amount of self-esteem). If the Hindrance is a Major one, the character owes someone big-time. In this case, he may be called upon more often, and the costs of ignoring this call can be greater. The GM should decide how many bennies the character loses based on the nature of the favour. If it was a little one, maybe a single point (for No Style); if it was a big one, it could be as many as five points (as if for Failing a Run, or worse), if this is greater than the total number they have it rolls over into the next session until it is paid off. If for some reason the character can't pay the penalties, he may wind up with an Enemy or even a Wanted Hindrance.

INSOMNIA (MINOR)

The hero suffers from the inability to sleep. Whether it is in the form of insomnia itself, or maybe some form of night terror, is up to you. Whenever the character is attempting to fall asleep, he must make a spirit roll. With a

failure he is unable to sleep for the next 6 hours. Taking proper medication will give the hero a +2 to his rolls for the day.

LAME (MINOR / MAJOR)

A past wound has nearly crippled your hero. His basic Pace is reduced by 2 and he rolls only a d4 for running rolls. A character's Pace may never be reduced below 1. Augmented fixing of this nullifies the hindrance; a minor hindrance may be taken if it is a botched job which may malfunction (50% chance) if physically struck in that location.

LOYAL (MINOR)

Your character may not be a hero, but he'd give his life for his friends. This character can never leave a man behind if there's any chance at all he could help.

MAGNET (MINOR/MAJOR)

Whether it's her looks, fame, or something else you can't explain, certain people find your hero very alluring. Sadly, they're never those she wishes were drawn to her. As a Minor Hindrance, one or two fans show up as an inconvenience or occasional distraction. The Major version has swarms of fans that could get her into serious trouble. Imagine trying to do a run while hounded by a half-dozen reporters! Example fans include criminal wannabes hoping to curry her favour, journalists or reality show producers.

MEAN (MINOR)

This fellow is ill-tempered and disagreeable. No one really likes him, and he has trouble doing anything kind for anyone else. He must be paid for his troubles and doesn't even accept awards graciously. Your character suffers -2 to his Charisma.

MILQUETOAST (MAJOR)

This investigator believes firmly in the sanctity of their mind and body and recovers slowly from shock and trauma. They suffer a -2 penalty to Spirit rolls to recover from being Shaken. The investigator may use a level up once he reaches Seasoned or any time thereafter to eliminate this Hindrance.

MOTION SICKNESS (MINOR)

Whenever the character makes a trip by plane, boat, car, or other fast moving vehicle for more than an hour, s/he must make a Vigor roll. If s/he fails, s/he suffers a point of fatigue. A character cannot suffer more than one point of fatigue in this way and the fatigue is removed once s/he has a few calm minutes off the vehicle.

OBESE (MINOR)

Particularly large people often have great difficulty in dangerous physical situations. Those who carry their weight well have the Brawny Edge. Those who don't handle it very well are Obese. A character cannot be both Brawny and Obese. An Obese hero adds 1 to his Toughness, but his Pace is decreased by 1 and his running die is a d4. Obese characters may also have difficulty finding armour or clothing that fits, squeezing into tight spaces, or even riding in confined spaces such as coach airplane seats or compact cars.

ONE ARM (MINOR / MAJOR)

Whether by birth or battle, your hero has lost an arm. Fortunately, his other arm is (now) his "good" one. Tasks that require two hands, such as Climbing, suffer a -4 modifier. If the player has had some form of cybernetic or augmented implant to overcome this then this is not a hindrance unless the replacement is faulty (50% chance of glitching for D10

turns if physically struck, at which point at -4 as above, this is the minor version.

ONE EYE (MINOR / MAJOR)

Your hero lost an eye for some unfortunate reason. If he doesn't wear a patch or buy a glass replacement (typically \$500), he suffers -1 to his Charisma for the grotesque wound. He suffers -2 to any Trait rolls that require depth perception, such as Shooting or Throwing, jumping a ravine or rooftop, and so on. Augmented fixing of this nullifies the hindrance; a minor hindrance may be taken if it is a "glitched" job which may malfunction (50% chance) for D10 turns if physically struck in that location.

ONE LEG (MINOR / MAJOR)

With a prosthetic, One Leg acts exactly like the Lamé Hindrance, reducing Pace by 2 and running rolls are now a d4. Without a prosthetic, the character's Pace is 2 and he can never run. He also suffers -2 to Traits that require mobility, such as Climbing and Fighting. A character with one leg also suffers a -2 penalty to his Swimming skill (and Pace). If the player has had some form of cybernetic or augmented implant to overcome this then this is not a hindrance unless the replacement is faulty (50% chance of glitching for D10 turns if physically struck, at which point at the effects are as above, this is the minor version.

OVERCONFIDENT (MAJOR)

There's nothing out there your hero can't defeat. At least that's what he thinks. He believes he can do most anything and never wants to retreat from a challenge. He's not suicidal, but he certainly takes on more than common sense dictates.

OWNED (MAJOR)

Whether due to experimental procedures that keep you alive, or a contract for indentured servitude in order to pay back a large debt, your individual liberty is severely hampered because you are, for all intents and purposes, property of the organisation that holds your contract. For the most part, this Hindrance means you have little say over your actions; it is not uncommon for you to be given orders with the expectation that you fulfil them. At the end of a very lengthy and dangerous mission for your contract owners, you might be able to buy this Hindrance off by spending an Advance once you hit Seasoned Rank.

PACIFIST (MINOR OR MAJOR)

Your hero absolutely despises violence. Minor pacifism means he only fights when given no other choice, and never allows the killing of prisoners or other defenceless victims. Major Pacifists won't fight living characters under any circumstances. They may defend themselves, but won't do anything to permanently harm sentient, living creatures. Note that undeniably evil creatures, undead, demons, and the like are fair game. A Major Pacifist might also fight with nonlethal methods, such as with his fists. Such characters only do so when obviously threatened, however.

PERSISTENT INJURY (MINOR)

An old injury that never quite healed or other chronic condition sometimes comes back to haunt the character. This could be an old sports injury, arthritis, a bullet that was never dislodged, etc. Whenever the character rolls a natural 1 using his/her Strength or Agility attributes, s/he is automatically shaken.

PHOBIA (MINOR OR MAJOR)

Phobias are overwhelming and irrational fears that stay with a hero for the rest of his life. Whenever a character is in the presence of his phobia, he subtracts 2 from all his Trait tests as a Minor Hindrance and 4 if the fear is a

Major Phobia. Phobias shouldn't be too obvious—everyone should be afraid of vampires, for example, so it's not a phobia—it's common sense. Instead, the phobia usually centres on some random element the mind focused on during whatever encounter caused such a fright. Remember, phobias are *irrational* fears.

POOR CARDIO (MAJOR)

The character has bronchitis, asthma, emphysema, or other condition making breathing difficult. Every turn the character runs consecutively, his / her Pace is cumulatively reduced by 2 yards. These penalties may be removed one at a time by catching his / her breath for one turn. Example: A Character has run for 3 turns in a row. His Pace is 12 yards + 1d12 yards – 6 yards. If s/he doesn't move next turn, the penalty will be reduced by 4 yards.

POVERTY (MINOR / MAJOR)

It's said a fool and his money are soon parted. Your hero is that fool. Please see the lifestyle rules further down for impacts of minor and major poverty hindrances.

QUIRK (MINOR)

Your hero has some minor foible that is usually humorous, but can occasionally cause him trouble. A swashbuckler may always try to first slash his initials on his foes before attacking, a dwarf may brag constantly about his culture, or a snobby debutante might not eat, drink, or socialize with the lower class.

SECRET (MINOR/MAJOR)

Your character has a secret, which if known, will complicate her life severely. It could be she once worked for one of the big corporations and

helped to develop a bioweapon currently hurting large portions of the population. Perhaps your character is an undercover police officer who has currently infiltrated a gang. In all cases, revelation of the secret will cause major trouble for your character. The Minor version of this Hindrance simply means the reveal of the secret will be of major embarrassment, and possibly cause the character to become wanted, or to lose contacts, friends and associates due to its nature. The Major version of this Hindrance means the character's life, and possibly those around him, will be put into direct danger from the revelation of this secret. If the genie is permanently out of the bottle and there's no hope of covering this up, the GM can replace this Hindrance with one of equal measure: e.g., Outsider for a Minor version, or Enemy (Major) for the Major version.

SHAKES (MINOR)

For some reason, this character has some faulty wiring in the brain. Whether it's from a birth defect or because helpful doctors from some research project made a neural pathway zig where it should have zagged, the result is the same: he suffers the shakes if he is overwhelmed by stress. Whenever this character is forced to make a Spirit roll and fails, he must make an immediate Vigor roll that fails as well, he begins to have a seizure. The seizure causes the character to fall prone and suffer a -2 penalty on all action rolls until it passes. Additionally, the character can only move at Pace 3 for the duration. The seizure lasts 15 rounds minus a number of rounds equal to the character's Spirit. The good news is that there is always some form of chemical treatment to offset the potential seizures. As long as the character has access to his medication, he doesn't have to make a Vigor check when he fails a Spirit check, but this requires spending money — deducting \$500 from the characters lifestyle funds, if they are destitute this treatment will not be available unless they also take the Debt Hindrance. If they are poor the character can spend \$250 on cheaper, natural alternative sources, but these are invariably less effective. The character must still make his Vigor check on failed Spirit rolls, but he gets a +1 bonus.

