

## GM NOTES

The Advantages are meant to give a player direction in roleplaying their character. Advantages affect skills and attribute rolls, but should have very little effect on combat. Many traits originally listed in the GURPS book have been altered to reflect this game. I have removed many of the Advantages that would not fit, including High-Tech abilities, but certain ones may have a magic equivalent. I will likely be adding new Advantages as I come up with them, feel free to make them up yourself as well.

# ADVANTAGE LIST

## ***Absolute Direction* 2/3**

### **5 points**

You have an excellent sense of direction. This ability comes in two levels:

*Absolute Direction:* You always know which way is north, and you can always retrace a path you have followed within the past month, no matter how faint or confusing. This ability does not work in environments such as interstellar space or the limbo of the astral plane, but it *does* work underground, underwater, and on other planets. (*Note:* The navigational sense that guides migratory creatures to their destination is too crude to qualify; treat it as a 0-point feature.) 5 points.

## ***Absolute Timing* 2**

### **2 points**

You have an accurate mental clock. This ability comes in two levels, both of which are somewhat cinematic:

*Absolute Timing:* You always know what time it is, with a precision equal to the best personal timepieces widely available in your culture (but never better than a few seconds). You can measure elapsed time with equal accuracy. Neither changes of time zone nor sleep interferes with this ability, and you can wake up at a predetermined time if you choose. Being knocked unconscious, hypnotized, etc. *may* prevent this advantage from working, and time

travel *will* confuse you until you find out what the “new” time is. 2 points.

## ***Acute Senses* 3**

### **2 points/level**

You have superior senses. Each Acute Sense is a separate advantage that gives +1 per level to all rolls you make – or the GM makes for you – using that one sense.

*Acute Hearing* gives you a bonus to hear something, or to notice a sound (for instance, someone taking the safety off a gun in the dark). 2 points/level.

*Acute Taste and Smell* gives you a bonus to notice a taste or smell (for instance, poison in your drink). 2 points/level.

*Acute Touch* gives you a bonus to detect something by touch (for instance, a concealed weapon when patting down a suspect). 2 points/level.

*Acute Vision* gives you a bonus to spot things visually, and whenever you do a visual search (for instance, looking for traps or footprints). 2 points/level.

With the GM’s permission, you may also buy Acute Sense advantages for specialized senses such as Scanning Sense and Vibration Sense. You cannot usually buy Acute Senses in play – raise your Perception instead. However, if you lose a sense, the GM may allow you to spend earned points on other Acute Senses to compensate. For instance, if you are blinded, you might acquire Acute Hearing.

## ***Administrative Rank***

**see Rank, p. 29**

## ***Ambidexterity* 3**

### **5 points**

You can fight or otherwise act equally well with either hand, and never suffer penalties for using the “off” hand. Note that this does *not* allow you to take extra actions in combat.

## ***Animal Empathy* 2**

### **5 points**

You are unusually talented at reading the motivations of animals. When you meet an animal, the GM rolls against your INT(8) and tells you what you “feel.” This reveals the beast’s emotional state – friendly, frightened, hostile, hungry, etc. – and whether it is under supernatural control.

This ability frequently accompanies some level of Animal Friend (see *Talent*, p. 89), and often Sense of Duty (Animals) or Vow (Vegetarianism).

## ***Blessed* 2 5**

### **10 or more points**

You are attuned to a god, demon lord, great spirit, cosmic power, etc. This can take various forms, but in all cases, you will lose this advantage if you fail to act in accordance with your deity’s rules and values.

*Blessed:* You sometimes receive wisdom from your deity. After communing with your god (meditating, praying, etc.) for at least one hour, you see visions or witness omens that have some bearing on future events.

Work out the details with your GM; for instance, the God of Fire might require you to stare into flames for an hour, after which you hear a voice in the flames. The GM rolls secretly with your INT to determine whether you gain any useful insight from this experience. The ritual is fatiguing, however; at the end of the hour you are exhausted and need an hour of rest. As a side benefit, followers of your deity sense your special status and react to you at +1. 10 points.

*Very Blessed:* As above, but your IQ roll to interpret visions is at +3 and the reaction bonus from your god’s followers is +2. 20 points.

## ***Brachiator* 3 1**

### **5 points**

You can travel by swinging on vines, tree branches, ropes, chandeliers, etc. You get +2 to Climbing rolls, and can move at half your normal Move while brachiating.

## ***Breath-Holding* 3 1**

### **2 points**

You are adept at holding your breath. This doubles the length of time you can do so.

## ***Channeling* 2 5**

### **10 points**

You can become a conduit for the spirit world, allowing spirits to speak through you. To do so, you must enter a trance, achieved through one minute of concentration and a MANA(8) roll (at +2 if you have Autotrance). You are unaware of the world around you while you are in this state. Once you have entered your trance, any spirit in the immediate vicinity



can enter your body and use it to speak or write messages. The GM controls what the spirit does or says. The spirit answers questions put to it by others, but it is not bound to tell the truth.

This is a minor form of possession: the spirit can use your body only to communicate. However, if it has the Possession ability (p. 75), it is considered to be touching you, and can attempt *full* possession while you are in a trance. You are considered “wary,” and thus get +5 to resist.

## **Charisma 2**

### **5 points**

You have a natural ability to impress and lead others. Anyone can acquire a semblance of charisma through looks, manners, and intelligence – but *real* charisma is independent of these things. Each level gives +1 on all reaction rolls made by sapient beings with whom you actively interact (converse, lecture, etc.); and Public Speaking skills. The GM may rule that your Charisma does not affect members of extremely alien races.

## **Circumstance Bonus 3 1**

### **3 points/level**

For the purposes of Attribute rolls, and non-combat related uses, one of your attributes is considered to be higher than its base number.

The effect and cost is based on the attribute:

**POW:** You have lifting capacity out of proportion to your mass. You have greater strength than it would appear, but this does not affect combat damage. *3 points/level*

**TUFF:** You have increased endurance, but this does not reduce combat damage. *3 points/level*

**LIFE:** You have a hardy constitution, but this does not increase your life points. *3 points/level*

**INT:** You are quick witted, but this does not increase your Hand Size. *5 points/level*

**MANA:** You have a strong aura, but this does not increase the number of lands you can maintain. *3 points/level*

**RANGE:** You have increased dexterity, but this does not increase your maximum distance with spells and abilities. *3 points/level*

## **Claim to Hospitality 4**

### **1 to 10 points**

You belong to a social group that encourages its members to assist one

another. When you are away from home, you may call on other members of this group for food, shelter, and basic aid. The point cost depends on the extent and wealth of the group. A single friend with a house in another city is worth 1 point; a small family, 2 points; a society of merchants along an important trade route, 5 points; and a vast alliance of wealthy figures, such as “every merchant in the world,” 10 points. In the appropriate situation, members of the group should be easy to find (after a few hours of searching), but the chance of meeting one at random is small. Claim to Hospitality mainly saves the cost and trouble of finding lodging while “on the road” (although if you are wealthy, you might be expected to give gifts to your hosts), but there are side benefits. Members of the group are friendly to each other (+3 reactions), and may provide advice, introductions, and *small* loans, if asked.

This advantage cuts both ways. If you take it, you can be asked, when at home (at the GM’s whim), to provide NPCs with exactly the same sort of hospitality you claim while away. This may become an adventure hook! If you refuse such aid, you will eventually get a bad name and lose this advantage.

