



Oracle

RPG System

Developed for
SECRET WORLDS RPG
and **FEARLESS PULP ADVENTURES**

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Resources Oracle is a distillation of a number of previous games by many authors. If are famliar with the games, you will recognize the elements.

ADVENTURE! – White Wolf
DAREDEVILS and **DAREDEVIL ADVENTURES** – Fantasy Games Unltd.
FUZION – Fuzion Labs Group
GURPS: Cliffhangers (1st and 2nd Editions) – Brian Underhill
HARD BOILED RPG – (Author unknown)
JUSTICE, INC. – Aaron Alston, Steve Peterson
MERCENARIES, SPIES & PRIVATE EYES –Michael Stackpole
OVER THE EDGE –Robin Laws and Jonathan Tweet.
PLUS – Joe Coleman
SKYREALMS OF JORUNE 3rd Edition – Andrew Leker
TANGENT –Max Slowak
THE TAINT – Joe Coleman

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I also owe a number of concepts an inovations to players and gamemasters I have encountered over the past two decades:

Adam Janin	John Lambert	Randy Greer
Al Hodges	Ken Davis	Ray Greer
Bruce Harlick	Lloyd Weibe	Richard Anderson
Christine Lorang	Luo Di	Rich Eide
Fred Langen	Mark Arsenaault	Ron Shigeta
Harold Ogle	Nadine Miller	Shawn Smith
James West	Philip Wang	

I have run a number of pulp games in various systems. This is the basic system for a new game in Denver, January 2003.

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BASIC IDEA 1d20 roll should determine success or failure and the degree of success, including damage.

You have a foundation in your basic characteristics or Stats. Skills come from life experience, occupations and formal education. You must have both the natural aptitude (Stats) and training (Skill) to be really good at something. You can attempt an action without training if your description of your life experience indicates you would have a reasonable chance to succeed.

Your character is generated by distributing points into the Characteristics, then spend other points to specify knowledge and skills the character has developed during his or her life. You create a narrative to describe the significant influences in that character's life – family, upbringing, schooling, occupations, hobbies and attitudes – which will determine which unskilled attempts can be used during the game.

Most of the game is an exchange of descriptions between the Gamemaster and Players regarding the actions of NPCs, the surrounding environment and the PCs. When a roll is required to resolve a task, roll 1d20 to hit your target number or lower.

The Quality of Success is the difference between your unmodified target number and the roll. Damage

Modifiers are applied after the roll, including bonuses, armor or penalties.

STATS There are nine Stats to define your character: Muscle, Might, Move, Mind, Memory, Moxie, Means, Mystery, and Morale.

Each Stat governs a specific domain. Each stat has a base base value of 1. You have 61 points to distribute into Stats. One stat may be at a Rank of 10, all others must be 9 or less.

AUTOMATIC SKILLS

There are three Automatic Skills associated with most Stats. One of the three Automatic skills starts with a base rank of the Stat –2, one at Stat –3 and one at Stat –4 – player’s choice. It is possible for one or more Automatic Skills to have a value of zero. You may add to Automatic Skills with Skill points.

MUSCLE

Your character’s raw physical power. Resistance, Strength and ability to physically effect things and people around you.

RANKS	1	Helpless
	2	Invalid
	3	Handicapped
	4	Weak
	5	Out of Shape
	6	Average
	7	Plays a little sports
	8	Physically Fit
	9	Rugged Athlete
	10	Circus Strongman

AUTOMATIC SKILLS: Fist, Lift and Throw (Unbalanced).

MIGHT

A measure of your character’s ability to combine force with action, manipulation and control over physical objects.

RANKS	1	Infant
	2	Dangerously Inept
	3	Fumbling
	4	Awkward
	5	Unsure
	6	Average
	7	Professional Laborer
	8	Trained Soldier/Bodyguard/Goon
	9	Professional Soldier
	10	Combat Machine

AUTOMATIC SKILLS: Brawl, Kick and Knife.

MOVE

The quickness and action based ability of your character, the reaction time and positioning for advantage in a fight.

RANKS	1	Infant, Invalid
	2	Barely mobile
	3	Downright Slow
	4	Bringing up the rear
	5	A little behind the others
	6	Average
	7	Above Average
	8	Quick
	9	Smooth and speedy
	10	Faster than the eye can follow

AUTOMATIC SKILLS: Climb, Dodge and Run.

MIND

Your chracter’s ability to understand or interpret surroundings or force the ability to put patterns and elements into their appropriate relationships. The Ranks are not literal, but the comparative level of organization to thought.

