# WEIRDNESS
## Adventure Roleplaying

pre-Ashcan Edition v5.4

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pre-Ashcan Edition

**Design, Writing, Art, Layout:** Charles Andrew Bates

There are many excellent roleplaying games out there—too many to name here. Thanks to everyone who has channeled their passion and dedication into creating these games and bringing hours of enjoyment to countless players. A special shout-out to the original versions of West End Games' *Star Wars Roleplaying Game* and White Wolf Publishing's *Adventure!,* each of which had a major impact on both my personal and professional life. But most of all, thanks in advance to you—I hope you enjoy the game!

You can check out story characters here
Also, a character sheet template is available here

# Contents

# Welcome to WEIRDNESS

As the title suggests, **WEIRDNESS ADVENTURE ROLEPLAYING** is a game of collaborative make-believe. It's similar to "let's pretend" or improvisational theater, though with rules that provide a framework for the story that you and your friends create together.

In **WEIRDNESS**, you and your friends take on the roles of adventurers who deal with all manner of incredible and unusual things that lurk in— and burst forth from—the hidden corners of the world. You can be anyone you like—whether a four-color superhero, a two-fisted explorer, an occult investigator, a mad science inventor, an alien ambassador, a mysterious cryptid, or virtually any other concept you can imagine.

The game itself celebrates the bizarre, taking cues from stuff like *Hellboy* and *Tremors*, *The X–Files* and *X–Men*, *Big Trouble in Little China* and *The Umbrella Academy*, *Nextwave* and *Planetary*. That said, you can play it however you like—whether as a pulp adventure serial, a traditional superhero series, a mysterious investigation drama, a monster-of-the-week adventure, or anything else that suits your fancy. Likewise, you can use as much or as little of

this book as you want. The default **WEIRDNESS** setting is a mash-up of my favorite tropes—pulp, mad science, superheroes, supernatural—but you're not required to use that world exactly as written. You can change whatever you like in the setting, or even jettison it entirely and choose some other backdrop for your games.

# The Basics

This book has two primary uses: First, as a source of inspiration for the characters you and your friends create and the stories that you tell together. Second, as a rules framework to help resolve conflicts between characters within the game, and to provide guidelines for what happens in the stories that unfold.

The whole idea of **WEIRDNESS** is to create interesting characters that experience all manner of exciting adventures, under the Story Editor's guidance. Much of the time, you can all simply play out characters' efforts and interactions. When conflict erupts, the dice come out.

A player is just that—someone who plays a character (typically called a "hero") in the game. The Story Editor (also called the "gamemaster" in other games) plays as well, but they develop the adventures that the heroes will go on and take on the persona of anyone else in the game with whom the heroes interact—from an incidental encounter with a random bystander to the climactic battle with the main villain and his army of minions.

Everyone should review the RULES chapter since that covers the framework upon which the game's rules are built. From there, players can dive into the CREATION chapter, followed by the ABILITIES, GIFTS, and POWERS chapters. The Story Editor should check those chapters out also so that they can create story characters and understand how powers work. Plus, STORY TOOLS is a helpful read for tips on how to run engaging stories.

# The Fundamentals

Playing **WEIRDNESS** boils down to three main points:

- ▲ Be cooperative
- ▲ Use common sense
- ▲ Embrace the genre

# Be Cooperative

A fun and memorable game is a group effort. Roleplaying is a cooperative activity, after all. The players—including the Story Editor—all work together toward common goals: to create interesting stories and to entertain everyone at the table. Here are some suggestions on how best to accomplish this.

Encourage one another. If someone does something cool, or has a great idea, let them know. This creates a supportive environment and shows everyone what kind of game you enjoy.

▲ **Respect boundaries.** If anything in the game makes someone uncomfortable—whether a comment, a plot element, or a topic— respect that and avoid it. The person who's uncomfortable doesn't need to explain why; they may simply indicate it by placing a pre-designated die on the table, raising their hand, using John Stavropoulos' X-Card, or some other agreed-upon method.

▲ **Be considerate.** Don't hog the spotlight. When the players give each other the opportunity to take center stage, they all have the chance to shine.

▲ Embrace setbacks. Don't get frustrated if things are going badly. A setback can give rise to surprising and exciting new directions in the story and can make the eventual victory all the sweeter.

▲ **Being flawed is fine; being a jerk isn't.** Playing a flawed character can be fun, but don't go so far with it that you make the other players miserable. Being "true to your character" is not an excuse for ruining the game.

# Use Common Sense

The rules are always simply guidelines; the priority always goes to what you and the other players think makes sense. If a rule contradicts how you think things should work in your game, change or ignore the rule.

In fact, only use the rules if you need to. Saying "here's what happens" is often a better solution than trying to force-fit things into the rules.

When the rules are used, differences of opinion are bound to arise. There's nothing wrong with this—some debate can be healthy. However, it shouldn't

disrupt the game flow or devolve into an argument. If a rule discussion takes longer than a minute, the Story Editor should make a ruling and move on. The group can revisit the discussion after the game session if they feel the need.

## Embrace the Genre

**WEIRDNESS** is a game inspired by comics—primarily pulp, supers, and mystery—and the rules are designed to support the form and style of these types of comics. This is why there aren't rules for ammunition, for instance. It's a genre convention that characters only run out of ammunition when there's a dramatic reason for it. Otherwise, you should assume reloading happens at a convenient moment and focus on the more interesting stuff.

Follow that approach with other things as well—driving, eating, going to work, paying bills, sleeping, visiting relatives, and the like. These things happen, of course, but the game's focus is on exploring incredible mysteries and wielding amazing powers.

Also worth noting is the genre trope of the twist, or cliffhanger. Comics are rife with sudden reversals of fortune, surprise treachery and alliances, uncovering secret clones or twins or versions from parallel dimensions, and other shocking revelations. That's part of the fun of comics, and of this game. So, roll with the changes, and see where the story takes you!

# What You'll Need

To play **WEIRDNESS**, you'll need the following:

- ▲ A copy of the game (looks like you're all set there)
- ▲ Paper and a writing implement (or a device on which you can take notes)
- ▲ A handful of 6–sided dice (you can get by with one, but it's easier with more)
- ▲ A few friends and your imaginations!

# RULES

Action drives the story you and your friends create. This chapter covers the fundamentals of doing things in **WEIRDNESS**—what's involved with rolling dice, how combat works, the impact of environmental factors, and more. See subsequent chapters for traits, skills, gifts, powers, and equipment that build upon these fundamentals.

## Rolling Dice

When you want to accomplish something in the game, just say what you want to do. A straightforward or mundane task simply occurs as part of your roleplaying and doesn't require a dice roll.

You roll dice when the outcome is in doubt. This is resolved through the four-step process outlined below. For a deeper dive, see also SETTING A CHALLENGE.

1. **Dice pool.** Roll one or more 6-sided dice (indicated by "#D"; e.g., 1D, 2D, 5D).

2. **Bonus/Penalty.** Certain factors such as powers or environmental conditions may adjust your dice pool; this applies a bonus or penalty to your roll.

3. **Opposition.** The factors resisting your efforts, represented by a roll (active opposition) or a static number (passive opposition).

4. **Result.** Subtract the opposition number from your roll. If you get a positive result, you succeed.

# Dice Pool

Your **dice pool** uses a number of 6-sided dice equal to the rating of the **ability** best suited to the roll. This is a **skill** when performing a **challenge** (also called an **action**), or a **trait** when performing a **reaction** (made in response to someone else's skill roll).

Since most of your rolls will be based on challenges, much of the following sections address skill rolls. Reactions function the same way, just using a trait instead of a skill.

The action you're performing should suggest which skill to use—whether attacking someone (**Fight**, **Shoot**), hacking a system (**Tech**), passing yourself off as someone else (**Deceive**), or fleeing in a stolen jumpship (**Operate**). You're free to describe how you perform an action based on the type of person you are and/or the approach you think makes the most sense. Say you want to snatch a vial before it smashes to the ground? That's a **Finesse** roll. Rappel down a mountainside? Use **Exert**. Battling a ninja? Go with **Fight** if you go toe-to-toe with them, or **Shoot** if you want to keep some distance. Want the minion you just captured to reveal the mastermind's lair? You could try to cajole or order them to comply (**Connect**), or there's always physical threats (**Impress**) or outright trickery (**Deceive**). Want to charm someone? Witty banter often works (**Connect**), or perhaps they're more into obscure facts (**Know**).

Skills are designed to be broad, so more than one may be appropriate. In such cases, use the skill with a higher rating.

See Abilities for details on skills and traits and their ratings.

# Rolling the Dice Pool

When rolling your dice pool, **each even number on the result gives you one point** (ignore any odd numbers).

For example, say you roll 5D…

- ▲ …A result of 1, 3, **4**, 5, **6** grants **two** points from the two even numbers.
- ▲ …A result of **2**, 3, 3, **4**, **6** grants **three** points from the three even numbers.
- ▲ …A result of **2**, **2**, **2**, **4**, **4** grants **five** points, one from each even number.

## Untrained Rolls

An untrained roll means you attempt a challenge using a skill in which you don't have any rating. When untrained, you roll only the default 1D from the trait under which the skill is grouped. (Additional dice from a gift, power, or equipment may also apply.)

The Story Editor may declare that you *must* be trained in a skill to try the action you propose—in other words, if you don't have at least +1D skill rating, you can't even attempt the action. This reflects that it may be impossible to do something without proper training. For instance, climbing a rope or telling a lie doesn't require formal training, but formulating an antidote or constructing a bomb does.

# Bonus & Penalty

Certain circumstances can apply a modifier that impacts your dice pool. A bonus or penalty is a blanket adjustment to your dice pool, handled like so:

- ▲ **Bonus.** Reroll any **odd** numbers from your initial result
- ▲ **Penalty.** Reroll any **even** numbers from your initial result

A roll can have only one bonus or penalty. Further, bonus and penalty adjustments cancel each other out.

## Dice Pool Adjustments

Certain gifts, powers, equipment, stunts, and conditions may add to—or subtract from—your dice pool (see individual descriptions). This is separate from—and is subject to—bonus or penalty.

# Opposition

A challenge always rolls against opposition. How you're trying to accomplish it determines whether that opposition is **active** or **passive**. For convenience, in the following section the **instigator** is the one attempting the challenge, while the **defender** is the one opposing the attempt.

## Active (Reaction Roll)

With an **active** challenge, the instigator makes a skill roll while the defender makes a trait roll to oppose it. The defender's roll (reaction) is based on the trait most suitable to oppose the challenge (**Body**, **Mind**, **Motion**, or **Spirit**). Gifts, powers, equipment, stunts, and conditions may adjust the defender's dice pool, just like with a challenge.

A reaction is *not* an action. It's a "free" roll that represents an automatic response to the instigator's efforts—whether the defender is resisting a poison (**Body**), thwarting psychic domination (**Mind**), avoiding an attack (**Motion**), or withstanding an attempt to be swayed (**Spirit**).

Remember, a challenge always occurs when an instigator tries to accomplish something. This establishes the conditions on which their skill roll and the defender's trait roll are based.

For example, on your turn you want to slip past a guard. Since you're the one initiating the action, this makes you the instigator. You roll a skill (**Sneak**) that represents how stealthy you are, while the guard bases their reaction on a trait (**Spirit**) that represents their general awareness.

Let's say instead that you're the one on guard. On your turn, you're on the lookout for interlopers. Again, you're initiating the action—scanning your surroundings—which makes you the instigator. You roll a skill (**Notice**) to try and spot hidden figures, while any defenders make reactions (**Motion**) to avoid being noticed.

## Passive (Static Rating)

With a **passive** challenge, there is no force opposing the attempt. Instead, the instigator rolls against a **static rating** based on the difficulty of the action being attempted (see table).

A passive challenge defaults to **easy**. The Story Editor may increase this to moderate or higher, depending on circumstances.

| Passive Rating | Static Rating |
|----------------|---------------|
| Easy | 1 |
| Moderate | 3 |
| Hard | 5 |
| Impossible | 7 |

# Setting a Challenge

A challenge is based on the fundamental tension between action and opposition. Setting a challenge begins as a brief statement of intent. This informs which skill you use on the roll. Often, more than one skill may be suitable; it all depends on how you approach the challenge.

Remember, a challenge is an action where the potential for complication or failure exists. If that's not the case, no roll is needed; you simply accomplish what you intended.

▲ *Intent.* Attack an enemy

   *Active Challenge.* **Fight** / **Shoot** vs **Motion** reaction

▲ *Intent.* Get information from someone without their realizing it

   *Active Challenge.* **Connect** / **Deceive** / **Insight** vs **Spirit** reaction

▲ *Intent.* Pick up something surreptitiously when no one's looking

   *Active Challenge.* **Finesse** / **Sneak** vs **Spirit** reaction

▲ *Intent.* Restrain someone behaving erratically

   *Active Challenge.* **Fight** / **Force** vs **Body** / **Motion** reaction

▲ *Intent.* Get to your destination before the deadline

   *Passive Challenge.* **Know** / **Maneuver** (easy; higher, depending on obstacles)

▲ *Intent.* Research something online (using search strings and checking forums and sites)

   *Passive Challenge.* **Know** / **Notice** (easy; higher, depending on the topic)

▲ *Intent.* Scale a sheer cliff

   *Passive Challenge.* **Exert** (moderate; higher, depending on the environment)

### Option: Passive Defense

With this optional rule, the defender uses their trait rating as a static rating instead of rolling a reaction.

This can speed up gameplay since there's less dice rolling; however, it tends to benefit the defender.

# Result

To find out whether you succeed, subtract the opposition result—reaction or static rating—from your roll. Any points that remain are your **successes**.

**You need at least 1 success on a challenge to do what you intended.**

| Total Successes | Result |
| --- | --- |
| −1 or less | Failure |
| 0 (tie) | Twist |
| 1 or more | Success |

# Failure

While getting a negative result on your challenge is a failure, it's not the end of the world. Even though that particular action was a non-starter, the game shouldn't grind to a halt because of it. Instead, the Story Editor should use it as an opportunity to suggest alternatives for future actions.

Failure should never make the game less interesting. Think of success and failure as different paths to the same goal: to have a fun gaming experience. Failure is fine. Boredom or frustration aren't.

# Twist

A twist is an unexpected circumstance that occurs while—or perhaps as a direct consequence of—facing your challenge. This reflects the dramatic surprises that are staples of adventure and superhero stories.

The Story Editor typically determines a twist, though players are encouraged to offer up suggestions that suit the circumstance and story.

A twist isn't inherently good or bad. Rather, it's a complication, entanglement, or obstacle that crops up. Think of it like a "yes, and…" improv exercise.

For example, on a twist, you…

- ▲ …hear guards approach while you're in the middle of picking a lock.

- ▲ …round a corner in pursuit of your quarry, only to find yourself in the middle of a massive protest rally.

- ▲ …learn what you need from the target's mind, but leave a telepathic echo that they're sure to notice sooner or later.

Not every twist occurs right away. The Story Editor may keep a twist in their back pocket, to reveal later in the scene or within the same session. Twists should not be held till the next session—though they can be used as a cliffhanger to cap off the current one!

## Twist Examples

Say you question a low-level AXE technician to confirm rumors that AXE is using delta gene research to create custom extranormal beings. Possible twists could be…

- ▲ **Quid pro quo.** The technician will give you information, but only if they get something in return. This could be as prosaic as money but is more likely to be something rare or unique— research from a rival organization, or perhaps even a sample of your DNA.

- ▲ **Exposed.** You get the information, but in doing so reveal to AXE your interest in their operations. As a result, they may decide to take steps against you—or perhaps it turns out the technician was a set-up to begin with!

# Success

Getting at least 1 success on a challenge means you do what you intended. Make a selection from the Success Options table that most closely matches the result you were going for. Options with an asterisk (*) can only be used for attacks.

Any successes you get beyond the first one indicate more impressive results. Each extra success you spend adds one additional option, up to your maximum **Power** rating (or the weapon's **effect** rating, as appropriate).

Mix and match success options however you like, as long as they make sense for the action being performed.

## Success Options

| Option | Effect |
| --- | --- |
| Damage* | Deal 1 damage to the target |
| Edge | Gain a momentary advantage over the target: apply +1D to your dice pool on your next roll against the target |
| Insight | Discover a relevant detail or piece of information. Alternately, this could reveal a vital connection between two seemingly disparate things, or provide an answer to a question you didn't even think to ask |
| Knockdown* | The target is knocked prone unless they succeed at a reaction against a static rating equal to the successes spent on this option |
| Shove* | Force a target (with mass up to your push/pull maximum) back 1 space |

## Option: Free-form Success

Success options are meant to give players a convenient selection of choices that keep gameplay moving. With this optional rule, you ignore the SUCCESS OPTION list (other than that "1 success = 1 damage"). Instead, the Story Editor and players agree to take a "free-form" approach to describe a successful action. The number of successes is merely used as a general guide to how successful the action was.

# Group Effort

With a **group effort**, multiple characters can increase their effectiveness by working together. This can apply to challenges in or out of combat. Each character involved in the attempt makes a separate skill roll, but only the lowest result is used. Then apply +1 success for each character after the first involved in the group effort, to a maximum of +10.

Each individual skill roll is based on what that particular character is trying to accomplish, so different skills may be used. Players are encouraged to think of different approaches that bring to bear a variety of abilities. For instance, triggering various offense powers during a battle can require **Fight** or **Shoot**. Likewise, disabling a doomsday weapon could involve a range of skills—**Tech** to figure out how the weapon was constructed; **Finesse** to remove panels and clip wires; and **Notice** to determine whether there might be any traps.

# Extended Challenge

The Story Editor may declare that a complex or time-consuming task is an **extended challenge**. This may involve disarming a bomb; escaping a burning castle; navigating dense jungle; and the like. The Story Editor sets an extended challenge total (typically 5 or more net successes) that you must achieve to overcome the challenge.

Roll for the challenge as normal and spend any successes against the extended challenge total. If you meet or exceed the total, you succeed at the extended challenge. If not, you can continue the challenge on subsequent actions, adding any net successes each time until you meet the total—or until you run out of time.

An extended challenge may become invalid before you can complete it. For instance, the bomb goes off before you can disarm it; flames engulf the castle before you can find the villain's lair; rival explorers reach the lost city before you; or some other change in circumstance.

# Narrating Challenges

[Lots of examples needed. Can draw from playtesting.]

You're encouraged to describe how your actions influence the story. Part of the fun of roleplaying is collaborating to take things in unexpected directions, and is more interesting for everyone than to say simply "I punch him."

▲ **Example.** The neo-mystic Mason Ajaya wants to translate an ancient Atlantean scroll. This would be a hard passive challenge, but the Story Editor adjusts it to moderate since Mason's background is in ancient civilizations. Since Mason is using the Weirdness Society's extensive library, he adds its 2D gear rating to his **Know** dice pool for a total of 7D—and gets 6 successes! The moderate difficulty subtracts 3 from this total, leaving 3 successes. The first one goes to succeeding at the action—that was the whole point, after all—with the remaining two spent on the insight option. After a brief discussion with the Story Editor, it's agreed that, in the process of translating the scroll, Mason realizes that the writing style and certain word choices are eerily similar to the modern-day celebrity mystic Nil Golden. Is Golden a descendant of the scroll's author… or perhaps was *himself* the author?!

# Benchmarks

Ratings and measurements—whether for attributes, skills, and powers or distances, weights, and material strengths—use **benchmarks**. If there's ever any question as to the limit of a particular benchmark, the Story Editor is the final arbiter, and should—as always—strive for fairness and consistency.

The Benchmarks table lists measurements that are referenced most often—bonus, movement, range, volume, and capacity. Additional benchmarks with examples are listed below.

## Descriptor

The name of the benchmark. While benchmarks are on a numeric scale, each is referenced by a unique **descriptor**—so, 1 is Weak while 10 is Cosmic. Descriptors are used because benchmarks aren't intended as exact measures. Any actual measurements in these rules (e.g., "1 space=2 meters") are rough comparisons included merely for convenience. **WEIRDNESS** isn't a simulation; referencing benchmarks by descriptors instead of precise values is meant to immerse you in the immediacy of the game of "make 'em up" you're playing.

## Dice

Additional dice that the benchmark adds to your dice pool when relevant.

## Movement

Movement is based on spaces, with each **space** measuring roughly 2 meters. Your trait rating determines the movement benchmark for each mode of travel:

- ▲ **Body.** Climbing, leaping, swimming, tunneling.
- ▲ **Motion.** Running, swinging.
- ▲ **Spirit.** Flying, teleportation.

The trait benchmark indicates the number of spaces you can move in one round at a normal pace for run, swing, fly, and teleport movement modes. You can move half this distance for climb, leap, swim, and tunnel movement modes.

Any character can climb, leap, run, swim, and swing under appropriate circumstances. A character must use a power or equipment to fly, teleport, or tunnel.

If you have *super-movement*, add your **Power** rating to the trait to determine your movement benchmark for that mode. (While this can make you ludicrously fast, remember this game emulates comic book adventuring. Set aside pesky details like the fact that moving at stupendously high velocity can ignite the atmosphere.)

Movement benchmarks represent the equivalent of a walking pace, but you also have the option to **rush** or **sprint**:

▲ **Rush.** Multiply base movement by 2; apply +1D to reactions and −1D to challenges.

▲ **Sprint.** Multiply base movement by 4; apply +1D to reactions, but you can take no other actions.

## Range

The distance limit at that benchmark, measured in spaces. A single space is roughly 2 meters.

Every attack has an effective range that uses your full dice pool. Attacking one benchmark rating higher than your effective range incurs a penalty to the roll. You cannot make an attack against a target two or more benchmark ratings higher than your effective range.

Your powers have an effective range benchmark equal to your **Power** rating. Weapon range benchmarks can vary depending on the weapon type (see individual weapon descriptions).

## Area

The amount of space that fills that benchmark, as measured in spaces. A single area is one space in diameter (the equivalent of a roughly 2-meter diameter and containing about 4 cubic meters).

## Capacity

The maximum quantity of individual targets (creatures, objects, etc) that can be affected or that is available at that benchmark.

## Benchmarks

| Rating | Descriptor | Dice | Movement* | Range* | Area* | Capacity |
|--------|-----------|------|-----------|--------|-------|----------|
| 0 | Negligible [Ne] | — | — | Touch | — | — |
| 1 | Weak [We] | 1D | 1 | 2 | 1/2 | 1 |
| 2 | Decent [De] | 1D | 2 | 5 | 1 | 2 |
| 3 | Great [Gr] | 2D | 4 | 10 | 2 | 4 |
| 4 | Superior [Su] | 2D | 8 | 20 | 4 | 7 |
| 5 | Fantastic [Fa] | 3D | 20 | 50 | 7 | 15 |
| 6 | Terrific [Te] | 3D | 50 | 125 | 15 | 30 |
| 7 | Phenomenal [Ph] | 4D | 125 | 350 | 30 | 60 |
| 8 | Astounding [As] | 4D | 350 | 1000 | 60 | 120 |
| 9 | Unearthly [Un] | 5D | 1000 | 3000 | 120 | 250 |
| 10 | Cosmic [Co] | 5D | 3000 | 10000 | 250 | 500 |
| 11+ | Beyond† [Be] | +1D | x3 | x3 | x3 | x3 |

*Measurements are in spaces. A single space for movement and range is roughly 2 meters. Each area equals a roughly 2-space diameter sphere.

†The default scale goes to 10. Beyond is used if an even higher benchmark is needed. Beyond applies +1D to the previous benchmark's dice pool and multiplies the previous measurements by three. Use the same formula to continue stacking Beyond benchmarks if things need to scale up even more (e.g., Beyond+2, Beyond+3).

# Measurement Benchmarks

The MEASUREMENTS table lists standard benchmarks that are often referenced during gameplay.