SHELL SHOCK (MAJOR)

The character has a tendency to freeze up in combat. He begins the first round of combat Shaken. This condition can be removed normally.

SLOW (MAJOR)

The character is not as quick as others are when it comes to reacting to combat. When drawing cards, if they get a Jack or better, they draw another card until they get a card lower than a Jack. They act on the lower of the cards drawn. This Hindrance does not apply to Jokers.

SLOW-WITTED (MINOR/MAJOR)

The Character is either very gullible or easily distracted (or both).

Minor: -2 penalty to resist one type of Trick (either Smarts or Agility).

Major: The penalty affects both types of Tricks.

SMALL (MAJOR)

Your character is either very skinny, very short, or both relative to his particular race. Subtract 1 from his Toughness for his reduced stature.

STUBBORN (MINOR)

This stubborn individual always wants his way and never admits he's wrong. Even when it's painfully obvious he's made a mistake he tries to justify it with half-truths and rationalizations.

UGLY (MINOR)

Unfortunately, this individual hit more than a few ugly sticks on his way down the tree of life. His Charisma is lowered by 2, and he is generally shunned by members of the opposite sex.

VENGEFUL (MINOR OR MAJOR)

Your character always attempts to right a wrong he feels was done to him. If this is a Minor Hindrance, he usually seeks vengeance legally. The type and immediacy of his vengeance varies by character, of course. Some will plot and scheme for months to extract what they see as justice. Others demand immediate results. If this is a Major Hindrance, your character will kill to rectify his perceived injustice.

VOW (MINOR OR MAJOR)

The character has a vow of some sort. Whether it's Major or Minor depends on the Vow itself. Some may have Vows to particular orders or causes, to the Hippocratic Oath, to rid the world of evil, and so on. The danger in fulfilling the Vow and how often it might occur determines the level of the Hindrance. Whatever the Vow, it's only a Hindrance if it actually comes into play from time to time and causes the character some discomfort.

WANTED (MINOR OR MAJOR)

Your hero has committed some crime in his past and will be arrested if discovered by the authorities. This assumes the setting actually has laws and police officers to enforce them. The level of the Hindrance depends on how serious the crime was. A hero with numerous unpaid parking tickets (in a game where he might have to drive occasionally) has a Minor Hindrance, as does someone wanted for more serious crimes away from the main campaign area. Being accused of murder is a Major Hindrance in almost any setting.

WEAK-WILLED (MINOR/MAJOR)

This character has problems with face-to-face verbal conflict and will usually back down in such situations. This character suffers -1 to all opposed rolls, such as Persuasion, Taunt, or Intimidation, this penalty increases to -2 if the Major version is chosen.

UNFOCUSED (MAJOR)

Your hero has a hard time focusing on any task he feels is unimportant, which unfortunately includes most of them. Your Wild Die is a d4 rather than a d6 for any Trait rolls. Whenever you spend a benny your Wild Die returns to the normal d6 for that roll.

YELLOW (MAJOR)

Not everyone has ice water in his veins. Your hero is squeamish at the sight of blood and gore and terrified of coming to harm. He subtracts 2 from all of his fear-based Spirit checks.

EDGES

To balance out the hindrances players may buy edges for their characters; they receive one automatically (for being human) and may purchase another for a major or two minor hindrances (essentially 2 points). Please note that the points gleaned from hindrances may also be used to increase traits, please see below.

Below is a list of all of the available edges for characters, taken from the core rulebook as well as Interface Zero, Realms of Cthulhu and Savagepedia. Any edges not listed here should be consulted with the GM before taking. Please note that no arcane edges are permitted as this setting does not include arcane powers of any description.

BACKGROUND EDGES

ALERTNESS (N)

Requirements: Novice

Not much gets by your hero. He's very observant and perceptive, and adds +2 to his Notice rolls to hear, see, or otherwise sense the world around him.

AMBIDEXTROUS (N)

Requirements: Novice, Agility d8+

Your hero is as deft with his left hand as he is with his right. Characters normally suffer a -2 penalty when performing physical tasks with the off-hand (characters are assumed to be right-handed). With this Edge, your warrior ignores the -2 penalty for using his off-hand (see page 85).

ATTRACTIVE (N)

Requirements: Novice, Vigor d6+

It's no secret that beautiful people have an easier time getting their way in life. This Edge grants your beautiful or handsome character +2 to Charisma.

VERY ATTRACTIVE (N)

Requirements: Novice, Attractive

Your hero is drop-dead gorgeous. His Charisma is increased to +4.

BERSERK (N)

Requirements: Novice

Immediately after suffering a wound (including a Shaken result from physical damage), your hero must make a Smarts roll or go Berserk. While Berserk, his Parry is reduced by 2 but he adds +2 to all Fighting, Strength, melee damage rolls, and Toughness. The warrior ignores all wound modifiers while Berserk, but cannot use any skills, Edges, or manoeuvres that require concentration, including Shooting and Taunt, but not Intimidation. Berserkers attack with reckless abandon. Anytime his Fighting die is a 1 (regardless of his Wild Die), he hits a random adjacent target (not the original target). The attack may hit friend as well as foe. If there are no other adjacent targets, the blow simply misses. The Berserker may end his rage by doing nothing (not even moving) for one full action and making a Smarts roll at -2.

BRAVE (N)

Requirements: Novice, Spirit d6+

Those with this Edge have learned to master their fear. Or perhaps are so jaded or emotionally distant they've just lost their normal "fight or flight" responses. Either way, your hero adds +2 to Fear tests.

BRAWNY (N)

Requirements: Novice, Strength and Vigor d6+

Your bruiser is very large or perhaps just very fit. His bulk resists damage better than most and adds +1 to his Toughness. In addition, the character can carry more than most proportional to his Strength. This increases your Load Limit in significant items by 1½ times (rounded up).

Eidetic Memory (N)

Requirements: Smarts d8

Your character may not be particularly brilliant, but she has a mind like a camera. She gains a +2 bonus on Common Knowledge rolls, and on Smarts rolls made to remember something.

FAST HEALER (N)

Requirements: Novice, Vigor d8+

Some individuals just seem to heal faster than others. Those with this blessing add +2 to Vigor rolls when checking for natural healing. See page 87 for complete rules on Healing.

FLEET-FOOTED (N)

Requirements: Novice, Agility d6+

The hero's Pace is increased by +2 and he rolls a d10 instead of a d6 when running.

INTUITION (N)

Requirements: Spirit d8

Your hero is prone to sudden flashes of insight. You may spend a benny and make a Spirit roll; if successful, you may ask the GM a single, simple question which your character might theoretically know the answer to. The GM must either give you a simple (no more than one sentence) answer or return your benny.

LINGUIST (N)

Requirements: Novice, Smarts d6+

The character has an ear for languages and a rare talent for recognizing similarities between them. A character with this Edge starts with a number of languages equal to his Smarts die, and can make a Smarts roll at -2 to make herself understood in any language or dialect she has heard spoken for at least a week.

LUCK (N)

Requirements: Novice

The adventurer seems to be blessed by fate, karma, the gods, or whatever external forces he believes in (or believe in him!) He draws one extra Benny at the beginning of each game session, allowing him to succeed at important tasks more often than most, and survive incredible dangers.

GREAT LUCK (N)

Requirements: Novice, Luck

The player draws two extra Bennies instead of one at the start of each session.

QUICK (N)

Requirements: Novice, Agility d8+

Quick characters have lightning-fast reflexes and a cool head. Whenever you are dealt a 5 or lower in combat, you may discard and draw again until you get a card higher than 5. Characters with both the Level Headed and Quick Edges draw their additional card and take the best as usual. If that card is a Five or less, the Quick Edge may be used to draw a replacement until it's a Six or higher.

RESILIENT (N)

Requirements: Novice, Vigor d8+

Thick as a brick or the heart of a lion either way your hero is unaffected by attacks that would leave others crying for their mamma. When any damaging attack creates a Shaken condition with no accompanying wounds your hero may make a free Soak roll. On a Raise the Shaken condition is removed. If unsuccessful a benny may still be paid to immediately eliminate the Shaken penalty.

RICH (N)

Requirements: Novice

Whether the individual was born with a silver spoon in his mouth or earned it through hard work, he's got more money than most. Please see the lifestyle settings below.

FILTHY RICH (N)

Requirements: Novice, Rich

This character is very wealthy. Please see the lifestyle settings below.

SAVVY (N)

Requirements: Novice, Smarts d10+

Whether highly educated, well-read, or simply in touch with their surroundings, this investigator seems to know a little bit about everything, and can readily call upon that knowledge when needed. This investigator makes Common Knowledge rolls without penalty.

WILD CAR (N)

Requirements: Novice, must own a vehicle.

You and your vehicle have gone through a lot together, and she's almost as much of a hero as you are. You must choose a specific vehicle in your possession when you take this Edge. This vehicle can survive an unlimited

amount of wounds. Each wound still causes a -1 driving penalty and inflicts a critical hit, but the vehicle is not automatically wrecked by the fourth wound. The vehicle can still be wrecked by rolling a 12 on the Critical Hit Table, or if she suffers a hit that would obviously obliterate her (like an artillery shell on a muscle car). If the vehicle is ever completely destroyed, the bonus is lost and cannot be transferred to a replacement.