## **Clairsentience 2 5**

### **50 points**

You can displace all of your *ranged* senses (for humans: sight, hearing, and smell) to a point outside your body. This “viewpoint” must be a specific location within 10 yards. To initiate Clairsentience, pick the desired viewpoint (which *can* be inside something) and its facing, concentrate for one minute, and then make an INT(8) roll. If the viewpoint is out of sight, you must specify distance and direction, and the roll is at -2.

On a success, you can use your ranged senses as if you were physically present at the viewpoint (this means you cannot sense the environment around your body!). Your vision ignores darkness penalties completely. You cannot see *through* solid objects, but if your viewpoint were inside (for example) a closed chest, you would see what was inside despite the lack of light. If you are using or subjected to range-dependent abilities (e.g., spells),

calculate all ranges from your *body*, not your *viewpoint*. You can maintain Clairsentience for as long as you like. On failure by 1, your senses go to some other viewpoint of the GM’s choosing. On any greater failure, nothing happens at all.

To return your displaced senses, move them elsewhere, or change their facing (usually only important for vision), you must concentrate for one second and make a INT(7) roll. However, a viewpoint inside a moving object (e.g., a car) will move with that object with no special concentration on your part. You can only have one viewpoint at a time – you cannot put hearing in one location, vision in another, etc.

### **Special Limitations**

**Clairaudience:** Only your sense of hearing is displaced. -50%.

**Clairosmia:** Only your sense of smell is displaced. -80%.

**Clairvoyance:** Only your sense of sight is displaced. -20%.

**Visible:** Your senses have a visible manifestation – for instance, a floating face. -10%.

## **Clerical Investment 4**

### **5 points**

You are an ordained priest of a recognized religion. You enjoy a number of privileges that a layman lacks, notably the authority to preside over weddings, funerals, and similar ceremonies.

This gives you a +1 reaction bonus from co-religionists and those who respect your faith, and entitles you to use a title – Father, Sister, Rabbi, etc. Remember that not all clerics are “good”! Aka’Ar, high priest of the unholy Cult of Set, is also a vested priest. The blessings and marriages he performs are as meaningful to his followers as those of a vicar are to his parish. And – if Set so wills – Aka’Ar can perform exorcisms as potent as those of a Christian priest, if not more so. After all, Aka’Ar has a better working knowledge of demons . . .

Clerical Investment is purely social in nature. It does *not* confer miraculous powers. If you wish to wield divine power by proxy, take Blessed, Power Investiture, or True Faith.



## **Combat Reflexes 2**

### **10 points**

You have extraordinary reactions, and are rarely surprised for more than a moment. You get +2 on rolls to resist fear. You never “freeze” in a surprise situation, and get +3 on all rolls to wake up, or to recover from surprise or mental “stun.” Your *side* gets +1 on initiative rolls to avoid a surprise attack – +2 if you are the leader.

Combat Reflexes is included in Enhanced Time Sense. If you have ETS, you cannot also take Combat Reflexes.

## **Common Sense 2**

### **10 points**

Any time you start to do something the GM feels is *STUPID*, he will roll against your INT. A successful roll means he must warn you: “Hadn’t you better think about that?” This advantage lets an impulsive *player* take the part of a thoughtful character.

## **Cultural Adaptability 2**

### **10 or 20 points**

You are familiar with a broad spectrum of cultures. When dealing with those cultures, you never suffer a “cultural unfamiliarity” penalty. This is definitely a cinematic ability! Point cost depends on the scope of your familiarity:

*Cultural Adaptability:* You are familiar with class cultures, your etiquette skill applies to all non-race cultures.

*10 points.*

*Xeno-Adaptability:* You are familiar with all cultures in your game world, regardless of race. Your etiquette skill applies to all cultures. You must read all of the Lore for each Race to purchase this advantage. *20 points.*

## **Danger Sense 2**

### **15 points**

You can’t depend on it, but sometimes you get this prickly feeling right at the back of your neck, and you know something’s wrong . . . If you have Danger Sense, the GM rolls once against your Perception, secretly, in any situation involving an ambush, impending disaster, or similar hazard. On a success, you get enough of a warning that you can take action. A success by 4 or more means you get a little detail as to the nature of the danger.

Danger Sense is included in

Precognition; if you have the latter trait, you cannot also have Danger Sense.

## **Daredevil 2**

### **10 points**

Fortune seems to smile on you when you take risks! Any time you take an unnecessary risk (in the GM’s opinion), you get a +1 to all skill rolls. Furthermore, you may reroll any critical failure that occurs during such high-risk behavior.

*Example:* A gang of thugs opens spells on you with automatic wands. If you crouch down behind a wall and return spells from cover, Daredevil gives no bonuses. If you vault over the wall and charge the spellmen, screaming, it provides all of its benefits!

## **Destiny 2 5**

### **Variable**

Your fate is preordained. This is considered an advantage if you are destined for great things – although this might not always be clear, and might even be inconvenient at times. When you choose this advantage, you may only specify its point value. The GM will secretly determine the nature of your Destiny, according to its point value and the dictates of the campaign. You might discover some clues about your Destiny via magical divination or similar techniques, but you are highly unlikely to learn its full extent until it is fulfilled. Note also that a Destiny may *change* as the campaign develops.

Be aware that this advantage gives the GM absolute license to meddle with your life – the GM *must* make the Destiny work out! Working out a good Destiny and making sure it comes to pass require considerable ingenuity on the part of the GM. The GM may wish to forbid this advantage if he feels it would send the campaign off the rails.

The point value of the Destiny determines its impact:

*Great Advantage:* You are fated to achieve greatness within your lifetime.

In the end, everyone will know and praise your name! Sooner or later, something will happen to bring this Destiny to fruition. Note that this does not guarantee “success.” If you choose to jump in front of an assassin’s knife during your first game session, the GM might just decide the Destiny is fulfilled . . . you died a hero! *15 points.*

*Major Advantage:* As above, but to a lesser extent. Alternatively, you might be doomed to die in a particular place or in a particular fashion: at sea, by the hand of an emperor, underground, or whatever. You can be grievously wounded – even maimed – under other circumstances, but you *will not die*. If you avoid the circumstances that would fulfill your Destiny, knowingly or otherwise, you might find that Fate has a few surprises. The sea might flood your home while you sleep, the general against whom you march might be the future emperor, or Mt. Vesuvius might bury you under tons of ash. *10 points.*

*Minor Advantage:* You are fated to play a small part in a larger story, but this part will reflect to your credit. In game terms, you are guaranteed one significant victory. *5 points.*

If you fulfill your Destiny and survive, it’s over – but you might feel its repercussions for years to come. In general, the GM should let you put the character points spent on an advantageous Destiny toward a positive Reputation. A Destiny that goes unnoticed once fulfilled is not much of a Destiny!

## **Detect 2/3 1**

### **Variable**

You can detect a specific substance or condition, even when it is shielded from the five human senses. This requires one second of concentration, after which the GM will secretly make a Sense roll for you. You may buy a special Acute Sense to improve the roll, thereby increasing your effective range.

On a success, the GM tells you the direction to the nearest significant source of the substance, and give you a clue as to the quantity present. On a failure, you sense nothing.

