

The
Wizard's Tale
Universal Role Playing Game Engine

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designed by the Wandering Wizard Simon Kalimanus

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Introduction

Welcome to the Wizard's Tale Universal Role Playing Game Engine. Developed over twenty years by the Wandering Wizard Simon Kalimanus, and based on principles gleaned from my over thirty years of study of both the occult and programming.

In the Wizard's Tale, a group of players get together and portray characters in a story they help create by their interactions with another person, called the **Game Wizard**. The Game Wizard, or just Wizard for short, tells the players where they are and what's happening there, and the players then tell the Wizard what their characters do. The story develops this way until the climax is reached and the reward gained.

All you need is some friends, pencils and paper, and one ten-sided die each.

I. Character Creation

To create a character for the Wizard's Tale, you first discuss with the Game Wizard and other players what type of world you want to use as a setting. Everyone should feel comfortable enough with the chosen setting to play a character competently in that world.

Once you have an idea of the type of character you would like to play in the chosen game world, you should discuss the roles the other players will be taking so you can really nail down the specialties that will make you an effective team.

Step One: Attributes

Every character has twelve attributes that dictate every possible action they could make. You have 48 points to spend on them, which gives you an average of 4 each. Put no less than 1 and no more than 10 in every attribute.

Attribute descriptions are given on **pgs. 6 - 7**.

ATTRIBUTES

Strength (STR)

Agility (AGL)

Dexterity (DEX)

Fortitude (FOR)

Reflexes (REF)

Intellect (INT)

Willpower (WLP)

Perception (PRC)

Intuition (NTU)

Concentration (CON)

Persona (PER)

Luck (LCK)

Step Two: Characteristics

Characteristics are those aspects of your character that make them uniquely beneficial to the party. You purchase them using **Development Points (DP)**. The number of DP you have to use is based on your **Development Level**, which is assigned by the Game Wizard at character creation. The Wizard may sometimes choose to make one character a slightly more advanced level to act as a guide for the others.

Development Points by Level

Inexperienced: 50 points

Journeyman: 75 points

Veteran: 100 points

Hero: 150 points

Once you know how many points you have to spend, buy some Characteristics. A good starting character should take anywhere from three to five, but there is no upper limit.

It costs **5 DP** to purchase a Characteristic. You can also take **Negative Characteristics**, which *give you* 5 DP back, but you should only take one or two of them. Once again, you *may* take as many as you wish.

Positive Characteristics

Artist, Athlete, Brutish, Charismatic, Clever, Craftsman, Demolitionist, Educated, Engineer, Entrepreneur, Fighter, Flexible, Gearhead, Healer, Marksman, Naturalist, Nerd, Occultist, Parapsychologist, Perceptive, Religious, Rich, Scientist, Sensitive, Street Rat, Survivalist, Tenure, Trainer, Traveled, Willful

Negative Characteristics

Addicted, Crazy, Failing Senses, Outsider, Permanent Injury, Sickly, Troubled, Unlucky, Victim, Wide-Eyed

Special Characteristics

Cybernetic, Devotee, Magician, Metahuman, Nonhuman, Organization, Psion, Robotic, Supernatural, Super Scientist,

Step Three:

Specializations

Now that you have your characteristics, both positive and negative, you may start purchasing ranks in **Specializations** for them.

You purchase specializations using your remaining DP. For every rank in a specialization you purchase, it costs a number of DP equal to the rank you wish to purchase. You must purchase all the ranks previous to the one you are currently attempting to purchase.

An Inexperienced character may not purchase any specializations higher than rank four. For every additional Development Level your character is, you may raise their specializations up to two additional ranks.

The specializations are listed in the pages with their corresponding characteristics. Don't forget, if the specialization you are purchasing ranks in belongs to a negative characteristic, you get the same number of points back as you would have spent had they been specializations of a positive characteristic.

Specialization Development Point Cost		
Rank	Cost	Total Cost
<i>1</i>	<i>1</i>	<i>1</i>
<i>2</i>	<i>2</i>	<i>3</i>
<i>3</i>	<i>3</i>	<i>6</i>
<i>4</i>	<i>4</i>	<i>10</i>
<i>5</i>	<i>5</i>	<i>15</i>
<i>6</i>	<i>6</i>	<i>21</i>
<i>7</i>	<i>7</i>	<i>28</i>
<i>8</i>	<i>8</i>	<i>36</i>
<i>9</i>	<i>9</i>	<i>45</i>
<i>10</i>	<i>10</i>	<i>55</i>

Step Four: Finalizing It!

The last few things you need to do are just to get your character looking like an actual living, breathing *soul*.

First, take care of the *Derivative Attributes* listed on the right. These are so-called because they are derived from your other attributes.

Next, come up with a description and a background for your character, as much or as little as you like. You can include hair and eye color, height, weight, age, and a short biography.

Then, share this information with the Game Wizard. A good Wizard should be able to use what you tell them to craft scenarios into the story to help your character shine.

It may also be worth thinking about how your character met the others, and what their goals are going to be in adventuring together.

Lastly, name your character. You are now ready for the adventure of a lifetime!

Derived Attributes

Action Points: Your character may take a number of actions on a single round of action equal to their Reflexes score.

Movement Speed: Your character may move a number of feet per Action Point spent equal to their Agility score.

Encumbrance: The amount of weight a character can carry is equal to ten pounds times their Strength score. For every amount carried over that by ten pounds, the character's Movement Speed is reduced by one..

Starting Funds: At the beginning of every campaign, the character has 25 Funding Points to spend on equipment from any of their characteristic lists. This translates to ten units of the type of currency used in the game world (for example, 250 gold, or \$250.00), and any leftover is converted to in-game money.

Attribute List

Strength (STR): Strength is a measure of how physically powerful the character is. This may involve lifting, pushing, or pulling heavy objects, overpowering someone in a wrestling match, or breaking down a door.

Agility (AGL): Agility is a measure of your overall physical fitness and flexibility. It involves such actions as sneaking, performing a swinging attack in melee combat, dodging out of the way of a speeding vehicle, grappling or escaping a grapple, and making a jump from one rooftop to another.

Dexterity (DEX): Dexterity is your hand-eye coordination. This includes such acts as shooting a bullseye, carving a perfect replica of an ancient statue, stabbing an opponent in the kidney, or forging a signature.

Fortitude (FOR): Fortitude is your ability to push out pain and fatigue and press forward in any situation. It is used when trying to resist the effects of fatigue, extreme conditions, poisons, drugs and alcohol, and physical injury.

Reflexes (REF): Reflexes is a measure of your reaction time. It's used when trying to beat someone or something to the punch or act before something happens, including when checking to see what order combatants will go in combat.

Intellect (INT): Intellect is your character's ability to process information mentally. This may involve remembering an important piece of information or figuring out a solution.

Willpower (WLP): Willpower is the measure of your character's ability to assert their own will to dominate the will of others while resisting having the will of others imposed on them. Magickal power is based in WLP.

Perception (PRC): Perception is a measure of what you can detect with your five natural senses, namely vision, hearing, smell, taste, and touch.

Intuition (NTU): Intuition is the character's "sixth sense." Think of it as Perception for things that can't be perceived with the five regular senses. It includes gut feelings, danger sense, judgment calls, and the ability to sense the presence of the supernatural.

Concentration (CON): Concentration is the character's ability to focus on the task at hand no matter what kind of chaos is going on in the world around them. Psionic and Psychic abilities rely on CON.

Persona (PER): Persona is your character's ability to act a certain way in the presence of others, to impress themselves upon people, and to understand and work with the personality of others.

Luck (LCK): Luck is the wildcard attribute that the Wizard uses when the results of a roll would be completely up to dumb, random chance.

II. Game Mechanics

The game is played in a series of sections. The basic unit is a *Scene*. A scene can be one of two types: a **Story Scene** is any section of the game where time is not of the essence and the characters can all act in whichever order they like.

An **Action Scene** is a scene where every second counts, such as during a battle or while diffusing a bomb. The mechanics governing action scenes are derived from those of the rest of the game, so get familiar with this chapter and then move on to *Action Mechanics*.

An entire group of scenes played together at one time is called a **Session**, and all the sessions that make up one complete story arc are called a **Campaign**.

Development Point Awards

3 DP for characters whose actions most helped push the session along

2 DP for characters who pulled their weight.

1 DP for effort. Even a relatively poor one. You learn from your mistakes.

1 DP every time the character succeeds in a roll penalized by one of their negative characteristics.

At the end of every game session, the Game Wizard gives a number of Development Points to each player based on the contribution of their characters. These DP may be spent just like the ones used during character creation, although now the max rank for any specialization is ten, and you can spend DP to reduce negative specializations.

Rolling

Every action taken in the game that has a chance of failure requires a **Target Check**. Target checks are rolls made using one ten-sided die (hereafter referred to as **1d10**). The Game Wizard will tell the character making the roll which attribute of their twelve to use, and any specializations (both positive and negative) that will be added as a **bonus** (or subtracted as a **penalty**). The total is then compared to the Target Number.

Target Numbers

The **Target Number** is the amount the character must roll in order to be successful in their roll. The target number can either be chosen by the Game Wizard based on the descriptions on the table to the right, but the rules will often describe how to find the TN for a given action.

Difficulty Rating

TN	Rating
1 to 5	Very Easy
6 to 10	Easy
11 to 15	Intermediate
16 to 20	Tough
21 to 25	Difficult
26 to 30	Hard
31 to 35	Impossible
36 to 40	Miraculous

If your roll is equal to or above your TN, you are considered to have one rank of success. If the roll is under the TN, you are considered to have one rank of failure. For every rank on the Difficulty Rating table your roll falls above or below the difficulty rating, add or subtract one rank of success.