COMBAT EDGES

ARTFUL DODGER (N)

Requirements: Agility d10+

The 'Artful Dodger' may not know how to hit someone but certainly does know how to make them miss! The character with this may use 1/2 Agility + 2 as their base parry score in place of fighting. The character also does not provoke the 'unarmed defender' bonus unless their last action was an attack.

AVOIDANCE (S)

Requirements: Seasoned, Agility d8, Notice d8

This character is trained or instinctively aware of incoming Area Effect attacks. If an Area Effect attack does not allow an Agility roll to avoid, he gets an Agility roll at -2 to avoid it. If an attack does allow an Agility roll to avoid its effects, each raise on his roll allows him to push or otherwise move an ally out of the area as well as himself. If an Area Effect attack is not avoided with Agility but another Trait instead, the character may make his Agility roll first at -2, and if failed, he still gets the other Trait roll as normal.

IMPROVED AVOIDANCE (V)

Requirements: Veteran, Avoidance

Even if the character fails to escape an Area Effect attack, he is still able to find some level of protection for himself. If the character fails to avoid an Area Effect attack, he is considered to have at least Medium Cover against the damage (+2 Armor). If the character already has Medium or better cover, its effect is increased one level up to a maximum of near total cover (+6 Armor). If the Area Effect attack is not damaging (like a stun grenade), the character gains a +2 bonus to escape or avoid its effect.

BLOCK (S)

Requirements: Seasoned, Fighting d8+

Warriors who engage in frequent hand-to-hand combat are far more skilled in personal defence than most others. They've learned not only how to attack, but how to block their opponent's blows as well. A fighter with this Edge adds +1 to his Parry.

IMPROVED BLOCK (V)

Requirements: Veteran, Block

As above, but the hero adds +2 to his Parry.

BRAWLER (N)

Requirements: Novice, Strength d8+

Frequent fights with his bare hands have given this thug a powerful punch. When he hits a foe with a successful bare-handed Fighting roll, he adds +2 to his damage.

BRUISER (S)

Requirements: Seasoned, Brawler

When the bruiser gets a raise on his barehanded Fighting attack, he rolls a d8 instead of a d6.

COMBAT REFLEXES (S)

Requirements: Seasoned

Your adventurer recovers quickly from shock and trauma. He adds +2 to his Spirit roll when attempting to recover from being Shaken.

COUNTERATTACK (S)

Requirements: Seasoned, Fighting d8+

Fighters with this Edge know how to respond instantly to an enemy's mistakes. Once per round (if not Shaken), the character receives one free Fighting attack against one adjacent foe who failed a Fighting attack against him. This attack is made at -2, and the Counterattack must be a normal attack (no Disarm, Wild Attack, or other manoeuvres), and may not be combined with Frenzy or Sweep. It may be used with the Defend manoeuvre, but not Full Defence.

COUNTERSTRIKE (S)

Requirements: Seasoned, First Strike, Fighting d8+

Fighters trained in this aggressive technique knows how to deflect an attack and turn their defence into an attack of their own. The counterstrike is not without risk, as fighter can still be struck by his opponent even if his own attack hits. A fighter may announce his intent to use counterstrike when an attack is declared upon him, but before the fighting roll against him is made. After announcing the counterstrike his Parry is lowered by 2 until his next action. The fighter then makes a counterstrike (fighting roll) and compares the result against his attacker's fighting roll and Parry value. If the counterstrike exceeds the attacker's fighting roll then he has parried the blow. If the counterstrike meets or exceeds the attacker's Parry value, then the attacker has been struck by the counterstrike and damage is rolled. With this technique it is possible to not exceed the attacker's fighting roll but still land a hit on him, resulting in damage being rolled by both combatants. Only one counterstrike attempt may be made per round. Counterstrike

cannot be used in the same round as First Strike, and vice versa. Counterstrike may be combined with a wild attack.

IMPROVED COUNTERATTACK (V)

Requirements: Veteran, Counterattack

As above but the character may ignore the -2 penalty.

DISTRACTING ATTACK (N)

Requirements: Smarts d6, Fighting d6

You can distract an enemy to allow your ally a better shot. Make a normal attack roll; if you hit, you deal no damage but the next ally to attack that enemy gains a +2 bonus on their Fighting roll. The bonus disappears once someone attacks the enemy (successful or not), the enemy acts, or the round ends.

DODGE (S)

Requirements: Seasoned, Agility d8+

Some crafty types know how to get out of harm's way. This Edge allows them to use cover, movement, and concealment to make them harder to hit. Unless they are the victim of a surprise attack and taken completely unaware, attackers must subtract 1 from their ranged attack rolls when targeting them (even in close combat). Characters who attempt to evade area effect attacks may add +1 to their Agility roll as well (when allowed).

IMPROVED DODGE (V)

Requirements: Veteran, Dodge

As above but attackers subtract 2 from their attack rolls, and the character adds +2 to evade area effect weapons when allowed.

DRAGON LASH (S)

Requirements: Seasoned, Martial Artist

With a flurry of blows and throws, the character is often able to clear those around him. Dragon Lash allows the character to make a Push manoeuvre against every adjacent target (friend or foe). The character makes the opposed Strength roll at -2 against each target individually. The character may not use Dragon Lash in the same round as he uses Frenzy or Rapid Attack.

IMPROVED DRAGON LASH (H)

Requirements: Heroic, Dragon Lash

As above but the character may ignore the -2 penalty.

ELAN (N)

Requirements: Novice, Spirit d8+

When this spirited hero puts his heart into something it tends to pay off in big ways. When you spend a Benny on a Trait roll (including Soak rolls), add +2 to the final total.

EXTRACTION (N)

Requirements: Novice, Agility d8+

When a character normally withdraws from a melee, his attacker gets a free attack before he does so—a very dangerous proposition for most. Your hero is adept at retreating from an engagement. Make an Agility roll. If successful, one opponent doesn't get a free attack anytime you disengage (see page 87).

IMPROVED EXTRACTION (N)

Requirements: Novice, Extraction

As above but if you succeed with a raise all opponents currently in melee with the character lose their free attack as your warrior withdraws.

FIRST STRIKE (N)

Requirements: Novice, Agility d8+

Once per turn the hero (if not Shaken) gets a free Fighting attack against a single foe who moves adjacent to him. This automatically interrupts the opponent's action and does not cost the hero his action if he is on Hold or has not yet acted this round.

IMPROVED FIRST STRIKE (H)

Requirements: Heroic, First Strike

As above but the hero may make one free attack against each and every foe who moves adjacent to him.

FLORENTINE (N)

Requirements: Novice, Agility d8+, Fighting d8+

A character trained to fight "Florentine" is a master at wielding two weapons at once. He adds +1 to his Fighting rolls versus an opponent with a single weapon and no shield. In addition, opponents subtract 1 from any "gang up" bonuses they would normally get against the fighter as his two flashing blades parry their blows.

FRENZY (S)

Requirements: Seasoned, Fighting d10+

Frenzied fighters make fast and furious melee attacks, sacrificing finesse for raw speed. This allows them to make an extra Fighting attack per round at a -2 penalty to all Fighting rolls. This attack must be taken at the same time as another Fighting attack though it may target any two foes adjacent to the hero (Wild Cards roll two Fighting dice and one Wild Die). The -2 penalty is subtracted from all attacks. A character armed with two weapons still only makes one extra attack.

IMPROVED FRENZY (V)

Requirements: Veteran, Frenzy

As above but the character may ignore the -2 Frenzy penalty.

GIANT KILLER (V)

Requirements: Veteran

The bigger they are, the harder they are to kill. At least for most. But your hero knows how to find the weak points in massive creatures. Your hero does +1d6 damage when attacking creatures three sizes or larger than himself. An ogre (Size +3) with this ability, for example, gains the bonus only against creatures of Size +6 or greater. A human Giant Killer (Size 0), can claim the bonus against the ogre, however.

GRIZZLED (S)

Requirements: Seasoned, Spirit d6+, Vigor d8+

The experiences have toughened him up - even his scars have scars. He gets +2 to Soak rolls.

GUN-FU DISCIPLE (S)

Requirements: Seasoned, Agility d8+, Shooting d8+

You are on the path of Gun-fu, known by some as "the way of the gun." In most people's hand, a gun is merely a clumsy weapon. In yours, it is an extension of your body, the focus of your art form. When using a gun in close combat, you are not considered Unarmed. You can move up to half your Pace in the same round you use the Aim manoeuvre (including when using the Marksman Edge).

GUN-FU MASTER (H)

Requirements: Heroic, Gun-Fu Disciple, Agility d10+, Shooting d10+

Your mastery of Gun-Fu has advanced to such a degree that you can move your full Pace in the same round you use the Aim manoeuvre (including when using the Marksman Edge).

GUN-FU LEGEND (L)

Requirements: Legendary, Gun-Fu Master

Your mastery of Gun-Fu has advanced to such a degree that you can run as a free action in the same round you use the Aim manoeuvre (including when using the Marksman Edge).

HARD TO KILL (N)

Requirements: Wild Card, Novice, Spirit d8+

This adventurer has more lives than a truckload of cats. When forced to make Vigor rolls due to Incapacitation, he may ignore his wound modifiers. This only applies to Vigor rolls called for to resist Incapacitation or death (see page 77). He still suffers from wound modifiers for other Trait rolls normally.

