**Plush and Blood:**

The Players Handbook

Foreword:

The Plush and Blood Roleplaying system was designed around two core concepts, story telling and minimal use of dice. Originally it was created to be used within a forum or chat and therefore put aside dice in favor of a simple numbers system. Any RP’r out there reading this is right about now tallying up how they can manipulate and twink the system. That is not the purpose of the PB:RP. The purpose of the PB:RP is to play a character within a well constructed story. Abuse and manipulation of the system is a sign of a player that is not mature enough to put aside their ego and allow themselves to be absorbed into the world for good or bad. The point here is not get the best rolls, the highest stat or the most powerful character. The point here is to play.

Storytelling is a key feature and GM’s should be ready for the players to wreck all sorts of mischief within their well-outlined story. I for one speaking as a seasoned GM can tell you that no matter how well the story is planned ahead of time the players will almost certainly derail the train, set fire to it and kill themselves in a cave-in... When all they needed to do was follow the tracks. GM’s should be quick of wit and mighty in their imagination.

Players should respect the story for the most part but at the same time play their characters. Mary-sue and God-mode are not RP. Being cool, dark, and edged with angst are not RP. We’d all love to run around in black leather, high kicking light switches, and shooting flies from the air, but we are not our characters. A mature player should play their character with conviction no matter their own personal feelings. A Lawful Good character should NEVER agree with a Lawful Evil one. A character with an INT of 2 cannot figure out the trap even though it is clear to you. A character of low CHA is never going to woo. A character with the Blind FLAW is surely going to infuriate the GM…

Whether you are a Player or a GM the main goal is to have fun. Enjoy the story, enjoy the actions that cause it to develop down paths never considered, enjoy the relationships built within and without.

And as I have always said, a GM will never kill their players, but will allow the players to kill themselves. When I ask you “Are you sure?” this is a non too subtle hint that you may want to think on your actions one more time. Doesn’t mean that you are wrong, but those words are a reprise.

You are stuffed animals in a world on the brink of collapse. Whether you live in Utopia, serve the Broken Circle, fight to remain free, prowl the wastes, or are just trying to survive, always remember who you are.

Welcome to Plush and Blood.

-Corey “TiredOrangeCat” Messer

P.S. – Thank you to all the Players and GMs who have play-tested and contributed to the PB:PHB.

**CHARACTER CREATION pt01**

**CHARACTER SHEET TEMPLATE:**  
  
NAME:  
SPECIES:  
SEX:  
FACTION:  
ALIGNMENT:  
PRIMARY OCCUPATION:  
SECOND OCCUPATION:  
XP POINTS TOTAL -  
XP POINTS REMAINING -   
  
HP: - - - - - - - - - -  
STUFFING: 0 0 0 0 0 0 0 0 0 0  
SANITY (place your sanity check # here) : 0 0 0 0 0  
  
STATS:  
STR 0 - - - -  
INT 0 - - - -   
DEX 0 - - - -   
CON 0 - - - -   
WIS 0 - - - -   
CHA 0 - - - -   
  
  
SKILLS:  
-MENTAL  
- - - - - Academics  
- - - - - Computer  
- - - - - Concentration  
- - - - - Crafting  
- - - - - Investigation  
- - - - - Medicine  
- - - - - Occult  
- - - - - Politics  
- - - - - Science  
  
-PHYSICAL  
- - - - - Athletics (+1 hp per point)  
- - - - - Brawl  
- - - - - Demolitions  
- - - - - Drive  
- - - - - Firearms  
- - - - - Larceny  
- - - - - Ranged Weaponry (thrown, archery etc.)  
- - - - - Ride  
- - - - - Stealth  
- - - - - Survival (+1 hp per point)  
- - - - - Weaponry  
  
-SOCIAL  
- - - - - Animal Kinship  
- - - - - Bluff  
- - - - - Empathy  
- - - - - Expression  
- - - - - Intimidate  
- - - - - Persuasion  
- - - - - Social Contacts  
- - - - - Streetwise  
- - - - - Subterfuge  
  
MERITS  
  
FLAWS  
  
EQUIPMENT  
  
APPEARANCE/BACKGROUND

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**CHARACTER CREATION pt02**

Each player starts with 42 points. As they progress through the game they will earn more points to put into various stats/skills.  There is no traditional level system, rather as each session comes to a close (or whenever the GM decides) points will be distributed to the players. The player can then spend these points on their characters to enhance skills, stats, or in cases the GM deems acceptable, purchase MERITS.

NAME  
Your name, everyone needs a name. This is what the people will shout when they parade you through the streets or tighten the noose about your neck. This is what the sisters fame and infamy crave to spread about the world. This is what was cried out as you drew your first breath and what will be chiseled in silence upon the stones that mark your death. Names are not frivolous matters, names are powerful things, names will live on long past the body that gave it life. Names are immortal.

**SPECIES**

Birds of a feather, stripes and spots, short faced or long there is something to be said about one’s species. One can lambast the stereotypes labeled upon the fangs and claws of some or chastise the typecast fallacy of the meek in others. Suffice to say every species comes with its benefits and its baggage.

**SEX**

Do you have a bill and two bits, or a wallet? We could go into the whole gender identity thing but really that is better left for your long character description.

**FACTION**

With The Unstuffed there are the two obvious factions involved, The Broken Circle and the Rebels of the Renewed Circle. The Broken Circle consists of Brown and his Utopia whereas the Rebels consist of Cromwell and his underground. These however are not the only two factions in this world. There are many to side with. Certain bonuses are granted with being part of a Faction.

**-THE UNSTUFFED**  
BROKEN CIRCLE – President Brown  
RENEWED CIRCLE - Rebels (Cromwell pre fall of New Camelot)  
UTOPIAN - Civilian (most of them under Brown)  
KINGS OF THE LAND - Disbanded  
THE MEEK - Disbanded  
NIGHT MARKET - Underground/Black Market  
INVISIBLE BLADE - Assassins Guild  
LIBERATI ARCANUM - Mages Guild (very rare not available for campaign)  
KEEPERS OF KNOWLEDGE - Historians Guild/Archeologists/Scholars (neutral)  
DEVIL’S HANDS - (non playable)

**-MEMORY’S THREADS**

COALITION

COLLAND

CONVOY: ASH FUR

CONVOY: BELAMY’S BUGGERERS

CONVOY: CITY STALKERS

SLAVER: HARRISVILLE

SLAVER: NATHAN’S ATOL

ORDER OF CYD

**ALIGNMENT**

The fundamental question, good, evil, neutral. There are nine classical Alignments to choose from to fit your character.  
  
Lawful Good - Will never do wrong, the good guy, incorruptible (Police).  
Neutral Good - The good guy, always tries to do what's right (Typical Hero).  
Chaotic Good - Will do anything in the name of good (Rebel)  
  
Lawful Neutral – Order beyond concepts of good and evil (Judge).  
True Neutral – Impartial observer of the world.  
Chaotic Neutral - Follows his own heart, shirks rules and traditions, free spirit.  
  
Lawful Evil - Evil with a set code, idealistic (Dictator).  
Neutral Evil - Neither bound by any sort of honor or tradition nor disorganized and pointlessly violent (Mercenary).  
Chaotic Evil - Evil for evils sake, crazy and will go out of their way to torture and maim (Psychopath)

**OCCUPATIONS**

You can have a total of two Primary Occupational Character Classes (POCC). The first POCC you get for free during character creation. The Second POCC costs 10 points and can be obtained at any time past level 5. It is up to the GM as to whether or not you may purchase your second Primary. With each Occupation you can choose a Specialist Occupational Character Class (SOCC), which will give you a certain bonuses pertaining to the occupation. Each specialty costs an additional 5 points. During character creation you are limited to one SOCC per primary. During gameplay you may buy additional SOCC's at the GMs discretion.

The POCC gives you a permanent stat bonus that you may add immediately to your character sheet.   
  
The SOCC gives you a check bonus. Each time a check comes up with the particular skill you may use the bonus listed in your SOCC. This is only a bonus to your checks.

**HP a.k.a HEALTH**

This is generated primarily by your Con score. Your Health starts off as a direct copy of your Con score. 3 Con = 3 Health. This can be raised by various merits/skills or by spending extra points to raise your health. Each HP costs 4 points.

The maximum HP achievable is 10, if you purchase anything over the max it becomes a marker. Once you have three health markers you are considered to have gained 1 natural SOAK. For every three markers after that you gain 1 additional natural SOAK up to a MAX of 3. Markers do not count as health. Natural SOAK stacks with Armor SOAK.  
  
**STUFFING**

This is the thing that keeps you what you are. The end all of your life force. Your HP can be reduced to 0 and if you have enough STUFFING you may be brought back to life. A Plush starts out with 10 STUFFING points. Every 10 years (after the age of 10) they lose 1 point. If your HP is reduced to 0 you lose 1 point. If you are grievously wounded (missing limb, shotgun blast, bomb) you lose 1 point. STUFFING points cannot normally be restored. If your STUFFING is reduced to 5, you will lose a major STAT point and 1 HP. If your STUFFING is reduced to 3, you will lose an additional stat point and HP. If your STUFFING falls to 0 your character is nothing more then a pile of tattered rags. There are only a few Master Weavers that can restore one or two STUFFING points. But they are all under Brown’s control. 

**STATS**  
  
STR= Strength - Your physical prowess  
DEX= Dexterity - Your nimbleness and speed  
CON= Constitution - Your Endurance  
INT= Intelligence - Your sheer knowledge  
WIS= Wisdom - Your life experiences, your judgment  
CHA= Charisma - Your look, your aura, and your silver tongue  
  
Everyone starts with one freebie point in each stat, only by GM discretion or character specific circumstances can a STAT be 0 or negative (Players cannot recoup the cost of a STAT by lowering it at creation) (see Negative STATS). For every point you spend after correlates to the cost of the number. For example, lets say I want to raise my STR (strength),  
  
"STR 0 - - - -"  
  
To raise it to level 2 I need to put two points into it.  
  
"STR 0 0 - - - "  
  
To raise it to level 3 I need to put an additional 3 points into it.  
  
"STR 0 0 0 - -"  
  
So raising STR to level 3 I have now spent 5 of my total points leaving me with 37 points. This goes for All STATs and Skills. For an easy reminder here’s a table:  
  
lv1 - 1 point (unless its a STAT then its free)  
lv2 - 2 points  
lv3 - 3 points  
lv4 - 4 points  
lv5 - 5 points  
  
So if you want to raise on of your STAT’s up to lv5 you will need to put 14 points into it.  
  