Detect also includes the ability to *analyze* what you detect. This requires an INT(8) roll; the better the roll, the more precise the details. For instance, if you had Detect (Metal), you could tell gold from iron on a successful roll, and might learn details – such as whether the gold is in the form of ore or bars, and its precise purity. The base cost of Detect is as follows:

*Rare* (sorceresses, fire magic, zombies, gold, radar, radio): *5 points.*

*Occasional* (spellcasters, magic, undead, precious metal, electric fields, magnetic fields, radar *and* radio): *10*



points.

*Common* (humans, supernatural phenomena, supernatural beings, metal, electric *and* magnetic fields): 20 points.

*Very Common* (all life, all supernatural phenomena *and* beings, all minerals, all energy): 30 points.

Note that the ability to detect certain phenomena can often justify other advantages. For instance, Detect (Magnetic Fields) could explain Absolute Direction.

### **Special Enhancements**

*Precise*: On a successful Sense roll, you also learn the distance to whatever you detect. +100%.

### **Special Limitations**

*Vague*: You can only detect the presence or absence of the target substance. Direction and quantity are revealed only on a critical success, and you cannot analyze what you detect. This limitation is mutually exclusive with *Precise*. -50%.

## **Discriminatory Hearing 3 1**

### **15 points**

You have a superhuman ability to distinguish between sounds. You can *always* identify people by voice, and can recognize individual machines by their "sound signature." You may memorize a sound by listening to it for at least one minute and making a successful INT(8) roll. On a failure, you must wait at least one full day before making a repeated attempt. You get +4 (in addition to any Acute Hearing bonuses) on any task that utilizes hearing, and receive +4 to Shadowing skill when following a noisy target.

## **Discriminatory Smell 3 1**

### **15 points**

Your sense of smell is far beyond the human norm, and can register distinctive odors for practically everything you may encounter. This allows you to recognize people, places, and things by scent. You may memorize a scent by sniffing it for at least one minute and making a successful INT(8) roll. On a failure, you must wait at least one full day before making a repeated attempt. You get +4 (in addition to any Acute Taste and Smell bonuses) on any task that utilizes the sense of smell, and receive +4 to Tracking skill.

### **Special Enhancements**

*Emotion Sense*: You can detect a

person or animal's emotional state by odor. This functions as the Empathy advantage (p. 51), but you must be within 2 yards of the subject. +50%.

## **Discriminatory Taste 3 1**

### **10 points**

This talent functions in most ways like Discriminatory Smell (above), but enhances the sense of taste instead, so tracking is not possible. You must ingest a small quantity of the material to be examined; for a living subject, this means bodily fluids. This gives you an IQ roll to recognize the taste, identify whether a substance is safe to eat, etc. You can perform a detailed "analysis" with a roll against a suitable skill (Chemistry, Cooking, Pharmacy, Poisons . . .). You get +4 (in addition to any Acute Taste and Smell bonuses) on any task that utilizes the sense of taste.

## **Doesn't Eat or Drink 3 1**

### **10 points**

You do not require food, water, or fuel. Your body is powered in some other manner: solar power, ambient magical energy, etc. A sufficiently rare energy source might qualify you for Dependency.

## **Doesn't Sleep 3 1**

### **20 points**

You do not have to sleep at all. You can ignore all ill effects from missed nights of rest.

## **Eidetic Memory 2**

### **5 or 10 points**

You have an exceptionally good memory. Anyone may attempt a roll to recall the general sense of past events – the better the roll, the truer the memory, but the details are sketchy. With this talent, you automatically succeed at these "memory rolls," and you often recall *precise* details.

This trait comes in two levels:

*Eidetic Memory*: You automatically remember the general sense of everything you concentrate on, and can recall specific details by making an INT(8) roll. It is possible to "learn" this advantage in play (bards and skalds often acquire it to recall poems and songs). 5 points.

*Photographic Memory*: As above, but you automatically recall specific details, too. Any time you, the *player* forget a detail your *character* has seen

or heard, the GM or other players must remind you – truthfully! 10 points.

This trait affects recall, not comprehension, and so does not benefit skills. However, it gives a bonus whenever the GM requires a roll for learning: +5 for Eidetic Memory, +10 for Photographic Memory.

## **Elastic Skin 3 1**

### **20 points**

You can alter your skin and facial features (but *not* clothing or makeup) to duplicate those of another member of your race or a very similar race. This takes 10 seconds, and requires a Disguise roll if you try to duplicate a particular individual. It takes three seconds to return to your original form. This ability gives +4 to all Disguise rolls.

## **Empathy 2**

### **5 or 15 points**

You have a "feeling" for people. When you first meet someone – or are reunited after an absence – you may ask the GM to roll against your INT(8). He will tell you what you "feel" about that person. On a failed roll, he will *lie*! This talent is excellent for spotting impostors, possession, etc., and for determining the true loyalties of NPCs. You can also use it to determine whether someone is lying . . . not what the truth is, but just whether they are being truthful with you.

This advantage comes in two levels: *Sensitive*: Your ability is not entirely reliable; the INT roll is at -3. You get +1 to

rolls when analyzing a person or determining truthfulness. 5 points.

*Empathy*: Your ability works at full INT, and the bonus on rolls is +3. 15 points.

This advantage works only on sapient, *natural* beings. The equivalent talents for animals, plants, and supernatural entities are Animal Empathy, Plant Empathy, and Spirit Empathy, respectively.

## **Fearlessness 2**

### **2 points/level**

You are difficult to frighten or bullied. Add your level of Fearlessness to rolls whenever you must resist fear or intimidation.

## **Filter Lungs 3 1**

### **5 points**

Your respiratory system can filter



out ordinary contaminants; e.g., dust, pollen, smoke, and even tear gas (but not nerve gas or other contact agents). You suffer no ill effects from such things. This is especially useful in polluted cities and on alien worlds. Note that if you have *Doesn't Breathe* (p. 49), you do not need this advantage!

### **Fit 3**

#### **5 or 15 points**

You have better cardiovascular health than your attributes alone would indicate.

This comes in two levels:

*Fit:* You get +1 to all rolls to remain conscious, avoid death, resist disease or poison, etc. As well as any skill rolls that require prolonged exercise. 5 points.

*Very Fit:* As above, but the bonus to rolls is +2. In addition you only need half as much time to recuperate from exertion. 15 points.

### **Flexibility 3**

#### **5 or 15 points**

Your body is unusually flexible.

This advantage comes in two levels:

*Flexibility:* You get +3 on Climbing rolls; on Escape rolls to get free of ropes, handcuffs, and similar restraints; and on all attempts to break free of a hold.

You may ignore up to -3 in penalties for working in close quarters and confined spaces. 5 points.

*Double-Jointed:* As above, but more so. You cannot stretch or squeeze yourself abnormally, but any part of your body may bend any way. The bonus on rolls is +5. 15 points.

### **Hard to Kill 3**

#### **2 points/level**

You are incredibly difficult to kill.

A normal character will die when they have taken more negative damage than their total health.

Each level of *Hard to Kill* gives +1 to the amount of damage it takes to kill you. Maximum of 2 levels/point of LIFE

### **Hard to Subdue 3**

#### **2 points/level**

You are hard to knock out. Each level of *Hard to Subdue* gives +1 to any roll to avoid unconsciousness – whether as a result of injury, drugs – and to resist supernatural abilities that cause unconsciousness.

### **High Manual Dexterity 3**

#### **5 points/level**

You have remarkably fine motor skills. Each level (to a maximum of four) gives +1 to rolls for tasks that require a delicate touch. This includes all rolls against Artist, Jeweler, Knot-Tying, Leatherworking, Lockpicking, Pickpocket, Sewing, Sleight of Hand, and Surgery.

