



Adventure

Character Name: _____
Occupation: Bodyguard
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **3D+1** **Knowledge** _____ **2D+1**
brawling _____ business _____
climbing _____ medicine _____
dodge _____ scholar _____
jumping _____
melee combat _____
sneak _____

Coordination _____ **3D+1** **Perception** _____ **2D+2**
marksmanship _____ hide _____
piloting _____ investigation _____
throwing _____ search _____
streetwise _____
survival _____
tracking _____

Physique _____ **3D+2**
lifting _____
running _____
stamina _____

Presence _____ **3D**
command _____
intimidation _____
persuasion _____
willpower _____

Strength Damage _____ **2D** **Move** _____ **10**

Advantages: None

Disadvantages: Devotion (R2), you will do what is necessary to protect the employer

Special Abilities: Ambidextrous (R1), adept at working with either hand.

Equipment: Pocket knife (+2); handgun (damage 4D+2, ammo 6, 10/25/40); hidden holster; long, dark overcoat.

Description: Powerful businesspeople, high-ranking government officials, and wealthy entertainers have hired you to protect them from those who violently disagree with what they are doing. You're especially good with small arms, unarmed fighting, and frightening others.

Body Points _____ **33**

Wound Level _____ **Body Points Range**

- | | |
|---|-------|
| <input type="checkbox"/> Stunned | 20–27 |
| <input type="checkbox"/> Wounded | 14–19 |
| <input type="checkbox"/> Severely Wounded | 7–13 |
| <input type="checkbox"/> Incapacitated | 4–6 |
| <input type="checkbox"/> Mortally Wounded | 1–3 |
| <input type="checkbox"/> Dead | 0 |

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **3D**

Move _____ **10**

D6 Adventure

Character Name: _____
Occupation: Correspondent
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **2D+2** **Knowledge** _____ **4D**
 brawling _____ business _____
 climbing _____ forgery _____
 dodge _____ languages _____
 melee combat _____ medicine _____
 navigation _____
 scholar _____
 tech _____

Coordination _____ **2D** **Perception** _____ **4D**
 marksmanship _____ artist _____
 piloting _____ hide _____
 investigation _____
 know-how _____
 repair _____
 search _____
 streetwise _____
 survival _____
 tracking _____

Physique _____ **2D+1** **Extranormal** _____ **0D**
 lifting _____
 running _____
 stamina _____
 swimming _____

Presence _____ **3D**
 charm _____
 con _____
 intimidation _____
 persuasion _____
 willpower _____

Strength Damage _____ **1D** **Move** _____ **10**

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **4D**

Advantages: Contacts (R1), you have a number of casual friends in a particular field (academics, politics, or business); Equipment (R2), a friend allows you to use her personal airplane any weekend you'd like; Fame (R1), you are well-known for your well-researched tracts

Disadvantages: Advantage Flaw: Contacts (R1), your contacts insist you exchange details on your activities for their expertise; Employed (R1), you have to periodically publish articles in order to keep your Fame; Devotion (R1), you feel a great need to make sure that the truth comes out; Quirk (R2), you are almost compulsively honest

Special Abilities: Good Luck (R1)

Equipment: Radio; flashlight; backpack; spare clothes; personal kit; camera; journal and pens (or PDA, as appropriate for the setting)

Description: You look for the hot spots in the world, whether it be in business, politics, or academics. Through pictures and words, you inform the public about events, current issues, and ground-breaking theories.