With a Racial Bonus, STATS are calculated like so,  
  
Free Point + Racial Point + spent points  
  
ex. Cat (DEX+1)  
  
0 0 - - - DEX  
  
Both the free point and racial point are added first, then you can spend points to raise it. A third point still costs 3, a fourth 4, and a fifth 5. So it will still cost you 12 points to raise it from lv2 to lv5

**NEGATIVE STAT**  
  
Negative stats are not the same as negative rolls/checks. Negative rolls/checks are a combination of FLAW, Situation, and GM discretion combined to push the roll’s number below 0. These rolls are devastating to the player during the round, and while they may do some lasting damage as a consequence they are not permanent and can always be fortified or redeemed. Abilities cannot be negative since they simply provide a character with training in order to boost their rolls. They will always remain at 0 if no points are added. Negative STATs however are a much more serious affair, these can be obtained through a number of ways and should be avoided at all costs (unless it is specifically part of your character). STATs can be sent into the negative through massive damage, loss of limbs/plush, terminal diseases, sever age, certain spells, and racial bonuses that are not taken into consideration during character creation.  
  
Should you go below the base STAT there are consequences. Reducing a Base STAT to 0 will be considered a handicap and all rolls associated with said stat will be rolled at -1. Should the STAT fall below 0 into the negatives the STAT will then be considered with the following penalties.  
  
X - - - - (-2 to rolls)  
X X - - - (-4 to rolls)  
X X X - - (-6 to rolls)  
X X X X - (-8 to rolls)  
X X X X X (-10 to rolls)  
  
Each STAT also comes with additional penalties.  
  
STR -1 - You are still able to move under your own power but you do so slowly and uncoordinated. You may not lift anything more than 5lbs. Movement is reduced to 5 feet per round.  
STR -2 - You are no longer able to stand, you are confined to a wheelchair. You may not life anything more than 1lbs.  
STR -3 - You are unable to lift your own limbs and suffer from partial paralysis. You are confined to a bed or motorized wheelchair.  
STR -4 - You are completely paralyzed.  
STR -5 - You cannot function without life-support.  
  
DEX -1 - You are still able to move under your own power but you do so slowly and uncoordinated. Movement is reduced to 5 feet per round.  
DEX -2 - You are no longer able to stand, or gasp things with find motor control, you have terrible shakes.  
DEX -3 - You are no longer able to coordinate your limbs for any useful purposes, your body is racked by tremors.  
DEX -4 - You shake uncontrollably.  
DEX -5 - You cannot function without life-support.  
  
CON -1 - You are constantly sick and take an extra point of damage when applicable.  
CON -2 - You can no longer exert effort to walk short distances without being winded. You have at least 1 major disease (GM discretion) that causes you to lose 2 HP a day if not medicated properly. You bruise easily and take +2dmg from even minor falls.  
CON -3 - You are best with coughing fits, shivering, and fevers almost constantly. You have at least 1 terminal disease (GM discretion) that causes you to lose 3 HP a day if not heavily medicated. You have bones of glass you take +3 dog from even minor falls.  
CON -4 - You need constant life support to survive. You lose 4 HP a day if not constantly medicated. You are most likely in a coma.  
CON -5 - You are dead or in a vegetative state.  
  
INT -1 - You are no longer able to form complete sentences. You have the mentality of an 8 year old.  
INT -2 - You are no longer able to communicate your needs clearly. You have no short-term memory. You have light brain damage.  
INT -3 - You suffer from delusions and incomprehension of the world around you. You are no longer able to communicate your basic needs. You have moderate brain damage.  
INT -4 - You have severe brain damage. You need supervision and/or life support to survive.  
INT -5 - You are a vegetable and/or in a coma.  
  
WIS -1 - You have no short term memory and often suffer violent mood swings.  
WIS -2 - You suffer from Insanity (see SANITY)  
WIS -3 - You are reduced to a state of gibbering unable to perceive the world around you.  
WIS -4 - You are confined to a cell and restrained so that you do not harm yourself.  
WIS -5 - You are lost.  
  
CHA -1 - You suffer from an inability to preform even the most basic social function.  
CHA -2 - You suffer crippling depression and/or lash out at everything around you.  
CHA -3 - You withdraw completely from the world and even from yourself.  
CHA -4 - You are catatonic unwilling to face reality.  
CHA -5 - You cannot function without life-support

**SKILLS**

This is a large part of what makes your character unique. A character’s skill set can ultimately determine their success or failure during a scenario. One will never find what they are looking for without a successful Investigation check. One will never peacefully haggle a price without Persuasion. One will not come out of a bar fight without Brawl. These Skills are an extension of your POCC/SOCC and your character’s personality. Choose them wisely but at the same time keep your character in mind. You are not playing to win the mainipulate-the-skill-tree game, you are RPing your character. Do you have useless skills? I know I do, maybe your character has her fair share as well.

Much like the STATS, SKILLS are purchased in the same manor, however you will always have to buy your first point in a skill.

lv1 - 1 point   
lv2 - 2 points  
lv3 - 3 points  
lv4 - 4 points  
lv5 - 5 points

If you want to raise a SKILL up to lv5 you will need to spend 15 points.

**MERITS and FLAWS**  
  
You can take up to 3 Merits and 3 Flaws at character creation. Additional Merits or Flaws may be purchased at the GM's discretion. Merits are a very special skill that allows you a unique feat. Merits cost points. Flaws however are... well, flaws of your character. For each flaw you take you gain points to spend. So the more you take the more you have to spend. You just have to remember, a Flaw taken is a flaw that must be played. Do not take a Flaw if you do not plan on using it with your character. Also be warned that a good GM will make use of your Merits and Flaws, sometimes to your advantage and sometimes to your disadvantage.  
  
Once your character reaches its first level you begin to earn "Merit" points along with your XP . These merit points can increase and decrease depending on your actions during a level. Not necessarily "good or bad" actions, just over all performance. 1-2 merit points can be rewarded each level, which can be saved to purchase new merits. Things such as proper roleplaying, behavior during campaign, and staying true to your character can earn points. 1-2 merit points can also be taken away at the GM's discretion. Things such as meta gaming, poor attitude towards other players, and purposeful sabotage can lead to loss of points.

**EQUIPMENT**

There are many types of Equipment in the game. From everyday clothing to Tactical Ballistic Nuclear missiles you can fly through a door 1000 miles away without ever touching the frame. Most simple equipment is assumed to be on your character. Everyday clothing, watches, pens, paper, cell phone (basic) and stuff are a given, but include them regardless to ensure there is no question when the time comes to use them.

**APPEARANCE/BACKGROUND**

What do you look like? Who are you and what do you do? What motivates you? Why are you here? What is a memorable moment from your past that defines you? These are just a few of the questions your characters can ask themselves to sew all the threads of the character sheet together.

**LEVEL CONVERSION**  
  
lv 1 - 42  
lv 2 - 62 (20)  
lv 3 - 83 (21)  
lv 4 - 105 (22)  
lv 5 - 128 (23)  
lv 6 - 152 (24)  
lv 7 - 177 (25)  
lv 8 - 203 (26)  
lv 9 - 230 (27)  
lv10 - 258 (28)  
lv11 - 287 (29)  
lv12 - 317 (30)  
lv13 - 348 (31)  
lv14 - 380 (32)  
lv15 - 413 (33)  
lv16 - 447 (34)  
lv17 - 448 (36)  
lv18 - 521 (38)  
lv19 - 561 (40)  
lv20 - 603 (42)

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**CHARACTER CREATION pt03**

**SPECIES**  
SPECIES will be divided into three classes. Herb, Omni, Carn (H, O, C). They will also have a size assigned to them. Small, Medium, Large, Huge (S,M,L,H) .

Melee Combat DC according to size and damage +/-.  
  
S = 2/HP takes +1dmg vs M, +2dmg vs L  
M = 3/HP takes 0dmg vs S, +1dmg vs L  
L= 4/HP takes -1dmg vs S, 0dmg vs M  
  
  
**LAND PLUSH**  
APE - (M/O +1 WIS)  
BADGER - (M/O +1 CON)  
BEAR - (L/O +1 STR)  
BOVINE - (L/H +1 CON)  
BOAR - (M/H +1 HP)  
CAT - (M/C +1 DEX)  
CAMEL (L/H +2 CON)  
CHEETAH - (M/C +2 DEX -1 CON)  
DOG - (M/C +1 DEX)  
DEER - (M/H +1 CHA)  
ELEPHANT - (L/H +2 WIS)  
EMU - (M/H +1 DEX)  
FERRET - (M/H +1 DEX)  
FOX - (M/O +1 CHA)  
GIRAFFE (L/H +1 WIS)  
GOAT - (M/H +1 WIS)  
HAMSTER - (S/H +1 CON)  
HIPPO - (L/H +1 CON)  
HORSE - (L/H +1 STR)  
HYENA - (M/C +1CON)  
KANGAROO - (M/H +1CON)  
KOALA - (M/H +1 WIS)  
LEMUR - (M/H +1 WIS)  
LEOPARD - (M/C +1 DEX)  
LION - (M/C +1 STR)  
LYNX - (M/C +1 CON)  
MANED WOLF - (M/C +1 DEX)  
MEERKAT - (S/H +1 DEX)  
MICE - (S/H +1 DEX)  
MINK - (S/H +1 CHA)  
MONGOOSE - (S/H +1 DEX)  
MONKEY - (M/O +1 INT)  
OSTRICH - (M/H +1 CON)  
OTTER - (M/O +1 CON)  
PIG - (M/H +1 CON)  
PLATYPUS - (M/H +1 CON)  
PUMA - (M/C +1 DEX)  
RABBIT - (M/H +1 DEX)  
RACCOON - (M/O +1 INT)  
RAT - (M/O +1 DEX)  
RED PANDA - (M/O +1 INT)  
RHINO - (L/H +1 STR)  
SEAL - (M/C +1 CON, -2 movement on land)  
SHREW - (S/H +1 INT)  
SLOTH - (M/H +1 CON, -2 Athletics)  
SKUNK - (M/H +CON)  
SQUIRREL - (M/H +1 DEX)  
TIGER - (M/C +1 STR)  
TURTLE - (M/O +1 SOAK)  
WEASEL - (M/C +1 DEX)  
WOLF - (M/C +1 INT)  
ZEBRA - (L/H +1 WIS)  
  
**AVIAN PLUSH**  
Note all avian take an automatic -1 to HP for having hollow bones, also as for flying a typical M sized avian can fly for an hour before having to rest.  
  