### **Higher Purpose 2 5**

#### **5 points**

You are driven to exceed your normal limits in one specific pursuit. You must state this exactly as if it were a Code of Honor disadvantage (p. 127): “Defend all women,” “Slay all demons,” etc. If, in the GM’s judgment, you are unfaltering in your pursuit of your Higher Purpose, you get +1 to all die rolls that pertain *directly* to the pursuit of your cause. If you deviate from your Higher Purpose, you lose this bonus . . . and the GM is free to penalize you for bad roleplaying just as if you had ignored a Code of Honor.

A Higher Purpose must be *specific*. Higher Purposes such as “Fight evil” or “Oppose authority figures” are too broad to be balanced. In addition, a Higher Purpose must entail genuine risk and inconvenience. The GM should not allow pragmatic Higher Purposes like “Faithfully serve my superiors.” All Higher Purposes are subject to GM approval.

### **Indomitable 2**

#### **15 points**

You are impossible to influence through ordinary words or actions. Those who wish to use Influence skills on you must possess a suitable advantage: Empathy if you are a human or similar being, Animal Empathy if you’re a beast, Plant Empathy if you’re a plant, or Spirit Empathy if you’re a demon, ghost, etc. Everyone else – however convincing – fails automatically. This trait often accompanies *Unfazeable* (p. 95).

### **Intuition 2**

#### **15 points**

You usually guess right. When faced with a number of alternatives, and no logical way to choose among them, you can ask the GM to let you use your Intuition. The GM makes a secret INT roll, with a bonus equal to the number of “good” choices and a penalty equal to the number of “bad”

choices. On a success, he steers you to a good choice; on a critical success, he tells you the *best* choice. On a failure, he gives you no information; on a critical failure, he steers you toward a *bad* choice.

The GM can modify this as he sees fit for other situations where Intuition might logically help. Only one roll per question is allowed. The GM should never allow Intuition to short-circuit an adventure – for instance, by letting the intuitive detective walk into a room, slap the cuffs on the guilty party, and close the case. At the most, Intuition would point the detective in the direction of a good clue. GMs who don’t think they can control Intuition should not allow it in their games.

### **Language Talent 2**

#### **10 points**

You have a knack for languages. When you learn a language at a comprehension level above None, you automatically function at double your purchased level; thus, having one rank counts as two, and two ranks gives the fluency of rank 4.

### **Legal Enforcement**

#### **Powers 4**

#### **5, 10, or 15 points**

You are a law enforcer, with the accompanying powers and restrictions. In some times and places, this amounts to a license to kill. In others, it’s little more than the right to carry a badge and write parking tickets.

The point cost depends on the kinds of laws you enforce, the size of your jurisdiction, how answerable you are for your actions, and the degree of respect you must show for the civil rights of others:

- You have local jurisdiction, the ability to arrest suspected criminals, the power to perform searches with an appropriate warrant, and *possibly* the right to carry a concealed weapon.

*Examples:* a Victorian bobby or a modern policeman. 5 points.

- As above, but you also have national or international jurisdiction, *or* are not obligated to respect the civil rights of others, *or* are free to engage in covert investigations, *or* may kill with relative impunity.

*Examples:* an FBI agent or a medieval Royal Guardsman. 10 points.

- You have three or more of the



above abilities. *Examples:* a Gestapo, KGB, or Stasi agent. **15 points.** Legal Enforcement Powers almost always require an appropriate Duty. In some cases, a Reputation (positive, negative, or mixed) is also appropriate.

## **Legal Immunity 4**

### **5 to 20 points**

You are exempt from some or all of the laws of your society. Should you break the law, ordinary law enforcers do not have the power to charge you. Only one particular authority – your own church or social class, a special court, perhaps even your ruler – can judge or punish you.

The point cost depends on how sweeping the immunity is (GM's judgment):

- You are not subject to ordinary laws, but the rules that govern your behavior are just as strict. *Examples:* a medieval abbot or a modern UN observer. **5 points.**
- As above, but the laws that apply to you are *less* strict than those that apply to most people. *Example:* a medieval bard (see below). **10 points.**
- You can do nearly anything you please provided you don't injure the nation, church, or other power that granted you Legal Immunity in the first place. *Examples:* a medieval duke or an international diplomat (see below). **15 points.**

For an extra 5 points, you may add "diplomatic pouch" privileges: you can send and receive mail or objects that the ordinary authorities cannot legally stop or examine.

Two classes of Legal Immunity are of special interest to adventurers:

**Bardic Immunity:** You have the right to sing what you please without fear of serious consequences. You may even sing a grossly insulting song to the king – you might get banished for it, but you can't be whipped, imprisoned, or killed. Anyone who violates your immunity risks damage to his name and reputation. Other bards will compose and distribute vicious satires about him, giving him a bad Reputation. They might even expose a Secret, if he has one! This advantage applies to the content of your performances and *nothing* else. It is only available to true bards, in fantasy/ medieval settings. To qualify for this advantage, you must spend at

least 1 point apiece on the Performance, Poetry, and Singing skills. **10 points.**

**Diplomatic Immunity:** You are an international diplomat. You may ignore the laws of all countries except your own. While abroad, you cannot be prosecuted for *any* crime, no matter how grave; the local police may arrest you, but they cannot press charges. The only recourse for a foreign government is to declare you *persona non grata*. This means you must leave the country at once, ending your current assignment – and possibly your career. Foreign powers may request your extradition for normal prosecution, but your government is unlikely to comply. This trait always comes with a Duty to a government agency, and often has some level of Administrative Rank as a prerequisite. **20 points.**

## **Less Sleep 3**

### **3 points/level**

You need less sleep than most people. A normal human requires 8 hours of sleep per night. Each level of this advantage – to a maximum of four levels – lets you get by with one hour less than this, giving you a few extra hours each day in which to study or work on other projects.

## **Lightning Calculator 2**

### **2 or 5 points**

You have the ability to do math in your head, instantly. This talent comes in two levels:

**Lightning Calculator:** You, the *player*, may use a calculator at any time, to figure anything you want – even if your *character* is fleeing for his life! For simple math problems, the GM may just say that your character knows the answer. **2 points.**

**Intuitive Mathematician:** As above, but your ability is not limited to arithmetic.

You can perform astrology without a computer, do any level of engineering design in your head, and solve differential equations almost instantaneously. You never need a calculator; you yourself are far faster than that.

**5 points.**

True mathematical geniuses will have one of the above traits and one or more levels of Mathematical Ability (see *Talent*, p. 89).

## **Longevity 3**

### **5 points**

Your lifespan is naturally very long. You could live up to 50% longer than your racial norm.

## **Luck 2**

### **Variable**

You were born lucky! There are three progressively more "cinematic" levels of Luck:

**Luck:** Once per hour of *play*, you may reroll a single bad die roll twice and take the best of the three rolls! You must declare that you are using your Luck immediately after you roll the dice. Once you or anyone else has made another die roll, it is too late to use Luck. If the GM is rolling in secret (e.g., to see if you notice something), you may tell him you are using your Luck ahead of time, and he must roll three times and give you the best result. **15 points.**

**Extraordinary Luck:** As above, but usable every 30 minutes. **30 points.**

**Ridiculous Luck:** As above, but usable every 10 minutes! **60 points.**

Your Luck only applies to your own success, or reaction rolls, or on outside events that affect you or your whole party.