▲ **Descriptor.** The name of the benchmark.

▲ **Mass.** The amount of matter in a single thing at that benchmark. This is often used interchangeably with weight when in standard Earth gravity. For objects, **Mass** works much like **Life** does for organic beings (see OBJECTS).

▲ **Durability.** The material strength of something at that benchmark. For objects, **Durability** serves as a defensive trait (see OBJECTS).

▲ **Time.** The unit of time at that benchmark.

▲ **Data.** The amount of information that the benchmark encompasses—and/or processing power, if appropriate. For objects, **Data** works much like **Mind** does for organic beings (see Objects).

## Measurements

| Rating | Descriptor | Mass | Durability | TimeData |
|---|---|---|---|---|
| 0 Negligible [Ne] Short phrase, simple icon, ringtone | Baby, backpack, stool | Cardboard box, window | | 3 seconds |
| 1 Weak [We] Paragraph, image | Child, dog, window AC unit | | Bottle | 6 seconds |
| 2 Decent [De] 12 seconds | Adult, wolf, small safe, table Page, song | | Plaster wall, pool cue | |
| 3 Great [Gr] seconds | Tiger, shark, motorcycle Chapter, video clip | Interior door, car window | | 30 |
| 4 Superior {Su} plank | Bear, grand piano, large safe 1 minute | Exterior door, wood Book, 15-minute compressed video | | |
| 5 Fantastic [Fa] safety glass | Hippopotamus, helicopter, sedan 3 minutes | Aluminum siding, Bookshelf, mobile game | | |
| 6 Terrific [Te] minutes | Elephant, private jet, bulldozer Personal library, 4X video game | Brick wall, pavement6 | | |
| 7 Phenomenal [Ph] minutes | Humpback whale, garbage truck, tank City library, IMAX animated movie | Security door12 | | |
| 8 Astounding [As] Multiplayer online video game | Bank vault, tanker truck | Iron girder, steel plate | | 30 minutes |
| 9 Unearthly [Un] Streaming video service content library | Blue whale, locomotive engine | ? | | 90 minutes |
| 10 Cosmic [Co] hours | Commuter train, jumbo jet Library of Congress | Reinforced concrete6 | | |
| 11 Beyond [Be] | EiffelTower, frigate | ? | 18 hours | ? |
| 12 Beyond+2 [Be2] | Destroyer, freight train | ? | 3 days | ? |
| 13 Beyond+3 [Be3] | Oil rig | Bedrock | 9 days | ? |
| 14 Beyond+4 [Be4] | Battleship | ? | 1 month | ? |
| 15 Beyond+5 [Be5] | Loaded cargo ship | ? | 3 months | ? |
| 16 Beyond+6 [Be6] | Super-skyscraper | ? | 9 months | ? |
| 17 Beyond+7 [Be7] | Aircraft carrier | ? | 2.5 years | ? |
| 18 Beyond+8 [Be8] | Great Pyramid of Giza | ? | 8 years | ? |
| 19 Beyond+9 [Be9] | ? | ? | 30 years | ? |
| 20 Beyond+10 [Be10] | ? | ? | 1 century | ? |

# Feats of Strength

Performing various feats of strength utilizes either **Exert** or **Force** (or *super-ability*).

## Exert

Use (**Exert** – **Mass** = **Range**) to determine the benchmark for how far you can throw something. To hit a target within your throwing range, use **Shoot**.

## Force

Use **Force** to determine how much you can lift, push, and pull.

▲ **Lift.** You can pick up mass equal to your **Force** rating and can carry it at half movement. Carrying mass at least one rating lower incurs no movement penalty.

▲ **Push/pull.** You can push or pull something with mass up to one benchmark higher than your **Force** rating.

# Story Points

**Story points** are a mechanism tied to each character's concept that empower players to add surprises and twists to the game. This provides an added sense of agency in playing your hero, and grants players the opportunity to help the Story Editor drive the story forward.

You gain a story point when you do something in keeping with your motivation or when one of your complications causes a serious problem for you during the game. You may spend a story point on various things, including a dice pool adjustment, getting the upper hand in a confrontation, or even altering the game world.

**Once you spend a story point, it converts to a character point.** You use character points to further develop your hero's abilities (see Development).

## Gaining Story Points

There are two ways to get story points during gameplay:

▲ **Succeed** at an action that involves one of your **motivations**

▲ **Fail** at an action that involves one of your **complications**

Looked at another way, you're rewarded for playing true to your character, even when—*especially* when—it's not in your best interest to do so.

This won't occur every time you face a challenge. Gaining a story point should occur during an explicit character-defining moment, with a clear link to your motivation and/or complication.

Say you confront a villain who's fleeing a burning building in which innocent people are trapped. If your motivation is Wrath and you pursue the villain, you'd get a story point if you succeed at an **Exert** challenge to lunge through the flames, or a **Finesse** challenge to avoid fire and treacherous footing. If your motivation is Responsibility and you stay to help the innocents, you'd get a story point if you succeed at the **Connect** or **Impress** challenge to get them to safety. Each circumstance has clear repercussions—what do others think about your Wrathful hero leaving people in danger? What threats might innocents be subject to in the future because your Responsible hero let the villain escape?

You and the Story Editor should both look for these kinds of opportunities. Putting yourself in harm's way is all part of being a hero—if it was easy, everyone would do it. Not every situation will fit, but don't try to force it.

It's important to remember that this is not simply a mechanism for getting points. The focus of the game is for everyone to enjoy a shared storytelling experience. Mechanisms like motivations, complications, and story points are merely tools to facilitate the experience.

Each player should expect to receive one or two story points in the course of a standard session. By the end of a three-session story arc, each player should have received five or six story points.

# Spending Story Points

Story points are a kind of "meta-currency" based on the game's mechanics, not some in-setting power. They differ from things like success options and stunts in that they're not tied to dice rolls, and can impact the larger narrative beyond a specific challenge. Further, you can spend story points at any time, regardless of whether a challenge is involved.

You can only spend one story point per round (multiple players may each spend story points in the same round). You can spend story points at any time—even when your hero is unconscious—and doing so doesn't count as an action.

Options for spending story points are listed below. You're encouraged to use story points in creative ways, as long as they don't unbalance the game. For example, caught in a cavern collapse, you want to spend a

story point to use *telekinesis* to protect your team against tons of falling rock even though creating a telekinetic force dome is technically beyond your mass limit. Even so, it's an interesting, genre-appropriate power use under appropriately character-defining circumstances. The Story Editor may caution that your *telekinesis* can't normally support this much mass, but it's totally fine for this cool character moment.

## Escape

You're freed instantly from all debilitating effects—a grapple, restraints, power effects such as *bind*, *cloud*, *create construct*, *mind control*, or *telekinesis*. Further, for the remainder of the scene you gain a bonus to resist any further debilitating effects from the same source.

## Rally

Normally, falling to 0 **Life** puts you out of action for the scene—whether from being knocked insensible, struck unconscious, or some other form of incapacitation. When you rally, you regain consciousness and recover half your **Life** (round up). You may rally once per scene.

## Retcon

Short for "retroactive continuity," a retcon involves changing the past in some way that supports the current needs of the plot. This change can cover virtually anything you can imagine and is permanent, creating a new status quo (although a future retcon could change things again…).

A retcon may involve "finding" a needed resource at a dramatically appropriate time ("If we only had a wheelbarrow…"), or "recalling" new information by revealing a previously unknown era in your personal history. It could also apply to your abilities in a way that makes it seem like you planned ahead—say, having established a false identity as waitstaff in order to sneak into an exclusive event; or revealing that you planted a bug on that fleeing minion from the previous session.

A good retcon builds in an entertaining and inventive way on what's been established. It should never flat-out violate what's been established in the game already.

## Second Chance

You re-roll the result of your challenge or reaction roll. You can re-roll any number of dice up to the maximum in your dice pool.

Second chance only occurs *after* applying any bonus or penalty. In other words, you must use the second chance result and cannot re-roll again.

## Surge

You go *plus ultra*—pushing a power's potential—or use it in a new and creative way. For example, apply *telekinesis* to keep from being crushed by tons of rock, trigger *electricity blast* to disrupt an electronic lock instead of zapping it to smithereens, or use *adhesion* to strip off a security guard's jumpsuit in a single swift motion. Surge doesn't guarantee success; a challenge may still be required if the outcome is contested or subject to some kind of X-factor.

A surge typically lasts a single round but may continue for the scene at the Story Editor's discretion.

# Time

There are two main units of time in **WEIRDNESS**: **scene** and **round**.

A typical scene is much like in a movie or TV show—the Story Editor starts it when something interesting occurs and continues as long as there's something worthwhile to get out of the scene. The Story Editor then ends the current scene and begins a new one.

Each scene can involve anything from a date to an interrogation; a dinner party to an ambush; a car chase to a computer hack; and much, much more.

When conflict erupts, time is counted in rounds. **Each round is about six seconds**, giving you enough time to move and do something useful.

# Turn

Events in a round occur more or less simultaneously. Since it's impossible to manage everyone going at once, each round is broken down into **turns**. Each character gets a single turn every round.

To determine turn order, at the start of combat every participant rolls **Exert**. Characters then act in order starting from the highest result. If more than one character gets the same result, the character with the higher **Exert** rating goes first. If the tie continues, heroes go before villains; if there's *still* a tie, the Story Editor decides the final turn order. A character with Quick Reflexes always goes before anyone else with the same result.

Any environmental factors resolve at the end of the turn order after all characters have taken their turn—for instance, an advancing effect (e.g., flame, gas, water), falling objects (including people), uncontrolled vehicle movement, and the like.

# Actions

There are three action options: move, quick, and standard.

Each round on your turn, you can perform one **move** action and one **standard** action—though you are not required to do either if you feel the best action is to do nothing. On your turn, you may also perform three **quick** actions.

Speaking doesn't take an action unless the Story Editor feels it's dramatically appropriate.

## Move Action

You can use movement for any mode of travel available to you—climbing, flying, leaping, running, swimming, teleporting, or tunneling—to perform a **move**, **rush**, or **sprint** maneuver each round. See MOVEMENT for more information.

Movement itself isn't a challenge. Obstacles in your path (distractions, inclement weather, road hazards, uneven ground) may call for a challenge or reaction to maintain your desired velocity; otherwise you may be forced to slow down or find a different route.

As part of a move, you may perform an associated quick action—knock over a stack of boxes, open an access hatch, stand from a prone or seated position, and the like.

## Quick Action

You make a brief, simple action that takes very little time—activate or deactivate a power, change weapons, crouch behind cover, send a brief text, and the like. You can perform three quick actions each round; the Story Editor may allow more depending on the circumstances.

## Standard Action

You make an effort of some kind. You might make an attack, attempt a skill challenge, target someone with a power, or something similar. You cannot use a standard action for movement—that's what the move action is for. Still, you can take a standard action any time before, during, or after your move action.

# Stunts

While a standard action can be reduced to a simple "I do X," doing this every time can be monotonous and doesn't make for a memorable scene. That's where stunts come in. Stunts heighten the action and elevate the story—whether creating an advantage for an ally, knocking down the target, revealing useful information in the scene, or some other beneficial effect.

Stunts are often harder to pull off than a standard action but result in a special benefit if you succeed. Stunts with an asterisk (*) can only be used for attacks. Otherwise, stunts can be used in any appropriate circumstances.

Some stunts state simply "roll a challenge" or "roll a reaction" but don't list a specific skill or trait. In such cases, you can use any skill or trait that makes sense for the action you're attempting (with the target rolling a reaction using the corresponding trait). For instance, you could try to disrupt a target's power by smashing them with your fist (**Fight**), distracting them with a dramatic pose (**Impress**), jury-rigging some equipment to overload (**Tech**), or trick them into believing they're surrounded (**Deceive**).

The listed stunts are a jumping-off point. You and the Story Editor are encouraged to come up with new ones, whether simply to offer everyone more variety or as signature moves for which your character is known. As always, the Story Editor may adjust certain details to keep gameplay balanced.

## Catch

Catch can be either a challenge or a reaction. You must have at least one grasping appendage free to catch something.

As a challenge, you move to intercept the target you want to catch and roll a **Fight** or **Exert** challenge. Catching an inanimate object with less mass than you is an easy passive challenge; mass equal to or one benchmark greater than you is a moderate passive challenge; mass at least two benchmarks greater than you is a hard passive challenge; mass four or more benchmarks greater than you is an impossible passive challenge. The Story Editor may adjust the passive rating further if the object is significantly small or large. Catching a sentient target is an active challenge against the target's **Body** or **Motion** reaction. A sentient target who wants to be caught may choose to take a penalty on their reaction.

As a reaction, you attempt to catch a projectile targeted at you. Roll a **Body** or **Motion** reaction at a penalty against the attacker. If you beat the attacker's result, you catch the projectile. If you fail, the projectile hits as normal.

# Charge*

Charge is a challenge that combines your move and standard actions to slam into a target. You can charge in a straight line up to your movement benchmark away. Roll a **Force** challenge; incur –1D for each space that you move. On a successful hit, the number of dice you removed based on the spaces you charged become a static rating against which the target must succeed at a **Motion** reaction or be knocked prone. Damage applies as normal based on the result of your roll.

# Disrupt

Disrupt is a challenge to negate one of the target's active powers. Roll a challenge against the target's active opposition. If you beat the target's result, your successes become a static rating against which the target must succeed at a **Spirit** reaction or lose focus and drop the active power.

You can only disrupt powers that are already on and are active for the scene. The target may activate the power again on a subsequent action if they choose.

# Distract

Distract is a challenge to get the target to drop their guard momentarily. Roll a challenge at a penalty against the target's active opposition. If you beat the target's result, the target applies a penalty to the next reaction they make against any character.

# Dodge*

Dodge is a reaction that you declare on your turn. You can move but otherwise take no other action. Instead, through the next round you apply a bonus to any **Motion** reactions to avoid attacks.

# Find Weakness

Find weakness is a challenge that strikes at a target's weak point. Roll a challenge at a penalty against the target's active opposition. If you beat the target's result, each remaining success is doubled.

While find weakness is most commonly used for physical actions, it can apply to psychological or social interactions that signify pushing just the right button.

# Focus

To focus, you spend your current action in preparation for a specific challenge. On your next turn, apply a bonus to that challenge attempt. You can focus on anything that benefits from concentration and that resolves in a single action, such as aiming at a target, picking a lock, or leaping over a gap; but not performing surgery, driving on a treacherous road, or singing at a concert. You can only focus for one round; focusing for multiple actions offers no additional benefit.

# Grapple*

Grapple is a challenge that puts a target in a clinch. Roll a **Fight** challenge against the target's active opposition. If you beat the target's result, your initial success puts them in the restrained condition. You can spend each additional success either as damage or as +1D to your reaction against the target's attempt to break free.

If the target doesn't break free, on your next turn as a quick action you can keep them restrained. Also, you may then take an action to inflict damage on them with a successful **Force** challenge.

# Intervene

On your turn, you declare that you plan to intervene. You take no immediate action; instead, you are prepared to intercept an attack on someone else. If someone within your movement range is attacked or otherwise confronted prior to your next turn, you intervene immediately and become the target of the intended attack. You may also take an action related to your intervention—whether to shield the target, tackle the foe, or some other action. You can only intervene on behalf of a single target per turn.

# Multi-Attack*

Multi-attack is a challenge to strike more than one target with the same maneuver. You can attack a number of targets within range equal to the skill being used for the attack. Roll a single challenge at a penalty, applied against each target's active opposition. Each target rolls their reaction separately.

# Takeaway

Takeaway is a challenge to remove an object from a target's possession—for instance, a weapon held in the target's hand or an item

attached to a belt. Roll a **Finesse** or **Sneak** challenge at a penalty against the target's active or passive opposition (as appropriate). If you beat the target's result, you succeed. Depending on how you're attempting the takeaway—and the object itself—you may grab the object or simply knock it away.

## Trickshot

Trickshot is a challenge to aim for a specific target to achieve a particular result. Roll a challenge at a penalty against the target's active or passive opposition (as appropriate). If you beat the target's result, you succeed. The stunt's effect depends on the target and your intent. For instance, targeting a small piece of equipment (mobile phone, lock, security camera) can destroy it; targeting a tire might send the vehicle out of control; targeting a hand or tactical harness might knock away a piece of gear.

# Combat

**WEIRDNESS** is all about high adventure and superpowered shenanigans, so violence is bound to break out sooner or later.

Combat challenges use the same mechanics outlined under the ROLLING DICE and ACTIONS sections. Following are details specific to combat— attack and defense types, attack range, environmental conditions, and damage and recovery.

## Combat & Range

All combat falls into one of two range categories: close and ranged. The distinction is pretty simple:

- ▲ **Close Combat.** The distance you can reach with your limbs or a melee weapon (up to 1 space)

- ▲ **Ranged Combat.** Anything beyond close combat (greater than 1 space)

If you have a close combat attack and a target is out of arm's reach, to attack you must either use a move action to close the distance or attempt a ranged attack.

See RANGE for more detail on ranged combat.

# Attack & Defense

Attack effects fall into one of four categories: **physical**, **energy**, **mental**, or **alteration**. Each indicates both the damage type and what defenses are applicable.

Some characters may have complications or modifiers that make them more susceptible to certain attack categories and even to effects within categories (e.g., cold, darkness, electricity, flame, lasers, light, plasma, radiation, sound).

## Physical

Anything in the material world that inflicts some form of force trauma, such as your traditional punching, smashing, stabbing, crashing, falling, and the like.

▲ *Reaction:* **Motion.** Defense powers and conventional armor also add to the reaction roll.

## Energy

Anything in the material world that isn't physical, from fire to freezing cold, microwaves to cosmic rays, lasers to telluric beams.

▲ *Reaction:* **Motion.** Defense powers and conventional armor also add to the reaction roll.

## Mental

Anything that affects the mind directly rather than the body, whether magic, psychic, or technological in origin.

▲ *Reaction:* **Mind.** *Mind shield* also adds to the reaction roll. Defense powers and conventional armor offer no protection.

## Alteration

Anything that transforms the target in some way, or that modifies one of the target's attributes.

▲ *Reaction:* **Spirit.** *Alteration resistance* also adds to the reaction roll. Defense powers and conventional armor offer no protection.

# Damage & Recovery

It's common for heroes to suffer physical and/or mental damage on their adventures. This section covers what damage applies to, how it's applied, and how you can recover from it.

## Life

Every character has a **Life** rating, which represents your overall vitality and capacity for withstanding physical and mental abuse. **Your maximum Life is the total of your single highest and lowest traits.** Certain gifts and powers grant additional **Life**.

Each time you take damage, subtract the amount from your **Life** rating. This determines your current status (see the Life Status table).

### Life Status

| Life | Status | Condition |
|------|--------|-----------|
| Up to full | Fine | You function normally |
| 1 | Hurt | Apply a penalty to all challenges. You can speak, move, and take roleplaying actions as normal |
| 0 | Defeated | You're out of action—probably unconscious—cannot move, and can only make reaction rolls (at a penalty) |

## Damage

When you hit with an attack, you can spend successes on the damage option (see the Success Options table) up to a maximum of your **Power** rating or the weapon's **effect** rating, as appropriate.

**An unarmed attack can never inflict more than 1 damage.** To increase the damage limit, you must purchase the *strike* power or use a weapon.

## Trait Damage

Certain powers or circumstances, such as *drain* or fatigue, affect a trait instead of **Life**.

Trait damage subtracts from your dice pool whenever you roll a reaction for that trait. If the trait falls to zero, you automatically fail rolls based on it. This includes any skill challenges from that ability group, other than the specific challenges listed below. Bear in mind that such challenges do *not* apply the base 1D from the trait, since it has a zero rating.

A trait damaged by a power or other circumstance functions at the reduced rating until you rest. Traits may not be reduced below zero.

## Body

You are unable to stand and have great difficulty moving. To move even 1 space requires an easy passive **Exert** challenge.

## Mind

You have great difficulty concentrating and engaging in your surroundings. To simply form a sentence or understand a question requires an easy passive **Know** challenge.

## Motion

You are clumsy and have a hard time holding onto things, let alone use them. To manipulate or even hold objects requires an easy passive **Finesse** challenge.

## Spirit

You are a frightened little bunny, panicking at the slightest sound or motion. To stay focused and avoid hysterics requires an easy **Intuit** challenge.

# Story Characters (a.k.a. Extras)

Story characters—generally referred to as "extras"—encompass bystanders, supporting cast, random innocents, minor threats, and the like. Extras are essential to creating a dynamic game—from bored secretaries to neighborhood kids, laborers to shopkeepers, curious bystanders to stressed police officers. Extras are meant to add flavor to a scene, provide opportunities to gather information, present unexpected complications, and/or act as a Greek chorus to the heroes' escapades.

Story characters include antagonistic forces, also called "minions," of various groups, agencies, and cabals that may oppose you during your adventures—whether government agents or gangsters, ninjas or cultists, guards or robots. They're intended primarily as obstacles, using their superior numbers to keep heroes busy.

A character with the "**extra**" tag always has just 1 **Life**, regardless of the game's scope or their individual trait ratings.

# Recovery

In combat, the only way to recover lost ability ratings is to use an appropriate power (*absorption*, *regeneration*, *restoration*, *transfer*) or spend a story point to rally.

Outside of combat, you may rest. Resting restores 1 rating to each ability every hour, up to the ability's maximum.

## Option: Lethal Damage

If you want a grittier series, assume that all attacks can kill. The rules remain the same, other than the effect of damage and recovery.

With this optional rule, attacks inflict lethal damage by default. If you fall to 0 **Life**, roll a moderate passive reaction based on your **Body** rating; results are listed below. Extras don't get a death reaction and die automatically.

▲ **Failure.** Death

▲ **Twist.** Incapacitated; suffer a lasting injury

▲ **Success.** Incapacitated as normal

Resting to recover lethal damage restores 1 **Life** every week. If you're in a hospital or in the care of a medical professional, this adjusts to restore 1 **Life** per day.

To inflict nonlethal damage, you must declare when you use it. Nonlethal damage and recovery are handled the same as in the regular rules.

# Death

Death in **WEIRDNESS** should be a rare and dramatic event, especially in the case of heroes and villains. The game assumes that attacks injure and subdue, but only kill under appropriately dramatic circumstances. The Story Editor should state clearly any time the heroes enter a situation where death is a possibility. In such a circumstance, the Story Editor may apply the optional lethal damage rules.

When dealing with story characters, the the Story Editor may declare that the potential for death exists if the circumstances warrant it. For instance, innocents caught in a burning building, or bystanders in the path of a crashing satellite, or one of your supporting cast strapped into an explosive vest.

# Recovering from Death

Death is seldom permanent in comics. The same goes for **WEIRDNESS**. If a character dies in the game—whether a hero, villain, sidekick, supporting character, or even random bystander—it may not mean the end of their story. Indeed, it could be the start of a new storyline—whether focusing on the survivors coping in the aftermath, working to bring the perpetrator to justice, or any number of other possibilities.

Following are some genre tropes that the Story Editor can consider using as a jumping-off point when a death occurs in their series.

▲ The character's spirit endures in some manner, whether passed on to the astral plane, captured in a weird science device, or some other obscure state. Restoring them to life requires a grand adventure to places far beyond the known world.

▲ The character reappears none the worse for wear—only it turns out not to be the character everyone knows but is instead a duplicate from a parallel reality, long-lost twin, time traveler, or some other bizarre coincidence. Presumably, the original character's death drew them here somehow… but how? And why?

▲ The character didn't actually die! It only looked that way or was some form of clone/double/imposter. Was it all part of some villainous plan, or is some other force at work?

# Objects

Inanimate objects (buildings, furniture, vehicles, weapons) have **Durability** and **Mass** ratings, which reflect their structural integrity.