BAT - (S/O +1 DEX)  
BALD/WHITE TAILED EAGLE - (L/C +1 STR, +1HP, -1WIS)  
BLUE BIRD - (S/H +1 INT)  
BLUE JAY - (M/H +1 INT)  
CARDINAL - (M/H +1 INT)  
CHICKEN - (M/H +1 CON)  
CRANE - (M/H +1 INT)  
CROW - (M/O +1 CON)  
DOVE - (S/H +1 CHA)  
DUCK - (M/H +1 WIS)  
EAGLE - (M/C +1 STR)  
FLAMINGO - (M/H +1 CHA)  
GRAY JAY - (M/H +1 CON)  
HERON - (M/H +1 WIS)  
HUMMINGBIRD - (S/H +1 DEX, must take Fragile Flaw, -1 Con)  
SEA EAGLE - (L/C +1STR, +1CON, -1WIS)  
SEAGULL - (M/C +1 DEX)  
SWAN - (M/H +1 CHA)   
SWALLOW - (S/H +1 DEX)  
PHENI - (M/H +1 WIS) (cousin of the Phoenix non regenerative)  
PENGUIN - (M/C +1 INT)  
PEACOCK - (M/H +1 CHA)  
PUFFIN - (M/C +1 CHA)  
RAVEN - (M/O +1 INT)  
RED TAIL HAWK - (M/C +1 STR)  
  
**REPTILIAN PLUSH**  
All reptilian plush have to take the Cold-Blooded FLAW  
  
**-Serpentine Plush**All serpentine plush must take the Constrict MERIT  
All serpentine plush must take the No Limbs FLAW  
COBRA (M/C +1 DEX)  
PYTHON (M/C +1 STR)  
VIPER (M/C +1 Dex)  
BOA (L/C +1 STR)  
  
**-Lizard Plush**  
FRILLED LIZARD (M/O +1 DEX)  
GECKO (S/O +1 DEX)  
IGUANA (M/O +1WIS)

KOMODO DRAGON (L/C +1 STR)

**AMPHIBIOUS PLUSH**  
All amphibious plush have to take the Cold-Blooded FLAW  
Must be submerged or otherwise covered in water for at least 1 hour every day. Every additional day without water the plush will lose the following  
-1hp/-3hp/-3hp -1stuffing/-3hp -3stuffing  
  
FROG (S/C +1 DEX)  
SALAMANDER (S/C +1 INT)  
GIANT SALAMANDER (M/C +1 STR)  
  
  
**MYSTICAL PLUSH**(not available to play unless cleared with GM)  
  
DRAGON - (M-H/O +1 STR +1 INT -1 DEX -1 WIS)  
-EASTERN  
-WESTERN  
GRIFFIN - (M/O +2 CHA +1 DEX -1 STR -1 CON)  
PHOENIX - (M/C +2 INT +2 CHA -2STR -2CON)  
SPHINX - (L/C +2 INT +2 CHA +2 CON -2CON)  
UNICORN - (L/H +2 CHA, +2 WIS, -2 CON)

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**CHARACTER CREATION pt04**

**PRIMARY OCCUPATIONS :**  
(bonuses are added directly to your skills)  
  
SOLDIER - (+1 Fire +1 Sur) Proficient with weapons and unarmed combat, disciplined.  
MEDIC - (+1Med +1 Academics) Proficient with healing and patching of Plush.  
TECH - (+1 Computers +1 Sci) Proficient with computers and the virtual world.  
P.OFFICER - (+1Fire +1 Investigation) Proficient with weapons, urban life and Plush.  
CRIMINAL - (+1 Larceny +1 Street Smarts) Proficient with the underbelly of the world.  
OCCULTISTS - (+1 Occult +1 Investigation) Proficient with unseen things that do not exist.  
SCHOLAR - (+1 Academics +1 Science) Proficient with vast amounts of knowledge.  
PSI - (+1 Concentration +1 Empathy) PSI power  
MAGE - (+1 Concentration +1 Academics) Primary School  
ATHLETE - (+2 Athletics)   
CIVILIAN - Blank slate.  
  
**SPECIALIST OCCUPATION :**  
(These occupations are chosen depending on your primary.)  
(Bonus ONLY apply to checks, they are not permanent skill boosts.)  
  
**SOLDIER**  
- Recon (+2 Investigation checks)  
- Brute (+2 Brawl Checks)  
- Sniper (+2 Aim Checks)  
- Weap Spec (+2 to chosen weapon checks)  
- Motor Spec (+2 to vehicle checks)  
- Air Spec (+2 to chosen aircraft checks)  
- Combat Medic (+1 to med +1 to survival checks)  
- Demolitions Expert (+2 Demolitions Checks)  
  
**MEDIC**  
- Surgeon (Organ Specialist) (+2 med checks in a hospital environment)  
- Weaver (Anatomy Specialist) (+1 med +1 crafting(medical) checks)  
- Patchwork (Hide specialist) (+1 med +1 crafting(medical) checks)  
- Stuffist (Stuffing specialist) (+2 Science checks in the medical area)  
- Experimental Medicine (+2 Science checks in the medical RnD)  
- Chemist (drugs, serums, etc) (+2 Science checks in the medical RnD)  
  
**TECH**  
- Programmer (+2 computer checks)  
- Hacker (+1 computer +1 subterfuge checks)  
- IT Spec (+2 computer checks)  
- Security Spec (+1 computer +1 investigation checks)  
  
**POLICE OFFICER**  
- SWAT (+1 firearms +1 weapons checks)  
- Weapon Spec (+2 chosen weapons check)  
- Vice (+1 investigation +1 streetwise checks)  
- Street Spec (+2 streetwise checks)  
- Detective (+2 investigation checks)  
- Private Eye (+1 investigation +1 social contact checks)  
  
**CRIMINAL**  
- Safe cracker (+1 demolitions +1 crafting checks)  
- Nightwalker (stealth Spec) (+2 stealth check)  
- Thief (picking locks, b and e) (+2 larceny)  
- Smuggler (+2 subterfuge)  
- Drug Dealer (+1 streetwise +1 social contacts checks)  
- Mob Enforcer (+2 social contacts checks)  
- Snitch (information seller) (+1 social contacts +1 stealth checks)  
  
**OCCULTIST**  
- Ancient Lore (+2 academics checks)  
- Demonologist (+2 occult checks)  
- Ancient Cartographer (+1 academics +1 crafting(maps) checks)  
- Treasure hunter (+1 academics +1 investigation checks)  
  
**SCHOLAR**  
- Historian (+2 Academics checks)  
- Journalist (+1 investigation +1 social contacts checks)  
- Investigative Reporter (+1 investigation +1 politics checks)  
- Information Seller (+1 social contacts +1 subterfuge checks)  
  
**MAGICIAN** (must choose a school before specialist class)  
- Shaper (Elemental class : able to shape elements to her whim)  
- Nuker (Elemental class : only goal in life is the highest form on her school)  
- Arcane Scholar (Generalist : collector of Arcane Knowledge)  
- Arcane Smith (Enchanter class : specializes in enchantments)  
- Plane Binder (Summoner class : specializes in summoning certain types)  
- Lucid Dreamer (Illusionist class : specializes in dreams)  
- Ghostly Dancer (Illusionist class : generalist)  
- Vestal (Divine class: Specializes in Light magic - righteous purity and law )  
- Defiled (Divine class: Specializes in Dark magic - corruption tainted chaos)  
- Arcane Weaver (Divine class: Specializes in Healing magic - restore the health and well being of Plush)  
  
**PSI**  
- Psi Knight   
- Mind Melter  
- Kinetisist  
- Mind walker  
- Puppeteer  
  
**ATHLETE**- Marathoner (+2 to Endurance checks)  
- Sprinter (+2 to Move (can be applied to dodge if running)  
- Swimmer (+1 to Swim +1 to Endurance check)  
- Football-NFL (+1 to Brawl +1 to Endurance)  
- Football-FIFA (+1 to Move +1 to Dodge check)  
- Boxer (+2 to Brawl checks)  
- Olympian (+1 Move, +1 Endurance, +1 Dodge, +1 Swim) (Pre Reqs: POCC Athlete, SOCC (from under Athlete), cost 10 points)  
  
**CIVILIAN**  
(Pick an everyday job, +1 bonus to that job.)  
  
**SPECIAL STORY CLASSES**

**PLUSH AND BLOOD : COLD IRON AND HOT LEAD**  
SOCC:  
- Rail Deputy (+1 Fire, +1 Investigation, +1 Ride, +1 Intimidate) Hired as part of the official Rail Authority to protect the Rail's interests at all costs.  
- Archeologist Professor (+2 Academics checks, +1 Investigation, +2 Occult) Hired by the Rail to catalogue and investigate indigenous life.  
- Surveyor Cartography (+1 Academics, +2 Crafting(maps), +1 Investigation) Hired by the Rail to survey the land for best possible track foundation.  
- Geologist (+1 Science, +2 Science checks, +1 Investigation) Hired by the Rail to assist the Surveyor and Builders in the best possible foundation for the track.  
- Native Tracker (+1 Investigation, +1 Occult, +1 Athletics, +1 Stealth) Hired by the Rail to communicate with the few indigenous natives left on the land.

**PLUSH AND BLOOD: UTOPIA**

SOCC:

- Broken Circle Soldier (+1 Fire, +1 Survival, +1 Intimidation, +1 Athletics) Brown’s standard Soldier with the S1 stuffing package.

- Broken Circle Elite Guard (+1 Fire, +1 Survival, +1 Athletics, +1 SOAK) Brown’s personal guard.

- Broken Circle Weaver (+2 Medicine, +1 Crafting, +1 Science) Brown’s standard Weaver with the S1 stuffing package.

- Broken Circle Sweeper (+1 Investigation, +1 Stealth, +1 Streetwise, +1 Subterfuge) Brown’s standard unit to slip in and clean up dissidents.

**PLUSH AND BLOOD: WASTELAND**

SOCC:

- Survivor (+2 Survival, + 1 Crafting, +1 Larceny) You’ve survived Judgment Day, now you will do anything to survive until tomorrow.

- Coalition Slave (+2 Survival) You’ve lost everything, even your will.

- Convoy (+1 Survival, +1 Drive, +1 Intimidate, +1 Larceny) You’ve lost your civilized nature and now prowl in a pack looking for Plush to feed your hunger.

- Trader (+1 Survival, +1 Crafting, +2 Persuasion) You’ve found that Plush still need for things at the end of the world.

- Town Gatekeeper (+1 Survival, +2 Brawl, +1 Intimidate) You guard the breath of life behind your gates.