Resistance

When another character is the target of your action, that character's attributes and characteristics are used to determine the Target Number.

If the character is not using an Action Point to resist you, or if they are otherwise unable to resist, it is called a **Passive Resistance**. The TN is an attribute chosen by the Game Wizard based on the situation, plus any bonuses or penalties from appropriate specializations of their characteristics.

Remember not to add specializations like *Block* or *Dodge* if the character is not actively using them.

If the character did spend an AP or does otherwise have the opportunity to resist, it is called an **Active Resistance**, and they may add 1d10 to the appropriate attribute and specializations.

Assistance

When another character is performing an action to help you in a roll, whether or not they are spending an AP, this is called an **Active Assist**. Only the appropriate attribute and specializations are added, unless the assisting character spends an AP, in which case they may add 1d10.

If a character already did something to assist you (say for example the character is a doctor, and they made a *Biology* roll with two ranks of success to inform you of the location of a weak point in a creature), this is called a **Passive Assist**. The success rank of their roll becomes a bonus of +1 to the roll per success rank.

However, if a character fails in their passive assist roll, their rank of failure becomes a -1 per rank penalty to your roll.

Comparison Rolls

When the Game Wizard needs to determine order, or find who did the best (or worse) in a group, a **Comparison Roll** is used.

To make a comparison roll, the Wizard announces which characters are affected by the roll, and gives an attribute (and any applicable specializations or other bonuses or penalties) for each character in the group to roll against. Each character rolls 1d10, and adds their bonuses and penalties. The rolls are then ordered from least, being the least successful, to the highest, being the most successful.

In the event of a tie, the tied characters roll 1d10 against each other until one is higher than the other. The characters are then inserted into the order at the location of the tie in order.

III. Action Mechanics

Units of Time

In a story scene, the characters are free to walk about, investigating, interacting, and exploring as they wish. When something happens that changes a story scene into an action scene, such as entering combat, time slows down for every character to allow for the quick actions and split-second decisions needed during such a situation.

A **Turn** is the time it takes for one character to perform all of their actions. While characters can perform actions on turns that are not their own, the character's own turn is normally the one they use to take most of their main actions, while some action points are saved to react to other characters.

A single turn is considered to be about five seconds of time. Regardless of how

many Action Points are spent on that turn, each AP is considered around one second.

The time it takes for every character to spend all of their AP over the course of each turn is called a **Round**.

A round may have any number of turns in it, depending on the number of combatants, and so there are no comparable measurements of time. However, rounds are often used to time certain effects, with spells taking place over a set number of rounds, for example.

An entire action scene is called an **Engagement**, and encompasses every turn and round during that scene.

Initiative

The order in which characters act in an action scene is called **Initiative**. The Game Wizard may determine any order that seems right given the situation. For example, if one person walked up to another in a story scene and punched them, it would switch immediately to an action scene with the character who made the attack going first.

When initiative is not so clear, make a Comparison Roll on the Reflexes of every combatant involved in the engagement.

The order of the round progresses in the order of best to worse results of the roll.

Action Points

Action Points (AP) are a measurement of how many actions your character can take each round. Your AP each round of combat is equal to your Reflexes score.

Starting on your turn, you may make decisions about what types of actions you want to take. They can be as complicated as you wish (“I run up to the enemy, jump off the wall, and slash down on him.”), and the Game Wizard determines how many AP the action will require (in this case, 1 for the movement, 1 for the jump, which requires a roll, and one for the attack, which also requires a roll but will be passively assisted by the result of the jump roll).

On the next two pages is a list of the basic types of things you can do with your AP, but using these rules the Game Wizard should be able to allow any option.

Basic Actions (1 AP each)

Attack: Make a melee attack or grapple using whatever weapon you have, including parts of your body.

Move: The character can move a number of feet for every AP they spend equal to their Movement Speed (AGL).

Defend: When attacked, the target of the attack may spend an AP to block, dodge, catch the attack, or perform some other action that will stop them from getting injured.

Basic Actions: A character may spend 1 AP to perform any basic action, such as using an item, starting a spell or utilizing some other special ability, or interacting with their environment. Speaking does not cost any AP.

Reload: A character may begin to reload their weapon by spending 1 AP.

Reloading takes a certain number of turns based on the reloading speed of that particular weapon. Until finished, a character cannot perform any action requiring either hand.

Aim: The character may spend an AP to begin aiming. Every turn that the character aims, they get a +1 bonus to their attack roll, but -5 to all defense rolls.

Wind Up: You can spend 1 AP to wind up for a melee attack. Every turn that the character winds up, an additional rank is added to the ranks of damage done against the target if the attack lands, but the attack roll itself has its accuracy reduced by a penalty of -1 per turn spent winding up.

Counter: A character who has mounted a successful defense doesn't need to follow the rule about only spending AP outside their own turn in reaction to another character's action. Instead, they may continue acting until they fail or choose to stop.

Resist: By spending 1 AP, the character may take an opportunity to resist or break free from a condition they are currently afflicted with.

Guard: A character may give up the rest of their AP for the current round to go into defensive mode, preparing themselves to defend against any attack that comes at them. While guarding, the character may freely defend against any attack they are aware of without spending any AP, but cannot perform any other actions. This defensive mode lasts until the character spends another AP.

Cover: The character may spend 1AP to cover a selected combatant or any combatants within a number of feet of their target equal to five times their Perception score, as long as all targets are in sight. The character makes a Concentration roll, and the number of ranks of success indicates the number of times, from that point until the next time the character spends an AP, the character may freely take an action against a member of that group if they attempt to spend any AP.

Reactionary Actions

A character may spend as many Action Points on their turn as they choose, but it is often wise to reserve some AP if you wish to react to other characters.

If you have available AP, you may spend it when it is not your turn in reaction to an AP spent by another character.

If your Reflexes are less than the character in question, you must wait until they have performed their action to perform yours. If yours is higher, you may perform your action first. If you are tied for Reflexes, make a 1d10 roll against each other until one of you rolls higher.

The only time you may spend AP when it is not your turn but not in reaction to another character is in reaction to your own successful defenses and counters.

Hit Location

Unless an attack was aimed at a specific part of the body, every attack is considered to be

directed at the torso. Such an attack has a TN of five plus the target's Fortitude, with any applicable bonuses or penalties. If the target is actively resisting the attack, the TN changes to the appropriate attribute and specialization combination.

If you miss an attack, any ranks of failure become a bonus to attacks made against you during the remainder of this round.

Hit Difficulty

Head: +2 ranks of difficulty

Thigh or Hip: +2 ranks

Groin: +3 ranks

Shoulder or Forearm: +1 rank

Calf or Shin: +3 ranks

Foot: +3 ranks

Hand: +2 ranks

Finger or Object in Hand: +3 ranks

Facial Feature or Pressure Point: +4 ranks

These locations are based on two face to face combatants. The Game Wizard may alter these values if the situation calls for it.

Damage

When an attack lands, the damage is calculated for the affected body part in terms of how many **wounds** are received. Each body part that receives a wound should receive its own entry on the character sheet..

Every type of attack with every type of weapon does a certain amount of damage, but this is always considered in terms of **light wounds**, **moderate wounds**, and **severe wounds**.

All damage is calculated based on the tables to the right.

When a character has received a number of wounds of one type equal to their FOR score, they gain one rank of the next worse kind.

If a character has minor wounds, there is no immediate drawback. However, when the wounds become moderate and severe, the character begins to receive penalties based on the table on the next page.

When enough severe wounds are received, the body part receives one rank of a **Critical Wound**. See the table on **page 19** for more information.

Damage Calculation

Melee Damage (Swing) : 1 Mild Wound + the attacker's STR + ranks of success + weapon damage - the defender's Armor Rating for that body part.

Melee Damage (Jab) : 1 Moderate Wound + the attacker's STR + ranks of success + weapon damage - the defender's Armor Rating for that body part.

Ranged Damage: 1 Moderate Wound + ranks of success + weapon damage - the defender's Armor Rating for that body part.

When using ranged weapons, damage at low range is doubled, and accuracy is increased by 5. At high range, damage is halved, and accuracy is reduced by 5.

Bodily Injury Chart

Body Part	Moderate Wounds	Severe Wounds
Head	<i>-1 penalty to CON per rank</i>	<i>-5 penalty to CON per rank</i>
Torso	<i>-1 penalty to FOR</i>	<i>-5 penalty to FOR</i>
Shoulder	<i>-1 to AGL rolls requiring that arm</i>	<i>-5 to AGL rolls requiring that arm</i>
Forearm	<i>-1 to DEX rolls requiring that arm</i>	<i>-5 to DEX rolls requiring that arm</i>
Hand	<i>-5 to DEX rolls requiring that hand</i>	<i>Hand becomes critically wounded</i>
Finger	<i>Finger becomes critically wounded</i>	<i>Finger becomes critically wounded</i>
Object in Hand	<i>Object dropped 1 foot away per rank</i>	<i>Object dropped 5 foot away per rank</i>
Groin	<i>-1 to all AGL rolls, and -1 AP</i>	<i>-5 to all AGL rolls, and -1 AP</i>
Upper or Lower Leg	<i>-1 to all AGL rolls requiring that leg, and -1 movement speed</i>	<i>-5 to all AGL rolls requiring that leg, and -1 movement speed</i>
Foot	<i>-5 to all AGL rolls requiring that leg, and -2 movement speed</i>	<i>-10 to all AGL rolls requiring that leg, and -4 movement speed</i>
Eye	<i>-2 to all rolls requiring sight</i>	<i>Eye is critically wounded</i>
Neck or Artery	<i>Character loses 1 FOR per round</i>	<i>Character loses 1 FOR per turn</i>
Abdomen	<i>Character is paralyzed for one round per rank</i>	<i>Character loses 1 FOR per round</i>
Heart or Lungs	<i>Character loses 1 FOR per round</i>	<i>Character loses 1 FOR per turn</i>
Brain	<i>Character is paralyzed until healed</i>	<i>Brain becomes critically wounded</i>
Pressure Point	<i>Double damage done to affected body part</i>	<i>Triple damage done to affected body part</i>

Critical Injury Chart

Head: Character dies.