Attacking an inanimate object is an active challenge against its **Durability** rating. A frail object (e.g., china, flowers, newspaper) that doesn't have measurable **Mass** is destroyed on a successful easy passive challenge.

**Mass** functions exactly like **Life**—each time an object takes damage, it loses 1 **Mass**. An object that loses more than half its **Mass** is damaged and may not function properly. At 0 **Mass**, the object is destroyed.

Objects cannot recover and must instead be repaired. Depending on object size and complexity, the Story Editor may declare that repairing it is an extended challenge, with the object's **Mass** rating as the minimum total needed to restore it fully.

Plants, though living things, are considered objects for the purposes of this game—though they can heal instead of requiring repair. The Story Editor should give a plant **Durability** and **Mass** ratings appropriate to its size and density.

# Conditions & Environment

Certain physiological conditions and environmental circumstances can affect your ability to act, move, or even think.

## Conditions

A condition applies a penalty to relevant challenges and/or reactions. Additional limitations may also apply while the condition is in play.

| Condition | Adjustment |
|---|---|
| Helpless | Special |
| Impaired (minor) | Penalty to combat, sense rolls |
| Impaired (severe) | Penalty to all rolls |
| Prone (close attack) | Penalty to reaction |
| Prone (ranged attack) | Bonus to reaction |
| Restrained | Penalty to all rolls |
| Stunned | Penalty to all rolls |
| Surprised | Penalty to reaction |
| Unseen opponent | Special |

### Helpless

While helpless (e.g., immobilized, incapacitated, unconscious), you cannot attempt any challenges or reactions—whether to attack, defend, or even move. You are effectively at the mercy of any attacker.

### Impaired

A cognitive, physical, or sensory debilitation (e.g., asphyxiate, blind, distract, intoxicate, overload, vertigo) applies a penalty based on severity. Minor impairment applies a penalty to combat and sensory rolls; severe impairment applies a penalty to all rolls.

## Prone

While prone, you're easier to hit with a close attack (penalty to your reaction), but harder to hit with a ranged attack (bonus to your reaction). Standing from a prone or seated position requires a quick action.

## Restrained

While restrained, you cannot take a move action until you break free. Further, apply a penalty to any action other than trying to break free. Escaping restraint is a challenge against the attacker's active opposition. Another character may also attempt a challenge to free the target.

## Stunned

While stunned, apply a penalty to all rolls. Further, you cannot attack and may only move half your normal movement benchmark.

## Surprised

If you can't perceive an attack when out of combat, you're considered surprised. Apply a penalty to your reaction rolls in the initial combat round.

## Unseen Opponent

If you know that an opponent is present but cannot perceive them clearly (whether you're blinded, the opponent is invisible, or some other circumstance), apply a penalty to all rolls you make against the opponent. If the opponent is not within 1 space, any ranged or mental attacks against them may fail outright, at the Story Editor's discretion.

# Environment

Environmental factors can impact your circumstance in a variety of ways. Some common examples are listed below. If an environmental factor requires a reaction to resist damage, a twist avoids the damage but applies a penalty to relevant rolls until you're no longer exposed to the environmental factor.

## Darkness

An environment shrouded in darkness makes it difficult to navigate. Apply a penalty to fighting and sensory challenges in partial darkness (faint

illumination from distant streetlights, emergency lighting, starlight, or something similar). Apply a penalty to all physical challenges in total darkness (complete absence of light).

Equipment or powers that enable you to see in darkness ignore any ill effects.

## Dehydration

Every day that you don't get any water, make a moderate passive **Exert** challenge or take 1 damage.

Once rehydrated, you recover 1 **Life** each day; you also remove any dice penalty from dizziness, fatigue, or headaches.

*Somatic immunity* ignores any ill effects.

## Exposure

Extreme heat and cold can be dangerous without adequate protection. Every hour while exposed to extreme temperatures—desert or tundra and the like—make a moderate passive **Exert** challenge or take 1 damage.

Once no longer exposed, you recover 1 **Life** each day; you also remove any penalty from heatstroke, frostbite, or other debilitating effects.

*Climate immunity* ignores any ill effects.

## Falling

When you fall, make an **Exert** or **Finesse** challenge against passive opposition equal to the number of spaces you fall. If you don't succeed, take damage equal to any points that remain from the passive opposition. You recover damage from falling as normal.

Soft or yielding surfaces (awnings, crash pads, trampolines, water) reduce the initial falling damage by half.

## Fatigue

Extended physical exertion and/or lack of sleep results in fatigue. Every day you don't take any rest, make a moderate passive **Exert** challenge or take 1 damage.

After at least 8 hours of sleep, you recover any lost **Life**; you also remove any penalty from confusion and irritability.

*Fatigue immunity* ignores any ill effects.

# Fire

Every round you're exposed to flame or intense heat, make a passive **Exert** challenge or take 1 damage. Opposition is based on the fire's intensity (see below).

Once no longer exposed, you recover 1 **Life** each day; you also remove any penalty from burns or blisters.

*Fire immunity* ignores any ill effects.

| Fire Intensity | Example |
| --- | --- |
| Easy | Candle, cigarette lighter |
| Moderate | Campfire, torch |
| Hard | Blowtorch, burning building |
| Impossible | Molten lava |

# Pressure

Extreme atmospheric pressure can have dramatic effects on your physiology. While beyond the physiological safe zone (further than 4 spaces underwater or over 3.5 kilometers above sea level), apply a penalty to all rolls. In addition, you may suffer damage from pressure extremes.

When more than 4 spaces underwater, make a moderate passive **Exert** challenge every hour or take 1 damage. This increases to every minute at 50 spaces and every round at 150 spaces.

In the upper atmosphere, the issue is a *lack* of pressure. When at least 3.5 kilometers above sea level, make a moderate passive **Exert** challenge every hour or take 1 damage. This increases to every minute at 15 kilometers and every round at 19 kilometers.

After returning to normal pressure, you recover 1 **Life** each week; you also remove any penalty from other debilitating effects. Appropriate medical treatment increases the recovery rate to 1 **Life** per hour.

*Environment immunity* ignores any ill effects.

# Radiation

Every minute you're exposed to intense radiation, make a passive **Exert** challenge or develop radiation sickness. Opposition is based on the radiation intensity (see below).

Radiation sickness develops within 24 hours of initial exposure. At that time, you take 1 damage and apply a penalty to all challenges due to fatigue, headaches, and nausea. Every day the radiation sickness persists, the penalty continues and you must make a passive **Exert** challenge or take 1 damage. You cannot recover lost **Life** through rest while suffering from radiation sickness.

Three successful challenges in a row purge the radiation from your system. Medical treatment applies a bonus to each attempt. Restorative powers (*absorption*, *regeneration*, *restoration*) likewise eradicate the radiation.

After recovering from radiation sickness, you recover 1 **Life** each week; you also remove any penalty from fatigue, headaches, and nausea. Appropriate medical treatment increases the recovery rate to 1 **Life** per hour.

*Radiation immunity* ignores any ill effects.

| Radiation Intensity | Example |
| --- | --- |
| Easy | X-ray machine |
| Moderate | Nuclear fallout |
| Hard | Vial of plutonium |
| Impossible | Reactor core |

# Starvation

Every day that you don't eat, make an easy passive **Exert** challenge or take 1 damage. Once you get sustenance, recover 1 **Life** each day.

*Somatic immunity* ignores any ill effects.

# Suffocation

Every round that you cannot breathe—whether from choking, drowning, or suffocation—make a moderate passive **Exert** challenge or take 1 damage.

Once you can breathe normally again, recover **Life** through rest as normal.

*Respiration immunity* ignores any ill effects.

# Toxin

When exposed to a pathogen, poison, or toxin, make a moderate passive **Exert** challenge or take 1 damage (this is an automatic physiological reaction; you may not even be aware of having been exposed).

You must make a periodic **Exert** challenge as long as the toxin remains in your system. Frequency depends on the toxin (e.g., once per hour for alcohol, once per minute for arsenic or cyanide, once per round for nerve gas).

Three successful challenges in a row purge the toxin from your system. Antidotes (if any exist) or restorative powers (*absorption*, *regeneration*, *restoration*) likewise eradicate the toxin.

After exposure ends, you recover 1 **Life** at an inverse rate to the toxin's toxicity—so, a toxin that requires a roll each round recovers at a rate of 1 **Life** per hour. You also remove any penalty from other debilitating effects.

There are numerous toxins in the world (and beyond), so the Story Editor may allow toxins that have effects other than—or in addition to—physical damage (applying a penalty, damaging a trait, inflicting paralysis, impairing senses, and the like).

*Toxin immunity* ignores any ill effects.

## Vacuum

When exposed to vacuum, make a moderate passive **Exert** challenge or take 1 damage. Circumstances dictate the frequency of this challenge: Once per minute for a rupture in a pressurized chamber or suit; once per round for sudden exposure to hard vacuum.

Once you return to an appropriate pressurized environment, recover 1 **Life** per hour.

*Environment immunity* ignores any ill effects.

## Weather

Blizzards, driving rain, fog, and other weather conditions function just like darkness.

*Environment control* ignores any ill effects.

# CREATION

Creating a **WEIRDNESS** character is meant to be fast and painless—hopefully the hardest part is coming up with an interesting concept to play!

## Getting Started

The goal of **WEIRDNESS** is to have fun with your friends. It's great if you can all get together and create your characters at the same time, but it's not required. The key is to share your ideas with one another, so that everyone feels that their character is special and you avoid having similar backgrounds and/or power sets (unless that's what you're all going for, of course).

### Know Your Limitations

What a hero can't do—or chooses not to do—can define them as much as knowing what they can do. Being able to do everything isn't as interesting as having limits, especially in a collaborative game. What fun is it for the rest of the group if your character knows everything about everything and can solve every problem that crosses the team's path?

Fleshing out your hero's strengths and flaws alike creates a more intriguing character, provides opportunities for more dynamic interactions with other characters, and offers the Story Editor more plot hooks they can use to engage your hero in the story. Plus, having a distinct area of focus gives each hero a chance to shine.

## Hang Together, or Hang Separately

Beyond creating your own character, you should all figure out why your group of heroes sticks together. There's nothing wrong with characters having diverse perspectives and motivations—in fact, a bit of in-character friction can elevate the game experience for everyone. Still, it's good to have a plausible reason why they associate with one another. It could be as simple as having met rescuing civilians after a natural disaster; or perhaps you all have someone in common who's a mentor to some and a connection to others; or perhaps you each answered a cryptic ad for "dauntless adventurers who laugh in the face of the unknown;" or some other reason.

It's not necessary for everyone to know each other. As long as you each have a connection to at least one other hero, that's a good foundation from which to build as the game progresses.

### "You" and Your Hero

As you've probably noticed already, this book often references "you" instead of "your character" or "your hero." This is to help you get in your character's mindset. Plus, it's less wordy.

# Story Scope

Before you create your character, you'll need to know the **story scope**. As shown in the table below, story scope determines the game's thematic focus, general power level, and the points available for character creation.

First and most important is the **focus**. What is the backdrop against which your adventures will occur? Are you a neighborhood hero, battling corruption in your community? Do you claim an entire city as yours to defend? Or do your adventures occur on a galactic scale?

Story scope also determines your hero's **power level** (PL) and the **character points** (CP) you can spend to create them.

The Story Editor usually sets the story scope based on a general storyline they have in mind. Still, it's best to discuss as a group, so that everyone is in agreement before any characters are finalized.

## Story Scope

| Focus | PL | CP |
|-------|-----|-----|
| Local | 2 | 15 |
| City | 3 | 25 |
| National | 4 | 35 |
| Global | 5 | 50 |
| Galactic | 6 | 70 |
| Infinite | 8 | 90 |

# Thematic Focus

**Focus** indicates the general theme and tone of your game. Like everything else with **WEIRDNESS**, this is flexible. Even street-level adventurers may be drawn into events of cosmic import, and galactic champions deal with personal dilemmas.

▲ **Local.** One or a handful of neighborhoods or communities form the backdrop for your adventures. Stories tend to be immediate in scope, often with personal stakes. Heroes' lives intertwine routinely with normal people.

▲ **City.** Your adventures encompass a metropolis or similar large geographic area. Stories can arise from a mix of personal and professional connections, as well as random happenstance. Though possessing clearly extranormal abilities, heroes are nonetheless still relatable to normal people.

▲ **National.** Your adventures unfold across a country or vast geographic region. Stories can impact entire communities and often have repercussions beyond immediate events. Heroes often rub elbows with the influential and wealthy, though casual interaction with normal people still occurs.

▲ **Global.** You take part in globe-spanning adventures. The fate of entire nations—even the world itself—is often at stake. Heroes interact routinely with those in power, while exposure to normal people is typically brief and incidental.

▲ **Galactic.** Your adventures range across star systems, against stakes of similar scope. "Typical" aliens are similar in ability to normal humans and extranormals are at least as common as on Earth. Heroes encounter strange worlds and alien beings regularly, though focus is on those who rule the stars and/or their agents.

▲ **Infinite.** You experience adventures that affect the very cosmos itself and beyond. The fate of the universe—or even the multiverse—is often at stake. Heroes, nigh unto deities themselves, face cosmic entities that rival—or are—the gods of legend.

## Power Level

**Power level** indicates the maximum strength of every hero's extranormal capabilities—your technological power, psychic potency, supernatural prowess, alien primacy, and so on. See BENCHMARKS and POWER RATING for more information.

The powers themselves also tie into story scope. Powers like *adhesion* and *strike* work with any thematic focus, while *dimension travel* and *time control* are more appropriate to galactic-focused stories. See POWERS for details.

## Character Points

You spend character points on traits, skills, gifts, powers, and modifiers. See the following chapters for details (including costs) on each. You don't need to spend the full amount during character creation. Each unspent point converts into two story points, which can be used later for character development (see STORY & CHARACTER POINTS for details).

# Crossover

Two-fisted adventurers stand shoulder-to-shoulder with gods to face down a cosmic threat. A time-lost despot appears in the present to track down the adolescent version of his greatest rival. A league of avenging heroes with an eclectic roster—including a carnival sharpshooter, a bulletproof brawler, a master of magic, and a cosmic cop—defends the world against villains great and small.

A team-up between characters of varying power levels is a staple of adventure stories and comics. In **WEIRDNESS**, this is handled through the **crossover**.

Mixing characters of different story scopes is straightforward: simply adjust the **Power** rating for all characters to match the current story scope. In other words, in any instance where **Power** rating applies, it does so at the current story scope.

Individual character write-ups remain the same—the total character points and available powers remain consistent with each character's original scope. Only the **Power** rating changes.

So, a Galactic character in a City-scope story would still have access to all their powers, but would apply 3 **Power** to relevant efforts instead of 6 **Power**. Conversely, a Local character thrust into a Cosmic story couldn't purchase Galactic- or even National-rated powers, but would apply 7 **Power** to relevant rolls instead of their normal 2 **Power**.

A crossover is intended to be temporary, lasting from a single game session to a story arc at most. If you want a story about characters from a variety of power levels, it's best to establish the story on the desired thematic focus to begin with. Once that's set, players create characters at that story scope. Conceptually the characters can range from street-level to galaxy-hopping, but all are nonetheless built on the same agreed-upon scope.

# Character Creation Checklist

This is an overview of the character creation process, covered in more detail in the following sections. It's only a recommendation; use whatever method works for you.

## Step 1: Concept

Answer each question to establish the fundamentals of your concept.

- ▲ **Origin.** Where did you get your powers?
- ▲ **Archetype.** What fundamental role do you fill?
- ▲ **Motivation.** What drives you to a life of adventure?
- ▲ **Complications.** What circumstances and/or people complicate your life?
- ▲ **Persona.** How does your personality express the rest of your concept?

## Step 2: Abilities

Once you've established the foundation of your concept, it's time to translate it into the distinct categories of abilities, gifts, and powers.

- ▲ **Abilities.** What are your raw physical and mental traits, and in what areas do you excel?
- ▲ **Gifts.** What special benefits make you stand out from the crowd?
- ▲ **Powers.** What amazing capabilities set you apart from others?

# Concept

## Origin

We've all heard that "with great power comes great responsibility." But where does great power come from? In **WEIRDNESS**, characters can derive their powers from a variety of sources.

Origin can also inspire ideas about your background. Did you have a carefree childhood, or was it marred by tragedy? Were you even born, or were you the product of some bizarre experiment? When did you first realize you had abilities beyond the ordinary? Was this a sudden realization—perhaps due to some trauma—or was it something you always knew deep down?

The origins below are the ones that are best understood within the setting; feel free to come up with something else if you think of one that suits your hero better.

### Alien

Humans are not alone in the multiverse. While it's common knowledge that aliens exist—diplomatic relations exist between Earth and both the Maglabatlaban and the Vronn, to name-check a couple—humanity is not aware of the sheer diversity of species that exist beyond the stars. You might be a diplomat assigned to Earth; a spy charged with learning all you can about this upstart race; a refugee from a totalitarian world hiding out in a human city; a xenoanthropologist curious about fractious humans—or you might even have ended up on Earth purely by accident.

### Altered

Some people have bad luck when it comes to toxic chemicals, cosmic rays, mystical artifacts, and radioactive wildlife. Though you were once human, some accidental circumstance changed you. The good news is, whatever happened—bitten by a radioactive spider, doused with chemical waste, exposed to cosmic rays, cursed by a magical relic, or some other bizarre event—you survived it, and gained fantastic powers in the process.

### Animid

"Animid" is a blanket term for a wide variety of exotic sentient species that all share one thing in common: they live in the hidden places of the world, unknown to humankind. In rare instances that one of your kind has been revealed—from

the Mermaid to the Minotaur, the Sasquatch to the Yeti—humans have labeled you variously as beastfolk, cryptids, or simply monsters. Such reductive terms don't do justice to the many species' rich and nuanced, if fractious, cultures. You may play into the stereotype, posing as a creature from myth, or you may have decided the time has come for the truth about your people to be revealed.

# Artificial

You are a sentient being, though not a biological organism. You may be a unique specimen or one of many of your kind; regardless, you stand apart from humanity even as you dwell amongst its people. Whether created through robotics, biotechnology, nanotechnology, or something even more esoteric such as animate minerals, your artificial nature confers benefits and limitations alike.

# Aspect

You embody a fundamental aspect of reality. You may be the avatar of an extra-dimensional entity (what most humans think of as a "god"); the personification of an elemental force; or even the manifestation of a concept or ideal. Whatever your origin, you embody an expression of the animistic nature of the multiverse.

# Disciplined

You've honed your mind and/or body to achieve the absolute pinnacle of human potential—and perhaps even reached a new pinnacle in the process. While your capabilities aren't actually extranormal, they can seem that way to others.

# Engineered

Some individuals and groups aren't content to wait for evolution to push humanity to the next level. You're one of them—or perhaps a guinea pig subjected to their efforts. Using some combination of genetics, robotics, artificial intelligence, and nanotechnology (GRAIN, as they're known collectively), you are the result of rebuilding a human being to be better, stronger, and faster than before. You may be an engineered extranormal prototype, the latest and greatest iteration, or perhaps even a flawed result.

# Equipped

Your powers come from equipment rather than innate capabilities. Whether thanks to an alien artifact, a magic sword, an advanced personal mobile weapons platform (aka battlesuit), or mere body armor and a ton of gear, you can hold your own against those with inherent extranormal powers.

# Gifted

You were born different. Perhaps you were born with the so-called delta gene, or are the scion of an ancient lineage. Whatever the case, your unusual genome grants you extraordinary powers. The powers may have manifested at birth, or they might have triggered due to some catalyst—puberty, stress, trauma, or some other inciting event.

# Mystic

Magic is in your blood—perhaps literally, or as the result of intensive study. You can perform feats of magic subtle or dramatic, whether by applying arcane formulae, channeling your own inner reserves of power, or drawing upon the energy of nature itself. Whatever the case, mystic forces are at your command.

# Natural

You're an everyperson, an ordinary Jane or Joe. What makes you exceptional aren't stupendous abilities or incredible powers; it's how you use the skills you have. You have the potential to accomplish amazing things through diligence, hard work, and innovation. Ordinary humans have this origin.

# Supernatural

Angels exist and devils are real—however, they don't necessarily conform to common religious or pop cultural understanding. They're just one of many beings that exist in the extradimensional space one step removed from the physical world. You come from one of these species—whether angel or devil, djinn or fey, elemental or undead. Whatever your species, you've ventured into the physical world for a reason—perhaps to fulfill a quest, on orders from a superior, compelled by a mystic, or out of simple curiosity.

# Archetype

An archetype is a useful tool for working out your character concept. Each archetype listed below provides a brief description of *modus operandi* and common power and ability choices, along with some example characters from popular entertainment.

The parameters of each archetype aren't meant to be absolute—plus, it's possible for a single character to fit more than one (Batman could be a Champion, Shadow, or Strategist; possibly even an Inventor). Each is simply a convenient label, a guide to indicate the bounds of your hero and their role in the group dynamic.

# Blaster

You focus on ranged attacks and maneuverability.

- ▲ **Common Gifts/Powers.** *Blast, flight, force field*
- ▲ **Examples.** Hawkeye, Human Torch, Starfire, Static

# Champion

You are a paragon of leadership and an exemplar of the best that lies within everyone.

- ▲ **Common Gifts/Powers.** Leadership; *deflection, mind shield*
- ▲ **Examples.** Captain America, Superman, Wonder Woman

# Channeler

You are an expert in manipulating various energies and forces, including mental and supernatural powers.

- ▲ **Common Gifts/Powers.** Expertise; *detection, environment control*
- ▲ **Examples.** Captain Atom, Doctor Strange, Jean Grey, Storm, Zatanna

# Elemental

You embody a force or substance. You may be made of the material, able to channel or control it, and/or able to generate it.

- ▲ **Common Gifts/Powers.** *Absorption, element form, super-ability*
- ▲ **Examples.** Brickhouse, Sandman, Swamp Thing, The Thing

# Inventor

You use magical or technological devices to emulate powers.

- ▲ **Common Gifts/Powers.** *Multi-power, protection, super-ability*
- ▲ **Examples.** Blue Beetle, Hardware, Ironheart, Iron Man, Mister Terrific, Shuri

# Primal

Your emphasis is on animal cunning and instinct—you may even be an animal.

- ▲ **Common Gifts/Powers.** Beast Whisperer; *danger sense, vanish (–blend)*
- ▲ **Examples.** Animal Man, Boogieman, Dogg, Vixen, Wolverine

## Protean

You're able to change composition, form, and/or size.

- ▲ **Common Gifts/Powers.** *Alter size, elasticity, shapeshifting*
- ▲ **Examples.** Ant Man, Iota, Metamorpho, Multiple Man, Mystique

## Sage

You are a font of insight, knowledge, and secrets.

- ▲ **Common Gifts/Powers.** *Detection, telepathy, telesthesia*
- ▲ **Examples.** Dharma, Doctor Fate, Madame Web, Shazam, Uatu

## Shadow

Your expertise lies in stealth and subtlety.

- ▲ **Common Gifts/Powers.** *Alter density: insubstantial, danger sense, vanish*
- ▲ **Examples.** Batman, Black Widow, Fade, Kitty Pryde, Invisible Woman

## Speedster

You focus on high speed and movement-based powers.

- ▲ **Common Gifts/Powers.** *Extra action, haste, super-running*
- ▲ **Examples.** Blitzen, Flash, Impulse, Quicksilver, Velocity

## Strategist

You're an expert in strategy and tactics.

- ▲ **Common Gifts/Powers.** Mastermind; *mind shield, super-sense*
- ▲ **Examples.** Amadeus Cho, Black Panther, Mister Terrific, Spartan, Wise Son

## Tank

You are a powerful close combat specialist with excellent defenses.