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**MERITS**  
  
**Mind**  
(-3) Danger Sense  
(-3) Encyclopedic Knowledge  
(-3) Iron Mind (+1 to Concentration checks, Psi only)  
(-3) Speed Reader

(-3) Puzzle Solver

(-3) Unseen Sense  
--

(-4) Diamond Mind (+2 to Concentration checks, Psi only)  
(-4) Evil Eye (+1 Intimidate check)

(-4) Linguist  
(-4) Lucky (+1 to rolls GM determines luck)

(-4) Mathematics Savant (+2 to all math checks)  
(-4) Photographic Mem  
(-4) Quick Stitch

(-4) Quick Thinker (+2 knowledge checks)  
(-4) Spell Prodigy (+2 to Concentration checks, Magicians only)  
(-4) Tech Savvy  
--  
(-6) The Brain (+2 INT checks)

(-6) Cypher Cracker (+2 INT check towards cyphers/codes)  
(-6) Silver Tongue (+2 Cha checks towards communication, not applicable on casting)  
  
**Physical**

(-3) Ambidex (no penalty for offhand)  
(-3) Brawler (+1 brawl checks)  
(-3) Iron Will (+2 hp)  
(-3) Quick Draw  
(-3) Quick Healer  
(-3) Quick Load  
--

(-4) Dirty Mouth (if plush bites another there is a 50/50 chance the wound will become infected.)  
(-4) High Alcohol Tolerance (+2 to alch checks)  
(-4) Nimble (+1 to athletics and DEX checks vs dodge or acrobatics, (only one, not applicable to ranges atks))  
(-4) Throw Anything  
--  
(-6) Ariel Acrobat (+2 to all flight checks, only applies to self-propulsion)  
(-6) Blind Fighting (If you are blinded by darkness, sand or naturally blind skill checks are reduced to -1)  
(-6) Constrict (if wrapped around a target you gain a bonus to grapple checks +2 on 1st rnd, +4 on 3rd rnd, +6 on 5th rnd, you also do STR +1 dmg/rnd)  
(-6) Cool Under Pressure (+2 to checks made under extreme conditions, GM determined)  
(-6) Echo Location (use sound to see, bats get this for free)  
(-6) Heighten Sense (choose only ONE Stat at creation, +1 to all checks vs that stat)  
(-6) Hard Worker (+1 to CON checks vs work)  
(-6) Hard Scales (+1 Natural SOAK)  
(-6) Heat Sense (Replaces the use of visual sight, ability to see thermal energy in LOS, -2 to visual checks)  
(-6) High Jumper (doubles the height of a standard jump)  
(-6) High Pain Threshold (+1 natural soak)  
(-6) Iron Marrow - (Avian only) - Negates the -1 hollow bone penalty and adds an additional +1hp.  
(-6) Master of Disguise (+2 to all disguise/bluff checks)  
(-6) Night Vision (can see well during night)  
(-6) Quick Shot (fire x2/round, second shot is at -2 to hit)  
(-6) Physical Prowess (+2 to all STR checks)  
(-6) Prehensile Tail (able to grasp things with your tail, has 1/2 STR (round down,) 1dmg)  
(-6) Parkour/Free Running (+2 to athletics checks vs hazardous terrain and climbing.)  
(-6) Stunt Driver (+2 to Drive checks)  
(-6) Sprinter (+2 to athletics checks vs sprinting/running)  
(-6) Sticky Paws (Paws will adhere to most surfaces, 1/4 movement rate while climbing)  
(-6) Tolerance to Poison OR Venom (must choose only one) (+1 SOAK vs poison/venom)  
(-6) Temperature Resistant (choose at creation hot or cold and you get a +2 check in those instances)  
(-6) Temperate Blood (Reptile only: Doubles time for Cold-blooded effects to take place.)  
(-6) Utilitarian (always seem to have the right tool object (simple) for the job)  
(-6) Weapon Type Spec (+2 to hit with spec weap)  
--  
(-8) Jack of all Trades (+1 check to all Skills)  
(-8) Resistance to Poison OR Venom (Pre req Tolerance to Poison OR Venom: +2 SOAK vs poison/venom)  
(-8) Serpent's Gut (Serpentine only: Can go up to one week w/o food after eating a sufficient meal. This MERIT is negated by heavy action, this MERIT is tripled if inactive.)  
(-8) Unbreakable - (Avian only, pre req Iron Marrow) - +1hp, +1 Soak, +1 Fly check  
(-8) Warm Blood (Reptile only: Immunity to Cold-Blooded effects. Prerequisite: Temperate Blood)  
--  
(-10) Concentrated Poison OR Venom (must choose only one)(this MERIT can be taken multiple times, each time it adds +1dmg to the first rnd)  
(-10) Highly Resistant to Poison OR Venom (Pre req Resistance to Poison OR Venom: +3 SOAK vs poison/venom)  
(-10) Regenerate (+1 additional HP is regenerated/rnd outside of combat, loss of limb can be regenerated over a time determined by the GM)  
(-10) Survivor (you will survive... GM determined, only works once, use it well)  
(-10) Tough as Nails (Pre req Tough as Nails: +2 natural soak)  
--  
(??) Poisonous Hide (See Poison Table)  
(??) Venomous Fangs (See Venom Table)  
  
**Social**  
(-3) Charismatic

(-3) Dance Fiend (+2 to all dance checks, +1 addition if opposite sex)  
(-3) Friend (important higher up friend)  
(-3) Network  
(-3) Singer (+2 to all singing checks, +1 addition if opposite sex)  
--  
(-4) Actor/Actress (+1 CHA check vs social, not applicable for spell use)  
(-4) Alluring patterns (Alluring skin patterns grant a +2 to persuasion checks)

(-4) Body Language (+2 Persuasion checks)  
(-4) Good Looking/Beautiful (+1 vs Social checks)  
(-4) Good Listener (+1 vs Social checks)  
(-4) Money  
(-4) Prominent Fangs (+2 to Intimidation Checks)  
--  
(-6) Resources (You have a ready source for most things you need.)

(-6) Witty (+2 to social checks)  
--  
(-8) Loaded (You’re outright rich, buy your way to victory!)  
--  
(-10) Most Interesting Man/Woman in the World (You are known everywhere. Your fame opens many doors; GM discretion. -6 to all disguise checks.)  
  
**Other**  
(-8) Blood Sacrifice (Use up to half HP to temporarily increase strength for the duration of the encounter or 10 rounds [after which, the power will start reducing each round; a bonus of +5 at round 10 will be +4 on the 11th, and etc until the effect is gone], whichever comes first. This damage cannot be cured via healing feats or medicine, as it effects the spirit. The lost HP will return after 2 days, after the body rests.)  
  
**FLAWS**  
  
**Mental**

(3) Curiosity - (your natural curiosity will draw you into unforeseen situations, GM decides when you will be drawn and whether to apply a -2 penalty or +2 to check for any rolls)  
  
(3) Hydrophobia (anything concerning water large then a bathtub you are afraid of, suffer -2 to all actions)  
(3) Naive  
(3) Prude  
(3) Phobia I - (suffer -2 to all actions when around the object of phobia)

(3) Stutter  
--  
(4) Afraid of Combat (freezes up in combat situations and will not fight)  
(4) Combat Rage (when fighting a target you will fight it until it is dead and only it, enemies and companions may suffer your wrath if they interfere -2 to any action not directed at target)  
(4) Dead-inside (-1 to Empathy and -1 Social checks)  
(4) Delusional/Paranoid  
(4) Eisoptrophobia (You have a fear of mirrors and reflective surfaces, and suffer -2 to all actions in their presence. Cannot take your eyes off your own image in fear.)  
(4) Honor bound (has an over whelming sense of duty and honor that often gets in the way -1 to checks when it opposes honor)  
(4) Memory Loss (short term memory is toast -1 INT checks)  
(4) Mental Scars (Baggage -1 to social checks)  
(4) Obsessed (cannot perform any other action when your chosen obsession is near)  
(4) OCD (must choose an OCD, -2 to all rolls when active)

(4) Primitive Heritage (gets a -2 to all knowledge\use checks regarding technology)  
(4) Schizo (suffers from Schizophrenia, will often cry out or be distracted)  
(4) Short Temper (smallest things set you off -1 to all checks)  
--

(6) Curiosity - (your natural curiosity will draw you into unforeseen situations, GM decides when you will be drawn and whether to apply a -4 penalty or +4 to check for any rolls.)  
(6) Epileptic/Cataleptic (you may fall into seizures at certain movements/colors -4 to all checks)  
(6) Hero Complex (Good Only, will always act the hero danger or no, leap in front of a bus to save someone)  
(6) Hydrophobia II (paralyzed when near water suffer a -4 to all actions)  
(6) Nyctophobia (Afraid of darkness, -2 to all rolls in notable darkness.)

(6) Phobia II - (paralyzed when near the object of phobia and suffer a -4 to all actions)

(6) Species Racist (-3 to all rolls when chosen species is near)  
(6) Superiority Complex (-3 to all rolls, player must state Complex i.e. Status, Wealth, Species etc., proximity to others (>3) of same status negates)

(6) Villain Complex (Evil Only, Will always act the villain danger or no, kills because he thinks it appropriate)  
--  
(8) Mirror Mirror (If you see your reflected image you will be immobilized, frozen with fear, and cannot move until the image is disturbed or interrupted. Once free of the image you will suffer a -1 penalty to all actions)  
  
**Physical**  
(3) Allergies (mild)  
(3) Clutz  
(3) Facial/Body Tick (-1 to DEX checks when under stress.)  
(3) Glutton  
(3) Hyperactive (cannot sit still, must move)  
(3) One Eye (-1 to hit)  
(3) Odious Personal Habit (i.e. BO, spitting, sweating, gas etc.)  
(3) Near/Far sighted (-1 to ranged rolls)

(3) Sluggish (-1 to DEX checks as if you’ve just woken up.)  
(3) Ugly  
--  
(4) Addiction (low addiction -1 to all rolls if not taking fix for 5 hours)  
(4) Blood Frenzy (sight/smell of blood triggers rage effect)  
(4) Body Tremor (specify to hand/leg/foot/etc -1 dex checks)  
(4) Cold Blooded (Reptile only: See Cold Blooded Table)  
(4) Low Alcohol Tolerance (-2 to alcohol checks)  
(4) Mute  
(4) Sickly (cannot run, can jog for very short distances)  
(4) Predatory Hunger (need to eat other plush-being every 72 hrs)  
(4) Weak/Fragile (+1 dmg every time you are damged)  
--  
(6) Alcoholic (-2 to checks, also serves as lv1 addiction)  
(6) Allergies (potentially deadly)  
(6) Addiction (low addiction -2 to all rolls if not taking fix for 5 hours)  
(6) Blind (also a good way to piss off your GM)  
(6) De-Fanged (Serpentine plush only: Loss of fangs and Venom glands)  
(6) Missing Limb (-1 Stuffing)  
(6) Naturally low stuffing (birth defect -1 Stuffing and prone to losing more)  
(6) No Alcohol Tolerance (-4 to alcohol checks)  
(6) Patchy (Reptile Plush only: hide/scales is cracked/missing -2 social checks)  
--

(8) Brittle Bones (you take double damage)  
(8) Frigid Blood (Reptile only, Pre Req Cold Blooded: Doubles the penalty of Cold Blooded)  
(8) No Limbs (Cannot carry/use weapons that require moving parts. -6 to all checks involving fine manipulation)  
(8) Patchwork (-3 Stuffing, critter has been patched so many times that it is nearly unrecognizable)

(8) Thermal Blind (Serpentine plush only: Unable to use their thermal vision)  
--  
(10) Phantasm (You are being stalked by something horrible, something only you can see and no one can fight. They tell you it’s in your mind, but illusions don’t do what it does. GM discretion. Base -2 to most checks. If Phantasm "appears" PC loses control and will attempt to flee/fight. Will not recognize friends.)  
  