Torso: Character dies.

Shoulder: 1 rank of *Permanent Injury : Crippled Arm*

Forearm: 1 rank of *Permanent Injury : Crippled Arm*

Hand: 1 rank of *Permanent Injury : Crippled Arm*

Finger: 1 rank of *Permanent Injury : Crippled Arm*

Groin: Character dies.

Upper or Lower Leg: 1 rank of *Permanent Injury : Crippled Leg*

Foot: 1 rank of *Permanent Injury : Crippled Leg*

Eye: 1 rank of *Permanent Injury : Injured Eye*

Neck or Artery: Character dies.

Abdomen: Character dies.

Heart: Character dies.

Lungs: Character dies.

Brain: Character dies.

Armor and Protection

When wearing any sort of armor that covers a part of the body that takes a hit, that armor provides an **Armor Rating** based on its properties that shows the maximum number of wounds an armor can resist.

For example, let's say your FOR is 5, and your Armor Rating is 8. If you take 7 mild wounds, this would equate normally to 1 moderate wound and 2 mild wounds. However, with an armor rating of 8, you would take none of this damage.

If you took 13 damage, this would normally equal 2 moderate wounds and 3 mild wounds but your armor reduces this by 8 ranks. You now only took 5 ranks of damage, or one moderate wound.

Healing

Mild wounds go away by themselves at a rate of one per scene. The player may choose which wounds to focus on.

Moderate and severe wounds must be healed using a skill, ability, or item from the rules that specifically targets that wound type.

When healing moderate wounds, the number of ranks of success is the number of wounds that will go away at the end of the scene. Only one attempt can be made per healer per scene.

When healing severe wounds, the number of ranks of success is the number of wounds that will begin to go away by themselves at a rate of one per session. Only one attempt can be made per patient until those ranks are healed.

If any attempt is failed, it cannot be made again until the next scene.

IV. Characteristics

The next few pages cover all the characteristics available to your character for use in play during adventures in the Wizard's Tale. These are the lifeblood of your character, the things that make them unique. Each represents either a natural trait or something you spent a lot of time practicing and perfecting. The specializations under each indicate the areas where you spent a decent amount of time making sure you were the best in your area of study.

Positive Characteristics

Artist

The character is a creative, and has the skills to prove it to the world.

(requires NTU 5 or higher)

- Acting: Convincingly portray someone else.
- Art: Create and identify art made with a visual medium.
- Captivation: Hold an audience's attention.
- Cooking: Make delicious food and identify cuisine.
- Creative: Bonus when making something new.
- Instrument: Play one type of instrument well.
- Music: Create and identify music.
- Singing: Making music with your voice.
- Storytelling: Keeping an audience's attention with a story.
- Talent: Perform one action unique to your character.
- Theater: Knowledge of theatrical arts and methods of production.

Possessions: Craft kit, Instrument

Athlete

The character has a well-honed body.

(requires AGL 5 or higher)

- Freerunning: Run up and across walls, roofs, etc..
- Acrobatics: Perform maneuvers like flips, rolls, cartwheels, etc..
- Breath: Hold your breath for a long period of time.
- Catch: Grab things that have been thrown out of the air.
- Climbing: Moving up or down ladders, ropes, and walls.
- Running: Moving faster than other characters.
- Sports: Knowledge of and skill in different athletic competitions.
- Swimming: Ability to swim in water safely and quickly.
- Throwing: Ability to throw an object at a target.
- Tumbling: Ability to recover when you fall.

Possessions: Throwing Weapon, Rope

Brutish

The character is bigger and hardier than most others their size.

(requires FOR 6 or higher)

- Alcohol Tolerance: Resistance to the effects of alcohol.
- Drug Tolerance: Resistance to the effects of drugs.
- Healthy as a Horse: resistance to sickness, disease, and poisons.
- Iron Fist: Bonus to wounds with melee weapons.
- Pain Tolerance: Reduces ranks of all incoming moderate wounds.
- Thick Skinned: Reduces ranks of all incoming mild wounds.

Charismatic

There is something special about the character that catches the attention of others.

(requires PER 5 or higher)

- Attractive: Personal dealings with people who are attracted to your gender.
- Celebrity: Personal dealings with members of the general public.
- Charming: Personal dealings with people you don't know.
- Good Reputation: Personal dealings with people who may have heard of you.
- Seduction: Charming members of the opposite sex.
- Soothing Voice: Calming down angry people and creatures.
- Tact: Personal dealings with emotional people.
- Trustworthy: Personal dealings with those who may not trust you.

Clever

You're smarter than the average bear.

(requires INT 5 or higher)

- Compartmentalized Mind: Protection from mental attack or fear.
- Cunning Linguist: Ability to understand languages you don't know.
- Deduction: Ability to determine the meaning of a clue or the connectedness of two seemingly unrelated things.
- Eidetic Memory: Ability to recall information you already know.
- Lie Detection: Ability to detect if someone is not telling you the truth.
- Outwit: Ability to detect if someone has ulterior motivations.
- Savant: For every instance of savant, the character may purchase any specialization in any characteristic, even ones they don't have, at double the normal cost.
- Trivia: The chance to know a bit of information that no one else does.

Craftsman

You are used to working with your hands.

(requires DEX 5 or higher)

- Carpentry: Working with wood.
- Ceramics: Working with clay and pottery.
- Forgery: Duplicating signatures, images, and artwork.
- Lapidary: Working with gems and stones.
- Leatherworking: Working with animal skins.
- Metalworking: Working with different types of metals.
- Tailoring: Working with fabrics and textiles.

Possessions: Tool Kit

Demolitionist

The character is real good at destroying things.

(requires FOR 5 or higher)

- Arson: Understanding of the methods and materials needed to burn things down.
- Demolition: Understanding of the methods and materials needed to blow things up.
- Explosives: Knowledge of explosives, detonators, and fuses.
- Heavy Weaponry: Skill at the use of weapons such as miniguns, flamethrowers, and rocket launchers.
- Munitions: Knowledge of and ability to identify different types of ammunition.
- Siege Equipment: Knowledge of the workings of equipment like ballistae, catapults, and trebuchets.

Possessions: Heavy Weapon, Flamethrower, Explosive, 3 Grenades

Educated

The character has spent time in an institute of higher learning.

(requires INT 5 or higher)

- Art History: Knowledge of classical artwork, artists, and artistic periods.
- Comparative Religions:: Knowledge of the beliefs of mainstream religions.
- History: Knowledge of important events throughout history.
- Literature: Knowledge of works of poetry and literature and the people who penned them.
- Music History: Knowledge of music, musicians, musical styles and periods.
- Mythology: Knowledge of the beliefs of ancient people and the stories they left behind about them.
- Philosophy: Knowledge of philosophy and philosophers.

Possessions: Book

Engineer

The character is knowledgeable of the things that allow science to have practical uses.

(requires INT 6 or higher)

- Architecture: Knowledge of buildings and their infrastructure.
- Electromagnetism: Knowledge of the workings of electricity and magnetism.
- Electronics: Knowledge of circuitry and electrical currents.
- Mechanics: Knowledge of the workings of machines.
- Salvage: Knowledge of the value and uses of the parts of discarded objects.
- Technology: Knowledge of technological advancements.

Possessions: Advanced Tool Kit

Entrepreneur

The character has run a business, and maintains the skills gleaned in their experience.

(requires PER 5 or higher)

- Accounting: Understanding of financial ledgers, how to read and edit them.
- Appraisal: Ability to determine the appropriate market value of an object.
- Avoidance: The ability to make someone forget they asked a question.
- Bribery: Ability to pass off a bribe.
- Economics: Knowledge of the workings of finances and business.
- Hospitality: Ability to making someone feel comfortable.
- Professional Knowledge: Knowledge of the workings of a particular pre-selected industry.
- Salesmanship: Ability to sell something to another character.
- Smart Shopper: Ability to find lower prices.

Fighter

Long training in combat situations has left this character prepared with the dangers ahead.

(requires AGL 5 or higher)

- Block: Ability to stop or deflect incoming attacks with hands or a shield.
- Blunt Weapons: Ability to use a blunt weapon.
- Combat Analysis: Ability to determine a weak spot or opening during combat.
- Dodge: Ability to move out of the way of an attack.
- Exotic Weaponry: Skill at the use of weapons not in common use, such as sai and nunchaku.
- Footwork: Ability to move around attacks, avoid being knocked down or knocked back, and to move into more technical positioning in battle.
- Improvised Weapons: Ability to make and use weapons out of ordinary household objects.
- Knife Fighting: Skill at using a blade under one foot long for combat.
- Large Melee Weapons: Skill at using weapons like battleaxes, warhammers, and bastard swords.
- Martial Arts: Ability to dodge, block, attack, and grapple with some skill.
- Parry: Ability to deflect an attack with a weapon.
- Polearms: Skill at using weapons built from a long pole, such as a javelin, halberd, pike, or quarterstaff.
- Pressure Points: Ability to determine the location of a pressure point and to understand the

results of attacking that point.