- ▲ **Common Gifts/Powers.** Robust; *protection, super-ability*
- ▲ **Examples.** Big Barda, Colossus, Hulk, Payback, Power Girl, Shazam

## Trickster

You use your abilities to deceive, disrupt, and surprise.

- ▲ **Common Gifts/Powers.** Elusive; *danger sense, luck*
- ▲ **Examples.** John Constantine, Loki, Plastic Man, Spider-Man

## Versatile

You employ a suite of mental, supernatural, or technological powers.

- ▲ **Common Gifts/Powers.** *Alter density, create construct, multi-power*
- ▲ **Examples.** Green Lantern, Martian Manhunter, Stargirl, Silver Surfer, Vision

## Warrior

You excel at close combat, typically with a particular martial arts or weapon style.

- ▲ **Common Gifts/Powers.** *Extra action, super-ability, weakness detection*
- ▲ **Examples.** Daredevil, Huntress, Midnighter, Nightwing

# Motivation

Changing the world is no easy task. In **WEIRDNESS**, there's all manner of criminals and supervillains and mad scientists and secret cabals and megacorporations at work. Ordinary people can also make a difference—or cause tumult—in the world. It's inevitable that such individuals and groups will clash—whether because they benefit from the status quo or fight against it, fear change or strive for it.

As an adventuring hero, you will often be caught in the middle. You might stumble across a conflict while on patrol, or be at the forefront of a cause. Inevitably, this will put you on the wrong side of someone—whether a particular group or organization or even the public at large.

So why do it? What do you get out of adventuring? Perhaps it's curiosity, or a sense of justice, or the thrill of excitement. Whatever it is, *that's* your motivation. Choose from the motivations listed below, or come up with your own.

You're encouraged to pick both a primary and a secondary motivation—this increases your opportunities to gain story points—but you may go with a single motivation if you prefer. You may even choose to be conflicted—torn between two incompatible motivations. In that case,

after you pick your primary motivation, take the Opposed motivation listed with it as your secondary motivation.

> ## Motivation & Story Points
>
> If you succeed on a challenge that plays into your motivation, you earn a story point. The Story Editor should be strict about whether motivation is relevant to the challenge. A story point should reward good roleplaying and engagement with the story, not simply be a box to tick.
>
> ## Villainous Motivations
>
> The bad guys have motivations, too—and often they're not that different from heroic motivations. The all-important difference is empathy: heroes have empathy for others, while villains ultimately care only for themselves.

## Adventure

You have an adventurous spirit and rarely turn down the chance to tackle anything noteworthy, risky, or exciting. You carry out endeavors with a swashbuckling flair—which can be a good or a bad instinct, depending on the circumstances.

*Opposed:* Security

## Asceticism

You practice severe self-discipline and avoid all forms of indulgence, typically for spiritual reasons. You may regard those who partake in earthly pleasures with good humor and patience, or you might look down on such hedonism as a moral weakness.

*Opposed:* Materialism

## Community

You believe that the greatest measure of an individual is in their value to the society in which they exist. You seek to be dependable and helpful to those around you and encourage these traits in others. Even if you choose to wear a mask or work in isolation, you do so with the greater good in mind.

*Opposed:* Individualism

## Compassion

You want to protect others and alleviate their suffering, particularly the innocent and the helpless. Seeing people in danger or in pain brings out

your strongest instincts to act. By the same token, you'll tend to be careful when using violence in public places.

*Opposed:* Wrath

# Control

You detest the chaos of society and seek to impose order and discipline. You conduct your own affairs with precision and impose that same order on others when possible. If you're truly ambitious, you might seek to control events on a grand scale as a kind of benevolent dictator or a mastermind working behind the scenes—always for the benefit of the masses, of course, since they aren't competent to lead themselves.

*Opposed:* Freedom

# Courage

You don't shy away from agony, danger, and uncertainty. You face physical pain, hardship, and death with equanimity and embrace the opportunity to act rightly in the face of popular opposition, scandal, and personal loss.

*Opposed:* Fear

# Curiosity

You live and breathe to solve the world's mysteries. You might focus on cracking the puzzles of the natural world or unraveling the enigmas of the heart and mind; whatever the obsession, ignoring a riddle requires great effort.

*Opposed:* Faith

# Detachment

You avoid any emotional entanglements on a personal or professional level. You may feel that such connections limit your freedom of action, or fear the obligation that commitments require. If offered the choice between maintaining detachment or assisting with a cause that supports your other motivation, you may have a crisis of conscience.

*Opposed:* Responsibility

# Enlightenment

Your true calling is education and enlightenment, both for yourself and others. Nurturing talent and preserving or establishing a legacy are key

goals. You may seek to provide a moral compass to those in your company or you may be prone to probe and test others' abilities.

*Opposed:* Secrecy

# Exploration

You live to seek out new places and new ideas, to venture into the unknown and beyond. The known world is of little interest in comparison. While you believe in the importance of proper planning, cautionary tales do little to dissuade you from pursuing a new discovery. You rely on a combination of proper planning and in-the-moment quick thinking to achieve success.

*Opposed:* Isolation

# Faith

You believe in something not supported by empirical evidence; this belief gives meaning to your life. You may adhere to a code of conduct inspired by your faith or may strive to spread your beliefs to others. Depending on how forceful you are about your faith, this may cause friction with those who require objective evidence for extraordinary claims, or those whose beliefs conflict with yours.

*Opposed:* Curiosity

# Fear

You make every effort to avoid danger, uncertainty, and injury. Threats of physical pain, hardship, or death compel you to take preventative or mitigating action. You may even shift your position when faced with popular opposition, scandal, or personal loss. After all, "he who runs away may live to see another day."

*Opposed:* Courage

# Fellowship

You seek to eliminate artificial barriers between individuals, such as socioeconomic status or political influence. You attempt to treat all sentients—possibly even all living creatures—as equal in fundamental worth and social status. This may cause friction with those who do not share your egalitarian views.

*Opposed:* Nobility

# Freedom

You detest the rigid structure of society and seek to escape any imposed order and discipline. You conduct your own affairs with wild abandon and disrupt the carefully-laid plans of others whenever possible. If you're truly ambitious, you might seek to disrupt events on a grand scale as a kind of "agent of chaos," for the benefit of the masses who are too complacent to free themselves.

*Opposed:* Control

# Humility

You try to maintain a healthy perspective regarding your importance in the grand scheme—for in a vast and uncaring universe, what does a single life matter? You likely decline honors and rewards, no matter how well-earned, and are usually polite and respectful even in the face of abuse and deliberate malice. Likewise, you pay little heed to rude or disrespectful behavior. When viewed on the cosmic scale, such things simply do not matter.

*Opposed:* Pride

# Idealism

You believe in some cause or ideology so strongly that you would die to protect or uphold it. You might believe that your worth as a person is tied to adherence to a code of honor—whether by keeping one's word, using no more force than required, or out of respect for rank. Whatever your ideals, any challenge to them is sure to provoke a strong response.

*Opposed:* Pragmatism

# Individualism

You believe that the rights of the individual hold the highest moral value, above any society or philosophy. You seek to be self-reliant and independent and encourage these traits in others. You might work with a team, but your reasons for doing so are personal, rather than out of any sense of obligation.

*Opposed:* Community

# Isolation

You avoid exposure to new places and new ideas, preferring the comfort and safety of the known. You may be frightened of what lies beyond the horizon, or you may simply like the world as you know it. In extreme

cases, you may wish to avoid being contaminated, either physically or culturally, by strangers and their uncouth customs.

*Opposed:* Exploration

# Justice

You act to ensure that misdeeds are met with appropriate punishment. In a society where the judicial system usually works as intended, you'd seek to deliver criminals to the appropriate authorities (along with evidence of their crimes, if possible). In a corrupt society—or one you feel is corrupt—you may decide that the cause of justice is best served by taking the law into your own hands.

*Opposed:* Vengeance

# Materialism

You like wealth, and strive to amass as much as possible. Whether you hoard it or spend it freely—even pursuing philanthropy on a large scale—is secondary. Accumulation of riches is an end in itself. Some might call you greedy, but such petty judgments aren't worth your time. After all, time is money.

*Opposed:* Asceticism

# Mercy

You practice benevolence, forgiveness, and kindness. You make a point of doing so particularly when the recipient is, by any objective measure, undeserving of such consideration. You may be motivated out of selfishness (it makes you happy), pragmatism (by showing mercy, you may cause the person to change their ways), or altruism (each small act of kindness makes the world a better place).

*Opposed:* Ruthlessness

# Nobility

You were born to rule. You may look out for the common folk based on a sense of noblesse oblige or enlightened despotism; whatever the case, you take action because you feel it is necessary and proper, not because someone else demands it. You feel most comfortable with those of equal station but can endure rubbing elbows with the unwashed masses when necessary.

*Opposed:* Fellowship

# Passion

You have a visceral, perhaps even savage, nature that you struggle to control. You may also have a strong sense of loyalty or compassion that helps keep your passions in check. Though ruled by emotions and must work to fit into a rational world, this grants you insights that people who live by logic overlook.

*Opposed:* Serenity

# Pragmatism

You believe that practical accomplishments are more important than ideas and philosophies. Honor and ideologies are of little value if they don't produce a useful result. This belief may cause friction when your pragmatic approach runs counter to the tenets of society at large.

*Opposed:* Idealism

# Pride

You strive to personify an ideal—whether of a culture, nationality, social class, or profession. You hold to an exacting standard of behavior and expect respect for what you represent. You are not likely to appreciate scandals or public slights.

*Opposed:* Humility

# Rebellion

You don't fit into the larger society, living as a loner due to prejudice or personal choice. You scoff at popular trends and pay little heed to public mores. You may seek out other iconoclasts who follow their own drummer or you may prefer to be left alone.

*Opposed:* Traditionalism

# Responsibility

You feel that you have a duty to apply your abilities for some reason other than self-interest. You have a duty to someone or something outside of yourself; casting this duty aside would be selfish or irresponsible. If offered the chance to set down this burden of power, you might face a crisis of conscience.

*Opposed:* Detachment

# Ruthlessness

You allow no personal feelings or squeamishness to cloud your judgment. The feelings and well-being of others are irrelevant to achieving your ambition. If some must suffer in the process, so be it. Collateral damage matters little where your goals are concerned. Perhaps these goals are so lofty that the ends justify the means… or perhaps you're just heartless.

*Opposed:* Mercy

# Secrecy

You strive to hide information from those who aren't ready—or worthy—to possess it. Knowledge is power, and power should be in the hands of those most fit to wield it. You might conceal or destroy information in order to prevent its dissemination or even seek to discredit those who would reveal that which should remain hidden.

*Opposed:* Enlightenment

# Security

You strive to minimize risk, despite any potential reward or excitement. Any task you take on, from mundane to extraordinary, is handled with an eye toward avoiding or eliminating danger. This may make for a safer existence, but also a dull one. Facing unexpected dangers can distract, fluster, or upset you.

*Opposed:* Adventure

# Serenity

You seek to maintain an inner balance. This may be for spiritual reasons, or as a mechanism for coping with inner demons. You tend to avoid situations that might trigger bad memories or unhealthy behaviors, but learning to face these challenges with equanimity is an important step toward enlightenment.

*Opposed:* Passion

# Subtlety

You hope to achieve your goals without attracting attention. Careful planning is high on your list of priorities, but success alone is not enough. From your point of view, the greatest achievement is one accomplished

without anyone else knowing it even happened. Exposure, even in success, is the antithesis of what you strive for. True power is that which is used unseen.

*Opposed:* Thrills

## Thrills

You're an adrenaline junkie. Driven by a desire to experience thrills and glory, you crave action, speed, and attention. This typically leads to leaping before you look. On the positive side, you often deal well with chaotic situations that require spur-of-the-moment decisions.

*Opposed:* Subtlety

## Tradition

You believe in structure, custom, and the chain of command. You appreciate the value of respecting authority and of following and giving orders. You thrive on stability, routine, and clear objectives. This can create a crisis of conscience if orders you receive conflict with your personal morals.

*Opposed:* Rebellion

## Vengeance

You seek revenge for some past wrong done to you or your loved ones. Any personal sacrifice is worthwhile in your pursuit of vengeance. Depending upon your other motivations and/or complications, sacrificing others might also be worth the cost.

*Opposed:* Justice

## Wrath

You exult in exacting punishment against the guilty and despicable. Seeing people abuse their power or behave in an offensive manner brings out your strongest instincts to act. Exacting retribution by whatever means necessary is your priority, so you tend to be careless when using violence in public places.

*Opposed:* Compassion

# Complications

Complications make for more interesting characters. Being impulsive, having a strict code of honor, dealing with old enemies and their never-ending quest for vengeance—all this and more can result in more dynamic stories for everyone in the game.

Choose between one and three complications from the list below, or create your own. Each adds depth to your concept and helps the Story Editor to come up with plot hooks tailor-made for you.

Many complications could apply to pretty much any hero, to some degree. Only take a complication if you feel it's central to your concept. You might take the Duty complication if you have an essential or high-profile job or if you have a relative who requires ongoing attention. Otherwise, you needn't worry about it if you've got some desk job, or only see your family every once in a while.

Complications are meant to allow for the unexpected and to encourage you to do something fun even if it's not strictly the wisest idea. Complications are not an excuse to be a jerk or to undermine the other players' fun.

## Persistent Complication*

A persistent complication (indicated by an asterisk (*) in the title) is something that's always present. Phobia isn't persistent, since you're not always exposed to the source of your fear; Disability is persistent since you're still blind even if you wear a high-tech VISOR. You may only take one persistent complication unless the Story Editor allows more. A persistent complication grants you 1 *luck* point, which functions just like the *luck* power and refreshes at the start of each game.

### Complications & Story Points

When you fail a challenge that relates to one of your complications in some way, you earn a story point. This is a reward for contributing to the story, as well as compensation for the complication, well, complicating your life.

### Alter Ego

You have a non-powered self. Build a mundane version of your character at the Personal story scope (see Story Scope & Character Points). While in this mundane form, you have no access to the abilities and powers of your full

heroic form. You may determine the method and any restrictions of transformation, and decide whether you keep the same persona or turn into someone else. Regardless, switching forms is a standard action.

## Code

You live your life by a strict set of rules. This is more than simply being a decent person or "doing the right thing." For most people who live by such aphorisms, the lines can blur if there's a more expedient or less personally damaging alternative. Not so for you. There's a particular line that you will not cross, a certain rule that you will not break—whether to always keep your word; never steal; never lie; never take a life; trust everyone; or some other personal code.

## Disability*

You are disabled in some way. Perhaps you're blind, missing a limb, or subject to a severe ailment. You may have a power that compensates to some degree, but that doesn't negate the fact that you have a disability. When navigating a world not built for the disabled, it's common that you face everything from minor inconvenience to major difficulty.

## Duty

You have a responsibility or obligation that requires your attention and time, limiting the ease of living an adventuring lifestyle. Perhaps you work in law enforcement or are an elected official; or you have a frail aunt or precocious child who requires constant care; or some combination of career and family responsibilities that you can't simply shirk.

## Enemy

You are the target of an individual or organization of great power. Perhaps you're on the run from the shadowy government agency from which you gained your powers; or one of your childhood friends blames you for some tragedy and has recruited deadly assassins for revenge; or you're pursued by an entity that will stop at nothing till you convert to their world view.

## Flaw

You suffer from a character flaw that can influence how you deal with others or affect your own personal motivation. Perhaps you're overconfident, certain of your inherent superiority; or are timid and

unsure of yourself; or become frustrated easily because you process information far more quickly—or slowly—than other people; or you're inherently suspicious of everyone you meet; you suffer from depression or anxiety due to a chemical imbalance; or you're distracted by a constant struggle for control with the symbiote that grants your powers. Whatever the flaw, it can create complications relating to interpersonal interactions, remembering critical details, staying focused, or other circumstances appropriate to the flaw.

## Idealistic

You believe that things can be better—whether that all (or certain types of) people can achieve their full potential; making the world a better place; or some other ideal. Or perhaps you simply remain optimistic and always think the best of others, no matter what evidence shows to the contrary. Whatever the case, your ideals inform your choices in life and may put you at odds with those who don't share your beliefs.

## Impulsive

You're prone to acting before you've thought things through. Perhaps you act on assumptions without bothering to assess the situation; you think that plans never work out anyway; or your excitement simply gets the better of you. It's not that you're incapable of following a plan, just that you prefer taking action over wasting time talking.

## Instinctual

You operate on instinct rather than intellect. Perhaps your powers heightened your animal nature to an extreme; perhaps you simply are an animal. Whatever the case, taking action based on complex or abstract information is a challenge. You're much more comfortable dealing with the world in simple, straightforward terms.

## Notorious

You have a bad reputation, whether deserved or not. Perhaps a media mogul singled you out as the poster child for dangerous vigilantes; the authorities hold you responsible for the collateral damage that often occurs in your adventures; or you got on the wrong side of a social media influencer and their vast Internet posse. Whatever the case, you seldom get a fair shake when dealing with the public.

# Outsider

You're not from around here. Perhaps you're the sole survivor of a doomed world; a robot that's only just gained sentience; a being from another dimension; or were somehow yanked into the present from a distant point in time. Whatever the case, you're unfamiliar—or perhaps merely uncomfortable—with everything from social norms to culture to technology. Whether this changes over time as you're exposed to more of humanity's quirks and foibles is up to you.

# Phobia

You have an irrational fear of something. Whenever exposed to the source of your fear, you'll do anything in your power to remove yourself from the immediate area. If unable to do so, you're at least distracted and unable to focus, at worst possibly hysterical or comatose. While this can be debilitating, it certainly warrants a bonus point when you're able to accomplish a goal despite exposure to the phobia.

# Poor*

You have nothing—no job, no money, possibly not even a home. You lack resources to buy anything significant and must routinely scrounge for your next meal or a place to sleep.

# Restriction

You lack the rights of a typical adult. Perhaps you're an adolescent; not a naturalized citizen; a convicted felon; or a sentient robot. Whatever the case, you may suffer limited freedom and/or prejudice under certain circumstances.

# Secret

There's something you don't want anyone to know—whether some crime you committed (or allowed to be committed); dark knowledge that you should not possess; the devil's bargain you made to become extranormal; having ruined someone's life; or something else you'll do anything to keep confidential. This also encompasses that classic superhero trope: a secret identity. The reason for keeping the secret can vary—whether to protect your loved ones from danger; to avoid repercussions in your professional life; to give you an edge against rivals; or because you're embarrassed by what you've done. Whatever the case, you're often forced to change plans, lie, or take even more extreme measures to keep your secret.

## Unusual

The sight of you is distracting to others—whether horrifying to look upon, possessing an otherworldly beauty, or giving off an unsettling vibe. Perhaps you were twisted from the lab accident or genetic manipulation that triggered your powers; you leak a miasma as a byproduct of your powers; or humans don't know how to react to your alien physiognomy. Whatever the reason, your unsettling form can cause difficulty in social situations.

## Vulnerability

You're vulnerable to a particular element or substance. Perhaps you're more susceptible to the effects of fire or toxins; perhaps you take increased damage from iron or silver; or perhaps you're hurt by something otherwise harmless, like sunlight or water. Choose a trait (**Body**, **Mind**, **Motion**, **Spirit**); reduce that trait's dice pool by half (round up) for any reactions against the vulnerability. In addition to damage from attacks, apply a penalty to every skill in that trait category while you're in contact with the element or substance. Although it's painful and debilitating, you can't die from a vulnerability.

# Persona

Your persona is an outward expression of the previous steps in your concept, as displayed by your personality, description, and codename. You may be an open book or you may present a carefully cultivated aspect to the world at large. Don't get stressed if you don't know all the details of your persona right off the bat. Details are sure to emerge in the course of roleplaying which flesh things out.

## Personality

Think about what makes you tick. How do you act around other people? Are you serious but kind? Grim and menacing? Wacky and easy-going? What are your interests and hobbies? Are you intellectual, scrutinizing the world around you, or passionate and impulsive, doing what feels right without thinking about it? How about family? Do you come from a large, close-knit clan, or are you an orphan? What about education and moral philosophy? Do you keep your personal identity a secret from the world at large, donning a mask and a codename when you go out adventuring? Or do you stand revealed to the world?

Each detail further develops you from a simple list of powers and ratings to a fully-realized character.

## Description

What you look like is not as important as personality, but it does provide helpful reference points when interacting with others. Even basic information on age, gender, ethnicity, physical stature, and style of dress is helpful. Beyond this, what do people notice first when they meet you? What mannerisms or odd quirks do you have? Do you wear a special uniform in your heroic persona, or do you adventure in street clothes?

## Codename

What appellation do you use while adventuring? Is there a nickname by which you're known? Or do you prefer to keep it simple and use your own name? A codename gives others an idea of your capabilities and/or temperament. For instance, you may be an elite martial artist, but the codename "Bonebreaker" conveys a very different focus than "Protector"… or plain old "Terry Bukowski," for that matter.

# Development

Your hero should be ready to go once you finish character creation. Of course, with adventuring comes experience, and part of the fun of a roleplaying game is developing new abilities or increasing existing ones.

It's common for characters in games to grow more powerful, but it's not common in the comics genre. In **WEIRDNESS**, character development balances these extremes.

## Story & Character Points

Once the game begins, any further character development starts with **story points**. There are two ways to get story points during gameplay:

- ▲ **Succeed** at an action that involves one of your **motivations**.
- ▲ **Fail** at an action that involves one of your **complications**.

(You can also start the game with story points. Each point that you do not spend in character creation converts to 2 story points once the game begins.)

You can spend a story point at any time (see STORY POINTS for details). Once you spend a story point, it converts to a **character point**. As the term suggests, you use these points for character development.

**You cannot use story points on character development.** You must *first* spend story points in gameplay.

At the end of each story arc (about three to five game sessions) is the **development phase**, when everyone takes a break for character development. The Story Editor may choose to grant additional development points at this time. You may then spend as many of your development points as you like to improve your character.

Spending character points in the development phase works the same as during your initial character creation, with one critical difference:

**In the development phase, all point costs are doubled** except for positive and negative modifiers.

So, increasing a skill rating by 1D costs 1 character point during creation but 2 character points during development. You cannot increase a skill rating by more than 1D per development phase.

Likewise, in development powers cost twice the character creation cost. This includes buying additional effects—for instance, picking up *blast* in a development phase costs 4 character points, while adding a second *blast* effect along with it costs 2 more character points. Remember that any linking modifiers are still 1 point each. So, purchasing *illusion* in a development phase costs 6 character points, but also giving it the *+selective* modifier still costs 1 character point.

The Story Editor should review any purchases to make sure each character remains suitable for the story scope of the game. It's always a good idea to discuss with the Story Editor how you plan to spend your character points.

# Character Revamp

A revamp is an option during character development where you can rework your hero as much as you like, with the Story Editor's approval. The focus is on gifts and powers, but potentially every aspect of the character is fair game—as long as you have a reasonable explanation for it and the Story Editor feels it won't disrupt the game.

This reflects changes common in the genre from the minimal (Superboy is revealed to be a hybrid of both Superman and Lex Luthor) to the extreme (Hawkeye takes on a new power set as Goliath) and everything in between (Scarlet Spider relocates to Houston and gets a whole new supporting cast). You can even use it to switch your current hero with a legacy hero

(Sam Wilson taking on the mantle of Captain America from Steve Rogers; Jaime Reyes becoming the next Blue Beetle after Ted Kord).

As always, the Story Editor should review any proposed changes carefully, to ensure that they remain in keeping with the tone and story scope of the game.