HARDER TO KILL (V)

Requirements: Veteran, Hard to Kill

Your hero is tougher to kill than Rasputin. If he is ever "killed," roll a die. On an odd result, he's dead as usual. On an even roll, he's incapacitated but somehow escapes death. He may be captured, stripped of all his belongings, or mistakenly left for dead, but he somehow survives.

IMPROVISATIONAL FIGHTER (S)

Requirements: Seasoned, Smarts d6+

Heroes often find themselves fighting with pieces of equipment or furnishings not designed for combat. A character with this Edge has a

knack for using such improvised weapons, and does not suffer the usual -1 penalty to attack and Parry when wielding them. See page 83 for details.

KILLER INSTINCT (H)

Requirements: Heroic

This hero hates losing. If he ties on an opposed roll of any sort, he wins. In addition, if his skill die on an opposed skill roll is a 1, he can reroll it (but must keep the second result, even if it's another 1).

KNOCKBACK (N)

Requirements: Novice, Martial Artist

Sometimes you just get the right angle when you hit an opponent, and you send him flying. Characters with this edge can choose to forgo the additional d6 damage from a raise on their Fighting roll in favour of sending their opponent flying 1d8 yards directly away from them. If the opponent strikes a solid object, such as a wall, they are automatically Shaken. If already Shaken, the opponent takes a wound.

LEVEL HEADED (S)

Requirements: Seasoned, Smarts d8+

Fighters who can keep their cool when everyone else is running for cover are deadly customers in combat. A hero with this Edge draws an additional Action Card in combat and acts on the best of the draw.

IMPROVED LEVEL HEADED (S)

Requirements: Seasoned, Level Headed

As above but the hero draws 3 cards.

MARKSMAN (S)

Requirements: Seasoned

The hero excels at taking controlled, measured shots. If he does not move in a turn, he may fire as if he took the Aim maneuver. Marksman may never be used with a Rate of Fire greater than 1. Marksman works with both Shooting and Throwing.

MARTIAL ARTIST (N)

Requirements: Novice, Fighting d6+

This character is highly trained in hand-to-hand fighting. He is never considered unarmed in combat and so is never subject to the Unarmed Defender rule (page 87). With a successful unarmed attack, he adds +d4 to his Strength roll (as if he were using a small weapon).

MARTIAL ADEPT (S)

Requirements: Seasoned, Martial Artist, Fighting d10+

You make deadly combat look like a beautifully choreographed dance — a true art in its own right. Your hands flash like a Renaissance master's brush, laying low all the enemies in your path with strength, speed, and finesse. You underwent rigorous training to become a finely honed, nearly supernatural fighter. A character with this Edge doesn't suffer from gang up bonuses.

IMPROVED MARTIAL ARTIST (V)

Requirements: Veteran, Martial Arts, Fighting d10+

The character now adds +d6 to his barehanded damage.

NERVES OF STEEL (N)

Requirements: Wild Card, Novice, Vigor d8+

Your hero has learned to fight on through the most intense pain. He may ignore 1 point of wound penalties.

IMPROVED NERVES OF STEEL (N)

Requirements: Novice, Nerves of Steel

The hero ignores 2 points of wound penalties.

NO MERCY (S)

Requirements: Seasoned

The character may spend a Benny to reroll any one damage roll, including those made for area effect attacks.

PACIFIER (N)

Requirements: Novice, Unarmed Combat (Basic), Fighting d8+

You excel at removing an opponent's weapon in melee combat. Make an opposed Fighting roll against your opponent. With a success, he drops his weapon. If you get a raise, the opponent is Shaken and the weapon randomly flies 1d4 inches away (determine direction with a d12 per rules for blast deviation) or you may elect to take it, if you have one or both hands free.

QUICK DRAW (N)

Requirements: Novice, Agility d8+

This Edge allows a hero to draw a weapon as a free action (and thus ignore the usual -2 multi-action penalty if he chooses to fire as well). If the character must make an Agility roll to draw a weapon (see page 74), he adds +2 to the roll.

RAPID FIRE (S)

Requirements: Seasoned, Shooting d8

This character is capable of pulling a trigger faster and retaining accuracy. He can use Double Tap with a weapon not normally capable of it (as long

as the weapon does not need to be reloaded between shots), and he can use Three Round Burst with a weapon capable of Double Tap.

IMPROVED RAPID FIRE (V)

Requirements: Veteran, Rapid Fire

You can use a non-fully automatic weapon to perform Suppressive Fire. Such use requires firing 5 shots from the weapon and only affects a Small Burst Template instead of a Medium one, but otherwise works as listed for Suppressive Fire.

ROCK AND ROLL! (S)

Requirements: Seasoned, Shooting d8+

Some veteran shooters learn to compensate for the recoil of fully automatic weapons. If a character with this Edge does not move, he may ignore the recoil penalty for firing a weapon on full automatic.

STEADY HANDS (N)

Requirements: Novice, Agility d8+

Your hero ignores the "unstable platform" penalty for firing from the backs of animals or while riding in moving vehicles. In addition, when performing actions while running (see page 74), his penalty is -1 instead of -2.

STEADFAST (S)

Requirements: Seasoned

The trials of battle have left your hero resistant to less debilitating wounds. Add +2 to his Vigor rolls when trying to Soak.

STAND AND FIGHT (S)

Requirements: Rock and Roll, Shooting d10+

Using this edge the character may give up his movement to double the rate of fire of his weapon with a -2 to all actions. This always results in an empty clip.

SWEEP (N)

Requirements: Novice, Strength d8+, Fighting d8+

Sweep allows a character to make a single Fighting attack and apply it against all currently adjacent targets at a -2 penalty (friends and foes alike—be careful). Resolve each damage roll separately. The attack is applied immediately when rolled and only affects targets adjacent at that time. A character may not use Sweep in the same round she uses Frenzy, nor may she Sweep more than once per round, or with a second weapon held in another hand. In effect, the hero may only perform Sweep once per action unless she somehow gets two entire actions (perhaps under the effects of a spell or power, for example).

IMPROVED SWEEP (V)

Requirements: Veteran, Sweep

As above but the hero may ignore the -2 penalty.

TRADEMARK VEHICLE (S)

Requirements: Seasoned, Ace, relevant vehicle skill d8+

You have a feel for your vehicle which borders on the supernatural. The manoeuvrability you can squeeze out of it makes it difficult for anyone to get a decent shot at it. While driving a specific vehicle, all Shooting rolls to hit it are at -1. This Edge should be restricted to personal vehicles.

IMPROVED TRADEMARK VEHICLE (V)

Requirements: Veteran, Trademark Vehicle

As above except the penalty is at -2.

TRADEMARK WEAPON (N)

Requirements: Novice, Fighting or Shooting of d10+

The hero knows one unique weapon (Excalibur, Old Betsy, Sting) like the back of his hand. When using that weapon, he adds +1 to his Fighting, Shooting, or Throwing rolls. A hero can take this Edge multiple times, applying it to a different weapon each time. If a Trademark Weapon is lost, the hero can replace it, but the benefit of the Edge doesn't kick in for two game weeks.

IMPROVED TRADEMARK WEAPON (V)

Requirements: Veteran, Trademark Weapon

As above but the bonus when using the weapon increases to +2.

Trick Shot (N)

Requirements: Novice, Shooting d10+

There is a lot of down time in between your adventures and during the off days your character practices calling their shot on small targets. Your hero now gains a +2 to called shots while stationary and a +1 to called shots when a movement action is taken that is not running.

TWO-FISTED (N)

Requirements: Novice, Agility d8+

A Two-Fisted hero isn't ambidextrous—he's simply learned to fight with two weapons (or both fists) at once. When attacking with a weapon in each hand, he rolls each attack separately but ignores the multi-action penalty (see page 75).

ADVANCED TWO FISTED (S)

Requirements: Two fisted, Seasoned

Like Two fisted, but you can take any two actions as long as each is "one-handed", such as casting a spell and fighting, driving and shooting a pistol, an Agility Trick and an attack, etc.

YOU BASTARD! (S)

Requirements: Seasoned, Spirit d10+, Common Bond

You take great umbrage whenever one of your friends gets hurt badly. Whenever a Wild Card ally (includes fellow PCs) is Incapacitated, your attacks against the opponent who struck the blow inflict an additional 1d6 damage.

LEADERSHIP EDGES

COMMAND (N)

Requirements: Novice, Smarts d6+

Command is the ability to give clear instructions to surrounding allies and enforce your hero's will upon them. This makes your character's compatriots more willing to fight on despite their wounds, and so adds +1 to their Spirit rolls to recover from being shaken within 10 yards of the character.

COMMAND PRESENCE (N)

Requirements: Novice, Command

A booming voice, effective commands, natural charisma, or simple training results in a much more effective combat element. At the centre of that element is the officer in command. A hero with this Edge has a "command radius" of 20 yards instead of the usual 10 yards.

FERVOUR (V)

Requirements: Veteran, Command, Spirit d8+

A simple phrase uttered by a great leader can sometimes have momentous results. A leader with this ability can inspire his men to bloody fervour by yelling a motto, slogan, or other inspirational words. Those in the command radius add +1 to their Fighting damage rolls.