**Social**  
(3) Sensitive (+1 empathy -1 concentration)  
(3) Stubborn  
--  
(4) Socially Inept (-1 to CHA rolls)  
(4) Pervert (-1 to social checks, -1 to checks against object of desire)

**Other**  
(3) MisTech (you tend to have bad luck with machines)  
(3) Sexist (-1 to rolls vs the opposite sex)  
--  
(4) Hunted (1 mild enemy after you of equal skill and level)  
(4) Dark Visions (suffers from side effects of Dark Magic or PSI, is incapacitated while having them, often miscasts)  
(4) Spell/Psi Failure (-1 to all casting rolls)  
(4) Unlucky (-1 to all rolls GM determines unlucky instances)  
--  
(6) Hunted (2 medium enemies after you of equal skill and level)  
--  
(8) Hunted (1 extreme enemy after you of higher skill and level)

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A character example.  
  
NAME: Carmalita  
SPECIES: Fox  
SEX: Female  
FACTION: Utopia Law Enforcement  
ALIGNMENT: CG  
PRIMARY OCCUPATION: P. Officer - Detective (5)  
SECOND OCCUPATION:  
XP POINTS TOTAL - 49  
XP POINTS REMAINING - 0   
  
HP: 0 0 0 0 0 - - - - -  
STUFFING: 0 0 0 0 0 0 0 0 0 0  
SANITY (Sanity check # 6 = 5 + 1): 0 0 0 0 0   
  
STATS:  
STR 0 0 - - - (2)  
INT 0 0 - - - (2)  
DEX 0 0 0 - - (5)  
CON 0 0 - - - (2)  
WIS 0 - - - -   
CHA 0 0 0 - - (+1 SPECIES) (3)  
  
  
SKILLS:  
-MENTAL  
- - - - - Academics  
- - - - - Computer  
- - - - - Crafting  
0 0 0 - - Investigation (6)  
- - - - - Medicine  
- - - - - Occult  
- - - - - Politics  
- - - - - Science  
  
-PHYSICAL  
0 0 - - - Athletics (+1hp) (3)  
0 - - - - Brawl (1)  
0 - - - - Drive (1)  
0 0 0 - - Firearms (6)  
- - - - - Larceny  
- - - - - Stealth  
0 - - - - Survival (+1 hp) (1)  
- - - - - Weaponry  
  
-SOCIAL  
- - - - - Animal Kinship  
- - - - - Bluff  
- - - - - Empathy  
- - - - - Expression  
0 0 - - - Intimidate (3)  
- - - - - Persuasion  
0 0 - - - Social Contacts (3)  
0 0 - - - Streetwise (3)  
- - - - - Subterfuge  
  
MERITS  
(-3) Quick Draw  
  
FLAWS  
(4) Unlucky  
(3) Stubborn  
  
EQUIPMENT  
1911 .45 Long Slide (3 damage)  
Bullet Proof Vest (3 soak)  
  
APPEARANCE  
A tall lanky fox, she is known for never losing a target and her more then lethal accuracy.

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**CHARACTER CREATION pt05**  
  
**EQUIPMENT**  
All equipment has one thing in common, a DC. The DC is the Damage Capacity of an item, or in other words how much damage an item can sustain before breaking. Most everyday items have a DC of .5 or 1 meaning if they are damaged for equal to or greater then they are destroyed.   
  
ex. You pick up a vase with a DC of .5/1. This means you have to do over .5 damage to affect it. The "1" stands for the items pseudo HP. Say your character has a STR of 3. This will cause a base damage of 3 to the vase. So throwing it against the wall with only STR will reduce it a fine powder. If the player happens to have "Weapon Spec Throwing" she could transform the once harmless vase into a projectile that would do real damage to something (without the WS Throw you only do half your STR damage)  
If you do damage double the DC of an item you take two points from it instead of one. If you do triple item is instantly destroyed no matter how many points it has left.

Armor has a DC like everything else but it also has something called SOAK. Armor is naturally designed to protect you from damage. So only the damage that goes over the soak number actually counts toward the DC and harming your character.   
  
ex. Carmalita has a bulletproof vest on. This has a DC of 5/3 and a SOAK of 3. She has cornered a Rebel traitor at the end of an alley. Unknown to her he is packing a 12g Shotgun. The 12g Shotgun does 5 damage a shot as a base. (in this example I am purposefully leaving out combat rolls to make it simpler) The squirrel fires hitting Carmalita in the chest. The SOAK takes the first 3 damage from the shot leaving Carmalita to take the remaining 2. The damage was equal to the Vest’s DC and takes a point off reducing the vest from 5/3 to 5/2. 

Weapons have a DC as everything else. But the main feature of weapons is the addition of a stat and skill. Ranged weapons have three ranges, \*/\*/\* the first range has no penalties, the second range has a -1 to hit, and the third has a -3, after that it is a -5 to hit. All range is calculated in yards.  
  
To hit a Plush with a Melee weapon it is STR+Melee vs DEX (+any skill that that counters ie dodge/parry etc)  
  
To hit a Plush with a Ranged weapon it is DEX+Ranged(Firearms, Archery) vs DEX(+any skill that that counters ie dodge/parry etc)  
  
To hit a Plush with a Thrown weapon it is STR+Thrown vs DEX(+any skill that that counters ie dodge/parry etc)  
To block an incoming attack its STR+Block(or equivalent)  
  
High ground is +1 to all attacks  
Low ground is -1 to all attacks  
  
Dual wielding weapons of any kind gives you a -4 to hit on your off hand. Ambidex will remove this penalty.  
Dual wielding melee weapons requires you to have Ambidex.  
  
  
**Called Shots**  
-2 Arms and Legs  
-4 Joints (disable)  
-4 Head Shot  
  
**Run & Gun**  
-3 to hit if you are on the run, every 2 points in Athletics lowers this by 1  
  
**Cover**Partial -1 to hit, +1 to atk  
Half - 2 to hit, +1 to atk  
Full - Cannot be hit  
  
Drive  
-4 to shoot & Drive, each point in drive lowers this by 1  
  
**AIM**+1 to hit if you spend the entire rnd aiming, an additional point is gained for every rnd spent aiming after (max +5)  
  
**Effects**  
Daze -3 to hit  
Knocked Down -2 to hit

**WEAPONS FIRING**  
  
Aimed +1/rnd aimed (max+5)  
Single shot   
Two Shots -4 to hit (unless you have Quick Shot)  
  
**AUTOMATIC WEAPONS**  
Burst, Short - (20% of clip, -1 to hit, base dmg x2dmg)  
Burst, Long - (50% of clip, -2 to hit, base dmg x5dmg)  
Burst, Full - (100% of clip, -3 to hit, base dmg x10dmg)  
  
Wild Fire - (100% of clip, 20% dmg to companions and innocents, -4 to hit, x2dmg)  
  
  
**ARMOR**  
  
Bullet Proof Vest - SOAK 3 DC 5/3  
Carbon Fiber Suit - SOAK 3 DC 4/3  
Full Riot Suit - SOAK 4 DC 5/4  
Plate Armor - SOAK 2 DC 3/3  
Military helmet - SOAK 1 DC 3/3 (SOAK applies to head only. In the case of explosions or falling SOAK is added to the whole)  
  
  
**WEAPONS**  
  
**-MELEE** (your STR score is added to all damage done by Melee)

Bowie Knife - DMG 1 DC 3/2  
Butchers Cleaver - DMG 1 DC 3/2  
Long Sword - DMG 2 DC 4/4  
Machete - DMG 2 DC 4/4  
Katana - DMG 2 DC 4/4  
Bastard Sword - DMG 2 DC 4/4  
Great Sword - DMG 3 DC 4/4 (need 3 STR to wield, and two hands, cannot be wielded one handed)  
Fire Axe - DMG 2 DC 3/3  
Sledge Hammer - DMG 3 damage DC4/4 (need 3 STR to wield, and two hands, cannot be wielded one handed)  
Crowbar - DMG 2 DC 4/3   
  
**-RANGED**  
  
Longbow - (10/20/60)  
- Arrow - DMG 1 DC 2/1  
- Broad head - DMG 2 DC 2/1  
Crossbow - (15/30/70)  
- Bolt - DMG 2 DC 2/1  
  
.22 Pistol (10rnd clip) - (2/6/12) - DMG 1 DC 3/2  
9mm Pistol (10rnd clip) - (6/12/50) - DMG 2 DC 3/3  
.357 MAG (rev 6rnd) - (6/12/50) - DMG 2 DC 3/3  
.41 'Outsider' (rev 6rnd) - (6/12/50) - DMG 2 DC 3/3 (+1 to hit w built in laser sight)   
.45 ACP (7rnd clip) - (6/12/50) - DMG 3 DC 3/3  
.44 MAG (rev 6rnd) - (6/12/40) - DMG 3 DC 3/3  
.454 Casull (rev 5rnd) - (8/14/70) - DMG 5 DC 4/4 (you need +2 STR to wield this gun)  
.50 Desert Eagle (7rnd clip) - (8/14/70) - DMG 5 DC 4/4 (you need +2 STR to wield this gun)  
500 SW Revolver (rev 5rnd) - (8/14/70) - DMG 5 DC 4/4 (you need +2 STR to wield this gun)  
  
**-AUTOMATIC**

Automatic Weapons all have a -2 to your hit unless your STR is 3 or over. Automatic Weapons also attack twice a round unless stated otherwise.  
  
9mm uzi (20rnd clip) - (6/12/50) - DMG 2 DC 3/3 (4atks/rnd -4 to hit)  
SMG 9mm (25rnd clip) - (10/20/80) - DMG 2 DC 3/3  
Thompson (40rnd clip) - (10/20/80) - DMG 3 DC 4/4  
P90 (caseless 50rnd clip) - (50/100/200)-DMG 4 DC 4/3   
7.62 Russian (30rnd clip) - (70/140/350) - DMG 5 DC 4/4  
.308 Auto (10rnd mag) ¬ (90/200/400) - DMG 5 DC4/4   
  
**-SHOTGUNS**

All shotguns require a minimum of 3 STR to fire. If a character with less then 3 STR is firing a shotgun they suffer a -1 to hit. Shotguns using Flechette rnds or spray shot are able to hit up to 2 additional targets at range 2. The adjacent targets suffer half damage rounded up. Not available for players unless GM assigned.  
  