RANKS	1	Infant
	2	Uneducated
	3	Grade School
	4	Junior High School
	5	Some High School
	6	High School Graduate
	7	Some College
	8	College Degree
	9	Postgraduate Degree
	10	Recognized Brainiac

AUTOMATIC SKILLS: First Aid, Own Language and Perception.

MEMORY

The data your character has amassed through his/her life, including formal education, life experience, news, and gossip.

RANKS	1	Infant
	2	Medically impaired
	3	Found lost and wandering
	4	Usually comes to the right home
	5	Remembers birthdays
	6	Average
	7	Crossword Puzzle Master
	8	Knows obscure facts
	9	Reliable resource
	10	Living Encyclopedia

AUTOMATIC SKILLS: Arithmetic, General Education and Local Area.

MOXIE

Not just the brashness or courage of a character, but the combination of performance and the composure to carry off difficult actions.

RANKS	1	Infant
	2	Will only advance with an armed escort
	3	Cowardly
	4	Timid
	5	Cautious
	6	Average
	7	A Little Brazen
	8	Bold
	9	Courageous on the verge of foolhardy
	10	Flirts with obvious danger

AUTOMATIC SKILLS: Bargain, Endurance and Shoot.

MEANS

Both personal wealth and access to the toys and tools of the world. This includes the way you can get other people to do what you want.

RANKS	1	Infant
	2	Hiding from creditors
	3	Unemployed
	4	Dreams of Livign from Check to Check
	5	Living from Check to Check
	6	Average, Self-supporting
	7	Has a little tucked away
	8	Living on inheritance
	9	Investments have paid off <i>very</i> well.
	10	Some nations borrow from him/her

AUTOMATIC SKILLS: Access, Influence and Lifestyle.

MYSTERY

Beyond the everyday world. This is a measure of your characters ability to connect with or understand things that happen outside the limitations of scientific observation. (See the **MYSTERY** section)

RANKS	1	Infant, Invalid
	2	Has enough trouble with realities we share
	3	Wouldn't believe it if it bit him/her
	4	Knows people who believe
	5	Average, believes what can be seen/touched
	6	Average, believes in the spiritual
	7	Has personal experience of the supernatural
	8	Regularly experiences the unexplained.
	9	Actively participates in the paranormal
	10	Lives in a <i>very</i> different reality

AUTOMATIC SKILLS: None. You may be given a Mystery skill by your GM, but it will be for you to identify the skill, name it and determine its effects, limitations and control.

MORALE

Morale gives players control over story and game play. Morale begins with a base of one.

There are two Morale scales. The Full scale shows the Morale attribute. The Temp scale shows how much Morale can be used in the game; a character gets twice as much temporary Morale as their full Morale.

Temp Morale may be spent during a game to buy additional dice to add to any roll, including initiative to give you a second action during a round of combat (with a potential of six actions in the round); to buy a "flashback" that gives you a contact, piece of equipment or information that is needed in the moment; to ignore wound penalties from that round.

When you have more than one Morale, you can use them to buy extra dice to improve your roll. After you have rolled your original 1d20, another d20 can be rolled and deducted from the first roll. The costs for additional dice use a rising scale. To buy one die costs one temp Morale, but to buy a second costs two more, for a total of three. To buy three dice would cost six temp Morale.

A temporary Morale can be spent to ignore wound penalties for Morale rounds of combat, or one action, whichever is longer.

NOTE: a player may have a new idea for using Morale and suggest it to the GM for game play. Morale is an open mechanic to give players more control over game play.

A point of Full Morale may be permanently "spent" to buy off an unfavorable result of die rolls, including death.

Additional Morale may be earned through role-playing to the benefit of the genre and story.

Temporary Morale is used during game play and regenerates to the level of full Morale at the beginning of each session.

Morale Begins at one and is increased at character creation like any other Attribute.

AUTOMATIC SKILLS: None – you start the game with 1 point of Morale, which restores at the beginning of each game session.

GENERATION Each player character begins with a description of their life to this point. The GM may award additional points for written descriptions of a specific length. Give a brief description of the characters family, surroundings, schooling, military service (if any), legal and political attitudes (if pertinent), beliefs, occupation and interests.

SKILLS Skills are related to specific Stats. The following list is suggested and may be changed by the agreement between GM and players.

You have 3xRank points to buy skills under each Stat. During game play the Stat Rank is added to the Skill rank for a target number. It is often wise to have one or two things you can do very well and a variety of lesser abilities. Calculate the available points for buying new skills or improving existing skills. Negotiate new skills with your GM. All changes are subject to the GM's approval.