# ABILITIES

**Ability** is the general term that encompasses both a **trait** (natural capability) and a **skill** (area of training). Abilities are organized in four **ability groups** (see the Ability Groups table). Each group is headed by a trait, under which are four skills. Since your dice pool is based on an ability, all ability ratings are listed as a number of dice.

## Ability Groups

| Body | 1D | | Motion | 1D |
|---|---|---|---|---|
| Exert | | | Finesse | |
| Fight | | | Operate | |
| Force | | | Shoot | |
| Impress | | | Sneak | |
| **Mind** | 1D | | **Spirit** | 1D |
| Know | | | Connect | |
| Magic | | | Deceive | |
| Science | | | Intuit | |
| Tech | | | Notice | |

# Ability Benchmarks

Abilities use the same 0–10 scale as outlined under Benchmarks. However, an ability cannot go past **5** without enhancement. Certain powers and equipment may increase an ability rating beyond 5.

The table below offers a general guide on how benchmarks apply to traits and skills.

| Rating | Descriptor | Trait Benchmark | Skill Benchmark |
|--------|------------|-----------------|-----------------|
| 0 | Negligible [Ne] | Disabled | Untrained |
| 1 | Weak [We] | Functional | Trained |
| 2 | Decent [De] | Average | Competent |
| 3 | Great [Gr] | Above average | Proficient |
| 4 | Superior [Su] | Remarkable | Expert |
| 5 | Fantastic [Fa] | Human exemplar | Genius |
| 6 | Terrific [Te] | Extranormal | Super-genius |
| 7 | Phenomenal [Ph] | Demi-human | Prodigy |
| 8 | Astounding [As] | Galactic power | Legendary |
| 9 | Unearthly [Un] | Mythic being | World-breaking |
| 10 | Cosmic [Co] | Cosmic entity | Apocryphal |

# Traits

The four traits—**Body**, **Mind**, **Motion**, **Spirit**—represent your intrinsic capabilities.

You do not purchase traits. Instead, they all start at 1D. To increase a trait rating, you must get training in the skills grouped under it. The initial +1D that you buy in each skill also adds to the trait's rating, up to a maximum 5D (the total of the base 1D in the trait and +1D for each skill in that ability group).

Your trait rating acts as a dice pool for reaction rolls (see Opposition).

Add your single highest and lowest trait rating to calculate your maximum **Life** (see Life).

# Body

Your physical strength and vigor. **Body** encompasses activities relying on physical might—whether breaking down a door, shrugging off an attack, or enduring harsh conditions.

# Mind

Your intelligence and mental fortitude. **Mind** represents your facility in analyzing data, drawing conclusions from the facts at hand, creating inventions, and solving problems.

# Motion

Your coordination and dexterity. **Motion** encompasses anything based on agility and quickness—whether dodging an attack, performing sleight of hand, or swinging on a line.

# Spirit

Your charm and force of personality. **Spirit** comprises your inner cool and personal magnetism—whether commanding troops, facing some extra-dimensional horror, or seducing someone.

# Skills

There are 16 skills, divided equally under the four traits (see ABILITY GROUPS). A skill has no rating to start; you're considered "untrained." This defaults to the base 1D in the trait under which the skill is grouped. Purchasing at least +1D in the skill grants training.

**Each skill rating costs 1 point during character creation.**

You can buy up to +4D in each skill. This grants a maximum of 5D in that skill, since you always add the base "untrained" 1D in the trait under which it's grouped.

When a skill lists a rating, it only shows the dice in the skill itself, like so: +1D **Force** or +3D **Connect**. You always add the base 1D trait to your skill rating when calculating a benchmark or dice pool for the skill.

Skills are abstract by design. **WEIRDNESS** isn't about simulating real-world conditions; the rules are simply a mechanism to support the story you're all telling. Skills reflect this, emphasizing the action that you're trying to accomplish without

getting bogged down in minutiae. Whenever you perform an action, describing what your character attempts should indicate which skill is most suitable.

# Skill Descriptions

## Connect

Command, interact with, persuade, or socialize with others in a variety of circumstances, cultures, and social levels.  [**Spirit**]

## Deceive

Trick others through omission, evasion, manipulating the truth, or outright lies. [**Spirit**]

## Exert

Engage in athletic prowess, whether climbing a wall, pursuing someone over long distances, or swinging between buildings.  [**Body**]

## Fight

Battle enemies in close range. This encompasses both armed and unarmed combat.  [**Body**]

## Finesse

Feats of acrobatics, dexterity, and gymnastics—whether navigating across an icy bridge, slipping out of restraints, or lifting someone's wallet.  [**Motion**]

## Force

Raw physical power—whether breaking down a locked door, holding onto an airplane wing while in flight, leaping across a chasm, or moving a stone block.  [**Body**]

## Impress

Use your physical appearance to arouse, awe, delight, intimidate, or terrify.  [**Body**]

## Intuit

Glean insights and understand others' motivations—whether making leaps of logic, sensing something is amiss, or catching someone in a lie. [**Spirit**]

## Know

Information learned through academic, scholarly, or spiritual pursuits—from archaeology to linguistics, pop culture to history, religion to survival. [**Mind**]

## Magic

Understand and/or manipulate forces and agencies from the arcane to the occult. [**Mind**]

## Notice

Observe and glean information from your surroundings—whether searching for clues or spotting a hidden assassin. [**Spirit**]

## Operate

Control and manipulate any animal or mechanical conveyance, from riding a camel to steering a chariot, driving a sports car to directing a surveillance drone, or even piloting a giant robot. [**Motion**]

## Science

Apply the scientific method, with emphasis on broad areas of emphasis such as astronomy, criminology, mathematics, medicine, or physics. [**Mind**]

## Shoot

Perform ranged attacks, from firing a bow and arrow to shooting a firearm. [**Motion**]

## Sneak

Act covertly; whether bypassing security systems, moving unnoticed, or following someone. [**Motion**]

## Tech

Understanding the design, construction, modification, and/or repair of mechanical and technological devices. [**Mind**]

# GIFTS

Gifts are advantages or exceptional—though not superhuman—abilities. Gifts can enhance your dice pool for certain rolls or provide some other benefit.

**Each gift costs 1 point during character creation.**

## Perks

A **perk** enhances your dice pool for any rolls relating to a specific gift. The perk amount is based on the story scope, as indicated below.

| Story Scope | Dice Pool Perk |
| --- | --- |
| Local, City | +1D |
| National, Global | +2D |
| Galactic, Infinite | +3D |

# Creating Gifts

If you think of a gift that's not listed, run it past the Story Editor. Any new gifts should be similar in scope and usefulness to the current ones. Anything more powerful should be a power, while anything less is simply an aspect of roleplaying or creative use of a story point.

## Gifts List

Adept

Alert

Authority

Beast Whisperer

Benefactor

Berserker

Bloodhound

Chameleon

Connected

Deadeye

Elusive

Expertise

Fascinating

Followers

Gearhead

Genius

Headquarters

Inconspicuous

Indomitable

Keen

Leadership

Mastermind

One Person Army

Perfect Recall

Poised

Polyglot

Powerhouse

Pretender

Provoke

Quick Reflexes

Reputation

Robust

Sharpshooter

Sidekick

Stunt Driver

Tackler

Team Player

Techie

Tenacious

Tough

Transport

Utility Belt

Wealthy

# Adept

You're an expert at the mystic arts.

Apply a perk to arcane and occult rolls.

# Alert

You spot things others miss—whether due to natural ability or special training.

Apply a perk to observation and perception rolls.

# Authority

You are in law enforcement, have top-secret security clearance, serve as a government agent, or are a member of a ruling class. If you have a secret identity, choose whether this gift applies to your civilian or heroic identity.

Apply a perk to special authority, access, or influence rolls.

# Beast Whisperer

You have a special bond with animals. Animals are more likely to be calm or even excited in your presence, while a hostile animal may be less likely to engage with you.

Apply a perk to animal interaction rolls.

# Benefactor

You enjoy the support or protection of a group, individual, or organization. This might be an adventuring club, crime syndicate, government agency, private think tank, secret society, or wealthy individual. Thanks to your benefactor's largesse, you have access to funding, gear, information, and personnel. In turn, you serve the benefactor in some capacity—typically as a consultant, employee, or protégé—and may be required to perform tasks for them (which can often serve as jumping-off points for new adventures).

# Berserker

You are a terror in close combat.

Ignore the penalty when performing the multi-attack stunt.

# Bloodhound

You always get your man—or woman, child, person, animal, vegetable, or mineral.

Apply a perk to pursuit and tracking rolls.

# Chameleon

You can create disguises with little preparation and whatever you have at hand. You can also imitate anyone with whom you've ever interacted for at least one scene.

Apply a perk to disguise and impersonation rolls.

# Connected

You have a network of friends, rivals, and associates in a broad field such as academics, business, crime, law enforcement, media, politics, or science. While you can call upon them for information or a small favor, help is not guaranteed—and they may require a favor in return. If you have a secret identity, choose whether each connection is through your civilian or heroic identity.

Apply a perk to influence, investigation, or research rolls relating to the chosen field. You can buy this gift more than once, choosing a new field each time.

# Deadeye

You have a knack for hitting what you're aiming at.

Ignore the penalty when performing the trickshot stunt.

# Elusive

You're fast on your feet and hard to pin down.

Apply a perk to fighting and maneuvering reaction rolls.

# Expertise

You have the potential for greater success in a particular subject or area of ability. Choose expertise within a skill (see examples below). When attempting a roll that relates directly to this expertise—whether a skill challenge or trait reaction—designate a die in your dice pool as the "expertise" die (it should be of a different color and/or size from the rest of the dice pool).

Make the roll as normal. If the "expertise" die has an even result, you gain +1 success for each other die that matches the result. This is *in addition to* the standard 1 success you get from each die's even result.

You can have more than one skill with expertise, but you can have only a single expertise per skill.

- ▲ **Connect.** Charm, diplomacy, etiquette, interview, negotiate, perform, seduce

- ▲ **Deceive.** Bluff, disguise, forge

- ▲ **Exert.** Climb, leap, run, sports, swim, throw

- ▲ **Fight.** Blades, blunt weapons, contact powers, unarmed combat

- ▲ **Finesse.** Acrobatics, balance, dance, escape artist, parkour, tumble

- ▲ **Force.** Deadlift, logging, manual labor, sports

- ▲ **Impress.** Command, interrogate, intimidate, seduce

- ▲ **Intuit.** Body language, lie detection, non-linear thinking, situational awareness

- ▲ **Know.** Accounting, anthropology, archaeology, architecture, art, crime, history, law, music, occult, politics, pop culture, religion

- ▲ **Magic.** Arcana, astrology, occult, rituals, sorcery, supernatural beings, voodoo

- ▲ **Notice.** Forage, investigate, orienteer, surveil, track

- ▲ **Operate.** Aircraft, animals, drones, ground vehicles, heavy machinery, motorcycles, spacecraft, submersibles, watercraft

- ▲ **Science.** Astronomy, biology, chemistry, criminology, geology, mathematics, medicine, meteorology, nanotechnology, oceanography, physics, zoology

- ▲ **Shoot.** Bows, crossbows, pistols, ranged powers, rifles, thrown weapons

- ▲ **Sneak.** Pick lock, security, sleight of hand, shadow, stealth

- ▲ **Tech.** Computers, demolitions, communications, electronics, mechanical engineering, robotics, security systems

# Fascinating

You draw attention effortlessly, whether due to an absolute command, captivating sensuality, disturbing presence, engaging charm, ethereal grace, or startling intensity. Determine if the vibe you give off is compelling or unsettling; whatever the case, it's difficult for you to pass unnoticed. If you have a secret identity, this gift applies either to your civilian or your heroic identity.

Apply a perk to social interaction rolls.

# Followers

You have one or more loyal minions. These might be any combination of administrative personnel, armed guards, household staff, or IT team. There is no strict limit to how many followers you may have, but no more than six is best. As always, this is subject to Story Editor approval.

Record the name of each, along with their responsibilities and relationship to you.

Followers have the "extras" tag. They are not extranormal, nor are they sidekicks. They are primarily a story convenience, used for flavor and as a foil in roleplaying.

# Gearhead

You get along better with machines than with people.

Apply a perk to mechanical device repair and modification rolls.

# Genius

You're a scientific prodigy.

Apply a perk to science and technology rolls.

# Headquarters

You have one or more bases of operation, equipped with supplies and gear appropriate to your background. If you're a member of a team, you may choose to share the base(s) with them. A headquarters is a story convenience, used for flavor and as scene setting. You are typically safe when in your headquarters, but situations may arise when that security is compromised. For example, mystic wards and barriers may secure your secret sanctum, but this may not be enough to prevent a plot-appropriate break-in.

## Inconspicuous

You're easily overlooked and don't make a lasting impression. This also makes it tough to get the attention of others.

Apply a perk to stealth rolls, as well as to avoid being identified or even remembered by others.

## Indomitable

Your mind is a fortress.

Apply a perk to resist psychological influence or mental powers.

## Keen

You're insightful and have a knack for flying by the seat of your pants.

Apply a perk to rolls for sensing danger, making leaps of logic, and otherwise working on instinct rather than analyzing a situation.

## Leadership

You excel at bringing out the best in others. Those around you are more effective with you than they are alone. With this gift, you can spend story points on behalf of your teammates and allies.

## Mastermind

You are the devil in the details. With sufficient time and preparation, you gain a tactical benefit during a subsequent encounter.

You can use a free story point effect once per game.

## One Person Army

You excel at taking on multiple foes at once. Add your **Power** rating to the total number of targets you can attack when performing the multi-attack stunt.

## Perfect Recall

You remember in detail any event, document, recording, or picture that you've taken at least one standard action to study. Since this memory is essentially an image, you can recall the information even if you don't understand it. This also means you may need to take time focusing on various portions to glean details.

## Poised

Nothing gets under your skin—you don't panic or feel embarrassed.

Apply a perk to resist the effects of embarrassing, frightening, or highly stressful situations.

## Polyglot

You have a knack for languages. You know a number of additional languages equal to your **Mind** + **Spirit**. You may choose them all immediately, or add them as they come up during gameplay. In addition, you can learn the basics of a new language within a week and can master it after a month or two of active study.

## Powerhouse

Your attacks land with tremendous force. Each success you spend on the shove success option forces the target back 2 spaces.

## Pretender

You can bluff your way through almost any circumstance, thanks to a combination of self-confidence and smooth-talking. Bear in mind that, while you can talk a good game, this gift doesn't confer any actual skill in whatever you're faking.

Apply a perk to bluff rolls.

## Provoke

You know just how to get under peoples' skin.

Apply a perk to throw a target off-balance psychologically—whether making them aroused, enraged, flustered, or threatened.

## Quick Reflexes

You can spring into action with the speed of a striking cobra. When determining turn order, add your **Power** rating to your **Exert** roll.

## Reputation

You enjoy credibility, fame, respect, or notoriety in a particular sphere of influence. You might be an accomplished politician, master criminal, popular actor, top athlete, renowned lawyer, social media influencer, or simply a member of a prominent family.

It's hard for you to pass unnoticed within the relevant sphere—and possibly beyond, depending on circumstances—but those impressed by celebrity and notoriety are more likely to cooperate with you or grant favors. It can also have a negative impact within your sphere if you're caught acting in an unappealing or objectionable manner.

If you have a secret identity, this gift applies either to your civilian or your heroic identity.

Apply a perk to social interaction rolls within your particular sphere of influence.

## Robust

You're the epitome of health. Add your **Power** rating to your maximum **Life** rating.

## Sidekick

You have a loyal companion. This may be a bot, comrade-in-arms, protégé, spouse, or even a pet. A sidekick is considered a hero except that they don't earn story points. You can spend story points on them, and gain story points from them based on their complications.

A sidekick is built with fewer points than a hero. Use 2 character points for every three based on the story scope for the game, rounding up (e.g., in a City game, a sidekick is built on 17 points). In the development phase, a sidekick earns 1 character point for every 3 you get.

## Stunt Driver

You're a natural at piloting any kind of transportation—whether a horse or a car, a boat or a spaceship.

Apply a perk to driving and piloting rolls.

## Tackler

You're skilled at bringing down a target. Each success you spend on the knock-down success option is doubled.

## Team Player

You excel at working with others and are more effective as part of a team than working alone.

When performing a group effort, you can roll the dice from your dice pool perk and add the result to the lowest roll.

# Techie

You're a technological maestro.

Apply a perk to electronic device repair and modification rolls.

# Tenacious

Whether due to your hardy constitution or sheer force of will, you stand strong in the face of defeat. When reduced to 1 **Life**, ignore the hurt condition. Further, when you rally, you're restored to full **Life**.

# Tough

You don't worry about avoiding attacks; it's easier to shrug them off. Use **Body** instead of **Motion** for energy and physical reactions (see ATTACK & DEFENSE).

# Transport

You have one or more vehicles. If you're a member of a team, you may choose to share the vehicle(s) with them. Transport is a story convenience, used for flavor and to help you get around. If you have a single transport, it may be tricked out with custom gear (e.g., active camouflage, biometric security, rocket launchers); multiple transports are top-of-the-line but lack nifty gadgets. Still, even the most tricked-out vehicle won't defeat a rampaging posthuman—that's *your* job.

# Utility Belt

You have a belt, pack, or pouches full of useful stuff. With a quick action, you can pull out any item hand-held or smaller in size and that can be found in a typical retail shop. The item remains for the scene unless you dispose of it sooner.

# Wealthy

You're not simply well-off; you're *rich*. Little things like food, clothing, and shelter aren't concerns, though you may have responsibilities related to your source of income (e.g., managing a trust, overseeing a crime syndicate, wrangling a board of directors). While you can buy almost anything you like (legal or otherwise), not every problem can be solved by throwing money at it—which is presumably why you've donned a colorful suit and a codename to match.

# POWERS

Powers are abilities beyond the capability of ordinary mortals. From flying unaided through the air to firing energy blasts out of your eyes, from reading someone's thoughts to running faster than sound, such incredible abilities are the purview of those called extranormals. This doesn't mean that regular people can't have powers, mind you. Powers may derive from any number of sources. Tony Stark is a prime example of a normal—if exceptional—human with an array of incredible powers at his disposal.

## Power Rating

The game's story scope dictates the overall measure of your extranormal abilities (see Story Scope). All characters in the same story are placed at the same benchmark to ensure that everything is balanced. This includes the **Power** rating, which, as you might expect from the term, applies to any powers you have.

Your **Power** rating breaks down into five key categories: **dice**, **movement**, **range**, **area**, and **capacity** (see Benchmarks for more details). You may apply a lesser amount of a given category any time you use a particular power, but you cannot go above your **Power** rating benchmark.

# Power Rating & Dice

When a power calls for a challenge or reaction roll, add dice equal to your **Power** rating (see the Benchmarks table), unless otherwise stated in the power's description.

# Powers & Abilities

Certain powers can modify abilities. Unless stated otherwise, this applies only to the four traits (**Body**, **Mind**, **Motion**, **Spirit**) and the skills grouped with each.

# Powers & Challenges

As with any other action, the specific skill used for a power depends on what you're trying to accomplish. Often, this is straightforward—**Fight** when attacking with *strike*; **Shoot** when firing a *blast*; **Force** when tossing debris aside with *telekinesis*; and so on. Sometimes, you can narrow it down based on your approach—for instance, *mind control* could use **Connect** or **Deceive** depending on whether you prefer the direct approach or are more the subtle type. Other times, it depends not only on how you approach things, but also what you know about the situation and what external factors the Story Editor points out—for instance, *teleport* might default to **Notice** when leaping to a location you've never been to before; but you might instead use **Sneak** if you're trying to arrive unnoticed; or **Know** if you have general knowledge of architecture based on a background in construction.

In the end, don't overthink it. If a couple choices stand out, pick one, roll your challenge, and find out what happens.

# Power Rating & Active Opposition

When an action is performed against one of your powers (eg., escaping *bind*, dispersing *cloud*, breaking free of *mind control*, attacking a *construct*) your **Power** rating is the active opposition dice pool.

# Powers & Result

Using a power in an action follows the same process described under Rolling Dice. Unless stated otherwise, you are not immune to the damaging effects of your own powers.

> ## [!] Game Balance Warning
>
> Powers tagged with a **[!]** have the potential for abuse or to otherwise unbalance the game. The Story Editor and all players should agree on whether such powers are available in the game. Further, if a power is allowed, the Story Editor can disallow any use that may disrupt the game and/or that looks like "power gaming."

# Power Descriptions

Powers are listed in alphabetical order. Each entry includes the power's scope, cost, group, action type, range, description, and whether the power has a prerequisite.

### Title

The power's name. Titles are meant to be straightforward yet evocative. You're welcome to come up with unique labels for your powers.

### Scope

The power is available starting at the listed story scope (Local, National, Galactic). You cannot purchase powers beyond your story scope.

### Cost

The cost to purchase the power during character creation. An asterisk (*) means you can purchase multiple effects for that power. Each effect after the first costs one point during character creation.

If a power has multiple effects, you must choose which effect to use each time you trigger the power.

### Group

A classification scheme that defines how a power is perceived and manifests.

▲ **Alteration** powers grant you control over different energies, elements, forces, or materials. They are obvious when used.

Active opposition is based on **Spirit**. Defense powers and conventional armor offer no protection.

▲ **Defense** powers protect you in various ways. They may not have a visible effect, depending on how your powers manifest. Even if the power itself isn't obvious, its effect usually is—whether it's bullets bouncing off your skin or being able to survive unprotected in a vacuum. Defense powers add to your reaction, based on **Motion**. Defense powers do not stack with one another, nor with conventional armor; always take the higher rating.

▲ **Mental** powers tap into the full potential of the mind, or influence the minds of others. They are usually visible only to others with mental powers. Active opposition is based on **Mind**. Defense powers and conventional armor offer no protection.

▲ **Offense** powers channel different energies, elements, forces, or materials in an energy or physical effect. They are obvious when used. Active opposition is based on **Motion**.

▲ **Sensory** powers expand or enhance your senses in various ways. They are usually not obvious other than to someone else with sensory powers.

▲ **Transformation** powers alter your body in some fashion. In most cases, they are obvious when used. Some powers, once in effect, may not be obvious as a power manifestation, including: *alter density, alternate form, duplication, haste, morphing, shapeshifting, super-ability, unliving.*

▲ **Travel** powers enable you to get around in a number of different, often unconventional, ways. They may not have a visible effect, depending on how your powers manifest. Even if the power itself isn't obvious, its effect usually is—whether running at unbelievable speeds, leaping tall buildings in a single bound, or appearing out of nowhere.

## Action

Power use corresponds to one of the regular action types: standard, quick, and move (see RULES). If a power's action is listed as "N/A," that means it simply works without any effort on your part.

## Delivery

Each power's effect delivers in one of the following ways: **self**, **touch**, **range**, **area**, **capacity**, **mass**, or **special**. Self means the power only affects you. A touch power requires physical contact with the target. Your **Power** rating determines the maximum benchmark for range, area, capacity, and mass. Special has a unique function that is outlined in that power's description.

## Duration

How long the power lasts when used: **constant**, **instant**, **scene**, or **special**. Constant means the power is always active; instant is an immediate, one-time effect (such as with *blast*, *luck*, or *strike*); scene means the power lasts for the scene; and special has a unique function that is outlined in that power's description.

A power that lasts for the scene can be dismissed earlier by using a quick action. It is also dismissed if you fall unconscious, unless the description says otherwise. Once a power is dismissed, the target returns to their normal state. A target subject to a power through the end of the scene recovers fully with rest.

## Prerequisite/Extension

A prerequisite indicates that you must have the required power before purchasing the follow-on power. An extension signifies that the power has an optional follow-on power.

## Description

Details on the power's parameters.

## Modifier

Any unique modifiers available for the power are listed after the description. Each is listed by the modifier name and whether it's a positive (*+mod*) or negative (*–mod*) modifier. See Power Modifiers for more information.