Body Points _____ **28**

Wound Level _____ **Body Points Range**

- | | |
|---|-------|
| <input type="checkbox"/> Stunned | 17–22 |
| <input type="checkbox"/> Wounded | 11–16 |
| <input type="checkbox"/> Severely Wounded | 6–10 |
| <input type="checkbox"/> Incapacitated | 3–5 |
| <input type="checkbox"/> Mortally Wounded | 1–2 |
| <input type="checkbox"/> Dead | 0 |



Adventure

Character Name: _____
Occupation: Doctor
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **2D+1** **Knowledge** _____ **4D**
brawling _____ business _____
dodge _____ languages _____
melee combat _____ medicine _____
scholar _____

Coordination _____ **2D**
marksmanship _____
piloting _____
sleight of hand _____
throwing _____

Perception _____ **3D+2**
artist _____
hide _____
investigation _____
search _____
streetwise _____
survival _____
tracking _____

Physique _____ **2D+2**
lifting _____
running _____
stamina _____
swimming _____

Extranormal _____ **0D**

Presence _____ **3D+1**
charm _____
command _____
persuasion _____
willpower _____

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **4D**

Move _____ **10**

Strength Damage _____ **1D**

Advantages: Contacts (R1), you have some low-level contacts in the black market medicine business; Wealth (R2), +4 to *Funds* totals/US\$10,000 in cash

Disadvantages: Advantage Flaw (R1), although you use them only to get medicines for your patients, revelation of your contacts would ruin you in society; Devotion (R2), you believe very strongly in the principles of your Hippocratic Oath and will take risks to heal others

Special Abilities: None

Equipment: Handgun (damage 4D+2, ammo 6, range 10/25/50); jungle adventurer's pack; one-man tent; medical kit (+1D to *medicine* rolls)

Description: You employ your medical knowledge and wealth to bring healing and comfort to others. This often puts you in dangerous situations in remote places, but your comfort is of less concern to you than the well-being of others.

Body Points _____ **28**

Wound Level _____ **Body Points Range**

- | | |
|---|-------|
| <input type="checkbox"/> Stunned | 17–22 |
| <input type="checkbox"/> Wounded | 11–16 |
| <input type="checkbox"/> Severely Wounded | 6–10 |
| <input type="checkbox"/> Incapacitated | 3–5 |
| <input type="checkbox"/> Mortally Wounded | 1–2 |
| <input type="checkbox"/> Dead | 0 |



D&A Adventure

Character Name: _____
Occupation: Field Scientist
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **2D+2** **Knowledge** _____ **3D+2**
brawling _____ business _____
climbing _____ languages _____
dodge _____ navigation _____
jumping _____ scholar _____
melee combat _____ tech _____
riding _____
sneak _____

Coordination _____ **3D** **Perception** _____ **4D**
marksmanship _____ hide _____
piloting _____ investigation _____
lockpicking _____ know-how _____
throwing _____ repair _____
search _____
streetwise _____
survival _____

Physique _____ **2D+2**
lifting _____
running _____
stamina _____
swimming _____

Presence _____ **2D**
animal handling _____
charm _____
con _____
intimidation _____
persuasion _____
willpower _____

Extranormal _____ **0D**
Fate Points _____ **1**
Character Points _____ **5**
Funds _____ **3D**
Move _____ **10**
Strength Damage _____ **1D**

Advantages: Contacts (R1), you have a knack for finding the right person who can get you the information, and sometimes equipment, you need; Patron (R2), your expeditions are funded by a large university or business

Disadvantages: Advantage Flaw: Skills (R1), you get flustered and lose Critical Success rerolls when you fail a *charm*, *persuasion*, or *languages* roll; Employed (R1), in order to continue getting funding, you need to make regular and thorough reports to your Patron; Quirk (R1), you often forget that people aren't quite as enthusiastic about your beloved area of study as you are.

Special Abilities: None

Equipment: Leather jacket (Armor Value +1D); handgun (damage 4D+1, ammo 6, range 5/15/40); binoculars; jungle adventurer's pack; journal; pens; testing and sampling kit

Description: You take the theories of the lab into the real world. Generally, you've worked long-term assignments in one area, but you've also enjoyed a few short-term projects involving finding sites and setting them up for others. Your expertise could be in biology, geology, paleontology, archeology, or any of the disciplines studying animals, plants, and other parts of nature.