- **Pugilism:** Skill at boxing. Damage from a punch is equal to the character's Strength score plus ranks of success. This damage done is a number that counts toward a mild wound once it reaches the target's Fortitude.
- **Riposte:** Ability to disarm an opponent with your weapon after a successful parry.
- **Swordsmanship:** Skill at attacking and defending with all manner of one-handed swords.
- **Wrestling:** Skill at grappling, countering a grapple, throwing, and subduing an opponent. All attacks made to a grappled character have their rank of difficulty reduced by one per rank of success of the grapple.

Possessions: Shield, Armor, Blade, Blunt Weapon, Gauntlet.

Flexible

The character is a little bit... *stretchier* than most people can pull off.

(requires AGL 6 or higher)

- Ambidexterous: Using weapons in the off hand.
- Contortionist: Performing actions that require difficult body postures.
- Double Jointed: Escaping from restrictive conditions a regular person wouldn't be able to.
- Escape Artist: Escaping from common restrictive conditions.
- Quick Reflexes: Performing an action before others. Get the chance Also acts as a bonus to initiative rolls.

Gearhead

The character has a thing for anything with an engine and a way to make that engine go fast.

(requires REF 5 or higher)

- **Armored Division:** Skill at piloting heavy weaponry such as tanks, turrets, and mecha.
- **CDL:** Skill at driving large vehicles such as buses, construction vehicles, and tanker trucks.
- **Driving:** Skill at driving a common method of conveyance such as a wagon, car, truck, or chariot.
- **Flight Acrobatics:** Skill at performing aerial maneuvers in a flying vehicle.
- **Grease Monkey:** Ability to repair parts of a vehicle.
- **Navigation:** Ability to read charts and find one's way in a ship.
- **Pilot:** Skill at operating a flying vehicle, such as an airplane or helicopter.
- **Seamanship:** Knowledge of the operations of a sailing ship.
- **Stunt Driving:** Skill at performing advanced driving maneuvers such as spins, 180 degree turns, and jumps.

Possessions: Automotive Toolkit, Personal Vehicle

Healer

The character has trained in the arts of healing and medicine.

(requires INT 6 or higher)

- Anesthesiology: Knowledge and use of numbing agents.
- Cardiology: Knowledge of the heart.
- Dentistry: Knowledge of teeth.
- First Aid: Skill at healing mild and moderate wounds. Double all success ranks done to mild wounds.
- Gastroenterology: Knowledge of the digestive system.
- Neurology: Knowledge of the brain.
- Optometry: Knowledge of the eyes.
- Orthopedics: Knowledge of bones.
- Pathology: Knowledge of diseases and sicknesses.
- Pharmacology: Knowledge of medicines and drugs.
- Plastic Surgery: Ability to perform or identify reconstructive surgery.
- Psychiatry: Knowledge of psychological medicines.
- Psychology: Skill at diagnosing and healing mental ailments.

- Pulmonology: Knowledge of the lungs.
- Surgery: Skill to heal all wounds. Double all success ranks to moderate wounds, and triple to mild wounds.
- Toxicology: Knowledge of poisons and antivenom.
- Nephrology: Knowledge of the kidneys.
- Hepatology: Knowledge of the liver.
- Hematology: Knowledge of blood and circulation.

Possessions: First Aid Kit, Surgery Bag, Medicine Bag, Stethoscope, Book, Portable Defibrillator

Marksman

The character can *certainly* hit the broad side of a barn.

(requires DEX 5 or higher)

- Automatic Weapons: Use and care of automatic weapons.
- Blowgun: Use, care of, and construction of blowguns and darts.
- Bow: Use and care of recurve bows and crossbows.
- Dead Eye: Ability to hit a target in your weapon's extreme range.
- Decent Shot: Ability to hit a target in your weapon's medium range.
- Gun Handling: Ability to care for, repair, and even build firearms.
- Handgun: Use and care of pistols and revolvers.
- Hip Shot: Ability to hit a target within your weapon's close range.
- Quick Draw: Ability to draw and attack with a weapon with only 1 AP, before someone else has a chance to act.
- Long Bore: Use and care of long-barreled weapons such as rifles and shotguns.

Possessions: Projectile Weapon, Ammunition

Naturalist

The character is one with nature.

(requires NTU 5 or higher)

- Animal Empathy: Ability to understand the mood and motivation of an animal.
- Apothecary: Knowledge of the natural healing properties of plants.
- Entomology: Knowledge of insects.
- Gardening: Knowledge and skill at tending a garden.
- Green Thumb: Bonus to all actions involving plants.
- Marine Biology: Knowledge of the plant and animal life of the sea.
- Herpetologist: Knowledge of reptiles and amphibians.
- Ornithologist: Knowledge of birds.
- Primatology: Knowledge of monkeys and apes.
- Taxonomy: Ability to recognize a species.
- Wortcunning: Ability to harvest herbs.
- Ichthyology: Knowledge of fish.

Possessions: Herb Bag, Book

Nerd

The character spends more time around people than computers.

(requires INT 6 or higher)

- Cryptography: Ability to encrypt and decrypt information.
- Futurology: Understanding of technology not available to the general public.
- Hacking: Ability to access secure computer networks and circumvent their security measures.
- Technological Wizard: Bonus to all actions involving technology.
- Hardware: Use and repair of computer hardware.
- Networks: Use and repair of computer networks.
- Pop Culture: Knowledge of popular culture references.
- Programming: Ability to write and debug computer code and compile it into software.
- Software: Ability to use computer software.

Possessions: Laptop, One Program of Your Choice

Programs

Camo: Allows the user to pass undetected through a system, invisible to all programs equal or lower in rank.

De-ICE: Hacks a defensive measure, reducing its program level by one per rank of this software.

ICE-breakR: Takes over a network's defensive measures, allowing this program to control them.

Photosuite: Allows convincing forged images to be produced.

SoundMate: Allows convincing forged audio files to be produced.

Scientific Software: Allows for detailed tracking of scientific telemetry through external probes. Uses may vary.

Door-Down: Reduces the security level of a secure network or program by decrypting the data found within.

Lock-R-Down: Secures a network location by encrypting the data within.

FileServ: Allows files to be viewed, uploaded, and downloaded.

Duplify: Creates an illusory copy of your avatar which distracts security measures, allowing you to pass undetected.

K##: A programming language used to create or modify existing programs.

Occultist

The character has long studied the ancient secrets of the world. This characteristic does not indicate the ability to use magick. *See the Special Characteristics.*

(requires INT 6 or higher)

- Arcane Knowledge: Knowledge of the mundane methods used to disrupt magickal effects.
- Astrology: Knowledge and application of the zodiac.
- Cults: Understanding of the methods employed by cults.
- Demonology: Knowledge of demonic entities and the methods of dealing with them.
- Magick: Knowledge and understanding of how magick works. This skill does not imply the actual ability to use magick.
- Relics: Knowledge of the history and purpose of ancient relics.
- Ritual Crime: Knowledge of the history of ritual crime and the methods employed by serial and ritualistic killers.
- Blood Magick: Knowledge of the methods of using blood as a method of empowering magick.
- Fetishism: Knowledge of the use and creation of magickal focus objects.
- Alchemy: Knowledge and practical application of the science of magickal transmutation.
- Prana: Knowledge of directing energy with the hands.
- Sigilism: Knowledge and practical application of written and memetic symbols.
- Handcasting: Skill of empowering magick with arcane hand gestures or “mudras.”

- Talismanic Magick: Ability to draw magickal effects from, and place them into, magickal amulets and rings.
- Reagentry: The knowledge of which plants, when combined, will have what magickal effects.
- Bardic Magick: Knowledge of how to use music for a magickal effect.
- Sympathetic Magick: As above, so below – the art of using one thing to represent another to empower your spells.
- Scrivening: Carving magick into objects.
- Animism: The ability to curry favor with elemental spirits.
- Incantation: Raising power for a spell by means of an *incantatum*, or a magickal “mantra.”
- Symbology: Knowledge of the meanings of symbols used in magick.
- Ceremonial Magick: Knowledge and practical application of ritual as a means to raise power for magickal effects.
- Correspondences: Knowledge of the different meanings behind colors, numbers, cardinal directions, metals, and a host of other things, and how to employ them in sympathetic and ceremonial magick.
- Divination: The ability to use occult methods such as cards, runes, tea leaves, pendulums, and observing the flight patterns of birds to determine certain unseen knowledge about a situation.
- Ancient Manuscripts: The ability to read and use scrolls and grimoires in scholarly magick.

Possessions: Book, Grimoire, Divinatory Object

Organization

The character belongs to an organization that gives them authority above an average citizen.

(requires EDUCATED)

- Criminal Profiling: Understanding the patterns behind criminal behavior.
- Criminal Records: Access to criminal records through a central office.
- Criminology: Knowledge of historical crimes and criminals.
- Debate: Ability to outwit an opponent in an argument.
- Informant: The character has an informant that can give them information that might otherwise be difficult to obtain.
- Politics: Understanding of the workings of government.
- Economics: Understanding of the financial workings of a country.
- Public Records: Access to records such as births, deaths, land records, traffic ticket, warrants, etc..
- Terrorism: Knowledge of the tactics and techniques of terrorist organizations.
- Diplomatic Immunity: The chances of warding off the authorities even if you have committed a crime.

- **Organization Lore:** Knowledge of the history of the organization you work for, or of another organization you have studied.
- **Outfitter:** A member of your organization can loan you a number of points worth of equipment once per campaign equal to five points per rank.
- **Patron:** A member of your organization has a chance to provide you favors once per campaign.
- **Ranking Officer:** Any agent of lesser rank than you is obliged to do as you say, unless it means breaking their orders or doing something they know is against the organization's standards.
- **Special Clearance:** You have access to any secure location in your organization with a clearance equal or less than your clearance rank.
- **Forensics Lab:** You have access to a lab that can determine the specific details of a crime. This takes ten hours minus one hour per rank.
- **Backup:** You can get a number of agents of your organization to show up as soon as possible once per campaign. The number of agents that will show up is equal to two per rank in this specialization.