# Powers List

| Power | Cost | Type | Scope |
|---|---|---|---|
| Absorption | 2* | Defense | Local |
| Adhesion | 2 | Travel | Local |
| Alteration resistance | 2 | Defense | National |
| Alter density | 2* | Transformation | Local |
| Alternate form | 2* | Transformation | National |
| Alter size | 2* | Transformation | Local |
| Astral form | 2 | Mental | National |
| Bind | 2 | Offense | Local |
| Blast | 2* | Offense | Local |
| Cloud | 2* | Offense | Local |
| Create construct | 3* | Alteration | Galactic |
| Danger sense | 2 | Defense | Local |
| Deflection | 2* | Defense | Local |
| Detection | 2* | Sensory | Local |
| Dimension travel | 2 | Travel | Galactic |
| Drain | 2 | Alteration | National |
| Duplication [!] | 3 | Transformation | Local |
| Elasticity | 2 | Transformation | Local |
| Element form | 3* | Transformation | National |
| Emotion control | 2 | Mental | Local |
| Environment control | 2 | Alteration | National |
| Extra action | 2 | Offense | Local |
| Extra appendage | 2* | Transformation | Local |
| Flight | 2 | Travel | Local |
| Force field | 2 | Defense | Local |
| Haste | 2 | Transformation | Local |
| Illusion | 3 | Alteration | Local |
| Immortality | 2 | Defense | Local |
| Immunity | 2* | Defense | Local |
| Invulnerability | 2* | Defense | Galactic |

| | | | |
|---|---|---|---|
| Luck | 2 | Alteration | Local |
| Mimic element | 2 | Transformation | National |
| Mimic power | 2 | Alteration | National |
| Mind blast | 2 | Mental | Local |
| Mind shield | 2 | Defense | Local |
| Mind control [!] | 2 | Mental | National |
| Minion control | 2* | Alteration | Local |
| Morphing | 2* | Transformation | National |
| Multi-power [!] | 3 | Varies | National |
| Negate | 2 | Alteration | National |
| Protection | 2 | Defense | Local |
| Psychometry | 2 | Sensory | Local |
| Quantum vault [!] | 3 | Alteration | National |
| Regeneration | 2 | Defense | Local |
| Restoration | 2 | Alteration | Local |
| Shapeshifting | 2* | Transformation | Local |
| Strike | 2* | Offense | Local |
| Super-ability [!] | 2* | Transformation | National |
| Super-movement | 2* | Travel | Local |
| Super-sense | 2* | Sensory | Local |
| Swinging | 2 | Travel | Local |
| Telekinesis | 2 | Alteration | Local |
| Telepathy | 2 | Mental | Local |
| Teleportation | 2* | Travel | Local |
| Telesthesia | 2 | Sensory | Local |
| Time control [!] | 3 | Alteration | Galactic |
| Transfer | 2 | Alteration | National |
| Transformation ray | 3 | Alteration | Galactic |
| Tunneling | 2 | Travel | Local |
| Unliving | 3 | Transformation | Local |
| Vanish | 2* | Transformation | Local |

*May purchase this power multiple times; each effect after the first costs one point.

# Absorption

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Defense |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Special |

When you purchase *absorption*, choose one category: whether you *boost* your abilities, *heal* damage you've suffered, or *mimic* a power that struck you. You can purchase this power multiple times; each category after the first costs one point.

Each time you're hit by an energy or physical attack, any damage transfers to your *absorption* pool instead of subtracting from your **Life**. You can absorb up to your **Power** rating in kinetic force and energy. When the pool is full, you cannot absorb any more energy or physical attacks until at least some of the pool is spent.

*Absorption* does not stack with conventional armor or with other defense powers. Your *absorption* pool dissipates at the end of the scene.

As a quick action once per round, you can spend points from the pool on your *absorption* category.

▲ **Boost.** Each point spent boosts a single skill or trait by one rating pip, to a maximum of 10 in that ability. You can only boost one ability at a time—if you boost **Fight**, that enhancement dissipates if you boost **Know** later. This effect lasts a number of rounds equal to your **Power** rating.

▲ **Heal.** Each point spent restores one point to your **Life**, or to one of your reduced skills or traits; decide each time you use the power. You may allocate your *absorption* pool across multiple reduced abilities in a single action.

▲ **Mimic.** Spend two points to copy the most recent power from which you absorbed an attack. It's based on your **Power** rating, but otherwise abides by the same parameters as the original power. A mimicked power lasts for the scene, or until you use *absorption* again.

# Adhesion

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Travel |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |

You move easily across solid surfaces—walls, ceilings, ropes, support beams, and the like. This may be thanks to an adhesive quality in your hands and feet, magnetic shoes, selective control of gravity, or some other means.

Add your **Power** dice to any rolls to avoid falling, resist being lifted or pushed, or defend against disarm.

# Alteration Resistance

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |

You resist effects that would damage your abilities or powers, or that would transform you against your will. Add your **Power** rating to your reaction against alteration powers.

# Alter Density

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You can alter your personal density through some extranormal means (e.g., control your molecular density, vibrate at a different frequency, transform into a different element), to become either *insubstantial* or *dense*. Choose one when you purchase the power; you can purchase the second category for one additional point.

You can alter your density once per round as a quick action.

- ▲ **Insubstantial.** While in this form, you gain the following:

  - ▲ Immune to physical attacks

  - ▲ Add your **Power** dice to energy reactions

  - ▲ Cannot affect—nor be affected by—physical objects

  - ▲ Pass through any solid object (use swimming movement)

  - ▲ Cannot pass through energy barriers (electrified fence, *force field*), nor through an area subject to *negate*

  - ▲ Subject to environmental conditions (e.g., strong winds, *cloud*)

- ▲ **Dense.** While in this form, you gain the following:

  - ▲ Adjust your density to any degree up to your **Power** rating benchmark (at 7 **Power**, your density is greater than any naturally occurring substance on Earth)

  - ▲ Add **Power** dice based on your current density to **Force** challenges and energy and physical reactions

  - ▲ Your mass benchmark is +3 ratings higher than the active degree of density (e.g., with density active at 2 **Power**, your mass benchmark is 5)

## Alternate Form

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You can transform into a different being that has its own powers and appearance. Create the alternate form using the same number of points as the base form (it must also have *alternate form*). You can purchase this power multiple times; each additional form costs one point.

You can change forms once per round as a standard action. When not in use, a form is in limbo. Damage and other effects do not carry over, but do remain with the form in which they were sustained—so, if you take

damage in your base form and then change to your alternate, you're still damaged when you resume your base form. Should you fall unconscious, you remain in your current form.

### –Separate Persona

Instead of your consciousness always inhabiting whichever form is active, your forms have entirely separate personalities, thoughts, and memories. The form not in use has no awareness of what transpires while it is in limbo.

# Alter Size

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You can alter your size through some extranormal means (e.g., cast a transformation spell, adjust your molecular structure), to either *grow* or *shrink*. Choose one when you purchase the power; you can purchase the second category for one additional point.

You can change size once per round as a quick action.

▲ **Grow.** You can increase your size, becoming larger and more massive (see the ALTER SIZE table). You gain the following:

   ▲ Grow to any size up to your **Power** rating benchmark

   ▲ Your **Mass** is +5 benchmarks higher than your current size

   ▲ Your reach increases up to the spaces listed under your **Power** rating benchmark

   ▲ Add **Power** dice based on your current size to **Force** challenges

   ▲ Reduce your **Finesse** and **Sneak** dice pools by the **Power** dice rating of your current size

   ▲ Add **Power** dice based on your current size to energy and physical reactions (you're easier to hit yet more durable)

   ▲ At 8 **Power** and above, your close combat attacks become area effects

▲ **Shrink.** You can decrease your size, becoming smaller and more agile (see the ALTER SIZE table). You gain the following:

  ▲ Shrink any size up (down?) to your **Power** rating benchmark (see below)

  ▲ Add **Power** dice based on your current size to **Finesse** and **Sneak** challenges

  ▲ Reduce your **Force** dice pool by the **Power** dice rating of your current size

  ▲ Add **Power** dice based on your current size to energy and physical reactions

## Alter Size

| Power | | | Grow | | Shrink | |
|---|---|---|---|---|---|---|
| | Size | Reach | Example | Size | Example | |
| 1 | 4 m | 2 | Giraffe | 75 cm | Luggage | |
| 2 | 8 m | 4 | 2-story building | 20 cm | Banana | |
| 3 | 12 m | 6 | City bus (length) | 5 cm | Little finger | |
| 4 | 20 m | 10 | Great Sphinx of Giza | 1 cm | Pencil (width) | |
| 5 | 30 m | 15 | Blue whale (length) | 2 mm | Pinhead | |
| 6 | 50 m | 25 | Arc de Triomphe | 750 μm | Grain of sand | |
| 7 | 75 m | 37 | Boeing 747 (length) | 150 μm | Dust mite | |
| 8 | 100 m | 50 | Statue of Liberty | 75 μm | Human hair | |
| 9 | 150 m | 75 | 40-story building | 5 μm | Sperm cell | |
| 10 | 200 m | 100 | Statue of Unity | 100 nm | Computer chip transistor | |

# Astral Form

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2 |
| **Group** | Mental |
| **Action** | Standard |
| **Delivery** | Self |
| **Duration** | Scene |

You can detach your consciousness, leaving behind your physical body.

While in *astral form*, attacks that affect your astral body reduce your **Mind**, not your **Life**. Your physical body is comatose and attacks upon it affect it as normal. If reduced to zero in either case, you return to your body immediately and recover as normal.

Your astral body has the following benefits and limitations:

▲ Movement based on your **Power** movement benchmark

▲ Gain *environmental immunity*

▲ Gain *vanish* to normal sight

▲ Can interact with any astral object or being

▲ Cannot interact with the physical world, though you may converse with anyone able to perceive you

### +*A*stral Travel (Galactic)

You can travel at the speed of thought anywhere in this reality, to alternate dimensions, or even to divergent time streams. This functions much like *dimension travel*, except that only your astral body crosses the dimensional boundary.

## Bind

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Offense |
| **Action** | Standard |
| **Delivery** | Ranged/Special |
| **Duration** | Scene |

You restrain the target in some way, adding your **Power** dice to your attack roll. Choose the method of restraint when you purchase the power (e.g., a block of ice, a net, rings of magical force, shackles, webbing).

While the power is active against a target, they have the restrained condition.

# Blast

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Offense |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Instant |

You shoot a beam, bolt, or projectile, adding your **Power** dice to your attack roll. When you purchase *blast*, choose whether it inflicts energy or physical damage, as well as the effect type (e.g., arrows, cold, darkness, electricity, flame, lasers, plasma, radiation, sound).

You can purchase this power multiple times; each effect type after the first costs one point.

# Cloud

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Offense |
| **Action** | Standard |
| **Delivery** | Area |
| **Duration** | Scene |

You emit particles or a substance that obscures all visual sensory abilities. When you purchase *cloud*, choose the effect type (e.g., brimstone, darkness, dazzling light, dense fog, swirling sand, thick smoke). You can purchase this power multiple times; each effect type after the first costs one point.

Triggering *cloud* in the targeted area is an easy passive challenge, to which you add your **Power** dice. Each target within has the impaired (minor) condition, and line of sight is restricted to touch. Only you and those unhindered by obscured sight are unaffected. You can move *cloud* up to your **Power** range once per round as a quick action.

You may specify a sense other than vision—for example, a powerful scent to mask smells, or a wave of electrical interference to interrupt radio signals. You may also specify a specific sensory power to obscure, such as *danger sense* or *telesthesia*.

Other powers may disperse, compress, or otherwise dismiss *cloud*.

# Create Construct

| | |
|---|---|
| **Scope** | Galactic |
| **Cost** | 3* |
| **Group** | Alteration |
| **Action** | Quick |
| **Delivery** | Ranged/Area |
| **Duration** | Scene |

You create one or more shapes made from a specific effect type, chosen when you purchase the power (e.g., animated stone, force projections, hard light, living fire, nanobot swarm, water tentacles). Each shape is relatively simple (e.g., cage, club, dome, hammer, hand, net, ramp, scissors, shackles, sword, wall) and can be any size—from as small as a fly to as large as your **Power** area benchmark.

Each scene, you can create a total number of constructs equal to your **Power** capacity, with a maximum each round equal to your **Power** rating. The power resets for each scene.

Maintaining multiple constructs is no easy task. Each round, only a quantity equal to your **Power** rating can move (traveling up to your **Power** range from you) and perform standard actions (chosen from the maneuvers listed below). Any remaining constructs are considered "idle" and hold positions relative to you.

From among the "active" constructs, choose one primary to which you add your **Power** dice for any challenge you attempt with it. Each remaining "active" construct uses the same dice pool, but a penalty applies to its challenge roll.

> [Does this nerf things too much? At minimum Galactic scope (so, 6 **Power**), you'd have up to six active constructs in play at a time.]

You can change which constructs are "active" from round to round, as well as which one is the primary for that round.

Since constructs have a physical form, they can be attacked. Targeting a construct is an easy passive challenge. Each construct adds your **Power** dice to **Durability** reactions and has **Mass** equal to your **Power** rating. When reduced to 0 **Mass**, it dissolves (or crumbles, fades away, or shatters).

When creating a construct, you can link one free positive modifier to it. Select two positive modifiers; they serve as the *+mod* pool you draw from. For each additional point you spend to purchase this power, you can add one more

*+mod* to your pool or increase by one the number of *+mods* you can link to a construct at one time (to the maximum the story scope allows; see MODIFIERS).

▲ **Bind.** Your construct holds the target in some way (e.g., bound by shackles, caught within a cage). On a successful attack roll, the target has the restrained condition.

▲ **Smash.** Your construct injures the target in some way (e.g., crush in a vise, strike with a sword, smash with a battering ram). On a successful attack roll, you inflict damage.

▲ **Block.** You take a defensive action, creating a dome, shield, wall, or other barrier. Add your **Power** dice to all physical and energy reactions for the round.

▲ **Move.** Your construct transports the target in some way (e.g., standing on a floating platform, carried by pincers) up to your **Power** rating (see FEATS OF STRENGTH).

▲ **Support.** Add your **Power** rating to any **Force** challenge to support weight using the construct (e.g., hold up a structure, reinforce a cracked wall). The construct dissolves if the load exceeds your **Power** mass.

▲ **Throw.** Your construct grabs an object and throws it at a target. On a successful attack roll, you inflict damage.

## Danger Sense

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | Special |
| **Delivery** | Self |
| **Duration** | Constant |

You're alert to immediate danger, even when there's no normal way to notice it (e.g., an assassin lurking in the basement; a bomb under the bus). You always ignore any penalties from surprise.

Further, on a successful **Notice** or **Intuit** challenge or **Spirit** reaction, you determine the source and intensity of any danger and can add your **Power** dice to reactions against it. Whether the challenge is active or passive depends on the source of danger.

# Deflection

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Defense |
| **Action** | N/A, Special |
| **Delivery** | Self |
| **Duration** | Constant |

You can deflect ranged energy or physical attacks, adding your **Power** dice to reactions against them. If you beat the attacker's roll, you deflect the attack in a random (safe) direction.

When you purchase the power, choose whether *deflection* applies to energy or physical attacks. You can purchase the second category for one additional point.

You can instead try to *redirect* deflected attacks, either at the original attacker or some other target. On your turn, declare that you spend your action to redirect. Through the start of your next turn, you can aim each successfully deflected attack at a target (adding your **Power** dice to the redirected attack roll). The effect is based on the original attack.

This power does not work against area attacks.

# Detection

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Sensory |
| **Action** | N/A, Special |
| **Delivery** | Area |
| **Duration** | Constant |

You can detect the presence and source of a particular effect—whether energy, material, or substance—any time it is nearby. Choose the effect when you purchase the power (e.g., astral energy, cosmic energy, electricity, emotions, flaws, magic, magnetism, metals, psychic energy, radiation, spirits, temporal anomalies). You can purchase this power multiple times; each effect type after the first costs one point.

*Detection* triggers automatically under most circumstances. The Story Editor may require a roll if the effect is obscured or weak.

You can also analyze the effect. This defaults to an easy passive challenge, but may become more difficult depending on distance, quantity, and whether there's any ambient "noise" or other interference.

If the *detection* category provides a benefit in battle (e.g., finding a flaw in a target's defense, sensing fear in a foe), you must use a quick action to make a challenge roll against the target. Success applies a bonus to your next action against the target.

## Dimension Travel

| | |
|---|---|
| **Scope** | Galactic |
| **Cost** | 2 |
| **Group** | Travel |
| **Action** | Move |
| **Delivery** | Self |
| **Duration** | Scene |

You can travel across the galaxy, to alternate dimensions, or even to divergent time streams. This is a passive challenge, based on your desired destination (see below). No challenge is required to return to your native dimension.

You traverse dimensions physically—whether by folding spacetime to move vast distances within the same realm, or crossing dimensional boundaries to another reality. As such, survival is subject to environmental factors in the local environs and may require protective gear or powers. Conversely, you can interact with objects and beings in these dimensions, and may bring samples or souvenirs back with you.

| Challenge | Destination |
|---|---|
| Easy | A specific location in the current dimension |
| Moderate | A random location in an alternate dimension |
| Hard | A specific location in an alternate dimension; a random location in an alternate timeline |
| Impossible | A specific location in an alternate timeline |

# Drain

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Touch |
| **Duration** | Scene |
| **Extension** | Negate or transfer |

On a successful attack (adding your **Power** dice to the roll), you reduce the rating of one of the target's skills by one. You may use this power on different targets. Multiple *drain* effects on the same target are cumulative up to your **Power** rating and last for the scene.

When you purchase *drain*, choose the specific skill it affects. You can purchase this power multiple times; each skill selected after the first costs one point.

# Duplication [!]

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 3 |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You can create identical copies of yourself. Each duplicate is exactly the same—there is no "original," no "prime" you. For simplicity, any mention of "you" for this power means "every duplicate."

Each scene, you can create a total number of duplicates equal to your **Power** capacity, with a maximum each round equal to your **Power** rating. The power resets for each scene.

Although you are all exactly the same, you think and act independently from one another. When there is more than one of you, every duplicate functions like an extra—if hit by an attack, it is defeated immediately and ceases to exist. The rest of you absorb its memories and knowledge no matter where it was dismissed. You can dismiss as many duplicates at once as you like, up to the total number and regardless of distance. You decide which duplicate remains as the "original." Dismissing all duplicates restores you to full **Life**; you then take damage normally.

Duplicates share a single story point pool and spend it as a single character. Similarly, if you have *extra action*, only one of you may use it each turn. You don't have any special means of communication amongst yourselves, but it's not uncommon for a duplicating character to also purchase *telepathy (–self only)*.

## Elasticity

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You stretch, warp, and deform your body through some means (e.g., fantastic malleability, gelatinous form, telescoping robotic tentacles). If you fall unconscious, you stay in your current elastic state.

*Elasticity* grants the following benefits and limitations:

▲ Slip through any opening through which liquids can pass

▲ Increase your reach a number of spaces equal to your **Power** area benchmark

▲ Add your **Power** dice to energy and physical reactions

## Element Form

| | |
|---|---|
| **Scope** | National |
| **Cost** | 3* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |
| **Extension** | Mimic element |

You transform into a particular force or substance, chosen when you purchase this power. This dictates how *element form* manifests and what abilities it has, appropriate to one of the four categories below. You can purchase this power multiple times; each form after the first costs one point.

While in the selected form, you gain its listed capabilities. Any powers referenced for that form function at your **Power** benchmark. You also possess the traits of the selected force or substance and are unaffected by environmental conditions based on it.

All forms grant *toxin immunity* and add your **Power** dice to energy and physical reactions.

You can use a quick action to change forms once each round.

- ▲ **Energy.** You become a concentrated form of energy (e.g., cosmic, electricity, fire, light, radiation).
  - ▲ Weightless but not insubstantial; affected by solid barriers and energy fields
  - ▲ Gain *blast* or *strike*
  - ▲ Gain *flight* or *teleportation*
  - ▲ Gain *(–vulnerability)* based on the energy you're made out of (e.g., a fire form has *(–water vulnerability)*)

- ▲ **Gas.** You transform into an aerosol or gas (e.g., chlorine, radon, smoke, steam).
  - ▲ Gain *alter density: insubstantial (–permanent)*
  - ▲ Gain *blast (+area)* or *cloud*

- ▲ **Liquid.** You become a liquid or cloud of particles (e.g., bees, dust, oil, mercury, pollen, water).
  - ▲ Act as a liquid, yet can become solid enough to interact with physical objects; affected by solid barriers and energy fields
  - ▲ Gain *elasticity*
  - ▲ Gain *blast (+area)* or *cloud*
  - ▲ Gain *(–vulnerability)* based on the substance you're made out of (e.g., a water form has *(–cold vulnerability)*)

- ▲ **Solid.** You transform into solid matter (e.g., glass, ice, metal, stone, wood).
  - ▲ Gain *alter density: dense (–permanent)*
  - ▲ Gain *environment immunity*

# Emotion Control

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Mental |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Scene |

You instill, exacerbate, or diminish a specific emotion in the target (e.g., calm, confusion, fear, love, rage, sadness). Each use requires a new challenge, whether attacking a new target or adjusting the emotion on a previous one.

Although you describe the desired effect, bear in mind that controlling emotions doesn't always equal controlling how the target reacts. Strong emotions can trigger volatile, unexpected behavior.

On their turn each round, the target can attempt a challenge to throw off your control. If they break free, the degree of success might indicate whether the target realizes they were controlled somehow—perhaps even know who controlled them.

# Environment Control

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2 |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Ranged/Area |
| **Duration** | Scene |

You can alter temperature, humidity, and illumination within a targeted area. This can range from a simple adjustment to full-on weather manipulation. Decide the effect each time you trigger *environment control*.

Simple alterations are an easy passive challenge (adjust the temperature, light a dark room). More complex efforts may increase the challenge to medium (magnify or reduce current environmental conditions), hard (call forth a tornado on a cloudy day), or even impossible (summon a blizzard in the desert). Minor tricks (chill a drink in your hand) don't require a challenge.

*Environment control* cannot duplicate other power effects, such as *cloud*.

# Extra Action

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Offense |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

Each round during your turn, you may take one additional move or standard action. This is based on your background in some way (e.g., advanced martial arts training, cybernetic enhancements, preternatural agility, *super-speed*).

Each scene, you may use *extra action* a number of times equal to your **Power** rating. The power resets for each scene.

# Extra Appendage

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |

You have one or more additional body parts—whether an entirely new limb (e.g., cilia, tail, tentacles) or a greater number of existing appendages (e.g., arms, head, legs). The body part category dictates the benefit gained, as shown below.

You may purchase this power more than once to gain the benefit of both categories, but multiples of the same category do not stack. So, if you want both extra arms and a tail, you'd purchase *extra arms/tail/tentacle* once.

If you want claws or fangs, purchase *strike*; for wings, purchase *flight (–wings)*.

▲ **Extra Arms/Tail/Tentacle.** Add your **Power** dice to all grappling rolls, and your **Power** rating to your **Body** rating when calculating climb movement.

▲ **Extra Legs.** Add your **Power** dice to all balance and stability rolls, and your **Power** rating to your **Motion** rating when calculating run movement.

# Flight

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Travel |
| **Action** | Move |
| **Delivery** | Self |
| **Duration** | Special |
| **Extension** | Super-movement |

You can fly through the air or even vacuum via exceptional means (e.g., operating a jetpack, self-generating jet propulsion, tapping into electromagnetic fields, sheer force of will). For movement distances and actions, see MOVEMENT.