Body Points _____ **30**

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	18–24
<input type="checkbox"/> Wounded	12–17
<input type="checkbox"/> Severely Wounded	6–11
<input type="checkbox"/> Incapacitated	3–5
<input type="checkbox"/> Mortally Wounded	1–2
<input type="checkbox"/> Dead	0



Adventure

Character Name: _____
Occupation: Investigator
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **2D+1** **Knowledge** _____ **2D+2**
brawling _____ business _____
climbing _____ demolitions _____
contortion _____ forgery _____
dodge _____ languages _____
melee combat _____ medicine _____
sneak _____ navigation _____
scholar _____
security _____
tech _____

Coordination _____ **3D+1**
lockpicking _____
marksmanship _____
piloting _____
sleight of hand _____

Perception _____ **3D+2**
hide _____
investigation _____
search _____
streetwise _____
survival _____
tracking _____

Physique _____ **2D+2**
lifting _____
running _____
stamina _____
swimming _____

Extranormal _____ **0D**

Presence _____ **3D+1**
charm _____
con _____
disguise _____
intimidation _____
persuasion _____
willpower _____

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **3D**

Move _____ **10**

Strength Damage _____ **1D**

Advantages: Authority: Law (R1), private investigator's license; Contacts (R1), you know people on both sides of the law in one major city; Equipment (R1), large car

Disadvantages: Employed (R1), you often take cases only for the money; Enemy (R1), an important person that you were investigating makes your life miserable whenever possible, which is fortunately not often; Quirk (R1), fear makes you hungry

Special Abilities: None

Equipment: Handgun (damage 4D, ammo 6, range 10/25/40); small flashlight; camera; lockpicking tools (+1D to *lockpicking* with the skill), large car (Move 62 (44 kph), Toughness 5D, Maneuverability +1D)

Description: You track down people, spy on their activities, and solve mysteries. You get to meet all kinds of interesting people in your work, and you have a reason to try out some fancy gadgets.

Body Points _____ **29**

Wound Level **Body Points Range**

<input type="checkbox"/> Stunned	18–24
<input type="checkbox"/> Wounded	12–17
<input type="checkbox"/> Severely Wounded	6–11
<input type="checkbox"/> Incapacitated	3–5
<input type="checkbox"/> Mortally Wounded	1–2
<input type="checkbox"/> Dead	0

D6 Adventure



Character Name: _____
Occupation: Magician
Species: Human
Age: _____ **Height:** _____ **Gender:** _____
Weight: _____
Physical Description: _____

Reflexes _____ 2D+1 **Knowledge** _____ 2D+1
brawling _____ business _____
dodge _____ languages _____
melee combat _____ scholar _____
sneak _____ tech _____

Coordination _____ 3D+1
piloting _____
sleight of hand _____

Physique _____ 2D
running _____
stamina _____

Presence _____ 4D
charm _____
command _____
con _____
disguise _____
intimidation _____
persuasion _____
willpower _____

Strength Damage _____ 1D

Perception _____ 3D
artist _____
hide _____
investigation _____
know-how _____
repair _____
search _____
streetwise _____

Magic _____ 2D
alteration _____
apportation _____
divination _____
conjunction _____

Fate Points _____ 1

Character Points _____ 5

Funds _____ 4D

Move _____ 10

Advantages: Fame (R1), you worked the comedian/magician circuit for a few years as an opening act; Youthful Appearance (R1)

Disadvantages: Advantage Flaw (R1), if you don't hold your charm whenever you attempt any *Magic* skill, you can't reroll Critical Successes either until the end of the scene or until you succeed at the skill check; Quirk (R1), you read books on paranormal abilities voraciously

Special Abilities: None

Equipment: Leather jacket (Armor Value +1D); a lucky charm; several portable magic tricks

Description: As a stage magician performing at clubs and colleges, you perform most of your tricks with simple prestidigitation and distracting banter. But occasionally, you like to enhance your tricks with real spells and really impress the audience.