12g Pump Action (7rnds) - (6/12/30) - DMG 5 4/4  
12g Sawn' Off (2rnds) - (3/6/15) - DMG 5 4/4   
  
Remington Roomsweeper - (40-120rnds) - (6/12/30) - DMG 5 4/4 - This weapon is a unique belt fed shotgun. A minimum STR of 4 is needed to hold it without mounting it to something. It fires 4 times a round at -3 to hit. Sustained fire over 3 rnds will force the character to make a STR and CON check to see if they can continue to fire it.   
  
**-HEAVY WEAPONS**

Stun Grenade - (range based on STR) - Effects a 5 yard radius - stun check (CON + Athletics/Survival) 10(5y)/7(10y)/4(15y) - DC 3/1  
Grenade - (range based on STR) - DMG 5 DC 3/1 - Effects a 5 yard radius  
Dynamite - (range based on STR) - DMG 5 DC 2/1 - Effects a 5 yard radius  
C-4/Semtec - (1"x1" cube) (dmg goes up by 3s, 3"x3" = 10, 9"x9" = 15) DMG 5 DC 2/1 - Effects a 5 yard radius  
Thermite - (1"x1" cube) DMG 7 DC 3/1 - continues to burn for 4 rounds doing 7dmg/rnd  
L.A.W - (300/600/1200) - DMG 20 - 20' Blast radius (min 4 STR)  
  
**-RIFLES**(single shot) (no penalty, +2 to hit if aiming)

7.62 Russian (5rnd clip) - (200/400/800) - DMG 5 DC 4/4  
.300 WIN MAG (5rnd clip) - (200/400/800) - DMG 5 DC 4/4  
.50 - (5rnd clip) - (300-600-1200) - DMG 7 DC 4/4 (must have +3 STR and must be lying down when fired)  
  
**-WEAPON ACCESSORIES**((check with your GM before using)

Pistol Scope - extends range by +10/+20/+30 (+1 aim)  
Rifle Scope - extends range by +100/+200/+300 (+1aim)  
Laser Sight - range 10/20/80 (allows accurate shooting without scope, bonus does not stack with scope bonus) +1 aim  
Pistol Silencer - (lowers sound, DC of INT+ (Invest or Conc) 9 to hear it, may or may not be allowed by GM)  
Rifle Silencer - (lowers sound, DC of INT+ (Invest or Conc) 9 to hear it, may or may not be allowed by GM)  
Extended Pistol Clip - adds +10 rnds to your pistol, (is no longer concealable)  
Road flare (lights an area 10' diameter for 5 rnds)

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**Character Creation pt06**  
**Psionics and Magics**  
Psionics are based off two stats, INT and WIS. These are rolled to activate a stat. The higher the number the better the result. Psi powers come in 3 different types. Mind, Physical, Energy. You can only specialize in one type. Psi powers are unique in the fact that they, unlike spells are usually available almost instantly. Normally no concentration check is needed to activate a Psi skill. But if you are under a stressful situation or in combat you will need to roll your Concentration (skill) + your Wis (stat). This number competes against what ever is being dealt against you.  
  
ex. Rahs'Akari is using her telekinesis to knock her attacker off his feet. This is a check against the attackers STR+INT (4+2 = 6). Her check is Conc + WIS (3+4 = 7) she succeeds by a narrow margin knocking him off balance.   
  
The more of a lead you get on a check the greater the result. If the check is twice that of the others then the effect is doubled. Which leads us to the second part. Each Psi ability has 3 lvs. 1st lv being your most basic, a newly learned ability. The 2nd lv is advanced having used it enough or trained enough to use it to its potential. And the 3rd lv is considered a Super class, and is rarely reached. At 3rd lv the power seems almost god like to those around the Psionisist. Level progression goes as follows.  
  
Lv 1 Psi - 6pts  
lv 2 Psi - 12pts  
lv 3 Psi - 36pts  
  
INT needed to learn a certain level of spell  
  
lv1 - 1-2 INT  
lv2 - 3-4 INT  
lv3 - 5 INT  
  
Psi abilities are usable at will and only require casting time if stated in the ability. They cannot be forgotten but they can be suppressed by other Psionisists. A disadvantage to being a Psi is you are heavily persecuted. If someone even suspects you of being a Psi you will be singled out and carted away, not just by the military or local law enforcement. In fact your a shade better off with them, innocent people lynch, the law prosecutes then kills you. So even though you may have many wondrous powers be wary of using them. Using abilities does come at a cost. Psi users also hate each other and have a great mistrust of their fellow Plush. When there are more then one Psi with in 10 feet of one another they create a sort of Psi spike that can be detected by another Psi from a great distance. This detection is usually made by the Broken Circle Psi hunters who are always on the prowl. Hence when a Psi sees another they either run in opposite directions or kill one another so that there is no spike to be traced. Also when Psi are near each other they leave a small residual "mind stain" on each other's conscious that can be followed back like a chain from Psi to Psi to Psi. This makes it very bad for Psi's who have been in contact with other Psi's because a Hunter can now determine who the other Psi is and find them. There are no Psi factions as they have a great distrust for one another. Only 1 critter in 1 million has Psi abilities. Though that number has been significantly reduced by Brown. At any given time there are less then 400 Psi users on a planet of 3.5 billion critters. 370 of which want nothing to do with each other.  
  
You can use as many Psi levels as you have WIS+Concentration. For each round you have said skill activated you lose that many levels. Hence if you have a lv3 Psi ability activated for 3 rnds you lost 9 caster levels. If you go over you loose 1 HP for every level you went over during the cast. This can be avoided by simply resting 2 rnds out of combat. In combat it takes 4 rnds of rest to reset the spell levels.  
  
**MIND**  
  
Alter Aura - (make your alignment seem other then it is)  
Astral Projection - (Slip into a dream state and enter the astral plane)  
Battle Mind - (+2/lv to all atks)  
Clairaudience - (commune with spirits)  
Clairvoyance - (see the unseen)  
Data Link - (uplink to comp with your mind)  
Empathy - (feel what others around you feel)  
Induce Feeling - (impart an emotion upon target)  
Illusion - (create a figment)  
Mind Wipe - (wipe a memory from target or self)  
Mind Read - (read minds unguarded)  
Mind Shield - (Shield one's own mind)  
Navi-cognition - (find the path)  
Pre-cognition - (see the future, must be holding object)  
Post-cognition - (see the past, must be holding object)  
Resist - (resist commands/temptations/etc)  
See Aura/Appearance (see through illusions, disguises, detect alignment)  
Sixth Sense - (+2/lv to all DEX checks (not +2DEX))  
Suggest - (impart a simple command into someone's mind, cannot command to kill)  
Telepathy - (speak through your mind)  
  
**PHYSICAL**  
  
Death Trance - (put self into a death like state, slow body functions)  
Force Barrier - (impenetrable barrier, 1lv 3' diameter - 2lv 10' dia - 3lv 50' dia)  
Improved STAT - (up one STAT by 2 for 1rnd/lv)  
Incorporeal Form - (pass through matter, 1lv max 1', 2lv max 10', lv3 100')  
Levitation - (lift yourself with your mind, 1lv 5rnds normal speed, 2lv 10rnds sprint speed, 3lv x2 sprint)  
Resist Element - (resist specified element, 1lv 75% dmg, 2lv 50% dmg, lv3 25% dmg)  
Summon Inner Will - (temp hp, lv1 +2hp, lv2 +3hp, lv3 +4hp)   
Teleforce - (push/crush objects with your mind, lv1 500psi, lv2 1500psi, lv3 3000psi)  
Telekintetics - (lift objects with your mind, lv1 0-20lbs, lv2 20-100lbs, lv3 100-1000lbs)  
Telemechanics - (fix things with your mind)  
  
**ENERGY**  
  
Displacement - (warp the world around you 1lv -2 to hit you, 2lv -4, lv3 -8)  
Electrokinetics - (blast target with electricity, 1lv 3dmg - 2lv 6dmg - 3lv 12dmg)  
Hydrokinetics - (blast target with water pulled from around you, 1lv 3dmg - 2lv 6dmg - 3lv 12dmg)  
Mind Blast - (blast target with your mind, 1lv 3dmg - 2lv 6dmg - 3lv 12dmg, target has to make a STR check or be knocked down)  
Photokinetics - (blast target with light, 1lv 3dmg - 2lv 6dmg - 3lv 12dmg, CON check or blinded)  
Pyrokinetics - (blast target with fire, 1lv 3dmg - 2lv 6dmg - 3lv 12dmg)  
Psycokinetics - (scramble targets mind, 1lv 3dmg - 2lv 6dmg - 3lv 12dmg, INT check or target is crippled with fear)  
Psi Weapon (melee) - (able to form a weapon out of energy, 1lv 3dmg, 2lv 6dmg cuts through soft metals, 3lv 12dmg cuts through most metals)  
Psi Weapon (ranged) - (able to project a golf ball sized ball of energy at high speeds 1lv 2dmg - 2lv 4dmg - 3lv 8dmg)  
Total Recall - (perfect recall of a situation 1lv max 3days, 2lv max 2 weeks, 3lv 1 month)  
  
  
**MAGICS**  
  
The magic system is relatively the same as the Psi system. Here however you use your INT+Concentration to learn a spell and your CHA+Concentration to cast it. Here is where magic branches off considerably from Psi. Magic is composed of 5 schools. Elemental, Divine, Illusion, Summoning, and Enchanting. A magician can choose only one school at first. Later in life if she has studied enough they may choose a second school. Their second school however will never be as strong as their primary and is limited to 3rd level spells. Which brings us to spell level. There are 5 levels for each class. Each level takes learning to advance to and the proper spell books. You cannot advance to another level by points alone. You must have the appropriate spellbook/scroll to learn from. Casting spells does come at a cost. You can cast as many spell levels as you have INT+Concentration. If you go over you loose 1 HP for every level you went over during the cast. This can be avoided by simply resting 2 rnds out of combat. In combat it takes 4 rnds of rest to reset the spell levels.  
  
ex. Rahs'Akari has INT 4 and Concentration 3, which gives her 7 casting levels. She casts one 1st level spell and two 2nd level spells. This adds up to 5 levels worth of spells cast. 7 - 5 = 2. She now only has 2 levels of spells left before she has to rest a round or two to recharge. But the enemy has just released a few more troops. She can either cast a lv2 spell in hopes to scare them and not go over or she can obliterate them with a lv3 spell. She chooses the latter. Casting the 3rd level spell she turns the enemy to vapor. But 7 - 5 - 3 = -1. She has went over her casting level and has now lost a hit point. Constant spell effects drain that equal number of spell levels per rnd as the level of the spell being cast.  
  
level cost  
  
lv1 - 4  
lv2 - 8  
lv3 - 16  
lv4 - 32  
lv5 - 64  
  
INT needed to learn a certain level is equal to level being learned. ie to learn a lv3 spell you need 3 INT  
  
casting time (can vary depending on school)  
  
lv1 - 1rnd  
lv2 - 2rnds  
lv3 - 2rnds  
lv4 - 3rnds  
lv5 - 5rnds  
  
Spells unlike Psi abilities all take time to cast. The higher the level the longer the cast the more powerful the spell. Schools are broken up as follows. You can substitute spells, the ones currently there are to give you a template. You can follow the template or create your own.  
  