Possessions: Badge

Parapsychologist

The character has studied the science of the supernatural and paranormal.

(requires NTU 6 or higher)

- **Cryptozoology:** Knowledge of unknown creatures, or “cryptids,” such as Bigfoot and the Loch Ness Monster.
- **Metaphysics:** Understanding of how to detect and explain paranormal activity using science.
- **Psionicism:** Knowledge of, but not ability to use, Psionic and Psychic powers.
- **Sensational Events:** Knowledge of all the strange events that have happened in the past ten years per rank of the specialization.
- **Special Pleading:** Ability to defeat an argument being made about something that can't actually be proven.

Possessions: Scientific Sensor, Laptop

Perceptive

The character is more aware of their surroundings.

(requires PRC 5 or higher)

- Eavesdropping: Ability to pick up the important parts of a conversation.
- Keen Ears: Ability to hear better than others.
- Keen Eyes: Ability to see better than others.
- Keen Nose: Ability to detect scents better than others.
- Keen Tastebuds: ability to recognize and differentiate tastes.
- Night Vision: Ability to see better in low-light situations.
- Notice: Ability to see something others may not notice.

Religious

The character is a devout follower of a particular religion, or at least they once were.

(requires NTU 6 or higher)

- Apologetics: The ability to defeat an argument using counterargument.
- Blessings: Allows the character to bestow blessings, which give a bonus of +1 per rank of success to all affected targets.
- Counseling: Ability to help talk a character down from a mental condition.
- Holy Orders: The character has rank in the religion, and affects dealings with all characters of lesser or no rank in the religion.
- Inspiration: Allows the character to motivate others to do their best.
- Meditation: Allows a bonus against having one's Concentration broken.
- Religious Ritual: Knowledge of performing basic religious rites such as Christening, Baptism, Weddings, and Funerals.
- Scripture: Knowledge of the holy books of the character's religion.
- Theology: Knowledge of the theology of the character's religion.

Possessions: Religious Icon, Book, Scriptures, Religious Garb

Rich

The character has more than enough money to spend.

(no prerequisites required)

- **Bourgeoisie:** All dealings with the upper class.
- **Cocky:** Resistance against being intimidated or otherwise mentally dominated.
- **Credit:** Additional 100 Funding Points per rank of this specialization at the start of each campaign, but only available at places that take credit cards.
- **Etiquette:** All dealings with polite society.
- **Extra Cash:** Extra 3 Funding Points at the beginning of every campaign.
- **Insured:** One rank of any one Permanent Injury can be reduced between each campaign. Cannot reduce an injury more times than you have ranks in this specialization.

Possessions: A Rich character may purchase items off any list.

Scientist

The character has studied the sciences and has an understanding of the basic forces of our world.

(requires EDUCATED)

- Anthropology: Knowledge of human behavior and civilization.
- Archaeology: Knowledge of prehistory and ancient artifacts.
- Astronomy: knowledge of the stars and other celestial bodies.
- Biochemistry: Knowledge of chemical reactions that take place inside living things.
- Biology: Knowledge of the physical structure of animal bodies.
- Botany: Knowledge of plants.
- Chemistry: Knowledge of chemicals and chemical reactions.
- Genetics: Knowledge of genes and genealogy.
- Mathematics: Knowledge and practical application of math.
- Metallurgy: Knowledge of metals and their properties.
- Meteorology: Knowledge of the weather and the ability to predict its patterns.
- Oceanography: Knowledge of the ocean.

- Paleontology: Knowledge of fossilized plants and animals and geological strata.
- Convince: The ability to change someone's mind using available evidence.
- Physics: Knowledge of physics and a practical application of the equations involved.
- Planetology: Knowledge of the attributes of a planet.
- Probability: Ability to determine the chances of a particular outcome.
- Scientific Method: The ability to apply science to come to a correct conclusion about the nature of the thing being studied.
- Zoology: Knowledge of animals and animal biology.

Possessions: Laptop, Scientific Sensor

Sensitive

The character has a stronger internal sense than most ordinary people.

(requires NTU 6 or higher)

- **Combat Intuition:** The character can use Intuition plus this specialization to attack, even if all the physical senses are disrupted.
- **Danger Sense:** Ability to determine if a particular route or course of action might prove to be dangerous.
- **Gut Feeling:** Ability to determine the motives of another character, or to determine if a course of action will be beneficial.
- **Mediumship:** The character can channel passing spirits.
- **Supernatural Sense:** The character can detect the presence of supernatural activity.
- **Supernatural Sight:** The character can see entities that have no visible, physical form.

Street Rat

The character grew up on the street, and has the skills to prove it.

(requires LCK 5 or higher)

- Deception: Attempts to lie or conceal the truth.
- Disguise: Attempts to appear to be someone else.
- Disappear: Attempts to lose people trailing you.
- Escape: Ability to get out of restraints.
- Fencing: Ability to find good prices for stolen items.
- Haggling: Ability to talk a merchant's price down.
- Hiding: Attempts to conceal oneself from being discovered.
- Lockpicking: Ability to get a conventional lock opened.
- Pickpocketing: Attempts to take something from a target without them noticing.
- Poisons: Knowledge of poisons and antivenom.
- Safecracking: Attempts to open a safe or vault.
- Shadow: The ability to follow someone without being noticed.

Possessions: Lockpick Set

Super Science

The character is able to understand technology that boggles the minds of most.

(requires SCIENTIST)

- Ancient Technology: Knowledge of technology created before recorded history.
- Artificial Intelligence: Knowledge of programming artificial intelligence software.
- Cloaking Technology: Knowledge of invisibility technology.
- Cloning Technology: Knowledge of genetic cloning techniques.
- Cybernetics: Knowledge of creation, application, and care of cybernetic technology.
- Environmental Systems: Knowledge of creation, application, and repair of artificial gravity and life support systems.
- Eugenics: Knowledge of techniques used in the production of the perfect human being.
- Extraterrestrial Studies: Knowledge of technology made by extraterrestrial sources.
- Graviton Technology: Knowledge of technology that works on creation of artificial gravity wells and singularities.

- Hyperspace Engineering: Knowledge of the building and maintenance of faster-than-light (FTL) hyperdrive systems.
- Hyperspace Physics: Knowledge of plotting hyperspace vectors when navigating in space.
- Ion Technology: Knowledge of building, use, and repair of ion technology.
- Laser Technology: Knowledge of building, use, and repair of laser technology.
- Planar Physics: Knowledge of travel between dimensions.
- Quantum Physics: Knowledge of the science of objects on an extremely massive or microscopic scale.
- Robotics: Knowledge of the building and maintenance of robots.
- Teleportation Technology: Knowledge of the building, use, and maintenance of particle relocation technology.
- Temporal Physics: Knowledge of the science behind time travel.

Possessions: Advanced Toolit

Survivalist

The character has spent a great amount of time in the great outdoors.

(requires FOR 5 or higher)

- Boating: Use and maintenance of manpowered boats.
- Camping: Ability to find a safe and hidden campsite.
- Fishing: Skill at building fishing equipment and using it to catch fish.
- Fletching: Skill at building and repairing bows and arrows.
- Foraging: Ability to find food to eat in the wilderness.
- Hunting: Ability to locate game animals in the wilderness.
- Mining: Skill at extracting minerals from the earth and smelting them into useful ores.
- Ropework: Skill at tying knots.
- Sheltering: The ability to build shelters.
- Tanning: Skill at preparing an animal skin to be used in leatherwork.
- Tracking: The ability to find a target by following its trail in the wilderness.
- Trapping: Knowledge of building, use, and maintenance of traps.

Possessions: Tent, Canoe, Rope, Trap

Teacher

The character is skilled at bringing knowledge to others.

(requires EDUCATED)

- Assistant: The character may summon an assistant, made with ten DP per rank in this specialization, once per campaign.
- Faculty: Personal interactions with students and all other faculty of equal or lesser rank.
- Chemical Lab: The character has access to a lab that can determine the chemical compounds that make up a sample.
- Library: The character has access to a number of books on a variety of subjects.
- Peer-Reviewed: Personal interactions with all characters with Educated and/or Scientist.
- Teaching: The character may teach another character how to perform one of the skills they possess.

Trainer

The character works better with animals than they do with people.

(requires NTU 5 or higher)

- Animal Husbandry: Attempts to calm an animal.
- Falconry: Attempts to use a bird of prey to hunt or attack.
- Mounted Combat: Skill at melee combat while mounted.
- Mounted Marksmanship: Skill at firing a projectile weapon while mounted.
- Riding: Skill at riding a particular type of animal.
- Special Bond: All actions and interactions involving animals of a particular type.
- Stealthy Riding: Skill at riding an animal without being detected from a distance and covering your tracks.
- Training: The ability to teach an animal to perform an action.
- Veterinary Medicine: Knowledge of techniques used to provide care of mild and moderate wounds to animals. Double all healing to mild wounds.

Possessions: Pet, Mount, Veterinary Bag

Traveled

The character has been around the world and seen a lot of things.

(no prerequisites required)

- Area Knowledge: Chance of knowing some information about the area.
- Bestiary: Knowledge of the types of creatures that live in an area.
- Contacts: Chance of knowing someone in the area who can provide you information or act as a guide.
- Local Dialects: Chance of understanding a spoken language you don't already know.
- Local Legends: Knowledge of myths and stories that keep the locals up at night.
- Nightlife: Knowledge of the types of places people are usually bound to go after sundown.
- Regional Knowledge: Chance of having some knowledge about the greater area.
- Language: Each instance of this specialization acts as a different specific language the character has studied and in which they have some fluency.