Body Points _____ 25

Wound Level _____ **Body Points Range**

- | | |
|---|-------|
| <input type="checkbox"/> Stunned | 15–20 |
| <input type="checkbox"/> Wounded | 10–19 |
| <input type="checkbox"/> Severely Wounded | 5–9 |
| <input type="checkbox"/> Incapacitated | 3–4 |
| <input type="checkbox"/> Mortally Wounded | 1–2 |
| <input type="checkbox"/> Dead | 0 |

U6 Adventure



Character Name: _____
Occupation: Paranormal Expert
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **2D** **Knowledge** _____ **4D**
brawling _____
dodge _____
business _____
forgery _____
languages _____
medicine _____
scholar _____
security _____

Coordination _____ **2D**
marksmanship _____
missile weapons _____
piloting _____
sleight of hand _____
Perception _____ **4D**
artist _____
hide _____
investigation _____
know-how _____
repair _____
search _____
tracking _____

Physique _____ **2D**
stamina _____

Presence _____ **4D**
command _____
con _____
intimidation _____
persuasion _____
willpower _____

Extranormal _____ **0D**

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **5D**

Move _____ **10**

Strength Damage _____ **1D**

Body Points _____ **27**

Advantages: Contacts (R2), you are friends with a journalist who specializes in stories about the strange and bizarre; Wealth (R2), +4 to *Funds* totals/US\$10,000 in cash

Disadvantages: Burn-out (R3), your reporter friend has powerful enemies of his own who would like to see him dead; Enemy (R1), there is a journalist who is constantly trying to expose you as a fraud; Enemy (R2), a medium you once debunked has vowed revenge, and he has some powerful friends who were embarrassed by your exposing him; Infamy (R1), some people regard your work as “mumbo-jumbo” and treat you with hostility

Special Abilities: Skill Bonus: Advanced Education Bonus (R1), +3 to *scholar: paranormal, investigation: paranormal*, and *artist: writing* totals

Equipment: Knife (damage +1D); handgun (damage 4D, ammo 6, range 10/25/40); flashlight

Note: This character starts with two additional dice to split among skills.

Description: As an expert in the paranormal, you love the arcane and the bizarre. You have dedicated yourself to exposing fake mediums and other frauds, while documenting that which can't be so easily explained away.

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	17–22
<input type="checkbox"/> Wounded	11–16
<input type="checkbox"/> Severely Wounded	6–10
<input type="checkbox"/> Incapacitated	3–5
<input type="checkbox"/> Mortally Wounded	1–2
<input type="checkbox"/> Dead	0

D&A Adventure



Character Name: _____
Occupation: Reformed Thief
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **3D+2** **Knowledge** _____ **2D+1**
 acrobatics _____ business _____
 brawling _____ demolitions _____
 climbing _____ forgery _____
 contortion _____ languages _____
 dodge _____ scholar _____
 jumping _____ security _____
 melee combat _____ tech _____
 sneak _____

Coordination _____ **3D+2** **Perception** _____ **3D+2**
 lockpicking _____ hide _____
 marksmanship _____ gambling _____
 missile weapons _____ investigation _____
 sleight of hand _____ know-how _____
 throwing _____ repair _____
 search _____
 streetwise _____
 survival _____
 tracking _____

Physique _____ **2D+1**
 lifting _____
 running _____
 stamina _____

Presence _____ **2D+1**
 charm _____
 con _____
 disguise _____
 persuasion _____
 willpower _____

Strength Damage _____ **1D** **Move** _____ **10**

Advantages: Patron (R1), a secret government agency provides you with living expenses

Disadvantages: Infamy (R1), those who know about your past thieving deeds sometimes treat you with some disdain, and you get +3 to the difficulty of all such interactions; Employed (R1), the agency requires you to do jobs for them

Special Abilities: Skill Bonus: Supple (R1), +1 to *acrobatics*, *contortion*, and *dodge* totals

Equipment: Lockpicking tools (+1D to *lockpicking* for simple mechanical locks), climbing tools (+1D to *climbing*)

Description: Growing up with a lot of bad influences, you figured the fastest way to get out was to take from others. But something happened along the way, and though you were good at what you did, you got out. Now you have a respectable job, and the only time you use your former skills is to decorate friends' houses while they're gone and help out some contacts in a government agency.