You cannot share Luck. If Strong Sam is trying to kick open a door, Lucky Lou can't stand behind him and transfer his Luck. He'll have to kick that door himself. Once you use Luck, you must wait an hour of real time (30 minutes for Extraordinary Luck, 10 minutes for Ridiculous Luck) before using it again. You cannot use Luck at 11:58 and then again at 12:01. And you cannot save up Luck. You cannot play for hours without using Luck and then use it several times in a row!

### **Special Limitations**

**Active:** Your Luck is a conscious supernatural power. You must declare that you are using it *before* you roll the dice. It cannot be used "after the fact" to reroll a bad result. -40%.

**Aspected:** Your Luck applies only to one specific class of *related* tasks, such as athletics, social interactions, or skills you use at your job. -50%.

**Defensive:** You can only use your Luck to reroll when the result would be dangerous otherwise (failure means being spotted by a sentry, or losing your grip while climbing). -60%.



## Medium 2 5

### 10 points

You can perceive and communicate with spirits – particularly spirits of the dead. You don't see them visually, but you know when they're nearby. You can speak with any spirit in your presence, provided you share a language. You can also call spirits to you; there is no guarantee that they will answer your summons, but they will hear it. Note that this trait does *not* give you a reaction bonus with spirits, or any power to control their behavior.

## Metabolism Control 3 1

### 5 points/level

You can control normally involuntary biological functions such as pulse, blood flow, digestion, and respiration. Each level of Metabolism Control gives +1 on any roll that would benefit from such control (GM's decision), including to stop bleeding rolls and rolls to recover from (not *resist*) disease and poison. You can also enter a deathlike trance. Anyone unfamiliar with your metabolism will have a difficult time discovering that you aren't dead. In this state, each level of Metabolism Control reduces by 20% the amount of oxygen you need to stay alive (at level 5 or higher, you *don't breathe at all*), and *doubles* the amount of time you can safely go without food or water. You are unaware of your surroundings while in your trance, but awaken automatically if injured. You may also set a mental "alarm clock" to awaken you after a certain amount of time has passed.

## Mimicry 2 1

### 10 points

You can duplicate any *simple* sound (alarm, etc.) by listening to it for one second and making a successful INT(8) roll. You can also imitate voices by spending at least 10 seconds listening to them – live, recorded, or remotely – and making an INT(8) roll.

This trait gives you no special ability to stun or deafen others with loud sounds, or to speak unpronounceable magic words. Buy any such capabilities separately.

## Parabolic Hearing 3 1

### 3 points/level

You can "zoom in" on a particular

sound or area, and can filter out background noise from sounds of interest to you. Each level of Parabolic Hearing *doubles* the distance at which you can clearly hear any given sound.

## Peripheral Vision 3

### 10 points

You have an unusually wide field of vision. You can see a 180° arc in front of you without turning your head, and have 30° of peripheral vision to either side of *that*. This gives you a 240° "arc of vision" for observation and ranged attacks.

You get +3 to all rolls to detect Shadowing attempts or ambushes from behind, on any other rolls where peripheral awareness is important.

## Plant Empathy 2

### 5 points

You have an unusual rapport with growing things. On encountering a plant, the GM will roll against your INT(8). On a success, he will give you a general sense of its health and whether it is natural or supernatural in origin.

Furthermore, this advantage functions as Empathy (p. 51) with respect to *sentient* plants, and allows you to use your Influence skills on such entities, which will usually insure a positive reaction.

This ability frequently accompanies some level of Green Thumb (see *Talent*) and often Sense of Duty (Plants) or Vow (Use plant material only if gathered without severe injury to the plant).

## Precognition 2 5

### 25 points

You receive glimpses of future events. You *cannot* control the content of these flashes – you just know that something interesting or important might happen, at some unspecified future date. You might learn this through visions, voices, or "sudden knowledge."

Precognition only gives information that your "future self" could learn and that would matter to you. For instance, if you're in New York, you are unlikely to have a premonition about a random murder in Los Angeles. But if the victim was a friend, or if the killing was important enough to make national news, you might "flash" on it.

Nothing about the future is *certain*, though. Even if the GM has made up his mind, he could reconsider

... although something *related* to the premonition should still happen. In most settings, predicted events *will* occur unless you take specific action to prevent them. (But the GM is free to rule that the future is immutable in his setting!)

Whenever the GM feels a premonition would be appropriate, he will secretly make an INT roll for you – usually during an encounter with a person or object. For instance, meeting someone with an important event in his future might set off a premonition related to that event, especially if it would affect *you* in some way.

Similarly, seeing a picture of a place could set off a vision involving that location.

A *deliberate* attempt to use Precognition requires 10 minutes of concentration, and an INT(14) roll. You can attempt to read your own future, or that of another person. To deliberately read the future of someone else, you must be able to touch him.

Precognition is normally limited to "seeing" into the near future – perhaps a week or so. At the GM's option, however, a critical success or a *very* important event might result in visions from much further in the future. Note that Precognition *includes* Danger Sense – do not take both.

### Special Limitations

*Can't See Own Death:* Your Precognition cannot detect people or events that the GM believes have a high probability of causing your death. Your ability does *not* include Danger Sense. -60%.

*One Event:* Your ability works only for a particular type of event: events involving you personally (if you scanned another, you would only see a significant event if you were involved); disasters; events related to death; events related to love, etc. This limitation is mutually exclusive with Can't See Own Death. -40%.

## Protected Sense 3 1

### 5 points/sense

One of your ranged senses is protected against overload. It rapidly adapts to the most intense of stimuli, allowing you to function normally after a maximum of two seconds of impairment. You will never suffer permanent damage to that sense as a result of excessive sensory input, and you get +5 to rolls to resist temporary



damage and Sense-Based attacks targeting that sense. Protected Senses cost 5 points apiece. Protected Vision resists glare and eye damage from lasers, and lets Dark Vision, Infravision, and Night Vision adjust instantly from bright light to darkness. Protected Hearing protects against loud noises. Protected Taste/Smell filters out strong odors and tastes (but not toxins). The GM may permit other Protected Senses (Detect, Scanning Sense, etc.), with suitable justification.

## **Psychometry 2 5**

### **20 points**

You can sense the history of a place or inanimate object – its use, its user's personality, etc. This is usually a supernatural gift of some.

To use Psychometry, you must touch the subject item or location, concentrate for one second, and make an INT(8) roll. This roll is at no penalty for an event that occurred the same day, -1 for one that occurred up to 10 days ago, -2 if up to 100 days ago, -3 if up to 3 years ago, -4 if up to 30 years ago, -5 if up to 300 years ago, and so on.

On a success, you receive the general sense of emotions and events tied to the object or place . . . *if* it is linked to emotionally charged events (an uneventful history might leave no impressions at all).

On a critical success, you experience an actual vision. No matter how well you roll, you *cannot* detect magic, spirits, etc. Still, a magic item, ghostly haunt, or ritual site is likely to have an emotionally charged history, giving strong impressions.

On a failure, you receive no impressions at all, and cannot attempt to read that object or place again for 24 hours.

## **Recovery 3 1**

### **10 points**

You recover from unconsciousness very quickly. When determining the length of time you remain unconscious for *any* reason other than normal sleep, divide by all times by 60: hours become minutes, minutes become seconds . . . even a month-long coma becomes a mere 12- hour sleep.