HOLD THE LINE! (S)

Requirements: Seasoned, Command, Smarts d8+

This Edge strengthens the will of the men under the hero's command. The troops add +1 to their Toughness.

INSPIRE (S)

Requirements: Seasoned, Command

Leaders with exceptional reputations and experience in battle inspire the soldiers around them. They add +2 to Spirit rolls when recovering from being Shaken (this includes the original +1 bonus for the Command Edge).

INSPIRE COURAGE (S)

Requirements: Seasoned, Command, Spirit d8+

Your presence heartens and inspires those around you. Your Command edge affects Wild Cards as well as Extras.

LEADER OF MEN (V)

Requirements: Veteran, Command

Command comes easy to this commander. Those under his command work like a well-oiled machine when he's in charge. Allies under the leader's command roll a d10 as the Wild Die instead of a d6 when making group rolls.

NATURAL LEADER (N)

Requirements: Novice, Command, Spirit d8+

This Edge signifies a special link between a leader and his men. With it, he may share his Bennies with any troops under his command.

TACTICIAN (S)

Requirements: Seasoned, Command, Wild Card, Smarts d8+, Knowledge (Battle) d6+

The leader has a natural grasp of small unit tactics and can frequently take advantage of a rapidly changing situation.

THROUGH THE GATES OF HELL (V)

Requirements: Veteran, Hold The Line!

The character is beloved and trusted by his troops, so that they would literally follow him to the Gates of Hell and beyond. Whenever the fighters need to make Fear checks, as long as this character succeeds on his Guts roll, all troops under his command automatically succeed as well.

PROFESSIONAL EDGES

ACE (N)

Requirements: Novice, Agility d8+

Aces are special pilots and drivers who feel more comfortable behind the wheel, throttle, or flight stick than on their own two feet. Aces add +2 to Boating, Driving, and Piloting rolls. In addition, they may also spend Bennies to make Soak rolls for any vehicle or vessel they control. This is a Boating, Driving, or Piloting roll at -2 (cancelling their usual +2). Each success and raise negates a wound and any critical hit that would have resulted from it.

ACROBAT (N)

Requirements: Novice, Agility d8+, Strength d6+

Those who have formal training in the acrobatic arts or are naturally agile may take this Edge. It adds +2 to all Agility rolls made to perform acrobatic manoeuvres (including Trick manoeuvres), and also adds +1 to a character's Parry as long as he has no encumbrance penalty.

ACTOR (N)

Requirements: Novice, Spirit d6+, Persuasion d8+

The bringers of entertainment around the world, actors are a respected (though sometimes mistrusted) lot. They gain a +2 to any persuasion or intimidation rolls when using their acting abilities to help with the situation.

ASSASSIN (N)

Requirements: Novice, Agility d8+, stealth d8+

Assassins are trained killers who know how to kill with deadly precision — if they can properly approach their prey. Assassins add +2 to any damage roll where they strike a foe unawares (even with ranged attacks).

IMPROVED ASSASSIN (S)

Requirements: Seasoned, Agility d8+, Climbing d6+, Fighting d6+, Stealth d8+

Either modern or medieval, assassins are skilled killers who know a thousand ways to kill an enemy efficiently. Assassins gain a +6 to the attack and resulting damage roll when he gains the drop on his target. Assassins may only receive the bonus if his target has vital areas. In addition, Assassins may ignore 1 point of called shot penalties during combat.

BODYGUARD (N)

Requirements: Novice, Agility d8+, Fighting d8+, Notice d6+

Bodyguards make their living by protecting someone else. This means they not only have to be aware of any potential dangers, but must be able to act quickly and effectively to prevent any harm from coming to their charge. A character with this Edge gains a +2 bonus to Notice checks made to detect potential ambushes or similar dangers. Additionally, the character may spend a Benny once per round to place himself in the way of any attack (Fighting, Shooting or Throwing) against a person within 10 yards. All Fighting rolls are then made against his Parry, and he suffers the effect of any successful attacks. This can be done at any time, regardless of the bodyguard's Initiative, and counts as a free action; any other actions must be taken on his own initiative card.

BOUNTY HUNTER (N)

Requirements: Novice, Vigor d6+, Investigator

When someone disappears that someone else wants found, that's usually when a bounty hunter gets called in. For the most part, being a bounty hunter requires two things: you've gotta be tough, and you've gotta be good at finding people who don't want to be found. A character with the Bounty Hunter Edge gains a +2 bonus when making any Notice or Tracking rolls.

CORPORATE MEDIATOR (N)

Requirements: Novice, Strong Willed, Persuasion d8+

Not every action needs to be a violent one. Corporate Mediators are people whose primary talents are convincing people to take actions that the mediator desires, whether they want to or not. This is accomplished through a combination of communication skills, threats, coercion, or even blackmail. Corporate Mediators gain a +2 bonus in all Social Conflicts and Social-based Dramatic Tasks (Intimidation, Persuasion, Streetwise, or Taunt).

DOCTOR (S)

Requirements: Seasoned, Smarts d8+, Healing d8+, Knowledge (Anatomy) d6+

A character with this Edge may ignore one point of his patient's wound penalties when healing an injured person.

ENGINEER (N)

Requirements: Novice, Smarts d6+, Repair d8+

The character adds +2 to Repair rolls, as well as a +2 to any Notice rolls that involve structures or mechanics of any kind, as they are able to spot any potential flaws with such things.

EX-SOLDIER (N)

Requirements: Novice, Vigor d6+, Fighting d6+, Shooting d6+

"Sir! Yes, sir!" You served in a regimented military outfit. It might have been a corporate paramilitary unit, government controlled army, imbedded guerrilla force, or freelance mercenary unit. The nature of your background probably colours your attitudes toward things like money, patriotism, and honour. You gain a +1 bonus to your Toughness. You also add weapons and armour totalling \$5,000 in value to your possessions in addition to your lifestyle money.

FIXER (N)

Requirements: Novice, Investigator

Fixers are good at digging up information, but what really makes them stand out is their network of informants, contacts, and suppliers. Fixers can call upon their contacts to obtain non-legal paraphernalia, so do not have the negative modifier to their Streetwise roll for this action.

FORGER (N)

Requirements: Novice, Smarts d8+, Forgery d8+, Notice d6+

The agent makes flawless forgeries; receiving +2 to all forgery rolls and +2 to Notice rolls to detect fakes (Forgery vs. Notice).

FREERUNNER (N)

Requirements: Novice, Fleet-Footed, Agility d8+, Strength d6+, Climbing d8+ Freerunners don't move through objects, they are just so quick and agile it's almost as if they do. Freerunners study the art of getting from point A to point B in the most effective manner through climbing, jumping, rolling, and most importantly... running! With a successful Agility roll per round of freerunning, the hero may pass over any obstacle and continue on as if it wasn't there, while taking a running action and while not encumbered. The only exception is large, tall, solid objects which must be climbed. As a general rule, any object up to 6 cubic game feet is easily passable. In addition, Freerunners receive a +2 bonus on all climbing rolls and climb half strength +4 yards per round instead of half strength. (This edge works best in urban / modern settings)

GOVERNMENT AGENT (N)

Requirements: Novice, Smarts d6+, Intimidation d6+, Investigation d8+, Notice d6+, Persuasion d6+

Without government (specifically your government), the world would fall into chaos. A patriot to the end, you have dedicated your life to ensuring that does not happen. You go where your superiors tell you, doing what is needed to protect the interests of your country, both at home and abroad. This might (and often does) mean resorting to questionable methods in order to complete your mission, but in the end it's worth it. All that matters is the continued safety of your fellow citizens. As an instrument to impose your superiors' will, you may add Charisma bonus to Intimidation rolls. Also, because you have the backing of a government or powerful organization like FBI, you are able to requisition \$15,000 worth of gear per Rank to help you complete your mission. So a Seasoned character can obtain \$30,000 worth of gear, a Veteran \$45,000, a heroic character \$60,000, and a

Legendary character can get up to \$75,000 worth of gear. This equipment must be returned at the end of the mission.

HACKER (N)

Requirements: Novice, Smarts d8+, Lockpicking d8+, Investigation d6+, Tracking d6+

You are a whiz at ferreting information out of computers no matter how well protected a file may be. You also have the knack of spotting the signs that someone else may have done the same. Add a +2 to all Persuasion, Streetwise, Investigation, Lock-picking, and Tracking rolls involving computers.

HAGGLER (N)

Requirements: Novice, Persuasion d8+

This edge allows a character to talk a buyer or seller to the best possible price for the character. A successful Persuasion test against the opponent's Smarts changes the price by 10%. Every raise changes the price an additional 10% to a max of 50%.

EXPERIENCED HAGGLER (S)

Requirements: Seasoned, Hagglers

Same as above, but the character receives a +1 to the Persuasion roll.

INVESTIGATOR (N)

Requirements: Novice, Smarts d8+, Investigation d8+, Streetwise d8+

Investigators have spent a great deal of time researching ancient legends, working the streets, or deducing devilish mysteries. Some of these heroes are actual Private Investigators for hire while others may be sleuthing mages in a fantasy world or perhaps inquisitive college professors stumbling upon Things Man Was Not Meant to Know in the dark of night. Investigators

add +2 to Investigation and Streetwise rolls, as well as Notice rolls made to search through evidence.