Willful

The character has a very powerful presence of mind.

(requires WLP 6 or higher)

- Warrior's Heart: The character may use Willpower plus this specialization to resist physical injury.
- Blind Fire: The character may use Luck plus this specialization to make ranged attacks when not looking or aiming at the target.
- Leadership: Give bonuses to a group with your expertise.
- Intimidation: Terrify information out of a target.
- Calming Voice: Ability to calm down a person or animal with your voice alone.
- Kiai: Ability to disrupt a character's action with a shout.
- Motivational: Give bonuses to a character toward accomplishing a particular goal.
- Subterfuge: Cause a character to believe whatever you say.
- Courageous: Resist being scared.
- Sane: Resist being made crazy.
- Unfazeable: Resist being disrupted in an action.

- Will Magick: Ability to use magick without a component such as incantation or handcasting (see *The Wizard's Tale Grimoire* for more information on magick).
- Powerful: All spells have bonus ranks to their power (see *The Wizard's Tale Grimoire* for more information on magick).
- Interrogation: Skill at getting information out of a character.
- Conduit: All magickal energies raised within a number of feet from this character equal to five feet times the number of ranks of this specialization are doubled.
- Mental Barrier: Resist mental and spiritual invasion and attack.
- Command: Cause a target to do what you say.
- Diplomacy: Resolve a difficult situation between multiple parties or individuals.
- Negotiation: All personal dealings involving discussion of terms.

Negative Characteristics

Addicted

The character has an addiction. Every scene that passes when they cannot get access to that thing, the character receives a cumulative -1 penalty to all rolls. As soon as they fulfill their desire, the entire penalty is removed.

- Alcohol: The character must drink alcohol.
- Drugs: The character must partake in drug use.
- Food: The character must eat double the number of daily rations.
- Gambling: The character must place some kind of bet.
- Murder: The character must kill another living creature.
- Pain: The character must receive at least one moderate wound.
- Sex: The character must have sexual intercourse.
- Stealing: The character must take an object that does not belong to them.

Crazy

The character is absolutely stark-raving mad. Each of these must happen at least once per campaign. The TN of all attempts to resist these conditions is 5 times the rank of the specialization in question, and the attribute to be rolled on is Willpower.

- Capgras Delusion: If the character meets a new person, they must resist believing the person secretly has evil motivations.
- Catatonia: In a high stress situation, the character may suddenly lose all remaining Fortitude and fall unconscious.
- Dissociative: In a stressful situation, the character must resist seeing a situation where there is no danger.
- Glossolalia: The character must resist having every word they say for the remainder of the session be garbled nonsense.
- Hallucinations: The character must resist seeing something that isn't there, but which they react to as though it is.
- Lunatic: Whenever the full moon is visible, the character must resist spending the rest of the scene attacking everyone in sight.
- Psychopath: At the beginning of each session, the character must resist the desire to murder one person of their species during the campaign.
- Split Personalities: The character must have a number of other characters prepared equal to the ranks in this specialization. At the beginning of each session, the character must resist switching to one randomly chosen by the Game Wizard.

Failing Sense

One or more of the character's five senses don't work quite as well as they used to.

- Deaf: -5 penalty per rank to all hearing rolls.
- Blind: -5 penalty per rank to all vision rolls.
- Anosmic: -5 penalty per rank to all smell-related rolls.
- Angeusic: -5 per rank to all taste-related rolls.
- Numb: The Game Wizard keeps a number of wounds secret from the character equal to the number of ranks in this specialization. The character should only be aware of the worst injuries.
- Night Blind: -5 penalties to all rolls requiring vision that take place in a low-light situation.
- Photosensitive: -5 to all rolls requiring vision in brightly-lit situations.

Outsider

The character does not play well with others. All resistance rolls are made using Willpower against a TN of 5 per rank of the specialization.

- Apathy: The character must resist not wanting to perform any actions during a given scene.
- Blind Faith: The character must resist blindly believing someone who seems to share their worldview.
- Conspiracy Theorist: The character must resist blindly believing someone promoting an extreme possibility.
- Gullible: The character must resist blindly believing a lie.
- Loner: The character receives a penalty of -1 per rank of this specialization to all Assist rolls.
- Miserly: The character must resist refusing to spend money.
- Odious: The character must resist treating someone badly who doesn't deserve it.
- Ugly: -1 penalty to all personal interactions with people who might care about how attractive you are.
- Poor: 3 less Funding Points per rank.

Permanent Injury

Some injuries just never go away.

- Crippled Arm: -5 to all rolls involving the arm, and -1 to AP.
- Crippled Leg: -5 all rolls involving the leg, and -1 to movement speed.
- Injured Eye: -5 to all rolls involving sight.

Sickly

The character has a long-term ailment which causes them some day-to-day difficulty.

- Asthma: Penalties to all breathing-related issues.
- Cirrhosis: Penalty to all resistances against drugs, alcohol, and poisons.
- Diabetic: Penalty to all rolls every day the character cannot get an insulin shot.
- Elderly: All physical and mental rolls are increased in difficulty by one rank (5 TN) per rank of this specialization. All spiritual rolls are increased by the same amount.

- Frail: All physical damage is increased by one rank per rank of this specialization.
- Hemophilia: Every time the character's damage type increases to the next rank, the character begins bleeding, losing 1 Fortitude per rank of this specialization at the beginning of every round on their turn.
- Malnourished: All Strength and Fortitude rolls are penalized by -1 per rank of this specialization.
- Narcolepsy: Once per session, at a random time chosen by the Game Wizard, the character must pass a Willpower roll with a TN of 5 per rank of this specialization or fall asleep for 1d10 rounds.
- Sleepy: The character must pass a Willpower roll with a TN of 5 per rank of this specialization whenever they try to wake up, or they remain sleeping for a number of rounds equal to the ranks in this specialization.
- Overweight: Movement speed and all Agility rolls are reduced by 1 per rank of this specializations.
- Rotten Guts: For the entire scene after you eat anything, all rolls and movement speed are reduced by one per rank.
- Xeroderma Pigmentosum: For every round the character is exposed to direct sunlight, they take 1 temporary Fortitude loss.

Troubled

The character has some issues.

- Anxiety: Whenever tensions are high, the character receives a penalty of -1 per rank in this specialization.
- Bad Judgment: Penalty of -1 per rank of this specialization to all attempts to determine a lie or true motivation.
- Bipolar: At the beginning of every scene, the character must pass a Willpower check with a TN of 5 per rank in this characteristic. If they fail, they receive a -1 penalty per rank to all personal interactions.
- Brash: All situations in which a character may put themselves in danger require a Willpower roll with a TN of 5 per rank in this specialization or be forced to perform the dangerous action.
- Cowardice: Penalties to all Willpower rolls to resist fear.
- Depression: The character must make a Willpower roll at the beginning of every scene with a TN of 5 per rank of this condition or they refuse to take any action during that scene.
- Jittery: -1 per rank of this specialization to all Dexterity rolls.
- Night Terrors: The character must pass a Willpower roll in the middle of every night with a TN of 5 per rank of this specialization or wake up screaming.

- Phobia: For every instance of this specialization, the character may choose a different thing to be afraid of. Whenever the character encounters the object of their phobia, they must pass a Willpower roll with a TN of 5 per rank of this condition or they are compelled to retreat until they can no longer see it.

Common Phobias

Acrophobia: fear of heights

Aerophobia: fear of flying

Arachnophobia: fear of spiders

Astraphobia: fear of thunder and lightning

Autophobia: fear of being alone

Claustrophobia: fear of confined places

Hemophilia: fear of blood

Hydrophobia: fear of water

Ophidophobia: fear of snakes

Triskadekaphobia: fear of the number thirteen

Unlucky

Fortune has not always smiled on this poor soul.

- Telltale: Something about this character always give them away when disguising or hiding themselves.
- ADHD: The character must pass a Concentration roll with a TN of 5 per rank of this specialization whenever performing the same action twice in a row, or they must perform a different action.
- All the Wrong Places: -5 penalty per rank of this specialization to all Luck-based comparison rolls.
- All Thumbs: -1 penalty per rank of this condition to all Dexterity rolls.
- Clumsy: -1 penalty per rank of this condition to all Agility rolls.
- Hangovers from Hell: The scene after drinking alcohol, all rolls are reduced by 1 per rank of this specialization.
- Insomnia: The character cannot sleep for an additional hour every night per rank of this specialization once everyone else has gone to sleep.
- Lousy Gut Feelings: All Intuition rolls are reduced by 1 per rank of this specialization.

- Misinformed: The Game Wizard makes all Intellect rolls for this character privately, with a -1 penalty per rank of this specialization. The character is then forced to believe whatever the Wizard tells them as the absolute truth.
- Oblivious: Penalty of -1 per rank of this specialization to all Perception rolls.
- Technologically Impaired: -1 per rank of this specialization to all rolls involving technology.

Victim

The world has not been kind to this person.

- Cursed: -1 penalty per rank of this specialization to all actions that would specifically help only you.
- Distrustful: -1 penalty per rank of this specialization to all actions involving other characters.
- Emotional: -1 penalty per rank of this specialization to all rolls made when dealing with a sad or frightening situation.
- Enemy: The Game Wizard will make a character using 25 DP per rank in this specialization. The character will then show up at least once per campaign to hinder the character.
- Excommunicated: -1 penalty per rank of this specialization to all rolls involving personal interactions with believers in your old religion.
- Hunted: The Game Wizard will make a monster using 40 DP per rank in this specialization. The creature will then show up at least once per campaign to hinder the character.
- Lower Class: -1 penalty per rank in this specialization when dealing with middle class people, and -5 per rank with the upper class.
- Stockholm Syndrome: -1 penalty per rank in this specialization when resisting being influenced by your enemies.