### –Gravity Defiance

You don't actually fly. Instead, you move so fast that you can run along any surface without falling—even across water, up walls, or along the underside of bridges. Any time you stop moving, gravity takes over.

### –Wings

You have appendages of some type that you use to fly (e.g., bat wings, feathered pinions, a propeller harness). Due to their bulk, you cannot fly in enclosed spaces smaller than 2 areas, nor in thin atmosphere or vacuum.

# Force Field

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |
| **Extension** | Invulnerability |

You manifest an aura that protects against energy and physical attacks. Determine the type of manifestation when you purchase the power (e.g., electrostatic defense field, mystic barrier, nanobot swarm, focusing your inner strength).

Add your **Power** rating to reactions against energy and physical attacks. You can use a quick action to activate or dismiss the power once per round. You may also extend *force field* to protect one additional person (or person-sized object) while in physical contact with them.

# Haste

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Transformation |
| **Action** | Standard |
| **Delivery** | Self |
| **Duration** | Scene |

You can perform everyday tasks much faster than normal. To determine your maximum *haste*, multiply your **Power** capacity by 10. So, at 4 **Power**, you could complete a task 70 times faster than normal—for instance, a book that normally takes 5 hours to read you could zip through in a couple minutes.

This power otherwise only applies to tasks that are routine or which have no significant penalty for failure. *Haste* does not enhance fighting ability, nor does it grant any other accelerated powers, such as *regeneration* or *super-movement*.

# Illusion

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 3 |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Ranged/Area |
| **Duration** | Scene |

You can create realistic three-dimensional phantasms or holograms, complete with sensory accompaniment (e.g., an illusory wolf can growl, illusory snow feels cold and wet). Your illusions are apparent to physical senses, and can even be recorded.

Simple illusions are an easy passive challenge (a section of wall, a guard, sporadic jungle sounds). More complex efforts may increase the challenge to medium (disguising yourself as someone else, roiling mist in which shapes flit about), hard (disguising multiple people, numerous patrolling guards), or even impossible (bustling city square with vendors,

sightseers, and public transportation). Minor tricks (adjusting the color of your outfit, a bird call) don't require a challenge.

While convincing, *illusion* doesn't create anything real. An illusory wolf's bite will hurt but won't break the skin, getting doused by illusory liquid nitrogen will feel cold but won't cause acute frostbite, an illusory bridge might look solid but won't support any weight. Defense powers are as effective against illusory attacks as they are against the real thing.

If the target interacts physically with an illusion, they may use a quick action once each round to make a challenge roll. If successful, they see through the illusion.

*Illusion* can cover a volume of space up to your **Power** area. You can take a quick action to alter details on an existing illusion once per round. Dismissing the current illusion and creating a new one is a standard action.

### –Mind Only

Your illusions manifest solely in sentient targets' minds. You can attack a number of targets equal to your **Power** capacity benchmark; each makes an individual reaction to resist the effect. Mental illusions do not register with animals or recording devices.

## Immortality

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | n/a |
| **Delivery** | Self |
| **Duration** | Constant |

You're immune to the ravages of time. You will never grow old or die from "natural causes." In fact, you're never truly dead—if mortally injured, you recover once the cause of your demise is reversed (the stake is removed from your heart, the poison wears off, your dismembered body parts are re-assembled, and so on). The Story Editor determines how long this recovery takes.

Still, you must select a means of permanent death. This may be obvious (immolation, dissolving in acid) or obscure and specific to you (toxic reaction to an extraterrestrial mineral, destroying an unusual portrait you keep hidden in a vault).

### –Nigh-immortal

You continue to age, albeit at a much slower rate. If you've been alive a long time already, although powerful you may be gnarled and withered from the passage of time.

### –Serial Immortality

Each time you "die," you return in a new form—complete with new appearance and personality. You retain your memories, but the Story Editor may allow you to reallocate your trait, skill, and gift points to suit your new form (powers are unchanged). You might be a parasitic organism that possesses a new host when the previous one expires, or have a unique form of cellular regeneration.

### –Stored Consciousness

You have a backup of your consciousness, updated periodically, which can be installed in a new body when your current one is destroyed. Your consciousness may be contained within a mystic orb, or a data file maintained through a neural uplink. If you "die" in your current body, your stored consciousness can be "resurrected" in a new body (a duplicate of the old one, made through supernatural or technological means). You will have a gap in your memories between the time of the last backup and your resurrection. This also means it's possible for your backup to be destroyed or even modified while your current body is still alive.

## Immunity

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Defense |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |

You are unaffected by a specific condition, element, energy, hazard, or substance. When you purchase *immunity*, choose the condition to which you are immune (see below for typical options). You are not immune to direct attacks based on the chosen condition.

You can purchase this power multiple times. Each immunity after the first costs one point.

- ▲ **Climate.** All temperature extremes from heat to cold, as well as arid and humid environments.

- ▲ **Energy Type.** A specific type of energy (e.g., electricity, heat, radiation), not including kinetic.

- ▲ **Fatigue.** You don't get tired and have no need to sleep.

- ▲ **Pressure.** Conditions relating to severe pressure.

- ▲ **Psychic.** Mental or psychological states, including negative emotions (e.g., anger, confusion, fear).

- ▲ **Respiration.** You do not need to breathe, and are immune to airborne particles.

- ▲ **Sensory.** Any intense or disruptive sensory stimuli (e.g., blinding light, deafening sound, vertigo).

- ▲ **Somatic.** Self-sustaining; no need to consume food or water.

- ▲ **Substance Type.** A specific type of material (e.g., glass, lead, plastic, steel, wood).

- ▲ **Toxin.** All diseases, drugs, poisons, and other toxins.

- ▲ **Vacuum.** Conditions relating to a lack of pressure and matter.

## Invulnerability

| | |
|---|---|
| **Scope** | Galactic |
| **Cost** | 2* |
| **Group** | Defense |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |
| **Prerequisite** | Force field or protection |

You have incredible defense against energy or physical damage through some means (e.g., impenetrable skin, high-tech armor, simply moving out of the way). Add your **Power** rating to relevant reactions. This is *in addition to* the benefit from your prerequisite defense power (*force field* or *protection*).

When you purchase the power, choose whether *invulnerability* applies to energy or physical attacks; you can purchase the second category for one additional point.

If your prerequisite power is *force field*, *invulnerability* is only active while your *force field* is up.

# Luck

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Alteration |
| **Action** | N/A |
| **Delivery** | Special |
| **Duration** | Special |

You can use this power to affect circumstances in the game. You have a *luck* pool equal to your **Power** rating; the pool refreshes at the start of each game. Your *luck* pool works like story points, except that you cannot spend a *luck* point on a retcon and it does not apply to character development.

### –Karmic Luck

Any time you use *luck* to benefit you or your companions, you must balance it out with a compensating negative effect before the end of the scene. This usually incurs a penalty to the roll, but the Story Editor may declare an appropriate alternative. If you don't balance the scales by the end of the scene, the Story Editor is at liberty to give you a complication that you can't use *luck* to avoid.

# Mimic Element

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2 |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |
| **Prerequisite** | Element form |

You can transform your physical being into any force or substance you touch. For example, you could take on the properties of concrete by touching the sidewalk, or turn into water by jumping in a fountain. To mimic an energy type such as fire or electricity, you must touch it as well; however, you suffer no injury as long as you take a quick action to trigger *mimic element* upon contact with the energy.

This power functions like *element form*, except that you can mimic any element you can touch, regardless of category.

You can use a quick action once per round to mimic a different element.

---

# Mimic Power

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Touch |
| **Duration** | Scene |

You can copy powers from one or more targets. When you purchase *mimic power*, choose a single power category to mimic: alteration, defense, mental, offense, sensory, transformation, or travel. You can purchase this power multiple times; each category after the first costs one point.

Make an attack to touch the target, adding your **Power** dice to the roll. If successful, you copy one of their powers. The target must have a power in the category you can mimic. If they have more than one power in the category, you may choose which power to mimic.

Extra successes on a single attempt may copy additional powers, up to a total equal to your **Power** rating. You can only use one mimicked power at a time. A mimicked power operates at your **Power** rating and functions exactly the same as the original, including being subject to any positive or negative modifiers.

You can copy powers from multiple targets, though the total number copied cannot exceed your **Power** rating.

*Mimic power* doesn't work against artificial defenses like armor or through energy barriers like *force field*.

### –Random

Each time you use *mimic power*, the Story Editor determines randomly which of the target's powers you copy.

# Mind Blast

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Mental |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Instant |

You attack a living target with some kind of direct mental effect (e.g., psychic force, nerve agent, vertigo). Add your **Power** dice to the attack roll. *Mind blast* has no effect on machinery, objects, or robots.

# Mind Control [!]

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2 |
| **Group** | Mental |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Scene |

You control a target via a psychic link. Add your **Power** dice to the initial control roll. Once control is established, you may use a quick action once per round to issue a mental command. This may be overt or subtle, and range from performing a particular task to freezing in place. A controlled target must fulfill each command to the best of their ability and understanding. The target stands idle if they lack the means to accomplish the command or simply don't understand it.

On their turn each round, the target can attempt a challenge to throw off your control. If they break free, the degree of success might indicate whether the target realizes they were controlled somehow—perhaps even know who controlled them.

### –Mind Bind

You can only use *mind control* to restrict or hold the target psychically (e.g., cloud their mind, lock them in a mental hellscape, overload their synapses).

### +Possess

You merge physically with the target and take direct control of their body. While in control, you perform actions yourself, rather than issuing commands to the target.

# Mind Shield

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |

You resist mental attacks and unnatural coercion. Add your **Power** rating to reactions against mental powers.

# Minion Control

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Scene |

You can call forth, command, or create one or more loyal non-sentient extras. Choose the category when you purchase the power: *animal*, *machine*, *object*, or *plant*. You can purchase this power multiple times; each category after the first costs one point.

You can control a maximum number of minions equal to your **Power** capacity. Control over one minion at a time is an easy passive challenge; you can issue a command as part of the initial roll. Controlling multiple minions at once is a medium or harder passive challenge, depending on the total number being attempted.

A controlled minion understands you, but this power does not allow for actual communication. The minion can perform any reasonable task to the best of its ability, but cannot manifest new capabilities other than those granted by this power (see control types, below). So, a pack of dogs could attack someone but couldn't play poker; an ATM could spit out money but couldn't fire lasers; vines could entangle a target but couldn't perform surgery; and so on.

The minion falls idle once it completes your command. You can use a quick action once per round to issue a new command. If you fall unconscious, any minion that you called or created reverts to its normal behavior immediately.

▲ **Animal Control.** An animal has the normal abilities, attacks, and movement for its type. You gain a bonus on any challenges that involve interacting with animals, not including the initial control roll. Commanding an animal minion to perform an obvious deadly action is a hard passive challenge.

▲ **Machine Control.** A machine has the normal abilities, **Durability**, and **Mass** for its type (see EQUIPMENT). You gain a bonus on any challenges that involve operating the machine, not including the initial control roll. Apply a penalty to control a machine protected by a security system—or that is a security system. The machine does your bidding within the bounds of its design capability and/or programming.

▲ **Object Control.** An inanimate object has no abilities other than default **Durability** and **Mass** ratings (see EQUIPMENT). For each minion, you may allocate up to your **Power** rating in points to skills, traits, **Durability**, and/or **Mass**. An object needs at least 1D **Motion** for movement; specific details depend on the object itself (e.g., a baseball bat hops on its end, an action figure runs on its plastic legs, a tire rolls).

▲ **Plant Control.** A plant has no abilities other than default **Durability** and **Mass** ratings based on its size and density (see OBJECTS). For each minion, you may allocate up to your **Power** rating in points to skills, traits, **Durability**, and/or **Mass**. A plant needs at least 1D **Motion** for movement.

## Morphing

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |
| **Prerequisite** | Shapeshifting |

You can warp your physical form in extreme and fantastical ways. When you purchase the power, choose between *amalgam* or *object*; you can purchase the second category for one additional point.

This differs from *shapeshifting* in that you aren't restricted to assuming one discrete shape at a time; your entire form is utterly malleable.

Regardless of category, you can change shape, color, and even odor to suit your desired form. You may adjust your size up to 50% larger or smaller, or up to your **Power** rating if you also have *alter size*.

You can use a quick action once per round to change your shape.

▲ **Amalgam.** You can combine disparate genetic characteristics in unique ways to suit your whims. Your **Power** rating acts as a pool of points you can use to increase skills or traits and/or to emulate powers that grant a physical effect (e.g., claws, flippers, gills, quills, tentacles, wings).

▲ **Object.** You can change into items and objects. This includes anything from geometric shapes to simple tools to complex machinery. Your **Power** rating acts as a pool of points you can use to increase skills or traits and/or to emulate powers appropriate to the shape you assume.

# Multi–power [!]

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Varies |
| **Action** | Varies |
| **Delivery** | Self |
| **Duration** | Special |

You may use any power, one at a time, that fits a unifying theme. Determine the theme and choose the associated powers when you purchase *multi-power*.

*Multi-power* provides a number of slots equal to your **Power** rating. Each power you add takes one slot; this includes multiple effects from powers that you can purchase more than once. You can purchase this power multiple times; each additional point you spend adds 2 more *multi-power* slots.

Any positive and/or negative modifier you link to the main *multi-power* applies automatically to every slotted power. Costs for positive and negative modifiers cancel each other out, as normal. You may link a *–mod* to a single slotted power, but doing so does not counter a *+mod* cost.

If a power has a prerequisite, you must purchase the prerequisite separately before you can add the power extension. You cannot slot these powers: *alternate form, immortality, luck, mimic power, multi-power, negate, transfer*.

It's important that the *multi-power* theme matches your concept and unifies the powers in a clear and consistent manner (see examples below).

- ▲ **Armory.** You carry an assortment of weapons—bow and arrows, firearms, explosives, etc—that imitate the effects of certain powers.

- ▲ **Cosmic Forces.** You harness forces—perhaps by using alien tech in the form of a ring or having been infused with power by a cosmic entity—that manifest as living darkness, solid energy, or some other specific effect.

- ▲ **Enhancement.** You can boost your physiological capabilities in various ways.

- ▲ **Gadgets.** You have a selection of devices, whether magical or technological in origin, that emulate a variety of power effects.

- ▲ **Mesmerism.** You can cloud others' minds by tapping arcane or psychic techniques.

- ▲ **Sensors.** You can access a range of sensory powers, whether from an enchanted helm, a heads-up display, or instant genetic manipulation.

- ▲ **Sorcery.** You apply your mastery of the mystic arts to cast an assortment of spells.

### +/−Multi-modifier

When you link a positive or negative modifier to the main *multi-power*, you may choose a different modifier for each slotted power. So, if you have slots with *blast*, *drain*, and *force field*, you could link *+aura* to *blast*, *+range* to *drain*, and *+area* to *force field*.

## Negate

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2 |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Ranged/Area |
| **Duration** | Scene |
| **Prerequisite** | Drain |

Through some means (e.g., inhibitor devices, nanobots, a spell, telluric field manipulation), you suppress by one the **Power** rating of everyone within the affected area. Add your **Power** dice to the attack roll. Multiple *negate* attacks are cumulative up to your **Power** rating, and the effects

last for the scene. If reduced to 0 **Power**, a target cannot activate any powers. Constant powers are unaffected.

## Protection

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |
| **Extension** | Invulnerability |

You are resistant to energy and physical damage. Determine the source when you purchase the power (e.g., bullet-proof skin, chitinous exoskeleton, incredible luck, adept at avoiding attacks). Add your **Power** rating to reactions against energy and physical attacks.

## Psychometry

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Sensory |
| **Action** | Standard |
| **Delivery** | Special |
| **Duration** | Scene |

You can "communicate" with inanimate objects (e.g., appliances, buildings, machines, rocks). Gleaning information from the targeted object is an easy passive challenge. Since objects are not sentient, they don't lie or withhold information. Conversely, they are very literal, may have only limited information to convey, and cannot perform any actions on your behalf. So, a building could reveal the location of a hidden vault, but couldn't open it for you.

Objects can also serve as alarms or sensors. You can set up a number of objects equal to your **Power** capacity. As long as they're within your **Power** range, they can alert you based on clear instructions you provide. Since objects have no sense of individual identity, specifics are beyond an object's capabilities—"warn me if any people approach" is fine, but "warn me when Joe arrives" is too precise.

Adding or refocusing on a different object requires a new *psychometry* challenge.

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# Quantum Vault [!]

| | |
|---|---|
| **Scope** | National |
| **Cost** | 3 |
| **Group** | Alteration |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You can access mundane armor, tools, weapons, and/or vehicles from anywhere via some unique means (e.g., extradimensional wormhole, magical top hat, miniaturized collection, teleportation ring).

Accessing an object from the *quantum vault* is a quick action. Each scene, you can access a total number of objects equal to your **Power** capacity, with a maximum each round equal to your **Power** rating. The power resets for each scene.

Anything pulled from the *quantum vault* remains for the scene or until you dismiss it. An object can be dismissed regardless of its condition, even if destroyed.

Each object you access may come from a random location or from the same place each time, depending on your background. Regardless, each is top-of-the-line for its type—whether a grenade, a mobile phone, an SUV, or a tank. This power does not work on living beings or sentient objects.

# Regeneration

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Defense |
| **Action** | Special |
| **Delivery** | Self |
| **Duration** | Constant |

You recover from injury more quickly than normal, thanks to an accelerated healing process. You might even regrow lost limbs or damaged organs (if you really want to take the chance to find out…).

In battle, restoring **Life** is an easy passive **Exert** challenge; each success restores 1 **Life** to a maximum of your **Power** rating. Out of combat, no roll is required—you restore 1 **Life** per minute. You cannot restore **Life** beyond your normal maximum.

Further, environmental hazards (e.g., dehydration, poison, pressure) cannot reduce you below 1 **Life**.

# Restoration

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Touch |
| **Duration** | Instant |

You can mend damage with a touch. When you purchase *restoration*, choose one category: organics (*heal*), inorganics (*mend*), or electronics (*repair*). You can purchase this power multiple times; each category after the first costs one point.

Using *restoration* is an easy passive challenge. Each attempt restores to the selected ability a number of points equal to your successes, up to your **Power** rating. You cannot restore beyond the targeted ability's maximum rating. You may also attempt a moderate passive challenge with *restoration* to remove a debilitating condition—whether purging a disease or toxin, eliminating rust, or removing malware.

▲ **Heal.** You can restore any damage to organic matter, from people to plants. This most often applies to **Life**, but can be used for any ability loss, including **Power**—and even with biotechnology to restore **Mass** loss.

▲ **Mend.** You can restore any damage to inorganic matter—crystal, metal, stone, and the like. This can be used for anything from repairing a broken motor to mending a cracked support beam or even healing a silicon life form.

▲ **Repair.** You can restore any damage to electronics—from recovering a corrupted hard drive to healing an electrical life form.

# Shapeshifting

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |
| **Extension** | Morphing |

You can take the form of other people or even beasts. When you purchase the power, choose between *beast* or *doppelganger*. You can purchase the second category for one additional point.

Regardless of category, you can change shape, color, and even odor to suit your desired form. You may adjust your size by no more than 25% larger or smaller—so, while you could transform into an elephant, it would be a miniature one. You may adjust your size further if you also have *alter size*.

You can use a quick action once per round to change your shape.

▲ **Beast.** You can change into any animal, even an extinct one. You gain the appearance, size, and mass of a prime example of the type of animal, along with its natural skills, traits, and powers.

▲ **Doppelganger.** You can change into a copy of someone else, or take on a custom shape. In all cases, the form must be humanoid. If you copy someone, you must see them for at least one minute from multiple angles (still or recorded images count). You are a perfect physical reproduction, down to fingerprints—but not DNA. Nor does this convey any abilities, gifts, knowledge, or powers. The copy is only skin deep; acting or deception may be required to pass yourself off convincingly as the subject.

# Strike

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Offense |
| **Action** | Standard |
| **Delivery** | Touch |
| **Duration** | Instant |

You make a close combat attack, adding your **Power** dice to the attack roll. When you purchase *strike*, choose whether it inflicts energy or physical damage, as well as the effect type (e.g., blades, claws, darkness, electricity, flame, focused sound, hard light, ice, plasma, pure force, radiation).

You can purchase this power multiple times; each effect type after the first costs one point.

# Super-ability [!]

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Special |
| **Delivery** | Self |
| **Duration** | Constant |

When you purchase this power, choose a single ability group and allocate **Power** dice within that group to increase the rating of the trait and/or one or more skills. Each **Power** die allocated increases the chosen ability rating by 1. The die "locks in" once you spend it; you can't rearrange things later.

You can buy this power more than once, spending one point after the first to allocate the same number of **Power** dice in that ability group each time. You can also buy this power for different ability groups, but must spend the full initial cost each time.

You may use *super-ability* to increase a rating beyond 5D, to a maximum of 10D.

# Super-movement

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Travel |
| **Action** | Move |
| **Delivery** | Self |
| **Duration** | Special |
| **Prerequisite** | Special |

You move impossibly fast via some exceptional means (e.g., heightened reflexes, high-tech exoskeleton, wings on your feet). Choose a single movement mode when you purchase the power: climbing, flight, leaping, running, swimming, swinging, teleportation, or tunneling. Add your **Power** rating when determining your movement in that mode (see Movement).

You can purchase this power multiple times. Each movement mode after the first costs one point.

### +Mega-movement (National)

Double your base **Power** rating when determining your movement in a single mode (to a maximum 20). You can purchase this *+mod* once for each *super-movement* mode.

### +Ultra-movement (Galactic)

Triple your base **Power** rating when determining your movement in a single mode (to a maximum 20). You can purchase this *+mod* once for each *super-movement* mode.

## Super-sense

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Sensory |
| **Action** | Special |
| **Delivery** | Self |
| **Duration** | Special |

Your perception extends beyond the human norm (e.g., innate alien senses, radar sense due to chemical exposure, second sight from a near death experience). Choose one sensory option from the list below.

You can purchase this power multiple times; each sense after the first costs one point.

▲ **Ambient Awareness.** You perceive your surroundings equally well in every direction simultaneously (thanks to very large eyes, numerous tiny eyes, a unique visual sensory organ, preternatural awareness, or some other means). Ignore the effects of surprise.

▲ **Darkvision.** You can see in the dark in some way (e.g., infrared, ultraviolet vision, exceptional low-light vision). Depending on your background, this may be constant or require a quick action to trigger. Ignore the effects of darkness.

▲ **Enhanced Senses.** You have superior normal senses (hearing, sight, smell, taste, touch). Add your **Power** dice to any perception rolls.

▲ **Hyperacuity.** You perceive details too distant, faint, or small for ordinary human senses to detect. Add your **Power** rating to rolls when discerning details with a single normal sense (e.g., taste to

identify a substance, hearing to detect a lie by a change in heartbeat, touch to "read" text in a book, vision to see microscopic residue or a license plate number from kilometers away, scent to track someone).

▲ **Hypersense.** You use a method other than—or in addition to—sight to perceive your surroundings (e.g., echolocation, radar, tremorsense). Depending on your background, this may be constant or require a quick action to trigger. Ignore penalties that affect normal sight.

▲ **Transmission Sense.** You can send and receive signals across technology networks (e.g., broadcast, cellular, internet, radio, satellite). Finding a particular frequency is an easy passive challenge; this increases to moderate or higher when tapping into secure systems. You may also communicate directly with synthetic beings (e.g., AIs, robots) using this power, much like *telepathy*.

▲ **True Sight.** As a quick action, you can pierce the veil of *illusion* and *vanish*.