JACK-OF-ALL-TRADES (N)

Requirements: Novice, Smarts d10+

Through advanced schooling, book-learning, computer-enhanced skill programs, or just amazing intuitive perception, your hero has a talent for picking up skills on the fly. There is little he can't figure out given a little time and a dash of luck. Any time he makes an unskilled roll for a Smarts based skill, he may do so at d4 instead of the usual d4-2.

LINGUIST (N)

Requirements: Novice, Knowledge (Languages) d10+

The agent gains an additional number of language points equal to half his Knowledge (Languages) skill. Additionally, he may make a Knowledge (Languages) roll to identify, speak, and read unknown languages as the situation warrants.

MCGYVER (N)

Requirements: Novice, Smarts d6+, Repair d6+, Notice d8+

This character can improvise something when the need for a tool arises. He suffers no negative penalties on Trait rolls for lack of equipment in most situations. In addition, given a few simple tools, props, or devices, he can generally rig devices to help escape from death-traps, weapons to match some bizarre need, or otherwise create something that's needed when such a thing isn't actually present. The extent of this is completely up to the Game Master, but creativity should be rewarded, particularly in dire situations where few other answers are possible.

MR. FIX IT (N)

Requirements: Novice, Smarts d10+, Repair d8+, at least two other scientific Knowledge skills at d6+

The inventor adds +2 to Repair rolls. With a raise, he halves the time normally required to fix something. This means that if a particular Repair job already states that a raise repairs it in half the time, a Mr. Fix It could finish the job in one-quarter the time with a raise.

MUSICIAN (N)

Requirements: Novice, Spirit d6+, Persuasion d8+

This character has been performing with musical instruments on one way or another for most of his life. He is able to play a variety of instruments, and is well recognised, giving him +1 Charisma. He may use persuasion when utilising instruments or singing to sway an audience at +2.

NATURAL ATHLETE (N)

Requirements: Novice, Agility d10+, Strength d6+, Vigor d6+

Your character had always been a talented sportsman, natural athlete, physically gifted. Performing feats of dexterity, agility, balance, mobility, coordination come easy to your hero. And you have the talent for picking up physical skills on the fly. There are few moves, jumps and similar feats, that he can't figure out given a little time and some practice. Any time he makes an unskilled roll for an Agility-based skill, he may do so at d4 instead of the usual d4-2.

NATURALIST (N)

Requirements: Novice, Survival d8+, Repair d6+, Healing d6+

Your character can make useful items from natural materials. He suffers no penalty to Healing for not having proper materials as he can scrounge some natural replacement. In addition, he can make gear and products from natural materials (such as leather armor). This requires a Repair roll and takes 1 day/lbs. of the items weight (in addition to the needed materials of

course). A raise on the Repair roll halves the time to make the item. If the character doesn't have or can't find the needed materials, he can purchase them for half the price of the final product.

Naturalists can also make poisons from natural ingredients. Finding the proper ingredients takes 1d6 hours and a Notice roll. The Naturalist may choose to take a -2 penalty on the roll to find a more potent poison (-2 to Vigor rolls). A raise on the roll halves the time to find the poison. The naturalist also must decide whether the poison being sought is lethal or non-lethal before searching for it. Brewing the poison takes 1d20 minutes and a Survival roll. On a success, the naturalist gains 1d6 doses of poison and 2d6 on a raise.

Victims of the poison must make a Vigor roll or be Shaken as per a damaging attack. If the result of the roll is a 1 or less, they suffer a wound as well. Weapons with poison on them need to inflict a Shaken result for the poison to affect the target. With each successful attack (regardless of the amount of damage), there is a 1 in 6 chance of the poison coming off (the GM may increase this in rain or other conditions).

SCHOLAR (N)

Requirements: Novice, Smarts d8+, d8+ in affected skill

Learned professors, devoted students, and amateur enthusiasts spend months of their lives studying particular subjects. They become experts in these fields, and rarely fail to answer questions in their particular area of expertise. Pick any two Knowledge skills the Scholar has a d8 or better in. Add +2 to your total whenever these skills are used. Those who study military history have a natural edge when commanding troops in Mass Battles (see page 106)—a +2 to a Knowledge (Battle) roll can mean the difference between a rousing victory and a crushing defeat.

SNIPER (S)

Requirements: Seasoned, Smarts d8, Agility d10, Strength d8, Shooting d10

Snipers end battles before enemies are even close to melee range, and your hero is one of the best. Gunslingers and archers alike know that it is quality over quantity especially when under ammunition constraints. Snipers gain a +1 to called shots and gain an extra d4 damage when a called shot lands, and your hero can make a notice check at a -3 to find a weak point on the enemy to eliminate armour bonuses one per battle.

SECTOR COP (N)

Requirements: Novice, Smarts d6+, Intimidation d6+, Shooting d6+
Sector cops have this amazing ability to convince people to mind their own business. A sector cop may spend a Benny to make either one Wild Card or a group of Extras ignore what he and his companions are doing — or otherwise not raise an alarm — once per scene, regardless of the NPC's friendliness. Sector cops also get a +2 to Streetwise rolls when they are in an area under their jurisdiction.

STAGE MAGICIAN (N)

Requirements: Novice, Agility d6+, Smarts d6+, Persuasion d8+
Your character is skilled at the arts of legerdemain, prestidigitation, flim-flammy and fast-talking (but not necessarily true magic). He gains a +2 bonus on Persuasion rolls made to misdirect. He may also use Agility rolls to perform sleight of hand manoeuvres, and gains a +2 on such rolls.

STREET / JUNIOR DOC (N)

Requirements: Novice, Smarts d8+, Healing d8+
As a street doctor, you perform a valuable service. You make basic health care available to those who otherwise might not be able to get treatment. Of course, performing this service means you may have to operate outside the law, outside the restrictions imposed on licensed medical practitioners. Your office is wherever you can find space to treat people, usually in the back rooms or basements of various places like a restaurant, or a

pawnshop. Operating in this fashion isn't without its drawbacks. You have to make do with whatever supplies you have on-hand, which usually isn't much and certainly doesn't come close to the resources of a licensed medical facility. But you've adapted and in many cases you manage to overcome these disadvantages. You ignore penalties to Healing rolls when operating without the necessary equipment. Additionally, the character with this Edge can get wounded punks up and fighting again in seconds. If the healer can get to a wounded Extra by the end of the round in which he was wounded, he can make an immediate Healing roll at -2. If the roll is successful, the patient is Shaken instead of wounded.

SURGEON (V)

Requirements: Veteran, Doctor
Just as Doctor, but the Surgeon may ignore two wound levels, instead of one.

THIEF (N)

Requirements: Novice, Agility d8+, Climbing d6+, Lockpicking d6+, Stealth d8+
Thieves specialize in deceit, treachery, and acrobatics. They can be invaluable where traps must be detected, walls must be climbed, and locks must be picked. Thieves add +2 to Climbing, Lockpick, Stealth, as well as Notice or Repair rolls that relate to traps and similar devices. The bonus to Stealth does not apply when the character is in a wilderness environment—only in urban areas.

WOODSMAN (N)

Requirements: Novice, Spirit d6+, Survival d8+, Tracking d8+
Woodsmen are rangers, scouts, and hunters who are more at home in the wilderness than in urban areas. They are skilled trackers and scouts, and know how to live off the land for months at a time. Woodsmen gain +2 to

Tracking, Survival, and Stealth rolls made in the wilderness (not towns, ruins, or underground).

SOCIAL EDGES

ALTERNATE IDENTITY (N)

Requirements: Novice

You have another identity you are known by, airtight with background, job history, computer records, official documentations, etc. This lets you operate under an alias that cannot easily be traced back to you, since everything checks out for all but the most persistent snoop. If the character's identity is ever revealed through his actions (or inactions), he loses the benefits of this Edge. This Edge may be taken multiple times, each time the Edge is taken the character gains a new identity.

CHARISMATIC (N)

Requirements: Novice, Spirit d8+

Your hero has learned how to work with others, even those who might be somewhat opposed to him or his efforts. This adds +2 to his Charisma.

COMMON BOND (N)

Requirements: Wild Card, Novice, Spirit d8+

This Edge signifies a special link between close companions—such as a typical party. It doesn't matter whether or not the characters get along perfectly or not, they've just formed a close and common bond during their epic adventures. A character with this Edge may freely give his Bennies to any other Wild Card he can communicate with. This represents the character giving his verbal or spiritual support to the ally. The player should

say what his character is doing to give the support. The gesture could be as complex as a rousing speech, or as simple as a knowing nod.

CONNECTIONS (N)

Requirements: Novice

Whether it's to the Feds, the cops, the Mob, or some big corporation, your heroine knows someone on the inside—someone who is willing to lend her a hand on occasion (usually once per game session). This Edge may be taken more than once, but each time must be applied to a different organization. The GM should also ensure the organization is limited to a single, unique organization. A hero may, for instance, have Connections (US Army), but he shouldn't have a blanket Connections (Military). To use a character's Connections requires that she first get in touch with one of her contacts. This requires a Streetwise roll. Failure means the particular contact wasn't available, their cell phone wasn't on, or they were otherwise tied up.