No skill may exceed a rank of 9.

HOBBIES You have 8 points to spend for Hobbies – skills for the character from individual interest. You may also add points from the skill under the Stat associated with the Hobby. No hobby may exceed a rank of 9.

GENERATION SUMMARY

1. Create concept and background, with upbringing, occupations and hobbies.
2. Each stat has a base of 1. Distribute 61 points into Stats. One stat at 10, not other stat above 9.
3. Determine which automatic skills under each Stat are at -2, -3 and -4.
4. Calculate each stat x 3 and buy new skills, upgrade automatic skills or buy ranks in Hobbies.
5. Define Hobbies, Themes or Flaws.
6. Determine armor (if any), weapons, and gear.

SUGGESTED SKILLS

MUSCLE SKILLS

Club
Feat Of Strength
Fist (Automatic)
Lift (Automatic)
Polearm
Staff
Strongarm
Sword
Throw Unbal. (Auto)

MIGHT SKILLS

Balance
Blades
Bows
Brawl (Automatic)
Crossbow
Disarm
Hand To Hand
Kick (Automatic)
Knife (Automatic)
Melee Weapons
Missile Weapons
Nets
Tackle
Throw (Balanced)

MOVEMENT SKILLS

Acrobatics
Boating
Climb (Automatic)
Conceal
Dodge (Automatic)
Jump
Run (Automatic)
Skate
Stealth
Swim
Tumble

MEANS SKILLS

Access (Automatic)
Bribe
Contacts
Contacts
Influence (Automatic)
Lifestyle(Automatic)
Society
Style

MOXIE SKILLS

Ambush
Animal Handling
Arts
Bargain (Automatic)
Bite
Carouse
Carving
Contacts
Creature Care
CriminalBurglary
Dancing
Disguise
Drawing
Drinking
Endurance (Automatic)
Etiquette
Fast Talk
Fence
Firearms
Foraging
Forge
Gaming
Improvised Weapon
Interrogation
Intimidate
Juggling
Lead
Mimic
Orating
Painting
Pick Locks
Pick Pockets
Play Instrument
Prestidigitating
Pursuade
Resist Drug
Resist Torture
Scrounge
Sculpting
Seduce
Shoot (Automatic)
Singing
Smuggle
Society
Story Telling
Streetwise
Tailing
Teaching

MIND SKILLS

First Aid (Automatic)
Own Language (Auto)
Perception (Automatic)
Evaluate
Search
General EducationInformation
Search
Judge
Language Specific
Lie Detection
Literacy
Navigate
Philosophy
Read/Write
Ride
Tactics

MEMORY SKILLS

Arithmetic (Automatic)
Current Events
Diagnose
Fauna Recognition
Flora Recognition
General Ed. (Automatic)
Genetics
Geography
Geology
Getting Around (specific)
History
Journalism
Legends And Lore
Literature
Local Area (Automatic)
Lore
Medicine
Occupational (Specific)
Pharmechology
Psychology
Psychotherapy
Specialty
Surgery
Survival
Traveler
Underground Info
Weather

You and yoru GM can come up with new skills associated with a Specific Stat.

INTO ACTION The story depends upon the imagination and description between the players and gamemaster. The gamemaster describes the setting, the NPCs and results of actions. The players describe their action, intent and desire from their activities. The better the narrative between the members of the game the clearer the adventure becomes in each player's mind.

When civil intercourse and diplomacy fail, there will be actions taken and when there are opponents, those actions may take the form of combat. For combat first roll Advantage to determine what opportunities you have in each round. Count down from the highest number to one and each player and NPC takes his/her action in turn. If a character has more than one action, the second is taken after everyone takes their first action. Third actions are taken after everyone with a second action has had their turn.

ADVANTAGE Advantage is based on a 1d20 roll at the beginning of each combat round. A combat round is four seconds of time. Countdown through the Advantage from 20.

- 20 No movement is possible.
- 19 Defensive Action Only
- 18 Defensive Action Only
- 17 Defensive Action Only
- 16 Defensive Action Only
- 15 One Action - Attack at -10 or Defense
- 14 One Action - Attack at -10 or Defense
- 13 One Action - Attack at -10 or Defense
- 12 One Action - Attack at -5 or Defense
- 11 One Action - Attack at -5 or Defense
- 10 One Action - Attack at -5 or Defense
- 9 One Action - Attack at -2 or Defense
- 8 One Action - Attack at -2 or Defense
- 7 One Action - Attack or Defense
- 6 One Action - Attack or Defense
- 5 One Action - Attack or Defense
- 4 One Action - Attack or Defense
- 3 Two Actions, Attack or Defense
- 2 Two Actions, Attack or Defense
- 1 Three Actions, Attack or Defense

COMBAT Combat is not just a case of die rolls. The narrative of the moment will dictate certain things are not possible, other things are probably and still others are mandatory.