Wide-Eyed

The world awaits, and so does the school of hard knocks.

- Curious: Once per session, the Game Wizard may choose something that catches the character's attention. Every time they are in the vicinity of the object, they must pass a Willpower roll with a TN of 5 per rank of this specialization or spend one round per rank of failure entranced by it.
- Eager: -1 penalties per rank of this specialization to all rolls made to resist the influence of those more experienced than yourself.
- Fearful: -1 penalties per rank of this specialization to all rolls involving resisting the effects of fear.
- Inexperienced: At the end of each session, all DP earned are reduced by the number of ranks in this specialization.
- Young: -1 to all rolls involving personal interactions with adults, and all physical rolls, are reduced by 1 per rank of this specialization.

SPECIAL CHARACTERISTICS

Special Characteristics are characteristics that allow you to take your character beyond an average human being and into the realm of the fantastic, supernatural, magickal, robotic, and much, much more. These are only allowed to be used if the Game Wizard allows it for the game setting you will be using for play.

Cybernetic:

The character has cybernetic parts or augmentations. For more information, refer to the free *Cybernetic Dreams*. expansion.

Devotee:

The character is a follower of a specific supernatural entity, which grants them certain miraculous powers and abilities. For more information, refer to the free *Big Book of Religions*. expansion.

Magician:

The character is a practicing magician, and has the ability to wield the powers of the cosmos to make their Will become manifest. For more information, refer to the free *Wizard's Tale Grimoire*. Expansion.

Metahuman:

The character has surpassed humanity, becoming what people in the modern world may refer to as a mutant. For more information, refer to the free *Superheroes and Supervillains*. expansion.

Nonhuman:

The character belongs to a race that is not human, and may not exist anywhere in our real world (as far as we know, anyway!). For more information, refer to the free *Nonhuman Species*. expansion.

Psion:

The character has psionic or psychic abilities, and is able to warp the fabric of reality using only their mind. For more information, refer to the free *Psions and Psychics*. expansion.

Robotic:

The character is a completely cybernetic lifeform. For more information, refer to the free *Cybernetic Dreams*. expansion.

Supernatural:

The character is a supernatural entity that may or may not have a physical body. For more information, refer to the free *Bump in the Night* expansion.

V. EQUIPMENT

In the following section, you will find listings of the weapons, armor, and equipment your character can bring with them or find on their adventures, and what benefit having them can do for you.

Each item costs a certain number of Funding Points (FP), listed in parentheses next to the name of the item. For every additional point you spend after that, you gain three Upgrade Points to alter the properties of the item. Each upgrade point is equal to one rank raised in any of the items' characteristics.

Equipment List

Advanced Tool Kit (5 FP): Used to build or repair machinery or electronics.

- *Quality:* adds a +1 bonus per rank to all rolls using the tool.

Ammunition (1 FP): Used to load and fire from projectile weapons.

- *Quantity:* +5 ammo count per rank.
- *Armor Piercing:* reduces one rank of protection from armor per rank.
- *Special Ingredient:* Does one additional rank of damage per rank to a target weak to the chosen ammunition type.

- *High Caliber*: Does one additional wound per rank. Requires an equal-caliber weapon.
- *Incendiary Round*: The ammunition sets targets on fire, causing 1 moderate wound to the burning body point at the beginning of the victim's turn each round.
- *Ammo Belt*: Amount of ammunition multiplied by 100 per rank.

Armor (Helm: 1 FP, Greaves and Bracers: 2 FP each, Breastplate: 4 FP)

Reduces ranks of incoming damage. Head armor is called a helm, chest armor a breastplate, leg armor greaves, and armor for the arms is called bracers. Base armor rating is one.

- *Material*: Each rank increases the Armor Rating by two.
- *Kevlar*: Each rank negates a rank of Armor Piercing.

Automotive Toolkit (5 FP): Used to repair damaged vehicles.

- *Quality*: adds a +1 bonus to all rolls using the tools.

Badge (Free): Grants a bonus of +1 to all WLP and PER rolls involving people in or under the jurisdiction of your organization.

- *Rank Insignia*: adds +1 to all rolls using the badge.
- *Solid*: +1 armor per rank to attacks made against the heart while the badge is worn.

Blade (3 FP): A six-inch bladed weapon used to cut things or attack opponents. Base damage is one wound for a swing, and two on a stab.

- *Long:* adds 6 inches to the blade. This increases swing damage by one per rank and stab damage by two.
- *Honed Blade:* Each rank increases the number of wounds done by one.

Blunt Weapon (2 FP): A one-foot long solid weapon used to bludgeon an opponent. Base damage is 1 wound for a swing and zero for a jab.

- *Heavy:* increases damage to swing attacks by one per rank, but reduces attack rolls by one per rank.
- *Long:* Adds 6 inches per rank to the reach.

- *Spiked:* Adds a puncturing spike that adds 1 wound to jab attacks that bypasses armor.
- *Bladed:* Adds one wound to swing attacks against unarmored targets.

Book (1 FP): At purchase, the character chooses a subject for the book. The book can then be consulted on all Intellect rolls on that subject. It takes one hour to research from a book.

- *Long:* +1 to all rolls using this book, but it takes ten extra minutes to read per rank.
- *Scholarly:* +1 to all rolls involving the book, but the character's INT must be equal to or higher than double the rank of this upgrade.
- *Short:* takes five less minutes per rank to read, but -1 to all rolls using the book.

Canoe (10 FP): A small, one-man watercraft powered by oars. It weighs about eighty pounds, and can move a number of feet per round in still water equal to one foot per STR of each person rowing.

- *Large:* +1 passenger per rank.
- *Engine:* The boat can move up to five feet per round per rank without anyone rowing, but weighs ten extra pounds per rank.
- *Lightweight:* The boat weighs five pounds less per rank, and moves one foot per round quicker for each rank.

Craft Kit (1 FP): allows for the production of small crafts using Craftsman specialties.

- *Quality:* +1 to any roll using this equipment.

Divinitory Item (2 FP): The character with the appropriate skill can use a divinitory item of the corresponding type to foresee a possible outcome. All actions taken by any character that moves the story toward that outcome receives a bonus equal to the number of ranks of success of the divination roll, but every action that hinders that destiny receives the same penalty.

- *Blessed:* Reduces all penalties associated with the reading by one per rank.
- *Empowered:* Increases all bonuses and penalties by one per rank.

Explosive (3 FP): Allows for the destruction of anything in its radius. Base damage is five wounds at ground zero, the unmodified explosive radius is one cubed foot, and the time it takes to explode is ten turns. For every foot away from ground zero something is, the damage received is reduced by one.

- *Short Fuse:* Takes one less turn to detonate per rank.
- *Remote Detonation:* Allows for detonation from ten feet away per rank.
- *Payload:* Increases radius to five cubed feet at rank one, and adds five feet for every additional rank. Damage is also increased by three wounds per rank.
- *Overcharged:* Damage is increased by five per rank.

First Aid Kit (2 FP): Allows for someone with the First Aid specialization to do better work. It can be used one time.

- *Quality:* +1 to all rolls using this equipment.
- *Extra Supplies:* Increases the number of times the kit can be used by one per rank.

Flamethrower (8 FP): A character using a flamethrower spends an AP igniting it, and then may spend 1 AP whenever they want to change direction. The flame continues until the gas tank runs out or the character turns it off, which does not cost any AP. For every turn a character remains in the fire, they take three wounds. The average range is five feet, and the gas tank allows for the flame to be maintained for a total of ten turns.

- *Napalm*: Causes the target to continue to burn after exiting the fire, doing 1 wound to the affected body part at the beginning of their turn each round for a number of rounds equal to the rank or until extinguished.
- *Spread Nozzle*: Allows the wielder to spend an AP to change the width of the spray. This increases the spread by up to one foot on each side per rank.
- *Pressure: Valve*: Increases the range by five feet per rank.
- *High Temperatures*: Increases the damage by two wounds per rank.
- *Extended Gas Tank*: Increases the number of turns the flamethrower can run by five turns per rank.

Gauntlet (1 FP each): A weapon such as brass knuckles or an iron glove used to cause more damage with a punch. Base damage is one wound, and gives an Armor Rating of 1.

- *Studded*: Increases damage done by one.
- *Spiked*: Bypasses Armor Rating a number of points equal to the rank.
- *Armored*: Increases Armor Rating by 1.

Grenade (1 FP each): A thrown explosive that does three wounds to everything in its radius, minus one for every foot away from ground zero. Base radius is one cubed foot. A grenade can be thrown ten feet per Strength score, and it goes off after the next 10 AP spent.

- *Short Fuse:* The grenade goes off after one less AP has been spent.
- *Payload:* Increases radius by two cubed feet per rank, and increases damage by one.
- *Napalm:* Causes all targets caught in its radius to burn, doing one wound to the affected body part at the beginning of their turn each round for a number of rounds equal to the rank or until extinguished.
- *Smoke:* Instead of damage, the grenade causes a smokescreen reducing all sight-related rolls of all affected characters by one per rank.

- *Knockout Gas:* Every round at the beginning of the character's turn, they must try to resist the gas using a Fortitude roll with a TN of 5 per rank or fall asleep for a number of rounds equal to double their ranks of failure.
- *Flashbangs:* Instead of damage, the grenade causes a -3 per rank penalty to all rolls requiring sight or hearing. The effect is reduced by one at the beginning of the affected character's turn each round.
- *Teargas:* Instead of damage, all targets breathing the air within the radius of the explosion have AP and all rolls reduced by one per rank.
- *Shrapnel:* Increases wounds done by two per rank.