Once in contact, the hero must make a Persuasion roll. The GM should feel free to modify both the Persuasion roll and any results based on the circumstances. A failure indicates the heroine's contacts just couldn't come through this time, or perhaps just weren't persuaded that their help was really necessary. On a success, the contact might share information, but won't do anything too risky to help. On a raise, the contact is willing to leak sensitive information, but stops short of outright betrayal. Two or more raises means the heroine has pushed the right buttons and can count on serious help. The Connection will risk serious consequences for the heroine, and if she needs financial assistance, may provide more than he's comfortable with. If the heroine asks for muscle, the contact delivers either one expert (a safecracker, wheel-man, security expert, etc.) or five average fighter-types for the contact's particular organization (a mob boss sends five thugs, the Army sends five infantrymen, etc.).

SINCERITY (N)

Requirements: Novice, Persuasion d8

Some call your character a wide-eyed idealist, but there is no mistaking the fact that he believes what he says. Anytime your character is telling the literal truth (as he knows it), he gains a +2 bonus on Persuasion rolls. He loses this bonus if he exaggerates even slightly.

SMOOTH RECOVERY (S)

Requirements: Seasoned, Persuasion d10

No matter how diplomatic they are, everyone makes social gaffes now and then. Your character has learned how to swiftly recover from these blunders. When your character fails on a Persuasion roll, you may immediately make a Persuasion roll at -2; if you succeed, your initial blunder is laughed off and forgotten. You can only use this Edge once per situation, and you cannot use this Edge on a critical failure.

STRONG WILLED (N)

Requirements: Novice, Intimidation d6+, Taunt d6+

Characters with strong willpower use their voice, steely stares, or quick wits to unnerve their opponents. Strong willed adds +2 to a character's Intimidation and Taunt rolls, as well as his Spirit and Smarts rolls when resisting Test of Wills attacks.

SWEETEN THE DEAL (N)

Requirements: Novice, Persuasion d6+

"There's no way I'm paying full price for that mace! Lower the price 80 gold and I might think about it." You get the picture, your hero can't stand paying full retail price for anything. He receives a +2 to his persuasion roll when attempting to purchase an item. With a success, the price is reduced 25%, 50% with a raise.

WEIRD EDGES

BEAST MASTER (N)

Requirements: Novice, Spirit d8+

Animals like your hero, and won't attack him unless he attacks them first or they are enraged for some reason. His "animal magnetism" is so great he's attracted a loyal animal of some sort as well. This is typically a dog, wolf, or raptor, though the GM may allow other companions if it fits the setting. The beast is an Extra (not a Wild Card). If it should be killed, the hero finds a replacement in 2d6 days.

DANGER SENSE (N)

Requirements: Novice

Your hero can sense when something bad is about to happen. Anytime he's about to be the victim of a surprise attack, ambush, or other nasty surprise, he gets a Notice roll at -2 just before the attack or event occurs. If successful, the character knows something is about to happen and may take appropriate action against it. This means the hero is on Hold for the first round of a combat. Should the hero fail his roll, he still follows the normal Surprise rules, if applicable (see page 73).

HEALER (N)

Requirements: Novice, Spirit d8+

A hero with this Edge adds +2 to all Healing rolls (including natural healing rolls for his own wounds), whether natural or magical in nature. Up to five companions traveling with a Healer add the bonus to their natural healing rolls as well.

LIQUID COURAGE (N)

Requirements: Novice, Vigor d8+

Your hero processes alcohol far differently than most. The round after consuming a stiff drink (at least 8 ounces of hard liquor or equivalent), the character's Vigor increases by one die type (increasing Toughness as well). The hard drinker can also ignore one level of wound modifiers (which stacks with other abilities that do the same). The effect lasts for one hour after it begins. If the drunkard seeks inebriation he suffers -2 to Smarts and Agility-based rolls for as long as he continues to drink and the next 1d6 hours thereafter.

SCAVENGER (N)

Requirements: Novice, Luck

Once per session the hero may "suddenly remember" that he has a much-needed piece of equipment on his person. The item must be capable of being stored in the hero's pocket or bag (assuming he has one), and the Game Master has the final word on what can be found.

STRONG BACK (N)

Requirements: Novice, Strength d6+

Don't leave anything behind! With the Strong back edge your hero can carry weight as if his Strength was one step higher than it actually is. For example, a hero with d8 Strength would be able to carry 5 significant items instead of the normal 4 without suffering a negative. If however, your hero also has the brawny edge; his load limit would be increased from 5 to 8 (remembering to round up).

ATTRIBUTES

Characters start with a d4 in all attributes, and 5 points to spend to increase them, each point increases the die type by one (e.g. d4 > d6) up to a maximum of d12. They may also spend 2 points gained from hindrances to increase an attribute by a die type.

SKILLS

Characters then get 15 points to distribute in skills. The cost is similar to attributes (i.e. each point confers an increase in die type) with the following exceptions:

- All skills start at nothing, so the first point confers a d4
- Once the skill reaches the same die type as the controlling attribute (e.g. for Shooting it is Agility), the cost increases to 2 points per die type increase.

Again, players may also use points from hindrances to increase this, in this case each point from hindrances gives the player an additional 1 skill point.

Example: A player has shooting and fighting at d6 and Agility at d8, they can therefore increase both shooting and fighting to d8 for 1 point. However, to spend another point they could only increase 1 of these skills to d10 as it is now above the controlling attribute.

Additional notes on skills (including some minor rule changes):

- Using Critical Failures setting rule as below
 - This rule works well for very dark or very humorous games. When a character rolls double 1's on a Trait roll, he can't spend a Benny—he's stuck with the critical failure.

- Common Knowledge covers the use of all basic modern technology, including computers, mobile devices, basic driving (Agility), etc.
 - Each character will have some common knowledge that is specific to them, such as the knowledge of the region that they were brought up in, any religious beliefs they might hold, or anything else that might be relevant
 - Common knowledge rolls may be rolled against a lot of things, but it is the GMs decision as to the effect of the common knowledge roll. For example, a character with no actual knowledge of French (they might have studied it at school but not since) who is trying to translate a French book can attempt to do so as a common knowledge roll, but will only ever get a basic result, regardless of how high they roll
- Skills are broad and can be applied to specific things. For example there is no skill for hacking, and Knowledge (Computers) does not necessitate hacking (although it can, using a principle of understanding how systems work and how to infiltrate them). However one may use the lock pick skill (to hack via back-door codes, Trojans or other cracking methods), persuasion (to perform a social engineering hack) or investigation (to plumb the depths of the dark web), it's up to the player to describe how they are using this skill, combined with their background.
 - Hacking specifically will either be a straight trait roll for simple non-dramatic tasks where there isn't a threat of danger or as dramatic tasks if the action is being undertaken during a period of stress, threat or with a time limit imposed.
- At the outset a character will have a preferred use of a certain skill. For example a shooting skill will likely be with pistols and rifles, use of other types of shooting weapons will be at a -2 as a familiar object.
 - Driving a car for example is the default for most, driving a HGV would be more difficult
 - Piloting a plane can be one default, trying to pilot a helicopter is another matter
- Specific Skills:
 - **Boating:** Covers the piloting of all water based craft, from dinghies to cruise liners and submarines
 - **Climbing:** Does what it says, includes assisted climbing, rappelling etc.
 - **Driving:** As mentioned above basic driving is covered under Common Knowledge, this skill covers the art of driving under stressful conditions (i.e. in chases)
 - **Fighting:** Covers all forms of melee combat, from bare-knuckle boxing to martial arts and street fighting, as well as use of melee weapons
 - **Gambling:** Covers all form of gaming, from card to online games, to use of gambling to influence outcomes, for example using gambling as a test of wills influence, can also be used as an empathy skill for reading people
 - **Hacking:** As mentioned can be covered by the following skills: Investigation, Knowledge (Computers), Lock-picking, Persuasion, Stealth, Streetwise, Tracking
 - **Healing:** Covers the specific application of healing of living creatures.
 - **Intimidation:** Used to make others cower beneath your might! Primarily used as a test of wills, should be noted though that non-human targets will not be affected by this, although animals can be cowed at -2.
 - **Investigation:** This covers the use of investigative techniques to find out information, whether that be from library research, online gathering of information or talking to informants, witnesses etc.
 - **Knowledge:** Covers all types of knowledge, from astrophysics to music to history. This the one skill that must be specialised for each branch of knowledge
 - **Lock-picking:** Covers the opening of any type of lock, both mechanical, electronic and, in the case of hacking, virtual

- **Notice:** Take this skill! Used to spot things that are out of the ordinary
- **Persuasion:** Can be used for social engineering hacks, as well as traditional persuasion
- **Pilot:** Covers use of all flight based vehicles, from jet packs to helicopters, planes and even spacecraft!
- **Repair:** Covers the repair of mechanical, electronic and other inanimate objects.
- **Riding:** Includes riding of bicycles, motorcycles, skateboards, roller skates etc.
- **Shooting:** Includes use of all ranged weapons, including bows, firearms, heavy weapons etc.
- **Streetwise:** Used to source information, goods, understand the etiquette / protocols of urban surroundings and generally exist on the streets
- **Survival:** Similar to Streetwise, but for rural or natural environments
- **Swimming:** As Driving, assuming that everyone can at least tread water, swimming skill will only come into play if stressful situations are required
- **Taunt:** Like Intimidation, used primarily as test of wills to shake opponent, can also be used to gain upper hand in social conflicts.
- **Throwing:** Used to throw everything from footballs to knives to grenades.
- **Tracking:** Can also be used to track people down online or in urban environments. Can also be used to track down people through information gathering

DERIVED TRAITS

Once all has been determined the following derived attributes should be calculated:

- **Pace:** 6" (or 36') unless hindrances or edges modify this
- **Charisma:** 0 unless hindrances or edges modify this
- **Toughness:** 2+ (Vigor die type/2). E.g. Someone with a vigor die type of d6 has $2 + (6/2) = 5$ Toughness
- **Parry:** 2+ (Fighting die type/2). E.g. Someone with a fighting die type of d6 has $2 + (6/2) = 5$ Parry

SIMPLIFIED ENCUMBRANCE

Load Limit is defined in significant items rather than in pounds, but otherwise follows the normal encumbrance rules. A significant item is one that weighs roughly 6-15 pounds, and you can carry a number of such items equal to half your Strength without penalty (i.e. 2 significant items with Strength d4, 3 significant items with Strength d6, etc.). The Brawny Edge increases your Load Limit in significant items by $1\frac{1}{2}$ times (rounded up), for example someone with d8 Strength and brawny has a load limit of $8 * 1.5 = 12/2 = 6$ significant items compared to a normal person who has $8/2 = 4$ significant items.