For combat results, roll 1d20. The number is direct competition - the attack against the defense. Modifiers are applied after the initial roll. Low number takes the round.

It is possible for you to succeed at a skill, but still take damage when the attacker rolls better than you do.

In a combat, the low number takes the round. There are three rules that govern combat and damage.

- 1) If the Defender makes a Roll to defend against an Attack and succeeds, but the Attacker rolls lower, the damage is the difference between the Attacker's level of success and the Defenders level of success.
- 2) If the Defender rolls under the Attacker, the attack fails. No damage is taken.
- 3) If the Defender fails a roll, the Damage is the difference between the Attacker's skill level and the number rolled.

COUNTER ATTACK

If the Defender chooses to counter-attack, both participants in the round will deliver damage equal to the difference between their skill level and their successful roll, minus an automatic roll to Evade for each attack, unless the situation does not allow for any attempt to Evade.

HIT LOCATIONS

	BODY PART	ROLL	DAMAGE MOD.
	Skull	1	+3
	Jaw/Face	2	+2
	Neck	3	+3
	Traps *	4	-
	Chest *	5-7	+1
	Stomach *	8-9	+2
	Hips *	10-11	-
	Gahoolies *	12	+3
	Thigh *	13-15	-
	Knee *	16	+2
	Calf *	17-18	-
	Ankle *	19	+1
	Foot *	20	+2

* Front, Back, Right,
Left determined
by situation

DAMAGE

Damage has a long term effect. Wounds distract from mental attempts, cause limitations to physical actions and continue until the wound is hilled.

% OF BODY	EFFECT	MECHANIC
<10%	Slightly stunned	One rounds at +5 penalty to any action.
11% - 25%	Light wound	+ 3 penalty to any action until healed
26% - 50%	Serious wound	+ 5 penalty to any action until healed
51% - 75%	Grave wound	+10 penalty to any action until healed. Successful roll on MIND to remain conscious (no penalty)
75% - 90%	Critical wound	+15 penalty (1 always succeeds) to any action. Successful roll on MIND to remain conscious (+ 5 penalty)
91%-110%	Near Death	No action possible, Successful roll on MIND to remain conscious (+10penalty)
111%-150%	Coma	Unconscious, cannot recover until healed to 0 BODY.
200%	Dead	No healing possible.

HEALING

Healing can be accomplished with success rolls on First Aid, use of Professional medical skills. Grave, Serious and higher wounding requires Medicine to elevate to the level where First Aid is effective.

	FIRST AID	MEDICINE
SUCCESS AT RANK OR BELOW	+2	+2
A NATURAL 1 (ALLOWS REROLL)	+1	+2
A SECOND SUCCESS ON A NATURAL 1	+1	+1
	4 Total	5 Total

No character can be healed more than 5 points of BODY can be restored in one day.

ARMOR

Armor purchases provide a flat for armor protection from damage. If your opponent has succeeded with hitting your character, your damage can be reduced.

Three questions must be answered.

- 1 - Where were you hit?
- 2 - Do you have armor there?
- 3 - Is it the right kind of armor?

TYPES

A variety of armors can be used, and usually only the armor appropriate to the setting can be used. Check with your GM. Cost is according to the campaign setting.

Leather And Fabric		Coverage	B	S	P	E
Leather Shoe/Boot	L A F	4	3	3	4	
Canvas Shoes	F	1	-	-	4	
Felt Hat	S	1	-	-	3	
Heavy Long Coat	T C B H G U K	1	-	-	3	
Heavy Uniform	T C B H G U K L	1	-	1	3	
Leather Boots	L A F	4	3	2	4	
Leather Shoes	A F	4	3	2	4	
Leather Chaps	U K L	4	3	2	4	
Leather Jacket	T C B H	4	3	2	4	
Leather Pants	H G U K L	4	3	2	4	
Leather Vest	C B H	4	3	2	4	
Leather Helmet	S	4	3	2	4	
Pith Helmet	S	1	4	2	3	
Powdered Lead	T C B	6	4	5	2	
Wool Cloak	T C B H G U	1	-	-	3	
Wool Suit	T C B H G U K L	1	-	-	3	
Wool Trousers	H G U K L	1	-	-	3	
METAL						
Helmet	S	7	5	3	-	
Metal Plate	S J N T C B H G U K L A F	7	5	3	-	
Ring Mail	S J N T C B H G U K L A	1	3	-	3	

Effective Code: Bludgeon (B), Puncture (P), Slice (S), Burn/Electrical (E)

Coverage Codes: A - Ankle, B - Belly, C - Chest, F - Foot, G - Gahoolies, H - Hips, J - Face or Jaw, K - Knee, L - Lower Leg (Calf), N - Neck, S - Shoulder, T - Trapezius (Shoulder), U - Upper Leg (Thigh)

WEAPONS

Weapons are based on “factors.” Ranges are in yards.