Grimoire (20 FP): Helps a character to locate spells to use. For more information, refer to the free *Wizard's Tale Grimoire*. Expansion.

Heavy Weapon (16 FP): A powerful projectile weapon that can produce large amounts of damage. The base damage is 5 wounds plus 1d10, reduced by one per foot from ground zero. The base range is 200 feet. The radius is five cubed feet from the point of impact. The rate of fire is one shot every twenty turns. The reload time is ten turns. The chamber may contain one shot. The weapon comes with one shell.

- *Magazine::* +1 shell in the chamber.
- *Explosive:* Radius increases by five feet cubed per rank, with damage increasing by two wounds per rank.
- *Napalm:* Causes the target to

continue to burn after the explosion, doing 1 wound to the affected body part at the beginning of their turn each round for a number of rounds equal to the rank or until extinguished.

- *Forceful Blast:* Increases wounds done by five per rank.
- *Shrapnel:* Adds 1d10 wounds per rank.
- *Increased Range:* Increases the range by 50 feet per rank.
- *Increased Rate of Fire:* Reduces the time between shots by two turns per rank.
- *Faster Reload:* Reload time is reduced by one turn per rank.
- *More Ammo:* The weapon comes with one additional shell per rank.

Herb Bag (5 FP): A bag containing herbs for a variety of magickal, medicinal, and scientific purposes. The bag can be used five times.

- *Bag of Many Things:* Increases uses by two per rank.
- *Diversity:* TN is reduced by one per rank.
- *Potent:* +1 success rank to all uses of the herbs, even if the application roll fails.

Instrument (12 FP): An instrument used to perform music.

- *Quality:* Every roll using this item is increased by +1.

Laptop (20 FP): A laptop is used to create or run programs. Any laptop can run a Level 1 program, and can hold one program in memory.

- *Processing Power:* Increases the level of programs that can be run by 1.

- *High Tech:* +1 bonus per rank to all rolls using this equipment.
- *Antivirus Software:* Adds a TN of 5 per rank to the difficulty of all rolls attempting to hack this computer.
- *Increased Hard Drive Capacity:* Increases the number of programs a computer can hold by one per rank.

Lockpick Set (2 FP): Allows for the Lockpicking specialization to be used to open a lock. A standard kit comes with five lockpicks. One rank of failure will break a pick.

- *Larger Set:* Adds 5 lockpicks per set.
- *Stronger Picks:* Each rank increases the number of ranks of failure required to break a pick by one.
- *Quality:* +1 to all rolls using this set.

Medicine Bag (5 FP): A bag containing medicines for all manner of physical ailments. May be used five times.

- *Bag of Many Things:* Increases uses by two per rank.
- *Diversity:* TN is reduced by one per rank.
- *Potent:* +1 success rank to all uses of the medicines, even if the application roll fails.
- *Psychiatric Meds:* Increases the number of uses specifically for psych medications by one.

Mount (18 FP): The character has an animal that allows them to ride it. For more information, refer to the free *Battlefield Tactics* and *Wizard's Tale Bestiary* Expansions.

Personal Vehicle (23 FP): The character has a personal vehicle. For more information, refer to the free *Vehicles and Starships* Expansion.

Pet (varies): The character has a pet. For more information, refer to the free *Wizard's Tale Bestiary* Expansion.

Portable Defibrillator (10 FP): May bring a character back to life if they have died within a number of rounds equal to their maximum Fortitude score. The TN of the attempt using the base defibrillator is 5 per round that has passed, and it can be used once per campaign.

- *Variable Voltage:* Decreases the TN of use by 1 per rank.
- *Telemetry:* Advanced monitoring systems allow the device to work better on subjects who have been dead longer by adding one round to the time limit to resuscitate a patient per rank.
- *Increased Capacity:* Increases number of uses by one per rank.

Projectile Weapon (5 FP): A weapon that fires a projectile at a range to the target. Damage is based on the ammunition type used. Low, medium, and high ranges are 10 feet, 50 feet, and 200 feet. Rate of fire is one shot per ten turns., and reload rate is ten turns. Standard number of shots before reload is required is one. Base weapon caliber is zero.

- *Higher Caliber:* The weapon will only allow ammunition with an equal caliber.
- *Long Barrel:* Increase low, medium, and long range distances by 10 feet / 50 feet / 100 feet per rank.
- *Fast Action:* Reduce rate of fire by one turn per rank.
- *Oiled Chamber:* Reload speed is reduced by one turn per rank.

- *Extended Mag:* Number of shots before reload increases to five at rank one, then by two per additional rank.
- *Spread Fire:* Ranges are reduced by half, but spread of fire becomes one additional foot per rank.
- *Rifle:* Ranges are increased by 50 feet / 200 feet / 1000 feet per rank.
- *Automatic:* Magazine size multiplied by 10 per rank. Number of bullets fired per shot increased by one per rank. Each additional shot fired increases chance to hit by 2 and spread and damage by 1. Can spend 1 AP to change fire mode to a higher or lower number of bullets per shot.

Religious Garb (3 FP): The outfit of a higher-ranking member of the priestly caste. Gives bonus to all personal interactions with other members of the religion by 1.

- *Embroidered Stole:* A symbol of the rank of office which increases bonuses from the use of this item by one per rank.
- *Blessed:* Gives a +1 bonus per rank to protection against forces directly opposed to your religion.

Religious Icon (5 FP): A symbol of your faith which grants a bonus to all actions taken in the name of your beliefs by one.

- *Ancient:* The older, the more powerful. Increases bonuses from use of this item by one per rank.
- *Blessed:* Gives a +1 bonus per rank to protection against forces directly opposed to your religion.

Rope (1 FP): A 10 foot length of rope.

- *Longer:* 15 additional feet per rank.
- *Tightly Woven:* Resists all attempts to cut or break with a TN equal to three per rank.

Scientific Sensor (3 FP): A sensor which reads one specific type of input and registers it on a screen, no roll necessary. Some example types of sensors are given below.

- *Firmware Update:* Allows you to choose an additional source of input to detect per rank.

Types of Sensors

Motion

Seismic Activity

Radiation

Electromagnetic Fields

Audio Waveform Spectrum Analysis

Medical Sensors (heartbeat, blood pressure, EKG, X-Ray, etc.)

Very High or Very Low Frequencies

Velocity or G-Force

GPS location

Scriptures (3 FP): Allows a character a chance to find rituals related to their religion, such as exorcisms, blessings, weddings, funerals, last rites, etc.. For more information, refer to the free *Big Book of Religion* expansion.

Shield (4 FP): A tool used to deflect incoming attacks. Base defense is three wounds.

- *Buckler:* A strap increases your chances of not being disarmed of this shield by one per rank.
- *Solid:* Increases protection by two wounds per rank.
- *Spike:* A spike attached to the front of the shield can be used for a shield bash attack that causes 2 wounds per rank, half of which ignore armor.

Stethoscope (2 FP): Assists a doctor in diagnosing a patient, giving a +1 bonus to all such rolls.

- *Finely Calibrated:* Increases bonuses from using this item by one per rank.

Surgery Bag (3 FP): Allows for someone with the Surgery specialization to use their skills to help a patient.

- *Quality:* +1 to all rolls using this equipment.

Tent (2 FP): Gives a place of shelter for the party to camp. A standard tent fits one person and their gear. Takes thirty minutes to build.

- *Larger Size:* The tent may hold one additional person and their gear per rank. Increases build time by five minutes per rank.
- *Sleeping Bags:* +1 bonus per rank to all rolls to resist the effects of exposure to the cold.
- *Camouflage:* The TN to see the tent from a distance becomes four per rank.
- *Reinforced:* TN of all attempts to destroy the tent is 3 per rank, but it takes an extra ten minutes per rank to build.

Throwing Weapon (1 FP): A bladed weapon that, when thrown, can cause injury to a target. Standard range is two feet per point of Strength, and base damage is one wound

- *Well Balanced:* Increases accuracy

by +1 per rank.

- *Lightweight:* Increases range by five feet per rank.
- *Razor Sharp:* Increases damage by two wounds per rank.
- *Explosive:* The turn after the weapon strikes its target, it explodes, causing 2 wounds per rank to whatever it is attached.
- *Multiple:* A pack containing one additional throwing weapon per rank.

Tool Kit (2 FP): Allows the character to do work at building or repairing things.

- *Quality:* +1 to all attempts to use the item.

Trap (2 FP): Allows a trap to be laid with a variety of effects. The basic trap does one wound, operates on contact with a one foot square area, and takes ten minutes to set up. Basic TN to disarm is 5.

- *Complicated:* TN to all attempts to disarm increased by 5 per rank. Increases time to build by five minutes per rank.
- *Concealment:* TN of attempts to notice becomes 5 per rank.
- *Severe:* Damage increased by two wounds per rank.
- *Snare:* Rather than damage, the trap ensnares the target. TN to escape the snare is equal to five per rank.
- *Poison:* Rather than damage, all victims within range lose 1 temporary Fortitude at the beginning of every scene until healed. The TN of the venom is 5 per rank.

- *Nerve Gas:* Rather than damage, the trap can cause all victims caught in the radius to become paralyzed for a number of rounds equal to the rank.
- *Pit:* Instead of damage, causes the victim to fall in. Takes 1 turn to crawl out per rank.
- *Stake Pit:* If the trap also has the “Pit” upgrade, this adds two wounds per rank.
- *Radius:* Increases the radius of the trap's effect by one cubed foot per rank.
- *Tripwire:* Increases the distance a victim can be from the trap while still engaging it by one foot per rank.

Veterinary Bag (3 FP): Allows for someone with the Veterinary Medicine specialization to use their skills to help an animal.

Quality: +1 to all rolls using this equipment.

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