## **Reduced Consumption 3 2 points/level**

You can go for a long time without food and water, or fuel – although you

still require these things. (For indefinite endurance, see *Doesn't Eat or Drink*) This advantage comes in four levels:

*Reduced Consumption 1:* You require 2/3 as much food and water as usual ("two meals a day"). **2 points.**

*Reduced Consumption 2:* You require 1/3 as much food and water as usual ("one meal a day"). **4 points.**

*Reduced Consumption 3:* You require food and water only once per week ("one meal a week," or about 5% as much). **6 points.**

*Reduced Consumption 4:* You require food and water only once per month ("one meal a month," or about 1% as much). **8 points.**

Note that one or even two levels of this advantage might be appropriate for ascetics in cinematic games! You may also adjust the "Survival" chart by 1 rank in your favor. For example, situations labeled "impossible" would now be labeled "absurd" instead.

Essentially, you are being credited with being able to keep yourself alive without as much sustenance thereby allowing the people you are helping to survive longer.

### **Special Limitations**

*Cast-Iron Stomach:* You require the standard *amount* of food and water, but the *quality* is irrelevant. You can eat rotten vegetables and fuzzy bluegreen meat, and drink dishwater and sour milk. Instead of reducing how often you must eat, reduce your demands on life support (and your food costs) by a like amount: to 2/3 normal at level 1, 1/3 normal at level 2, 5% normal at level 3, and 1% normal at level 4. You get a bonus equal to your level (+1 to +4) to resist the effects of food-borne poisons or diseases not tailored expressly for you, but -3 on reactions from anyone watching you eat! -50%.

*Food Only:* You require less food, but the usual amount of water. -50%.

*Water Only:* You require less water, but the usual amount of food. -50%.

## **Resistant 3**

### **Variable**

You are naturally resistant (or even immune) to noxious items or substances that are not direct, physical attacks. This gives you a bonus on all rolls to resist incapacitation or injury from such things.

The bonus from Resistant applies to all rolls to resist noxious effects

within a particular category – usually some combination of disease, poison, and environmental syndromes (altitude sickness, the bends, space sickness, etc.). It also applies to rolls to resist *attacks* that use these effects. The base cost for Resistant depends on the rarity of the effects it counteracts:

*Very Common:* A broad category within the noxious items described above. *Example:* Metabolic Hazards (all threats that only affect the living, including all disease and poison, plus such syndromes as altitude sickness, bends, seasickness, and jet lag). **30 points.**

*Common:* A group of related items encountered as often in nature as in an attack, *or* some other suitably broad subset of "Very Common." *Example:* Poison (all toxins, but not asphyxiants or corrosives) or Sickness (all diseases and environmental syndromes). **15 points.**

*Occasional:* A group of closely related items more often encountered in nature than as a deliberate attack, *or* a subset of a "Common" group. *Examples:* Disease (all bacteria, viruses, fungus infections, etc.) or Ingested Poison. **10 points.**

*Rare:* A specific item or environmental syndrome, *or* a subset of an "Occasional" group. *Examples:* Acceleration (blackouts due to extreme G-forces), Altitude Sickness, Bends (decompression sickness), Seasickness, or Space Sickness; You are *totally* immune to all noxious effects, and never have to make resistance rolls (write this as "Immunity" on your character sheet): **X1.**

You have +8 to all rolls to resist: **X1/2.**

You have +3 to all rolls to resist: **X1/3.**

Drop all fractions from the final cost.

An ordinary human could believably have any level of resistance to a *mundane* "Rare" item, such as Seasickness. He might also have Resistant to Disease (+3) [3], Resistant to Disease (+8) [5], or Resistant to Poison (+3) [5]. Anything more would be superhuman. Golems, robots, undead, and other beings that are not truly "alive" *must* take Immunity to Metabolic Hazards [30]; this is already included in the Machine meta-trait. When in doubt, the GM's word is final.



**Mental Resistance:** It is possible to be Resistant to a purely mental threat. "Psionics" is an allowed category, and is considered Very Common.

### ***Sensitive Touch* 3 1**

#### **10 points**

Your fingertips or equivalent organs are extremely sensitive, allowing you to sense residual heat in a chair, faint vibrations in the floor as someone approaches, etc. You get +4 (in addition to any Acute Touch bonuses) on any task that utilizes the sense of touch; e.g., a Forensics roll to note the similarities or differences between two pieces of fabric, or a Search roll to feel out tiny concealed objects.

### ***Serendipity* 2**

#### **15 points/level**

You have the knack of being in the right place at the right time. Each level of this trait entitles you to one fortuitous but plausible coincidence per game session. The details are up to the GM. For instance, the GM might declare that one of the guards you need to talk your way past just happens to be your cousin, or that there is a sports car idling in front of the bank just as you run outside in pursuit of the fleeing bank robbers. From time to time, the GM may rule that a single *implausible* coincidence counts as some or all of your lucky breaks for a given session (e.g., the mechanic at the local garage has all the parts you need to complete your ultra-tech contragrav belt). You are free to *suggest* serendipitous occurrences to the GM, but he gets the final say. Should he reject all your suggestions but fail to work Serendipity into the game session, you will get your lucky breaks next game session.

### ***Signature Gear* 4**

#### **Variable**

You have distinctive, valuable possessions unrelated to your wealth level. This gear is as much a part of your personal legend as are your reputation and skills. You *must* explain where it came from: you won your starship in a card game, inherited your magic sword from your mentor, etc.

For equipment normally bought with money, such as weapons and armor, each point in Signature Gear gives goods worth up to 10% of the

average campaign starting wealth (but never cash).

If you misplace Signature Gear or sell it unwillingly, or an NPC steals or confiscates it, the GM must give you an opportunity to recover it in the course of the adventure. If it is truly lost forever through no fault of your own, the GM will give you back your points (or replace the item with another of equal value). However, should you sell or give away your Signature Gear of your own free will, it is *gone*, along with the points spent on it! This talent is especially useful for Dwarves given their history.

### ***Silence* 3 1**

#### **5 points/level**

You can move and breathe noiselessly. You get +2 per level to Stealth skill when you are perfectly motionless, or +1 if moving (even in armor, etc.). These bonuses help only in the dark, or against listening devices, blind creatures, and others who must rely on hearing to find you.

### ***Single-Minded* 2**

#### **5 points**

You can really concentrate! You get +3 to success rolls for any lengthy mental task you concentrate on to the exclusion of other activities, if the GM feels such focus would be beneficial. You tend to ignore everything else while obsessed, and have -5 to all rolls to notice interruptions.

The GM may rule that certain complex tasks (e.g., inventing, magic, and social activities) *require* you to divide your attention. This trait has no effect in such situations.

### ***Social Chameleon* 2**

#### **5 points**

You have the knack of knowing exactly what to say – and when to say it – around your social "betters." You are exempt from reaction penalties due to differences in Rank or Status. In situations where there would be no such penalty, you get +1 on reactions from those who demand respect (priests, kings, etc.). This is a cinematic advantage!

### ***Social Regard* 4**

#### **5 points per +1 reaction**

You are a member of a class, race, sex, or other group that your society holds in high regard. To be an advantage, this must be obvious to anyone who meets you. This is the opposite of Social Stigma;

membership in a given social group cannot result in both Social Regard and Social Stigma.