“Reload” indicates the number of loads to be loaded/the number of rounds required to insert the loads. A 7/1 means it takes one round to load a clip with seven loads. A 1/2 means it takes two rounds to prepare the next load.

Factors indicate additional damage for each complete factor. For example, if the weapon is Factor 5, for every 5 points of damage done, add an additional point of damage. A weapon with factor 4 damage does 12 points of damage, then adds 3 points for a total of 15. The same weapon doing 11 points of original damage only adds 2 points of damage (there are only two complete factors of 4).

MELEE	FAC	RANGE	ROF	Samplep
Small Club/Stick	8	5	n/a	Billy Club
Moderate Club	6	4	n/a	Baseball bat
Big Club	4	3	n/a	Large table leg.
Small Knife	7	7	n/a	Utility Knife
Moderate Knife	6	6	n/a	K-Bar or Survival knife
Big Knife	5	5	n/a	Kukri
Small Sword	5	5	n/a	Machete, Rapier, Epee
Moderate Sword	4	4	n/a	Cavalry saber
Big Sword	3	3	n/a	Claymore

RANGED	FAC	RANGE	ROF	Reload*
Small Sling	8	9	1	1/1
Moderate Sling	6	12	1	1/1
Big Sling	4	15	1	1/1
Small Bow	6	10	1	1/1
Moderate Bow	5	12	1	1/1
Large Bow	4	14	1	1/1
Small Crossbow	5	12	1	1/2
Mod. Crossbow	4	14	1	1/2
Large Crossbow	3	16	1	1/2
Moderate Spear	5	14	1	n/a
Big Spear	4	16	1	n/a

FIREARMS	FAC	RANGE	ROF	Reload*	Example
Small Handgun	x2	12	2	6/3	.22 or .25 caliber
Small Handgun Auto	x2	12	2	6/1	.22 or .25 caliber
Mod. Handgun	x3	16	2	5/3	.38 cal./9 mm Barretta
Mod. Handgun Auto	x3	16	2	5/1	.38 cal./9 mm Barretta
Large Handgun	x4	20	1	7/3	.45 caliber / 10 mm
Large Handgun Auto	x4	20	1	7/1	.45 caliber / 10 mm
Shotgun, 12 gauge	x3	12	1	8/1	Remington 870
Shotgun, auto, 12 g.	x3	12	7/1	3	Atchisson Assault
Shotgun					
Small Rifle	x3	50	1	12/2	.22 Winchester
Moderate Rifle *	x3	50	1	12/2	Winchester .30-08
Small SMG	x2xHits	25	1//3/30	30/1	.25 caliber Skorpion
Grenade	8/6/4	6	1	1	See “Area Effect”

* Reload shows # of shot before reload / actions to reload.
A scope on a rifle gives Bonus or 3 to the roll.

Oracle

Retro/Pulp RPG System

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Player
 Character
 Background
 Occupation
 Interests

Mug Shot

STATS AND SKILLS

BODY

MUSCLE	MIGHT	MOVE	
Fist	Brawl.....	Climb.....	27
Lift	Kick.....	Dodge	26
Throw (unb.).....	Knife.....	Run.....	25
.....	24
.....	23
.....	22
.....	21
.....	20
.....	19
MIND	MEMORY	MOXIE	18
First Aid.....	Arithmetic.....	Bargain.....	17
Own Lang.	General Ed.	Endurance	16
Perception	Local Area	Shoot	15
.....	14
.....	13
.....	12
.....	11
.....	10
.....	9
MEANS	Hobbies, Flaws, Themes	LOCATION ROLL MOD. ARMOR	8
Access.....	Skull 1 +3	7
Influence.....	Jaw/Face 2 +2	6
Lifestyle	Neck 3 +3	5
.....	Traps 4 -	4
.....	Chest 5-7 +1	3
.....	Stomach 8-9 +2	2
.....	Hips 10-11 --	1
.....	Gahoolies 12 +3	0
.....	Thigh 13-15 -	-1
MORALE 0 0 0 0 0 0 0	MYSTERY 0 0 0 0 0 0 0 0	Knee 16 +2	
WEAPONS		Calf 17-18 -	
.....	Ankle 19 +1	
.....	Foot 20 +2	
.....		
.....		