Gear Type	Weight (in lbs)
Insignificant	0-5
Significant	6-15
Significant 2	16-25
Significant 3	26-35
Significant 4	36-45
Significant 5	46-55
Significant 6	56-65
Significant 7	66-75
Significant 8...	...+10

Also, if they are carrying significant items in such a way as to balance the load (e.g. in a rucksack or bag, on a stretcher, fireman's lift etc.) they may halve the effect of that weight (round up).

How to calculate Significance rating: (Weight (in lbs) -5)/10

If the number of significant items exceeds the load limit of the character, they suffer a -1 for each increment above that load limit (up to a maximum of -3).

Example: A PC with a d6 Strength can carry but to 3 significant items without a penalty. If they try to carry another person (who weighs for example 140 lbs, this counts as a $(140-5)/10 = 13$ significant items, 1 above their ultimate threshold, so they cannot move. However if they carry them on their back, this halves the effective weight, making it $(70-5)/10 = 6$ significant items and therefore they are at a -1 as it is 2 times their significant item limit.

LIFESTYLE

PCs will automatically be placed in the modest lifestyle category; anyone wishing to play a poor or destitute character will need to take the poverty hindrance (poverty minor for poor, poverty major for destitute), whilst anyone wanting to be rich or very rich must take the appropriate edge. Please also note the drawback of social standing with the cost of living (below).

COST OF LIVING

Rather than forcing people to spend their money wisely their lifestyle choice means that they have available anything that costs equal or less than the monthly upkeep without having to worry about paying for it directly. As well as this they may own a vehicle worth up to 10x their upkeep and a property worth no more than 100x (having paid 20x in down payments) their monthly upkeep and a So if someone chooses Moderate then they may purchase:

- Any gear worth up to \$2,500 (legality applies though)
- A vehicle up to \$25,000
- A property up to \$250,000 (with a \$50,000)

Lifestyle	Upkeep	Vehicle	Residence	Increment
Destitute	\$50	\$500	\$5,000	\$5
Poor	\$500	\$5,000	\$50,000	\$50

Modest	\$2,500	\$25,000	\$250,000	\$250
Rich	\$25,000	\$250,000	\$2,500,000	\$2,500
Filthy Rich	\$100,000	\$1,000,000	\$10,000,000	\$10,000

The upkeep assumes that they have a regular source of income to carry on paying this, which must be determined (i.e. a job, rent from a property etc.), loss of any such income will force the PC to find that money on a regular basis. If the debt hindrance is chosen (or fallen into) they must find these funds above and beyond the general upkeep. So a minor debt would require \$500 per month to cover costs, if an average lifestyle then loses their upkeep (e.g. job) they would need to find \$3,000 per month to stay afloat.

GEAR

In order to purchase items, if it is legal and within upkeep allowance of the lifestyle then it is allowed. If it is above the lifestyle upkeep then this requires a streetwise (or persuasion) roll with a -1 per 10% increment, with additional modifiers can be seen in the table below.

For a list of available gear please see the Gear document provided. Anything with a cost of "Mil" is only available to the military (in the US), the price in brackets is to purchase on the black market (which will require a streetwise or knowledge (computer) roll at -2).

If the PC fails the roll they potentially have options (as determined by the GM). They can:

- Fail to find something at the price and give up
- Pay the price and take a minor debt hindrance
- Accept the item at the reduced price but take another negative outcome (such as Wanted, Indebted or Bad Reputation)

Example: A PC with a modest lifestyle wishes to purchase an expensive item worth \$3,000. As they do not have the finances to procure this directly, they will need to make a Streetwise (to find a cheaper version of the product) or Persuasion (to persuade the seller to part with it for less money). Because it is two steps above their allowance, the roll is at a -1. If this item was an illegal product this roll would be at a total of -3. If was also a rare item this would raise the roll to -5.

AMMO

Keeping track of ammo can be a very tedious task, but at the same time a necessary one. As the weapons available have a variable number of shots which has been factored into the cost, ammo will need to be tracked by the players throughout the course of any combat.

PLAYER LEVEL

As the game is intended for players who are not new, players may start at seasoned (XP 20), which means that they have an extra 4 points to spend as per the standard rules. With each point they can either:

- Purchase an edge (assuming they meet the requirements)
- Increase a trait die by 1 (this can only be taken twice, once for novice and once for seasoned)

Accessibility	Mod.
Illegal	-2
Uncommon	-1
Rare	-2
Unique	-4

- Increase 2 skills that are below their controlling stat threshold by 1 die

- Increase 1 skill that is equal to or above their controlling stat threshold by 1 die

- Buy a new skill at d4

- In rare cases players can buy off a minor

hindrance (or a major hindrance if they save 2 advances), but this would need to be worked into the story narrative in some way

It should also be noted that the last advance (when they attained seasoned rank) can be used to purchase a single seasoned edge should they wish to do so.

RULES ADDENDUM

COMBAT

- Use hit location on hit, apply following effects:
 - Head: +4 Damage
 - Unmentionables: +2 damage, shaken at -2
 - Arms: Make Vigor roll or drop anything in hands
 - Legs: Make Vigor roll or go prone
 - Body: Shaken at -2
- Hit location table:
 - 2: Unmentionables
 - 3: Main Leg (or whichever leg is more in use)
 - 4: Off Leg (or whichever leg is less in use)
 - 5-9: Body
 - 10: Arm not using something (or non-handedness arm)
 - 11: Arm using something (or handedness arm)
 - 12: Head
- As a result of the hit location chart **ignore any negative modifier to hit for cover** but if the area but is covered (either by armour or cover) then additional armour applies. For example hitting someone whose legs are behind a brick wall grants the PC an additional 8 AP. So if they have a standard toughness of 5 they now have 13. A gun would need to inflict 14 points of damage to penetrate the wall and cause injury, and 18 to inflict an actual wound.
- In addition when a hit is scored the first raise grants an extra d6 damage die, **any subsequent raises allow the PC to alter the hit location by 1 point per raise**. For example the player rolls 15 on his attack against the TN of 4, so they got 2 raises, meaning an extra damage die and a +1 to hit location. They roll 11 for location, add one and it now a headshot! This means an additional +4 damage, so for a handgun instead of 2d6 (average 7) its 3d6+4 (average 14-15)!

BENNIES

Players should be able to use Bennies for just about anything their fevered little minds can dream up—within reason, of course! Some of the uses allowed for burning a Benny include:

- To reroll a trait roll (excluding damage)
- To remove a Shaken status
- To soak a wound (complete success will also remove shaken)
- To negate an unskilled modifier
- To negate up to two points of penalties (regardless of source) applied to the character's next trait roll

If a rule clarification comes up, it's the GMs discretion, if the rule invocation is subsequently found to be incorrect; any player affected gets an extra Benny on the next session. Bennies will also be awarded by the GM when a player undertakes a great feat, plays their hindrance to dramatic effect, generally role-plays well or contributes in some way to the game.

Normally bennies are refreshed every session, but because the sessions could be short bennies will be reset at the end of each scenario / episode.

One exception to the use of bennies is that of conflict between PCs, in such scenarios bennies will NOT be permitted. This includes social and physical conflict.

COMMUNICATION

All players should create an email account for their character so that communications, hints and plot items can be delivered in between sessions. The GM will also create an account to facilitate these communications. Alternatively use private messaging on social media but will need to support attachments.

FINAL QUESTIONS

Before game commences, these all need to be discussed with the players:

1. You have a choice:
 - a. Dark States – standard setting, more pulp than horror although there will still be some more mature themes at play and players (and characters) will still have to make some stark choices.
 - b. Darker States – this version will involve some very dark scenes and choices, and the group as a whole will need to collectively agree if they want to pursue this version.
2. Additional rules for Darker States Setting:
 - a. Does anyone have any aversions to anything? Don't need to say anything, can always contact me if anything they specifically want to avoid
 - b. Use of X-card. Pull it at any time in the Darker States Setting if things are getting too much