**ELEMENTAL** (lv1 single (2dmg) - lv2 multi (3dmg 10'cone)- lv3 AOE (5dmg 20') - lv4 storm (10dmg 50') - lv5 special)  
  
-Fire (Fire Bolt - Flame Spray - Fireball - Fire Storm - Meteor Shower (25dmg 200')  
  
-Water (Ice Bolt - Cone-o-cold - Frost Nova (Dex check or frozen) - Hail Storm - Blizzard (15dm 200' DEX+CON vs caster CHA+Conc or frozen)   
  
-Air (Static - Lightning Bolt - Chain Lightning (+5' for close critters) - Tornado (DEX vs cast CHA or knocked down) - Hurricane (20dmg 200')  
  
-Earth - (Stone - Gravel Spray - Tremor (DEX vs castCHA or knock dwn) -   
Earthquake 5R (buildings suffer 20DC dmg and everyone is knocked down) - Earthquake 9R (buildings suffer 50DC dmg and everyone is knocked down 15dmg 200')  
  
**DIVINE** (lv1 single (2dmg) - lv2 multi (3dmg 10'cone)- lv3 AOE (5dmg 20') - lv4 storm (10dmg 50') - lv5 special)  
  
-Dark (Shadow Bolt - Constricting Darkness - Shadow Ball - Shadow Rift - Dark Triad (INT vs castCHA or become incapacitated 15dmg 200')  
  
-Light (Shining Arrow - Prismatic Spray - Flash (CON vs cast CHA or blinded) - Holy Wrath - Divine Judgment (20dmg 200' evil align takes an extra +5)  
  
-Healing (not available)  
  
**ILLUSION** (lv1 simple - lv2 complex - lv3 quasi real - lv4 mass AOE - 5 special)  
  
-Mental  
-Physical  
-Lucid  
  
**SUMMONING** (lv 1 simple - lv2 large - lv3 Dire - lv4 Greater - lv5 Elder)  
  
-Animal  
-Monster  
-Fiend  
-Elemental  
-Request (summon willing party members) (1 member 1 mile - 1 memb 5 miles - 2 memb 1 mile - 2 members 10 miles - 3 members 50 miles)  
  
**ENCHANTING**   
  
-Imbue Item (level = level of spell able to attach for rnds (4-4-3-2-1)  
  
-Permanency (level = level of spell able to make perm (usually needs Imbue Item as well)  
  
-Conjuration (ex. lv1 water for 5 Plush - lv2 bread for 5 Plush - lv3 meals for 10 Plush - lv4 hearty meal for 20 Plush - lv5 food to feed 100 Plush)  
  
-Curse  
-Runes  
  
As with Psi, Magicians have a disadvantage, you are heavily persecuted. If someone even suspects you of being a Magician you will be singled out and carted away, not just by the military or local law enforcement. In fact your a shade better off with them, innocent people lynch, the law persecutes then kills you. So even though you may have many wondrous powers be wary of using them. Mages hate each other for relatively the same fact Psi users do. To many of them in the same location creates a Magic Spike that is detectable to even the most untrained magician. Though where Psi may just agree to part company and give each other space, a magician will almost always try to kill her fellow critter. Mostly for the sacred book of spells every magician keeps on them. Also the more one uses magic the more of a spike one creates. Even a single wizard can create a spike strong enough to be detected round the world if they cast to many high level spells. The Hunters are always out there looking for them to slip up. Generally you will not find more the two magicians in a group. Where as there are no factions with the Psi, Magicians have one. Libriati Arcanum. This is their entire collected work from the moment a Magian could scribe. Millennia's worth of knowledge is stored there. All Magicians, no matter good or corrupt respect the Archives more then their own lives. Its locations is unknown but said not to be even on this plane anymore. The secret was taken from the Magicians as Brown wiped them out. 1 in 1 million critters is able to use magic. Brown has seen fit to reduce their numbers to 200 within a world of 3.5 billion people. 5 of which are able to cast over lv3 spells. The others are barely in training.

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**Character Creation pt07**  
  
**TABLES**  
**SANITY** (place your sanity check # here) : 0 0 0 0 0  
  
  
There are five levels to sanity, represented above by 0's. As you lose sanity points your character starts to become less and less attached to the reality around them. They will begin to experience things that are "not" there and hear things unheard by the rest of the group.   
  
Lv5 - Sanity - your character is under your complete control with no negatives. They are at their strongest mentally.   
  
Lv4 - Paranoia - Your character begins to feel like the world is at time at odds with them. This level has a lose -1 penalty to some rolls as determined by the situation.   
  
Lv3 - Instability - Your character begins to become unstable around others. They will often be belligerent, irrational, and will begin to see/hear things at the GM's discretion. Their past will crop up to tear away at their sanity. This level has a -2 penalty to all mental and social rolls.   
  
Lv2 - Delirium - This is where things start to get interesting. Your character, while still under you guidance is no longer in your control. They will see/hear and experience things the group cannot. They will fight/flee with characters and imaginary objects. If they are armed they will be a danger to themselves and others. Lv2 is the last stage a character can be "talked down". Their past will haunt them and their FLAWS will double in power. There is a -3 penalty to all social and mental rolls. A -2 penalty is applied to negotiations with a lv2 character.   
  
Lv1 - Insanity - Characters are no longer in their players control. They will act of their own volition based upon their history, alignment, stats, and abilities. They will not see situations for what they are rather they will irrationally view the world from an extremely warped perspective. Their temperament is based upon their alignment/personality before succumbing to insanity. Good, will often lead to cataonic/fleeing, while evil will manifest itself in the most psychotic of ways.   
  
**Recovery time:**  
Lv4 - A days rest or reassurance of the state of reality.  
Lv3 - 2 days rest and minor counseling. Medication is optional.  
Lv2 - Confinement and counseling. Medication is recommended but not required.   
Lv1 - Confinement, restraint, counseling, medication, and alternative methods of psychotherapy.   
  
**Losing Sanity Points:**  
  
Sanity check # = (SANITY + WIS + Concentration + (points from Merits) - (Flaws + penalties))  
  
Checks against sanity, a situation and character background will determine the true score, this is more of a Rule of Thumb in order to get a base in which to build off of.   
1-5 - Surprises, scares, horror movies, your fears  
6-8 - Peaceful death of a relative  
9-11 - Death of a close relative/friend  
12-13 - Death of a family member | ghost  
14-15 - eye witness to a violent death | violent poltergeist  
16-17 - eye witness to the death of a family member | vampire true form  
18-19 - witness/victim of a massacre | victim of possession  
20 - Death of your family | Supernatural horror  
21+ - Supernatural  
  
Fo example, using Carmalita from the character sheet example, a check against your sanity goes as follows -   
Sanity Check 5 = (5 + 1WIS) - (-1Unlucky).   
  
Carmalita stumbles into an alley where she has cornered a serial kidnapper. He holds five children at gun point, before she can even move he executes one on the spot. Stuffing and brain matter splatter her and Carmalita recoils in horror. She is accustomed to death in her line of work but has a child of her own so this resonates with her.   
  
*[Taking in to account her job, and the situation, a normal check of 14 for an eye witness to a violent death is dropped to 7, but since she has a child of her own at home we will add an additional point against her giving us 8. Now in order to calculate whether or not she lost a sanity point divide the total by 3 and subtract 1. The resulting number is the loss or even gain of sanity points (note that you can only gain back points in lv3-5 this way).  
In short: 8-5=3 >> 3/3=1 >> 1-1=0 ((check-SANITY)/3)-1 = SANITY Loss/Gain]*  
Carmalita recovers, uses Quick Draw and puts a .45 round between his eyes. Believing it is all over Carmalita holsters her weapon and ushers the children out of the alley amidst sirens. As she turns to leave a hand grasps her ankle. Carmalita spins and uses Quick Draw again to put a round into the body behind her, only to find that it isn't the killer's hand crushing her ankle, it is the head less child. Black fluid flows from the gaping wound in its skull as its eyes swing like pendulums from its sockets. "Take me home mommy." it gurgles and begins to crawl up her leg.   
  
*[Carmalita has no prior experience with the supernatural and since she already resonates with children the check this time will be 16.  
16-5=11 >> 11/3=3.6(always round down) >> 3-1=2]*Carmalita loses 2 points of sanity on the spot. In her sudden panic she fires blindly at the horror. Two rounds obliterate the remnants of the crawling horror, and a further two shatter her own leg. Carmalita falls to the ground her gun spinning from her hand as she grasps her leg in pain. Something grabs hold of her tail, through pain blurred eyes Carmalita lifts her tail to find a hand grasping the fur with an arm dangling ending in greasy black stuffing.   
  
*[Since Carmalita is now at Lv 3 her sanity check has gone from 5 to 3. If she were still mobile and weapon in hand she may have caused herself more harm, but since she is wounded and weaponless we can say she passes out due to mental and physical shock.]*  
  
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**COLD BLOODED**  
  
Table for calculating cold-blooded effects on Reptiles.  
  
A reptile needs to artificially maintain body temperature. This can be done through natural means (sun, environment) or artificial (heating systems, or wetware). Should a reptile go too long without warming up they will begin to suffer penalties and eventually coma or death in extreme cases. Warming a reptile up takes half the time it spent cold. The Loss of Heat table works as follows. First you determine your Racial size, then you determine how long you have spent without the aid of heat (time penalties are cumulative), this result is modified further by the current temperature, should the character be trying to take action a metabolism modifier will augment the result further.  
  
**LOSS OF HEAT TABLE**  
Size [Time penalty 8h/16h/24h/32h (CON + Survival vs 5 Coma)] (temp modifiers 50F/10C, 30F/-1C, 10F/-12, 0F/-17C) (metabolism modifer/rnd)

Small [-1 all checks/-3 all checks/-1HP/-3HP Coma] (0/-3/-5/-7) (0/0/-1/-1)  
Medium [-0 all checks/-1 all checks/-3 all checks/-3HP Coma] (0/-1/-3/-5) (0/-1/-3/-5)  
Large [-0 all checks/-1 all checks/-3 all checks/-1HP] (0/-1/-3/-5) (-1/-3/-5/-7)  
  
**For example:**

Gillian the snake’s synthetic warming skin has run out of batteries halfway through his mission to track down a Rebel Base located in the far north. It is near freezing out and he cannot risk being left out in the cold for too long. Gillian slithers with determination to reach his goal. Eight hours later he has the base in sight in a small valley, but he is still hours out and beginning to feel the effects. Gillian must roll his first Loss of Heat check (-1 to all checks).   
  