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THEMES & FLAWS

In Pulp adventure it is common for a character to have a weird power. These are usually not taken as "Super" powers, but along the lines of "cloud men's mind," "mystic visions" or an increased sense or ability. You have the option of one Theme at a rank of 4 without cost. You may trade your original theme for the indicated number of Stat or Skill points. Themes or Flaws may be purchased at levels of 3 points (one Flaw or Theme), 6 points (two Flaw or Theme) or 9 points (three Flaw or Theme). You may take a Second Theme at 4 or add 4 to your first Theme with 1 Flaw, or you may take a Flaw for the indicated Stat or Skill points. You may take a second Flaw to add to either of your previous Themes or trade for the indicated Stat or Skill Points.

You are not required to have a Theme or Flaw.

THEMES

Pulp powers are not on the "Super" hero level, but edges, bumps and advantages the character can call upon for an added edge in a role-playing situation. A Theme requiring a die roll must be defined in terms of a governing Stat. A Theme that gives a situation or a nifty toy does not require that definition or die roll.

You may opt to not have a Theme power and trade the value of the themes for additional bonuses in the trade-out scale.

PHYSICAL/MENTAL THEMES - An ability theme might allow a level of 3, 6 or 9 points added to a specific stat, automatic, skill, or created as a designated ability.

PSYCHIC THEMES - An ability theme might allow a level of 3, 6 or 9 points based on Mystery or created as a separate paranormal ability; such as telepathy, telekinesis, clairvoyance, clairaudience, psychometry, cloud men's minds, control, speak to animals, commune with dead, control another mind, etc.

SOCIAL THEMES - You may opt for a theme that reflects your social functioning - having a sidekick or a follower, being gorgeous, having social or business introductions to people in different locations, or a similar enhancement in social functioning. Social themes do not require a roll, they are simply with the character and used by the GM as part of the narrative.

SPECIAL NOTE ON SIDEKICKS - You may buy a Sidekick as a theme. This generates a second character which is then controlled by the GM but disposed to help your character. You can take up to three sidekicks with your basic Theme and two Flaws, but may not vest one sidekick with additional skills or abilities. Sidekicks cannot have themes or flaws for additional points. Sidekicks also make a handy backup should something *horrible* happen to yours. (It happens.)

NOTE: A player may have ideas for Theme Powers beyond the GMs preconcep-tions and are welcome to present them for use by their characters.

FLAWS

A flaw is a character, psychological or physical defect that would have an effect on the character during game play. A FLAW may be as simple as an odious personal habit, a phobia or weakness. It may include a missing limb, a hard-to-hide identity or an association with a person or group who have a negative effect on the character's action in the adventure.

If you take a second THEME you must have one FLAW.

You may take a second FLAW for an additional aspect to a THEME or to trade for other values.

NOTE: A player may have ideas for a Flaw beyond the GMs preconcep-tions and are welcome to present them for use by their characters.

TRADE OUTS

A FLAW or a THEME may be traded for other parts of character development. Use the following scale:

TRADE VALUES

1 Theme @ 3 =	1 Flaw	1 Stat Rank	+3 Skill Points
1 Flaw @ -3 =	1 Theme	1 Stat Rank	+3 Skill Points
2 nd Theme =	1 st Flaw	1 Stat Rank	+3 Skill Points
3 rd Theme =	2 nd Flaw	1 Stat Rank	+3 Skill Points

You may opt to have no FLAWS and trade your basic Theme for other points.

Use of points from Trade Outs do not effect other limitations on Attributes, Stats or Skills.

ROLE-PLAYING BY AGREEMENT

(WHAT TO EXPECT FROM THIS GM AND CAMPAIGN)

Before gaming some agreement is necessary. Not just agreeing on place and time, but goals and methods.

James West, a friend and fellow game designer, has concluded that games are successful when a) Players get their characters to work the way they want them to work, and b) the GM gets his/her primary plot or theme addressed.

As a GM, I do not think winning because you have more/bigger guns, unlimited resources or unfair advantage over the adversary or other players. I find it satisfying and heroic when someone succeeds because they come up with a better idea, find a new use for tools they already control or does a complete heroic plunge into certain death to accomplish the higher good.

This means I like low power, low technology settings where the human factor outweighs the latest invention or idea.