Body Points _____ **32**

Wound Level **Body Points Range**

- | | |
|---|-------|
| <input type="checkbox"/> Stunned | 20–26 |
| <input type="checkbox"/> Wounded | 13–19 |
| <input type="checkbox"/> Severely Wounded | 7–12 |
| <input type="checkbox"/> Incapacitated | 4–6 |
| <input type="checkbox"/> Mortally Wounded | 1–3 |
| <input type="checkbox"/> Dead | 0 |

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **3D**

Adventure

Character Name: _____
Occupation: Supernatural Hunter
Species: Human **Gender:** _____
Age: _____ **Height:** _____ **Weight:** _____
Physical Description: _____

Reflexes _____ **3D** **Knowledge** _____ **2D+2**
 acrobatics _____ business _____
 brawling _____ languages _____
 climbing _____ medicine _____
 dodge _____ navigation _____
 jumping _____ scholar _____
 melee combat _____ tech _____
 piloting _____
 sneak _____

Coordination _____ **3D** **Perception** _____ **3D**
 lockpicking _____ hide _____
 marksmanship _____ investigation _____
 missile weapons _____ know-how _____
 throwing _____ repair _____
 search _____
 streetwise _____
 tracking _____

Physique _____ **3D**
 lifting _____
 running _____
 stamina _____
 swimming _____
Presence _____ **3D**
 charm _____
 command _____
 con _____
 intimidation _____
 persuasion _____
 willpower _____

Psionics _____ **1D+1**
 empathy _____
 far-sensing _____
 medium _____
 protection _____
 strike _____
 telekinesis _____

Fate Points _____ **1**

Character Points _____ **5**

Funds _____ **3D**

Move _____ **10**

Strength Damage _____ **2D**

Body Points _____ **35**

Advantages: Cultures (R2), you know a lot about different kinds of supernatural and extranormal beings; Equipment (R2), you have a variety of equipment reputed or proven to harm supernatural and extranormal beings; Wealth (R1), +2 to *Funds* totals/US\$5,000 in cash

Disadvantages: Enemy (R3), the evil beings are as much after you as you are after them; Price (R1), your trust fund manager requires you to explain what you're doing with the money whenever you want any; Price (R1), to continue to access your *Psionics* abilities, you must pay 3 Character Points per adventure; Quirk (R1), you are very cold, as you fear getting too attached to anyone; Devotion (R3), you are willing to risk your life in the pursuit of eradicating evil.

Special Abilities: None

Equipment: Gloves; handgun (damage 4D, ammo 6, range 10/25/40); dagger (damage +1D); small flashlight; other special weapons and equipment

Description: You strive to destroy demons, undead, and other non-Human fiends who threaten to eradicate life. You're always looking for new methods of eliminating this evil and closing their means of invading this world, including using your psychic abilities.

Wound Level	Body Points Range
<input type="checkbox"/> Stunned	21–28
<input type="checkbox"/> Wounded	14–20
<input type="checkbox"/> Severely Wounded	7–13
<input type="checkbox"/> Incapacitated	4–6
<input type="checkbox"/> Mortally Wounded	1–3
<input type="checkbox"/> Dead	0

D&A Adventure



Character Name: _____
 Occupation: Weapons Master
 Species: Human _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Reflexes _____ 4D Knowledge _____ 2D
 acrobatics _____
 demolitions _____
 brawling _____
 medicine _____
 dodge _____
 scholar _____
 jumping _____
 security _____
 melee combat _____
 tech _____

Coordination _____ 4D Perception _____ 3D
 marksmanship _____
 know-how _____
 missile weapons _____
 repair _____
 sleight of hand _____
 search _____
 throwing _____
 survival _____

Physique _____ 3D
 lifting _____
 running _____
 stamina _____

Presence _____ 2D
 command _____
 intimidation _____
 persuasion _____
 willpower _____

Extranormal _____ 0D

Fate Points _____ 1

Character Points _____ 5

Funds _____ 3D

Move _____ 10

Strength Damage _____ 2D

Advantages: Trademark Specialization (R1), you are very good at using one of your weapons, and gain +2D when using it plus you may be recognized by those watching; Wealth (R1), +2 to *Funds* totals/US\$5,000 in cash

Disadvantages: Enemy (R1), occasionally, fighters seek you to test their skills against yours; Price (R2), you must spend 30 minutes each day in meditation and practice or you are at -1 to all combat skill totals for the rest of the day.