*[Medium Plush at 8h is 0, the temp modifier 30F/-1C is -1, metabolism modifier is mild since he is just moving 0]*  
He is still feeling fine but struggles with the deep snow and makes poor time. Another 8 hours pass before he can make it to the Rebel Base perimeter, here he must make a second check (-3 to all checks)  
  
*[Medium Plush at 16h is -2 (cumulative), the temp modifier 30F/-1C is -1, metabolism modifier is mild since he is still just moving 0]*  
Just as he is about to slip into a building he hears the crunch of snow behind him.   
  
*[Gillian fails a spot check due to his condition]*However he is quick and strikes with accuracy at the Fox who stumbled upon him. Wrapping his body around the rebel Gillian uses Constrict to silence him and begin to crush the life from his foe. But his condition makes the effort difficult. Gillian must make another check since his metabolism is working overtime to kill his foe. He knows it will take him three rounds to knock the Fox unconscious but is uncertain he will last past two. (-3, -4, -6)  
  
*[Medium Plush at 16h is -2 (cumulative), the temp modifier 30F/-1C is -1, metabolism modifier/rnd 0, -1, -3]*On the third round the Fox breaks free of the constriction but not without his share of broken bones. Instead of fighting the Fox limps away shouting. Gillian decides to slip into the building and hide in order to warm himself into a fighting form.  
  
  
=== === ===  
  
**POISON/VENOM TABLE**Based off ability to deliver volume of Poison/Venom (ie small plush can't deliver the same volume as large). Damage can be augmented by "Concentrated Poison/Venom" Merit. Each level, Mild, Strong, Deadly needs the previous as a Pre Req.   
  
Poison is ALWAYS Absorbed or Ingested  
Venom is ALWAYS Injected  
  
Size - MERIT : DMG/RND  
S - Mild (-6) : -1/-1/-1  
S - Strong (-8) : -2/-1/-1/  
S - Deadly (-10) : -2/-2/-1/  
M - Mild (-6) : -1/-1/-1/-1  
M - Strong (-8) : -2/-1/-1/-1  
M - Deadly (-10) : -2/-2/-1/-1/  
L - Mild (-6) : -1/-1/-1/-1/-1  
L - Strong (-8) : -2/-1/-1/-1/-1  
L - Deadly (-10) : -2/-2/-1/-1/-1

Gillian, now warmed up and rested sets out to find the rebel commander. With his Thermal Vision and natural ability to slither through the ducting and tight places of the base he finds the commander easily. A large ox as thick as any oak, Gillian knows he must strike first if he wants to take down the ox. From an overhead vent Gillian drops onto the ox and strikes with a surprise attack. Gillian is a Viper so he is a Medium sized Plush, but he only has a Mild venom.

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**Character Creation pt08**  
  
**Vehicles**  
  
**DRIVE**  
  
With each point that is added to this ability the more wheeled vehicles are suddenly open to your control. Each vehicle is broken up into parts to better represent the skill involved with its operation and the attributes of the vehicle itself.  
  
First you will see the name/type of the vehicle followed immediately by the Drive score required to operate. If you operate a vehicle without the drive score noted you will do so at -2 per point, i.e., if you have a Drive score of 2 and plan to jump into a Construction Crane(4) all of your checks concerning the Crane will be made with a -4 penalty. Conversely for every point over the Drive score required you receive a +1 to all your checks. In other words, if you have Drive(5) and jump into a Hatchback (listed below) you can drive it on two wheels while mooning your opponent.   
  
Second you will see the main body that represents the vehicle’s attributes. Acceleration is the number of RNDs it takes to reach the next level of speed. Speed, marked in mph, is broken into three levels. The first is the slow speed, driving through a parking lot or navigating busy streets. The second is your regular speed, driving along the open road, cruising without straining the vehicle. The third is your top speed, this is the maximum rate at which the car will travel. In order to maintain a top speed and keep the vehicle under control you must have a Drive skill one point greater than the listed requirement. Power is the basic representation of Horsepower and Torque. Before you car nuts write me angry emails, yes I know they are separate, but for ease of use they are mashed together for a simple Power rating; in short, the more Power you have, the faster you go or the more you can pull. Range is the maximum distance a vehicle can travel on a full tank, roughly it is broken down by 10s. So a range of 2 = 20 miles, a range of 10 = 100 and so on.   
  
Finally we come to our well known DC. It works the same as DC always has but here you will notice the vehicles have a few more capacity points than most objects. This gives them a pseudo HP. If a vehicle’s points are reduced by half it is rendered inoperable but it can still be repaired. If the points are depleted the vehicle is destroyed completely. Speed Damage tables below.

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So, in short,  
  
Carmalita has Drive(1), she is not a patrol officer nor does she normally get involved with high speed pursuits. She is a detective and drives around a beat up old sedan. While driving her Sedan(1) - (2:15/50/80:2/40) - DC 3/10 she spots her quarry, a teenage songbird exiting a shop. She begins to pull over to stop the suspect for questioning when the songbird takes to the air. Carmalita steps on the gas and throws on her siren and light.   
  
*[Carmalita will need 2 rounds before she can progress to the second level of speed.]*  
The songbird flies down an alley and Camalita turns in to follow.   
  
*[A drive check (difficulty 3 + car score 1 = 4) is required for the maneuver, Camalita’s Dex+Drive 4]*  
  
She keeps control of her car but scrapes the wall in pursuit. The songbird goes up and over a building and Carmalita loses sight of it. Looking up she does not see the exit of the alley and shoots into the street. Distracted she does not see the parked car ahead of her.  
  
*[A drive check of (4) is required to miss it, Dex+Drive 4 -1 for the distraction = 3]*  
Carmalita clips the parked car hard tearing its bumper off but spots the songbird in the air and continues turning down the street.  
  
*[Using the Damage/Speed table below her car suffers only cosmetic damage reducing its capacity by 2]*  
Carmalita finds herself driving the wrong way on a oneway street.  
  
*[A drive check of (5) is required to dodge oncoming traffic, Dex+Drive 4]*  
Carmalita clips, and sideswipes many oncoming cars but manages to avoid smashing headlong into them.  
  
*[Reduces her car by another 2]*  
Camalita spots the songbird landing on a rooftop and comes screeching to a halt on a side street. She steps out of the car only to see a grenade bounce off the hood of her car.

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**VEHICLES**

Type(Size)(Drive Skill) - Acceleration: Speed(mph) slow, reg, top: Power (1-10)/Range (1-10) - DC - (Accessories)  
  
Lawnmower (S)(0) - (2:1/3/5:1/5) - DC 2/5  
--  
Hatchback (M)(1) - (2:15/50/80:2/40) - DC 3/10  
Luxury Sedan (M)(1) - (2:15/60/90:2/25) - DC 3/10  
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Pickup: Full Size (L)(2) - (3:10/50/70:5/20) - DC 3/15  
Motorcycle: Cruiser (S)(2) - (1:20/60/100:1/10) - DC 2/5  
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Police Interceptor (M)(3) - (1:15/65/120:3/20) - DC 4/25  
Sports Car (M)(3) - (1:20/70/150:3/10) - DC 3/10  
Front End Loader (H)(3) - (3:5/15/25:7/10) - DC 4/20  
Semi Truck w/Trailer (H)(3) - (3:15/50/70:7/20) - DC 3/30  
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Humvee: Military (L)(4) - (3:15/55/75:5/20) - DC 5/30 (Firearms (3) or higher to use mounted .30 machine-gun)  
Half Track: Military (H)(4) - (3:15/50/70:7/10) - DC 5/30 (Firearms (3) or higher to use mounted .30 machine-gun)  
Construction Crane (G)(4) - (4:1/3/5:9/3) - DC 4/30  
Super Car (M)(4) - (.5:40/90/200:5/5) - DC 2/10  
--  
Tank (H)(5) - (5:5/15/45:8/10) - DC 7/40 (Need to be specialized as a Soldier/Tanker with Firearms(5) to use cannon)

**SPEED DAMAGE**  
Damage due to vehicles colliding into objects is calculated first by the two DC’s of the opposing forces. The losing vehicle takes the initial damage. Speed is the second factor and is calculated after and transferred equally to both vehicles. Striking vehicle vs Opposing vehicle.   
  
Super Car vs Tank : DC 2 - DC 7 = -5 Super car takes 5 dmg right off the bat. Speed damage is transferred to both vehicles, lets say the Super car was doing 90, from the table below that is 9 dmg to both vehicles. The tank with its armor shrugs off all but 2 points of damage. The Super Car however takes 12 total damage and is reduced to a fiery ball of expense.  
  
Front End Loader vs Sports Car : DC 4 - DC 3 = 1 Sports Car takes 1 dmg right off the bat. The Loader is only doing 10mph, however since the Loader is substantially larger H vs M a size multiplier is used. The Huge multiplier is 6 vs the Medium Multiplier of 2. We subtract these to get a base multiplier of 4. The Sports Car takes a second point of dmg. (This is assuming we only drive over the car and not smash or flip it with the loader bucket).  
  
Lawnmower vs Lawnmower : DC 2 - DC 2 = 0 The Lawnmowers are a match of metal. They come at each other with a blinding speed of 5mph so we will use 10 (always round up). Both are S so no multipliers are used and the DC of each shrug of the 1 dmg. We witness maybe some cracked plastic or scratched paint but no more.  
  
Sports Car vs Plush : DC 3 - Plush (a Plush has no natural DC and is considered 0. If a Plush is wearing armor, they can use half their armor’s DC. If they have natural SOAK they may use that as their DC. We will assume this Plush has neither). The Plush takes 3 dmg right off the bat. The car is doing 30 so it has a bas dmg of 3. The Plush in question is a M sized cat, the Car is also M size. Using the table below Car 4 - Plush 2 = 2. The Plush is hit with 6 dmg worth of speed plus the initial 3 giving the total potential dmg of 9. However, the Plush is not without defense. She will only take the full 9 dmg is she is caught flat footed or surprised, should she be aware of the hit she can use DEX + Dodge/Athletics to try to avoid or reduce the dmg.   
  
**SPEED DAMAGE TABLE:**Speed : DMG : Vehicle Size Multiplier (S/M/L/H/G) : Plush Size Multiplier (S/M/L)  
10 : (1) (0/2/4/6/8) : (0/2/4)  
30 : (3) (0/2/4/6/8) : (0/2/4)  
50 : (5) (2/4/6/8/10) : (0/0/2)  
70 : (7) (2/4/6/8/10) : (0/0/0)  
90 : (9) (4/6/8/10/12) : (0/0/0)  
110 : (11) (4/6/8/10/12) (0/0/0)