I like heroes, so I'm not sympathetic to villains, in any form, or those who casually off a bus load of nuns or kill a few innocents to get the heroic confrontation with the villain.

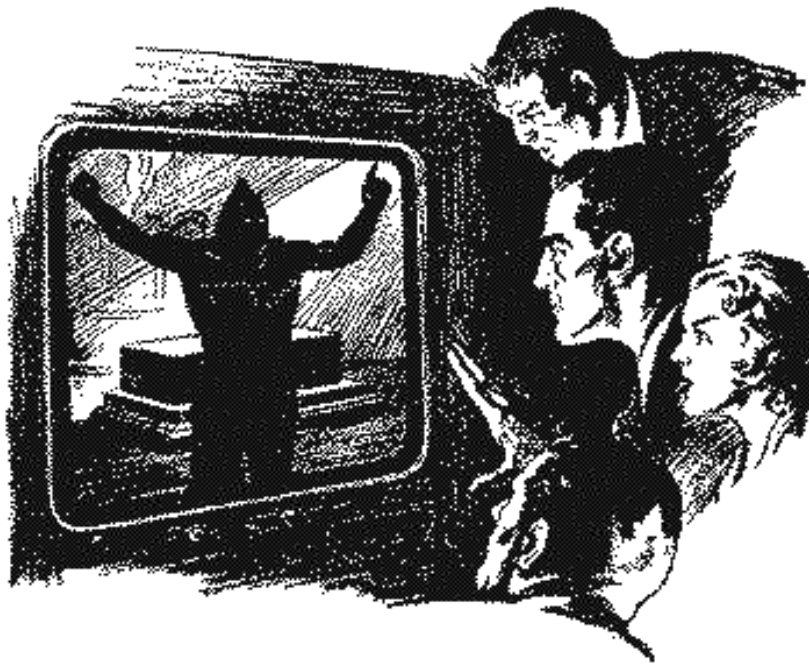
I like players who surprise me with creativity and who value the triumph of good over the luxury and excessive indulgences of evils.

The logic of Fuzions requirement that you have both the aptitude (Stat) and the training (Skill) to succeed, the simplicity of Max's original Tangent design, the player control championed by James West, the simplicity of the limited stat game as designed by Ken Davis, provide a minimum toolbox from which we can build an epic adventure. Together.

If you agree. For your part you need to describe to me what you want from your character and how you expect that character to work. Not in front of the whole group - it is good for a character to have some secrets from the group. But let me know.

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FOR GMS ONLY

MYSTERY (Optional Rules)

Mystery can be used in normal games when dealing with issues of religion, philosophy and human interaction. It can be used to create an element of connection between PCs, or between PCs and NPCs.

Mystery is the tool of the GM to add atmosphere and flavor to the game. It can also elevate a game into a world of weird powers and active supernatural forces.

The suggested use of Mystery in the creation of abilities within the player characters *of which they are unaware*. The GM tracks an ability for the character, it's level and required rolls, and call for anonymous "fate" rolls during the game. The PC may find that they suddenly gain information or complete an action for which they had no reasonable hope of success. In the course of the game the player may have an idea of having a Mystery ability, note it on their character sheet with a name they make up, and track the rolls that were successful to discover their level of ability in this new area.

Once a PC begins using a Mystery ability, they still have to discover what its limits are, and how to make it stop!

For example: The GM may have granted a passive Telepathy to one of the player characters and information may be suddenly taken or become available that is not explained through the action and information available in the narrative. The player begins to suspect the ability, tries a particularly important roll and fail – resulting in a debilitating headache for several rounds. And – maybe – a bunch of conflicting thoughts and ideas that are not their own.

This method of giving clandestine powers was used successfully in a six year campaign called "The Taint" and has not been published.

The following suggestions are not a definitive description of all possible Mystery skills, but a suggestion of some abilities that can be added to your campaign within the flavor of a traditional "pulp" adventure.

Feel free to come up with your own abilities or even adapt low level "super" powers from other games your group has enjoyed.

Always look for ways to use the secret abilities to add a new level of fun and weirdness to your game.

Remember, if people aren't having fun, it isn't a good game.

MYSTERY SKILLS AND TALENTS

Mystery skills and talents are a key part of the common pulp scene. These may represent a genetic oddity among humans, or a mystic force that channels itself through a character, or a superscientific technology that may be perceived as magic.

Mystery skills may be dependent on something other than Weird - where indicated the Weird ability links to an indicated Characteristic.