Social Regard costs 5 points per +1 to reaction rolls, to a maximum of +4. This is not a Reputation, despite the similarities in cost and effect. You are treated well because of *what* you are, not because of *who* you are. Think of it as "privilege by association." The way you are treated on a good reaction roll will depend on the type of Regard:

***Fear***: Others will react to you much as if you had successfully used Intimidation skill. Those who like you stand aside, while those who dislike you flee rather than risk a confrontation. You are met with silent deference, and perhaps even respect, but *never* friendly familiarity.

***Examples***: a god among men or an Amazon warrior.

***Respected***: You receive polite and obsequious deference, much as if you had high Status, regardless of your *actual* Status. Social interactions other than combat usually go smoothly for you – but there will be times when the kowtowing gets in the way.

***Examples***: a member of a priest caste or a ruling race.

***Venerated***: Total strangers react to you in a caring way. They give up seats, let you ahead of them in lines, and receive your every word as pearls of wisdom. They also take great pains to prevent you from putting yourself in danger or even discomfort – even when you *need* to do so! ***Example***: an elderly person in many societies.

### ***Speak Underwater* 3 1**

#### **5 points**

You can talk normally while submerged, and you can understand what others say while underwater.

#### **Special Enhancements**

***Interface Crossing***: You can talk to those outside of the water while submerged, and can understand people on the surface talking to you. +50%.

### ***Speak With Animals* 2 1**

#### **25 points**

You can converse with animals.

The quality of information you receive depends on the creature's intelligence and the GM's decision on what the animal has to say.

Insects and other tiny creatures might only be able to convey emotions such as hunger and fear, while a chimp or a



cat might be able to engage in a reasonably intelligent discussion. It takes one minute to ask one question and get the answer – *if* the animal decides to speak at all. The GM may require a reaction roll (+2 to reactions if you offer food).

The GM is free to rule that alien, unnatural, or mythical beasts don't count as "animals" for the purpose of this advantage.

### **Special Limitations**

*Specialized:* You can only communicate with *certain* animals.

"All land animals" (including birds, insects, and land-dwelling mammals and reptiles) or "All aquatic animals" (including amphibians, fish, mollusks, crustaceans, and cetaceans) is -40%; one class (e.g., "Mammals" or "Birds"), -50%; one family (e.g., "Felines" or "Parrots"), -60%; one species (e.g., "House Cats" or "Macaws"), -80%.

### **Speak With Plants 2 1**

#### **15 points**

You can communicate empathically with plants. All earthly plants are IQ 0, but a large tree might be "wiser" than the average ivy, at the GM's whim. A plant might know how recently it was watered or walked on, or something else that directly bears on its well-being, but would be unable to relate an overheard phone conversation.

Any normal plant will always cooperate, within the limits of its ability. A mutant cabbage from Mars might require a reaction roll!

### **Special Rapport 2 5**

#### **5 points**

You have a unique bond with another person. This acts as a potent version of Empathy that works only with one person, without regard to distance. You *always* know when your partner is in trouble, in pain, lying, or in need of help, no matter where he is. This requires no roll. Your partner receives the same benefits with respect to you.

Both partners in a Special Rapport must buy this advantage. Your partner need not be a lover, or even a close friend, but the GM has the final say. In particular, the GM may wish to forbid PCs from buying Special Rapports with powerful NPCs who would otherwise qualify as Patrons (or allow it, but require an Unusual Background).

### **Spirit Empathy 2 5**

#### **10 points**

You are in tune with spirits, and receive the benefits of Empathy when dealing with them. You can get a feeling for the general intentions of any spirit you encounter by making a successful INT(8) roll.

As well, your Influence skills (Diplomacy, etc.) work normally on spirits, which sets you aside from most mortals.

Spirit Empathy does *not* prevent evil or mischievous spirits from seeking to harm you, but at the GM's option, it might make it easier to detect and counter their plots.

### **Special Limitations**

*Specialized:* You are naturally in tune with the customs and moods of one specific class of spirits. Possibilities include angels, demons, elementals, faerie, ghosts, and anything else the GM wishes to allow. -50%.

### **Subsonic Hearing 3 1**

#### **0 or 5 points**

You can hear very low-frequency sounds (under 40 Hz), such as the rumble of distant storms, the vibrations from incipient earthquakes, and the approach of stampeding herd beasts, armored vehicles, or dragons. This gives +1 to Tracking skill (ie: Survival: Tracking) if your quarry is moving on the ground. Cost depends on your capabilities: You can hear very low-frequency sounds only: *0 points*.

You can hear very low-frequency sounds *and* other sounds: *5 points*. Note that Subsonic Hearing is included in the cost of Subsonic Speech (below); you cannot take both traits.

### **Subsonic Speech 3 1**

#### **0 or 10 points**

You can converse using extremely low-frequency sounds. This trait *includes* Subsonic Hearing, above. Subsonic speech is slow (half-speed), and even if the frequency is shifted into the normal range, subsonic speakers are at -2 to Fast-Talk and any other skill where versatile speaking is important. However, subsonic speech carries twice as far as normal speech.

Cost depends on your capabilities: You can only communicate via Subsonic Speech: *0 points*.

You can switch between regular speech and Subsonic Speech at will:

*10 points.*

### **Super Jump 3 1**

#### **10 points/level**

You can make superhuman leaps! Each level of Super Jump *doubles* the distance and height you can achieve when jumping.

Also, if you fall a distance less than or equal to your maximum high jump, you take *no* damage.

### **Super Luck 2 5**

#### **100 points**

You are not just lucky – you have limited control over probability. Once per hour of play, you may *dictate* the result of any one die roll you make (or the GM makes for you) instead of rolling the dice. Wholly impossible attempts cannot succeed, but you can choose any result that would be possible – however improbable – on a single normal die roll.

You can have Super Luck and any degree of "normal" Luck, but no one can take Super Luck more than once!

### **Temperature Tolerance 3**

#### **1 point/level**

Every character has a temperature "comfort zone" within which he suffers no ill effects due to heat or cold. For ordinary humans, this zone is 55° wide and falls between 35° and 90°. For nonhumans, the zone can be centered *anywhere*, but this is a 0-point feature for a zone no larger than 55°.

A larger zone is an advantage. Each level of Temperature Tolerance adds 10 degrees to your comfort zone, distributed in any way you wish between the "cold" and "hot" ends of the zone. Temperature Tolerance confers no special resistance to attacks by fire or ice unless the only damage is a result of a rise or fall in the ambient temperature. In particular, it cannot help you if your *body temperature* is being manipulated.

In a realistic campaign, the GM should limit normal humans to Temperature Tolerance 1 or 2. However, high levels of this trait are likely for nonhumans with fur or a heavy layer of fat.

### **Terrain Adaptation 3 1**

#### **0 or 5 points**

You do not suffer movement penalties for one specific type of unstable terrain: ice, sand, snow, etc.



Cost depends on your capabilities: You can function normally on one specific type of unstable terrain, but suffer penalties that most characters experience on that terrain type when you traverse solid ground: *0 points*. You can function at capacity both on solid ground *and* on one particular type of unstable terrain: *5 points*. You must buy this ability separately for each terrain type.

### **Ultrahearing 3 1**

#### **0 or 5 points**

You can hear sounds in the frequencies above the normal range of human hearing (20 kHz). This allows you to hear dog whistles, sonar, motion detectors, etc. You can detect active sonar at *twice* its effective range.

Cost depends on your capabilities: You can hear only high-frequency sounds: *0 points*.

You can hear high-frequency sounds *and* other sounds: *5 points*. This advantage is included in Ultrasonic Speech, below; if you have Ultrasonic Speech, you cannot take this as well (but don't need to).