Special Abilities: Skill Bonus: Athletics (variant) (R1), +1 skill total bonus to *acrobatics*, *lifting*, and *running*

Equipment: Katana (damage +3D); dagger (damage +1D); 7 throwing stars (damage +1D; range 5/10/15)

Description: You've devoted your life to learning the secret of steel, wood, and flesh, discovering their latent energies and harnessing them with the goal of becoming virtually invincible in combat. You consider diversity to be the road to victory.

Body Points _____ 38

Wound Level _____ Body Points Range

<input type="checkbox"/> Stunned	23-31
<input type="checkbox"/> Wounded	16-22
<input type="checkbox"/> Severely Wounded	8-15
<input type="checkbox"/> Incapacitated	4-8
<input type="checkbox"/> Mortally Wounded	1-3
<input type="checkbox"/> Dead	0

Adventure

Character Name: _____
 Occupation: _____
 Species: _____ Gender: _____
 Age: _____ Height: _____ Weight: _____
 Physical Description: _____

Advantages: _____

Disadvantages: _____

Special Abilities: _____

Body Points

Wound Level

- ☐ Stunned
- ☐ Wounded
- ☐ Severely Wounded
- ☐ Incapacitated
- ☐ Mortally Wounded
- ☐ Dead

Body Points Range

 0

Reflexes _____
 acrobatics _____
 brawling _____
 climbing _____
 contortion _____
 dodge _____
 flying _____
 jumping _____
 melee combat _____
 riding _____
 sneak _____

Coordination _____
 lockpicking _____
 marksmanship _____
 missile weapons _____
 piloting _____
 sleight of hand _____
 throwing _____

Physique _____
 lifting _____
 running _____
 stamina _____
 swimming _____

Presence _____
 animal handling _____
 charm _____
 command _____
 con _____
 disguise _____
 intimidation _____
 persuasion _____
 willpower _____

Strength Damage _____

Knowledge _____
 business _____
 demolitions _____
 forgery _____
 languages _____
 medicine _____
 navigation _____
 scholar _____
 security _____
 tech _____

Perception _____
 artist _____
 gambling _____
 hide _____
 investigation _____
 know-how _____
 repair _____
 search _____
 streetwise _____
 survival _____
 tracking _____

Extranormal

Fate Points _____

Character Points _____

Funds _____

Move _____

Q Adventure

Character Name: _____

Armor

Type	AV	Notes
------	----	-------

Weapons

Type	Dmg.	Range: S/M/L
------	------	--------------

[illegible]

Ammo: [] [] [] [] [] [] [] [] [] [] [] [] [] []

[illegible][illegible]

Other Equipment

Type	Notes
------	-------

[illegible]

Magic Spells

Name	Difficulty	Notes
------	------------	-------

[illegible]

Personality: _____

Objectives: _____

Native Language: _____

[illegible]

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product Identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0 Copyright 2000, Wizards of the Coast, Inc.

D6 Adventure (WEG51011), Copyright 2004, Purgatory Publishing Inc.

West End Games, WEG, and D6 System are trademarks and properties of Purgatory Publishing Inc.

PRODUCT IDENTIFICATION:

Product Identity: The D6 System; the D6 trademarks, the D6 and related logos and any derivative trademarks not specified as Open Game Content; and all cover and interior art and trade dress are designated as Product Identity (PI) and are properties of Purgatory Publishing Inc. All rights reserved.

Open Game Content: All game mechanics and material not covered under Product Identity (PI) above; OpenD6 trademark and OpenD6 logo (as displayed on this document cover page).