Mystery abilities are rolled with an increasing difficult of 3 points. On the first roll, you have the full score on 1d20 as your target. On the second roll it is the score -3 on 1d20, the third try is -6 on 1d20, and so on. The character may not roll on a penalty that takes the effective roll to 0 or below.

This list is combined from HERO Games "Justice, Inc.", FGU'S "Daredevils", GURPS "Cliffhangers," "The Taint" and other sources.

ABSOLUTE TIME SENSE	Ability to accurately judge the passage of time since the last confirmed time check. Also can judge time periods between events. Roll as Perception.
ASTRAL	Can leave the body for reconnaissance or exploration for 5 seconds of every point of success in the roll. May use normal rolls of Sight or Hearing to observe. At the end of the period, the astral body returns to the physical body. Roll with Mystery.
AURA VISION	Can see otherwise invisible halo of light around a sentient being and determine the natural or momentary state of mind, mood or abilities. Roll with Perception.
BLAST	The ability to create a wall of force that can push a target away. Roll with Muscle.
BOLT	Can manifest bolt of energy that strikes with the both Bludgeon and Burn damage. Roll with Mystery.
BUMP OF DIRECTION	Ability to correctly determine north and south without external references.
CLAIRAUDIANCE	The ability to gain the sound of a distant place or event. Roll Skill with Mystery.
CLAIRVOYANCE	The ability to gain a vision of a distant place or event. Roll Skill with Mystery.
CONTROL	A target may be temporarily controlled by the character, limited to Weird-times-yards, for 1 second of each point of success in the roll. May be resisted by similar power or Mystery. Roll with Mystery.
DANGER SENSE	A "sixth sense" to alert the player to impending danger, such as an ambush, animal attack or mechanical threat Mystery.
DOUBLE JOINTED	Can flex beyond normal range of motion to slide into narrow openings, escape bonds or reach items out of the normal grasp of the character's Might.
DOWSING	Can use a "witch rod," pendulum or dowsing stick to locate a specific type of item that is hidden from view. Roll with Mystery. This is type specific and must be identified before the aume begins - metal, water, living beings, etc.
EMPATHY	The harmonic ability to sense another persons emotion or physicicla condition. Roll with Mystery.

ENHANCED SENSE	One of the five physical senses with a bonus to Perception.
HEAL	Can heal a person or animal at the rate of 1d20 per day. On a natural 1, the roll is 2d20 for the day. Roll with Mystery.
IMMUNITY (SPECIFIC)	This is immunity to physical substances and conditions, such as poisons, drugs, disease, etc. May not be used for immunity for weapons.
LIVING CALCULATOR	Can perform complex calculations without external aids, such as pencil, paper or sliderule.
MELT	The character can melt into shadows to become invisible to an opponent or escape detection. The invisibility will last for 1 minute for every point of success in the roll.
MISSILE DEFLECTION	A psychic physical effect which can redirect missiles (bullets, arrows, thrown objects) up to 45° away from the character.
PERFECT PITCH	Can identify the exact vibratory rate of a sound, whether human voice or mechanical.
PRECOGNITION	The ability to see "echoes" from the future and know events that have not yet occurred.
PROJECT	Can create an image of the character's choosing for 1 second of every point of success. Limited to line of sight.
PSYCHOMETRY	A harmonic ability to receive information about people, places and things by coming into physical contact with an object that was formerly physically held by or located in the target of the knowledge.
RETROCOGNITION	The ability to know events that have passed outside the character's experience. Unlike psychometry, this does not require a physical object for focus, but does require being in the physical location where the events occurred. Roll with Mystery.
SELF HEALING	The ability to force one's own tissues to knit and restore at a rate of 1d20 per 12-hours for a maximum of 3 days. The use of this power may cause pain to the character experiencing the regeneration. Roll with Mystery.
SENSITIVE	The ability to pick up clues that are not available to other people in the same situation - may be considered as a psychic or hyper-vigilant function.
SIMULATE DEATH	Can reduce pulse and respiration to near comatose effects for long periods of time without suffering from ill effects. A few moments are required to enter and leave the simulated death state. Roll with Mind.
TELEKINESIS	The ability to use the mind to move up to 1 pound for every point of Rank in Strength. Limited to line of sight. Roll with Might.
TELEPATHY	The ability to plant or receive specific words or images from a specific individual without physical communication. Limited to 1/4 mile for every point of the ability. May also be used to fight being the target of another character using Telepathy against the character. Roll with Mystery.
TRANCE MEDIUM	The ability to receive information from dead spirits. The character will have no direct memory of what is said and must depend on other characters to explain the information that was learned. GM Rolls with Character's Mystery.