### **Ultrasonic Speech 3 1**

#### **0 or 10 points**

You can converse in the ultrasonic range. This advantage *includes* Ultrahearing, above. Note that many creatures find it intensely annoying or even painful to be within earshot of sustained ultrasonic pitches! Cost depends on your capabilities: You can only communicate via Ultrasonic Speech: *0 points*. You can switch between regular speech and Ultrasonic Speech at will: *10 points*.

### **Unaging 3 1**

#### **15 points**

You never grow old naturally and cannot be aged unnaturally. Your age is fixed at any point you choose and will never change.

#### **Special Enhancements**

*Age Control:* You can "age" in either direction at will, at up to 10 times the normal rate. +20%.

### **Unfazeable 2**

#### **15 points**

Nothing surprises you – at least, nothing that's not obviously a threat. The world is full of strange things, and as long as they don't bother you, you don't bother them.

You are exempt from Fright

Checks, and reaction modifiers rarely affect you either way. You treat strangers with distant courtesy, no matter how *strange* they are, as long as they're well-behaved. You have the normal reaction penalty toward anyone who does something rude or rowdy, but you remain civil even if forced to violence. Intimidation just does not work on you.

You are not emotionless – you just never display strong feelings. The stereotypical aged kung fu master or English butler has this trait.

You must roleplay this advantage fully, or the GM can declare that it has been lost. In a campaign where Fright Checks are an hourly occurrence, the GM can charge 20 points – or more! – or disallow Unfazeable altogether. This advantage is incompatible with all Phobias.

### **Universal Digestion 3 1**

#### **5 points**

You have remarkably adaptable digestive processes that let you derive nutrition from any nontoxic animal or plant protein, no matter how alien or fantastic. This enables you to subsist on things that would normally be harmless but non-nutritious. You have no special resistance to poison, though; for that, buy Resistant (p. 80). One side benefit of this trait is that you can quickly and safely dispose of any nontoxic, organic evidence by *eating* it!

### **Versatile 2**

#### **5 points**

You are extremely imaginative. You get a +1 bonus on any task that requires creativity or invention, including most rolls using Artistic skills.

### **Vibration Sense 3 1**

#### **10 points**

You can detect the location and size of objects by sensing vibrations with your skin, whiskers, or antennae. You must specify whether this ability works in the air or in the water. Vibration Sense is *not* a substitute for vision. You can locate an opponent in the dark, but you cannot detect details (e.g., whether he is armed). In a perfectly still, dark chamber, you would have only a vague notion of the size of the area, but you would be able to sense a barrier before you ran into it, and could find openings by sensing the flow of air or water.

Wind (in air) or swift currents (in water) will generate "noise" that interferes with your sense. Note that if you are outside the element (air or water) where your ability functions, or if you are wearing a sealed suit, this ability does not work at all!

#### **Special Enhancements**

*Universal:* Your Vibration Sense works both in the air and in the water. +50%.

### **Visualization 2 5**

#### **10 points**

You can improve your chances at a task by visualizing yourself successfully performing it. The closer your mental picture is to the actual circumstances, the greater the bonus. The visualization must be detailed and must involve a clear and specific action. This makes it useless in combat, where the situation changes faster than you can visualize it. To use this talent, you must concentrate for one minute. You, the *player*, must describe the scene you visualize (which can include senses other than sight) and the results you hope to achieve. Then make an INT(8) roll.

You get a +1 bonus to the action you visualized for every point by which you succeed – *if* the circumstances correspond almost exactly to the visualization. If they are not quite the same, which will almost always be true, halve the bonus (minimum +1). And if something is clearly *different*, divide the bonus by 3 (no minimum). The GM can assess a further bonus of up to +2, or a penalty of any size, for a good or bad description!

### **Zeroed 4**

#### **10 points**

You do not officially exist. Even the highest authorities in the land know nothing about you. In a fantasy setting, you are a "mysterious wanderer"; magical divination cannot discover conclusive details about your past or true identity. In a high-tech world, you don't appear in the public records – and if computer databases exist, they contain no evidence of your existence.

You must provide a reason for this; e.g., your parents hid you away at birth, you are legally dead, or you somehow managed to destroy all the records (explain how!).

If the authorities investigate you,



they will initially assume that there has been an error. They may become increasingly concerned as no information can be found about your life.

Eventually, they may attempt to apprehend you. If they can't find you, then they're likely to give up. But if they catch you, you are in for a thorough interrogation, possibly involving torture, mind probes, or worse. After all, a nonperson has no rights . . . and it will be very difficult for your allies to prove that you are being held, as you don't officially exist!

## PERKS

A "perk" is a very minor advantage, worth only 1 point. Perks cannot be modified with enhancements or limitations, and they can be added in play without upsetting game balance. Otherwise, perks use the same rules as other advantages.

The GM is encouraged to create new perks. No perk should provide wealth, social standing, or combat bonuses. A perk can provide a modest bonus (up to +2) to an attribute, skill, or reaction roll in relatively rare circumstances.

The GM may allow more generous bonuses, if they apply only in *extremely* rare situations.

### Alcohol Tolerance 3

Your body metabolizes alcohol with remarkable efficiency. You can drink steadily for an indefinite period with no major detrimental effects. *Binging* affects you as it would anyone else. You get +2 on all rolls related to drinking.

### Autotrance 2

You can enter a trance at will. This requires one minute of complete concentration.

This trance gives +2 on rolls to contact spirits, etc.

### Deep Sleeper 3

You can fall asleep in all but the worst conditions, and can sleep through most disturbances. You never suffer any ill effects due to the quality of your sleep. You get a roll to notice disturbances and awaken, just like anyone else; success is automatic if you have Combat Reflexes.

### Fur 3 1

You have fur. This prevents sunburn. Thicker fur might justify 1-3 levels each of Damage Resistance and Temperature Tolerance, while spiky

"fur" might grant Spines. You must buy these other traits separately.

### Honest Face 3

You simply look honest, reliable, or generally harmless. This has nothing to do with your reputation among those who know you, or how virtuous you *really* are! People who don't know you will tend to pick you as the one to confide in, or *not* to pick you if they are looking for a potential criminal or troublemaker. You won't be spotchecked by customs agents and the like unless they have another reason to suspect you, or unless they are truly choosing at random. You have a +1 to trained Acting skill for the sole purpose of "acting innocent."

### No Hangover 3

No matter how much you drink, you will never get a hangover. This does not mitigate the effects of intoxication – it just eliminates the unpleasant aftereffects.

### Penetrating Voice 3

You can really make yourself heard! In situations where you want to be heard over noise, others get +3 to their Hearing roll. At the GM's option, you get +1 to Intimidation rolls if you surprise someone by yelling or roaring.

### Sanitized Metabolism 3 1

You are totally *clean*. Your body produces minimal, sanitized waste products, and you never suffer from bad breath, excessive perspiration, or unsightly skin problems. This gives -1 to attempts to track you by scent and +1 to reaction rolls in close confines (cramped spaceships, submarines, elevators, etc.).

### Shtick 2/3

You have a cool move or slick feature that sets you apart from the masses. This provides no combat or reaction bonuses, and you can't use it to earn money, but it might occasionally give you some minor benefit in play (GM's discretion). *Example:* your clothing is always spotless, even after combat or swimming the Nile; you can run, climb, fight, etc. while wearing high heels without suffering any special penalty for bad footing.