▲ **X-ray Vision.** You can see through solid objects. Using a quick action, you can see through physical barriers 1 space thick that have **Durability** up to your **Power** rating. The thinner the barrier, the higher the **Durability** benchmark that you can see through—+2 **Durability** at one-half space thickness; +4 **Durability** at a hand's span thickness; and +6 **Durability** at a finger's width thickness. Define a reasonably common substance, material, or energy that you cannot see through.

# Swinging

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Travel |
| **Action** | Move |
| **Delivery** | Self |
| **Duration** | Special |
| **Extension** | Super-movement |

You can swing on a line or cable of some sort. Choose the method of travel when you purchase the power (e.g., grappling cable, invisible beams of magnetic force, a webline).

To travel, you must be able to attach a swing line to an object. If the object isn't anchored and you can lift it (see Feats of Strength), you may pull it toward you or swing it around. If the object is a creature, this is considered an attack.

For movement distances and actions, see Movement.

## Telekinesis

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Ranged/Special |
| **Duration** | Special |

You interact with objects and the environment at a distance through some extranormal means (e.g., gravity manipulation, magnetic repulsion, mystic hands, psychic force). Add your **Power** dice to any rolls in which you use *telekinesis*.

Grabbing a single inanimate object is an easy passive challenge; grabbing multiple inanimate objects increases to moderate or higher, depending on the circumstances. You can grab any number of objects with total mass equal to your **Power** mass benchmark.

You can maintain *telekinesis* until the target breaks (or is broken) free, you dismiss the effect, you fall unconscious, or the scene ends.

▲ **Bind.** You hold the target within a telekinetic vise. On a successful attack roll, the target has the restrained condition.

▲ **Block.** You take a defensive action, using a held object or target as a makeshift shield. Add your **Power** dice to all reactions against physical and energy attacks for the round.

▲ **Crush.** If the target is in a telekinetic bind, you crush them using telekinetic force. On a successful attack roll, you inflict damage.

▲ **Manipulate.** You create telekinetic "fingers" to perform fine manipulation at a distance (e.g, cut a wire, pick a pocket, remove a weapon's magazine).

▲ **Move.** You transport the target up to your **Power** rating benchmark instead of **Exert** or **Force** (see Feats of Strength).

▲ **Support.** Add your **Power** rating to any **Force** challenge to support weight (e.g., hold up a structure, reinforce a cracked wall).

▲ **Throw.** You grab an object telekinetically just long enough to throw it at a target. On a successful attack roll, you inflict damage.

### –Propel Only

You can only perform the bind, move, support, and throw maneuvers—holding a target in place or moving them in a straight line. Anything more complex is beyond your capabilities.

## Telepathy

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Mental |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Scene |

You can engage in mind-to-mind communication with and read surface thoughts of another sentient being, regardless of whether you both speak the same language.

Using *telepathy* on an unwilling target is an active challenge to which you add your **Power** dice. The target is not aware of your psychic presence unless you "speak" to them telepathically. Through an established connection, you may also try to "read" the target's memories. Locating each memory is a separate active challenge; incur a penalty if the memory is old or suppressed.

On their turn each round, the target can attempt a challenge to break the connection (adding their **Power** rating to the roll if they have *mind shield*).

Telepathic communication with a willing subject does not require a roll. The willing subject may also allow access to their memories. Doing so without permission is an active challenge as with an unwilling target, and the subject is aware of your attempt. A willing subject may break the connection at any time as a quick action.

You can create a telepathic network amongst willing subjects. The maximum number of networked subjects is equal to your **Power** capacity.

### +*A*lter/Insert Memory (National)

While connected telepathically, you may try to manipulate the target's memories—changing or deleting details, or even adding new memories. This is an active challenge that alters the target's memory for the rest of the scene. You may spend 1 story point to make the change permanent. Anyone with *telepathy* who reads the altered memory can tell that a change was made.

### –Empathy

You may only sense and transmit emotional states. However, you may also use the power on non-sentient living creatures (e.g., animals, plants).

# Teleportation

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Travel |
| **Action** | Move |
| **Delivery** | Self/Special |
| **Duration** | Instant |
| **Extension** | Super-movement |

You can travel through a specific medium (e.g., copper wiring, electrical currents, water) or type of location (e.g., between shadows, through plants) from one point to another without moving physically through the space in between. You can take objects and/or people that you're in physical contact with, up to your maximum lift (see Feats of Strength).

You appear in the same pose at your desired destination an instant after you vanish. You cannot appear inside a solid object, nor in an area subject to *negate*. In a situation where you would appear inside a solid object, the Story Editor determines specifics (e.g., *teleportation* attempt simply fails; you lose half your current **Life** and get shunted to the nearest unoccupied space).

For movement distances and options, see Movement.

Teleporting through an energy barrier or without knowing your exact destination is a passive challenge, based on whatever you're trying to teleport through (see below).

| Challenge | Destination |
|-----------|-------------|
| Easy | Open space; a house |
| Moderate | Bank vault; cave system; energy barrier equal to your **Power** rating |
| Hard | Collapsed skyscraper; energy barrier greater than your **Power** rating |
| Impossible | Intense electromagnetic field; planetary defense grid |

### +*A*bsolute (National)

You aren't restricted to traveling through a specific medium. Instead, you simply move from one place to another—whether by generating wormholes, casting a spell, or some other means.

### +Teleportal (Galactic)

You open portals to other destinations. A teleportal's maximum size is equal to your **Power** area. Anyone can travel through it from either locale and there is no mass limit as long as the creature or object can fit through. The teleportal remains active for the scene unless you dismiss it sooner or fall unconscious.

## Telesthesia

| | |
|-----------|-------------|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Sensory |
| **Action** | Standard |
| **Delivery** | Special |
| **Duration** | Scene |

You can perceive things across vast distances. The challenge depends on the target. Focusing on a person is an active challenge (a target with *mind shield* adds their **Power** rating to their reaction). Focusing on a place or thing is an easy passive challenge; this increases to moderate or higher if the target is hidden or obscured.

You can move your perception within the immediate area at a walking pace. Refocusing on a different target requires a new *telesthesia* challenge. There is otherwise no range limit, other than being restricted to your current dimension.

While *telesthesia* is active, incur a penalty to notice anything taking place in your immediate physical surroundings.

Clarity of perception is subject to Story Editor discretion and needs of the story.

# Time Control [!]

| | |
|---|---|
| **Scope** | Galactic |
| **Cost** | 3 |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Special |
| **Duration** | Special |

You can shift forward and backward through the timestream—whether by using a mystical stone, a time-displacement apparatus, or some other method.

Your **Power** rating determines the number of times each game session that you can use *time control*, as well as the duration of each "leap" (see below). You always appear in the same place that you just left.

The timestream is somewhat elastic and can absorb subtle changes. Significant changes create a new reality, a branching path that splits off from your current timeline. A split in the past may break the temporal tether that keeps you anchored (relativistically speaking) to the present—you may "snap back" to a present reality that's entirely alien from the one you knew. A split in the future has no direct impact on your present, though you may end up in a different future the next time you "leap" forward. If you dismiss the power or fall unconscious or the scene ends, your temporal tether snaps you back to the present.

Changes to the past or future leave a trace that beings who can detect temporal anomalies (including anyone with *time control*) can sense.

| Rating | Descriptor | Time Limit |
|---|---|---|
| 1 | Weak [We] | 1 hour |
| 2 | Decent [De] | 1 day |
| 3 | Great [Gr] | 3 days |
| 4 | Superior [Su] | 7 days |
| 5 | Fantastic [Fa] | 14 days |
| 6 | Terrific [Te] | 1 month |
| 7 | Phenomenal [Ph] | 3 months |
| 8 | Astounding [As] | 1 year |
| 9 | Unearthly [Un] | 3 years |
| 10 | Cosmic [Co] | 10 years |
| 11+ | Beyond [Be] | x3 |

# Transfer

| | |
|---|---|
| **Scope** | National |
| **Cost** | 2* |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Touch |
| **Duration** | Scene |
| **Prerequisite** | Drain |

You transfer one skill rating between a target and yourself. You may use this power on different targets. Multiple *transfer* effects on the same target are cumulative up to your **Power** rating, and last for the scene.

The skill rating being transferred must be the same as with your prerequisite *drain* power. You can purchase this power multiple times (as long as you have already done so with *drain*); each skill after the first costs one point. Each time you use *transfer*, choose whether you *steal* or *grant* the skill.

▲ **Steal.** You drain the target's skill in order to boost yours. This is an active challenge; add your **Power** dice to the roll.

▲ **Grant.** You drain your own ability in order to boost the target. If the target doesn't resist, this is an easy passive challenge.

# Transformation Ray

| | |
|---|---|
| **Scope** | Galactic |
| **Cost** | 3* |
| **Group** | Alteration |
| **Action** | Standard |
| **Delivery** | Ranged |
| **Duration** | Scene |
| **Prerequisite** | Special |

You fire an alteration ray that utilizes a transformation power effect. Choose one power from the transformation group. *Transformation ray* fires this power as an alteration effect, since *you* control the power's effect—the target being affected has no control over it. You can purchase this power multiple times; each effect after the first costs one point.

Using *transformation ray* is an active challenge to which you add your **Power** dice. On their turn each round, the target can attempt a challenge to break free of the ray's effect (adding their **Power** rating to the roll if they have *alteration resistance*).

If the target doesn't resist, using the ray is an easy passive challenge. The willing subject may also drop the ray's effect at any time as a quick action.

# Tunneling

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2 |
| **Group** | Travel |
| **Action** | Move |
| **Delivery** | Self |
| **Duration** | Special |

You move through the earth as easily as other people move through water. You can tunnel through any physical substance with **Durability** no greater than the total of your **Force** + **Power** ratings. You cannot tunnel through energy barriers such as an electrified fence or *force field*.

Each time you make a tunnel, you may choose to leave it open or collapse it behind you. *Tunneling* cannot be perceived by those aboveground, except those with an appropriate sensory ability or who also have this power.

For movement distances and options, see MOVEMENT.

# Unliving

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 3 |
| **Group** | Transformation |
| **Action** | N/A |
| **Delivery** | Self |
| **Duration** | Constant |

Though sentient, you are not alive in the conventional sense. You may be some form of artificial being, construct, golem, robot, supernatural entity, or undead. The *unliving* power is immune to manipulation by other powers—whether to absorb, drain, mimic, or suppress—and conveys the following benefits and limitations:

- ▲ You are immune to any physical effects—harmful or helpful— that only affect living things.

- ▲ You have *respiration, somatic*, and *toxin immunity*.

- ▲ Like any other sentient being, you are subject to mental effects.

# Vanish

| | |
|---|---|
| **Scope** | Local |
| **Cost** | 2* |
| **Group** | Transformation |
| **Action** | Quick |
| **Delivery** | Self |
| **Duration** | Scene |

You become invisible to a single sense. You may also make one additional person (or person-sized object) invisible while in physical contact with them. On a quick action once per round, you may activate or dismiss this power.

You can purchase this power multiple times; each additional sense to which you're invisible (including *super-sense* powers) costs one point.

While *vanish* is active, you gain the following benefits:

▲ Add your **Power** rating to any challenges where you're not visible to targets.

▲ Add your **Power** rating to reactions against being detected by the applicable sense.

▲ The impaired condition applies to attempts to perceive you using other senses or based on how you affect your surroundings (e.g., if invisible to sight, detecting your breath in cold air, footprints in sand or snow, moving through undergrowth or fog).

▲ Ranged or mental attacks against you may fail outright, at the Story Editor's discretion.

### –Blend

You don't actually turn invisible; you simply become harder to detect. Instead of the benefits described above, add your **Power** rating to **Sneak** challenges and **Motion** reactions based on stealth. Also, while *vanish (–blend)* is active, the impaired condition applies to enemy attack and reactions against you.

# Power Modifiers

Most powers can be modified in some way to provide certain benefits or limitations. Each positive modifier costs one point and links to a single power. Each negative modifier reduces by one the total cost of the

linked power, or any linked positive modifiers. A power costs a minimum of one point regardless of how many negative modifiers you link.

You may choose whether to apply a *+mod* effect each time you use the linked power. The effect of a *–mod* always applies when the linked power is used.

(**WEIRDNESS** uses "*+mod*" and "*–mod*" as terms of convenience for positive and negative modifiers. A "+" always goes before a positive modifier and a "–" before a negative modifier. Similarly, the modifiers themselves are listed in parenthesis after the power, like so: *alter size (–permanent)*; mimic element *(+range)*. If a power has more than one modifier, they're listed in sequence: *mimic power (+range; –abilities only, limited)*.)

Common modifiers are listed below, along with examples of powers to which that modifier is often linked. In addition, certain power descriptions above include modifiers specific to that power. You can create additional modifiers beyond what's listed here.

## Modifiers & Scope

While modifiers offer flexibility and customization, they can impact gameplay in unexpected ways. To mitigate this, story scope dictates the maximum number of positive modifiers per power that you can apply (see below).

Regardless of scope, the Story Editor should disallow any modifier— or combination of modifiers—that looks like "power gaming."

| Story Scope | +Mods per Power |
| --- | --- |
| Local/City | 1 |
| National/Global | 2 |
| Galactic/Cosmic | 3 |

## +Area

You convert the linked contact or ranged power so that it affects everyone within an area. With a contact power, the area is centered on you; with a ranged power, the area can be centered anywhere you declare within the power's maximum range.

The dimensions are based on your **Power** area benchmark. Each defender within the area makes an individual reaction. A power with a sustained effect—*aura*, for instance—affects anyone who enters the area while the power is active.

Examples: *blast; negate*

# +Aura

The linked power emits a damaging field or substance. For a contact power, *+aura* manifests around you. For an area or ranged power, *+aura* manifests around the power effect itself. You can turn this *+mod* on or off once each round as a quick action; it stays active for the scene unless you turn it off or fall unconscious.

Attacking with a power that has *+aura* active grants +1 damage if the attack is successful.

If an attacker in close combat tries to hit a target that has *+aura* active, each character makes their respective challenge and reactions as normal. However, if the attacker fails, they suffer +1 damage from the defender's *+aura*.

The *+aura* damage is of the same type as the linked power. If the power doesn't have a damage type, the effect should relate to the power in a reasonable fashion (e.g., barbed *bind*, electrified *force field*, spiked *protection*).

Examples: *bind; energy form; force field; protection; strike*

# –Bypass

The linked power is ineffective against a reasonably common effect (e.g., cold, darkness, fire, light, iron, magic, wood).

Examples: *absorption; create construct; deflection; force field; immunity; invulnerability; protection*

# –Concentrate

The linked power requires sustained concentration to maintain. Take a penalty to all reactions while the power is active.

Examples: Any power with a "scene" duration

# +/–Contact

The linked power requires contact with the target to trigger. This is a *+mod* when applied to a power that's self-only, and a *–mod* when applied to a ranged or area power. The linked power only functions on the target while you maintain physical contact.

Examples: *(+) absorption; adhesion; extra appendage; flight; mind shield; protection; super-sense; (–) bind; emotion control; mind blast; mind control; negate*

# –Device

The linked power comes from an object (e.g., high-tech bodysuit, alien ring, mystic hammer made of ultra-dense metal). A device can be anything within reason; the critical factor is that it can be removed without doing you any harm (cybernetic limbs or magical implants are right out).

A device can be damaged or stolen. However, this should only occur if it's reasonable for the plot, and the device is restored by the end of the story (whether you recover it or get an "upgrade").

If you want multiple powers to come from the same device, apply this *–mod* separately to each power.

Examples: Any power

## Device Types

The power can suggest what form your device might take. Ideas are below; as always, you're encouraged to go with whatever works best for your background.

▲ **Alteration** devices often take the form of guns, wands, or similar things that you can point at a target. They may also be worn, like a crown, helm, ring, gloves, or harness.

▲ **Defense** devices are commonly armor and shields, though they may also take the form of a belt, bracers, or even a collection of tiny drones.

▲ **Mental** devices are often worn on or connected to the head, in the form of hats, headbands, helmets, skullcaps, and so forth.

▲ **Offense** devices are weapons by definition, though they may not always take a conventional form—anything from a blaster pistol or a sword to laser goggles or a ring that unleashes kinetic force.

▲ **Sensory** devices are typically scanners or sense-enhancers, whether an amulet, a crystal ball, goggles, or a HUD-equipped helmet.

▲ **Transformation** devices can take many forms, including clothing like a belt, gloves, or harness; pills and "wonder drugs;" or a magic talisman.

▲ **Travel** devices can range from personal items like an antigravity harness, jetpack, magic boots, or adhesive gloves; or a unique vehicle like a tricked-out car or a teleportation capsule.

## –Effort

The linked power requires at least 1 minute of sustained effort before it activates. During this time, you can only perform quick actions and can move no more than 1 space each round. Distractions (e.g., a chaotic environment, being attacked) call for an easy passive **Mind** or **Spirit** reaction to maintain the effort. On a failed reaction, the effort is canceled and you must start over. The power functions normally once it activates.

Examples: Any power

## +Immune

You're immune to undesirable effects from the linked power. Purchasing this *+mod* a second time links it to all of your powers. Purchasing a third time allows you to designate additional individuals (up to your **Power** capacity) who are likewise immune to the undesirable effects of your powers. Once selected, this immunity is permanent for each individual and cannot be changed.

Examples: *environment control; negate*

## –Limited

The linked power has a limited number of uses. You can use the linked power no more than two times each scene. The power recharges after you rest for an hour. You cannot take this *–mod* for powers that already reset after a scene, such as *duplication*, *extra action*, or *quantum vault*.

Examples: Any power

## –Obvious

The linked power has a clear visible effect (e.g., distinct uniform color, glowing eyes, psychic nimbus). You can only link this *–mod* to powers that are not obvious to normal senses already.

Examples: *astral form; duplication; emotion control; haste; mind blast; mind control; morphing; shapeshifting; telepathy*

## –Only

The linked power is limited to a single specific, narrowly-defined aspect—such as *command animals (–insects only)*; *emotion control (–fear only)*; or *environmental control (–cold only)*.

Examples: *absorption; alter size; deflection; environment control; force field; mimic power; minion control; negate*

## +/–Permanent

This modifier applies to a power that normally turns on and off. The power functions constantly, even if you fall unconscious. This may either be a positive or negative modifier, depending on the power.

Examples: *alter density; alter size; element form; force field*

## +Piercing

The linked power can penetrate defenses. When you use this *+mod*, the target incurs a penalty to their reaction against the attack. You can turn this *+mod* on or off once each round as a quick action; it stays active for the scene unless you turn it off or fall unconscious.

Examples: *blast; mind blast; strike*

## +/–Range

This modifier boosts or reduces the distance of the linked non-self power. This modifier does not work with movement powers.

A *+mod* purchased for a contact power boosts it to 1 **Power** range benchmark. Purchasing this *+mod* a second time boosts it to your standard **Power** range.

A *+mod* purchased for a ranged power boosts the distance rating by 1. Each additional time you purchase this *+mod* boosts it an additional 1 rating (to maximum rating 10).

A *–mod* purchased for a ranged power reduces it to contact only.

Examples: *blast; cloud; drain; emotion control; environment control; illusion; mind blast; mind control; negate; restoration; telepathy; transfer*

# –Restricted

The linked power functions at a reduced rating, based on the scope of the game (see below). The power's rating cannot be increased by any means.

| Story Scope | Power Limit |
| --- | --- |
| Local, City | 1 |
| National, Global | 2 |
| Galactic, Infinite | 3 |

Examples: *bind; blast; flight; force field; protection; tunneling*

# +Selective

Each time you use the linked power, you can declare who's affected—or not affected—by it. This *+mod* applies only to powers that have an area effect. There is otherwise no change to how the power functions.

Examples: *cloud; environment control; illusion; negate*

# –Uncontrollable

You can't always control when the power turns on (or off). This could be triggered based on the phase of the moon; your emotional state (say, getting angry); proximity to a particular substance; removing an inhibitor device; or some other modifier. Resisting the trigger event is a moderate passive challenge. This may adjust to a hard or even impossible challenge depending on intensity of the exposure, and/or may require a challenge each round that you're exposed.

Examples: *alter density; alternate form; astral form; blast; drain; duplication; elasticity; vanish; shapeshifting; telesthesia; time control*

# –Unreliable

The linked power doesn't always work when you need it. Each time you use the power, first roll 2D. If you don't get any successes, the power doesn't activate and your action is lost.

Examples: Any power

# EQUIPMENT

[Add "basic" magical weapons/tools/vehicles.]

Powers and gifts are the focus in **WEIRDNESS**; still, regular equipment has its place. Conventional weapons, electronic devices, and mechanical—and magical—tools are part of everyday life in most cultures. In the course of a story, you'll encounter things like cars and computers, not to mention nigh-ubiquitous mobile phones.

This chapter covers a sampling of everyday equipment you can use in the game. Feel free to expand on this as you see fit. That said, bear in mind that equipment is only meant to facilitate the story, offer a helpful boost, or provide a complication; it should never overshadow gifts or powers.

## Resources

**WEIRDNESS** assumes you have access to everyday items within reason— an apartment, clothes, food, a phone. Certain gifts—Authority, Benefactor, Connected, Headquarters, Transport, Utility Belt, Wealthy— can provide access to harder-to-find and/or higher-end equipment.

There's no need to keep track of such things—"how much stuff do you have?" isn't the point of the game. When considering what's available to a hero, the Story Editor should apply common sense and the needs of the story. When in doubt, have a quick conversation to sort out the details.

Similarly, story characters are assumed to have whatever's required for the unfolding narrative. That said, the Story Editor shouldn't allow them to pull out exactly the right tool every time to counteract the heroes' actions.

# Reliability

Your abilities and powers can't be messed with arbitrarily—the Story Editor can't simply declare that your *flame blast* doesn't work.

Equipment is different. It's easy to get, sure, but it can be prone to malfunction and often requires regular maintenance. Your pistol could jam at the wrong moment; the battery on your mobile phone could die in the middle of an important call; the pipes in your new home could burst while you're away; and so on. As long as it supports the needs of the story, the Story Editor is within their rights to declare any equipment malfunction.

That said, you can likewise use mischief or outright violence to target your opponents' regular weapons and equipment.

# Equipment Parameters

Armor, tools, vehicles, and weapons can help you accomplish tasks—whether driving a car, hacking a computer, picking a lock, resisting injury, or subduing someone.

Equipment can have up to seven different parameters: **dice**, **effect**, **movement**, **range**, **area**, **durability**, **mass**, and **features**. Not every piece of gear will have all seven; if a particular parameter isn't included in a description, that piece of equipment does not have that capability.

Equipment parameters correspond roughly to the measurements in the BENCHMARKS section. Any distinctions are noted below.

▲ **Dice.** A dice pool adjustment for challenge rolls that use the equipment. This often means additional dice, but some unwieldy or complex gear may *remove* dice from your dice pool.

Conventional weapons do *not* add dice to your dice pool. Instead, when attacking with a weapon, you can spend extra successes to

deal damage up to its **effect** rating (see Success Options). Remember, attacking without a weapon deals a flat 1 damage (see Damage & Recovery).

▲ **Effect.** You can spend a number of successes on a single success option, up to the equipment's **effect** rating (see Success Options). Note that the maximum cannot exceed the power level of the game (see Story Scope).

▲ **Movement.** The equipment's movement benchmark at a normal rate of speed (see Movement).

▲ **Range.** The equipment's effective range.

▲ **Area.** The equipment's area of effect.

▲ **Durability.** Defensive quality, used as a reaction dice pool against any energy and physical reaction rolls that target the equipment. Passengers in a vehicle can add its **Durability** rating to their individual reaction rolls.

▲ **Mass.** Structural integrity. It functions like **Life** does for characters—the equipment loses 1 **Mass** for each point of damage it takes.

▲ **Features.** Any special capabilities or limitations.

# Armor

Conventional armor provides protection from normal attacks. When wearing armor, add its **Dice** rating to your reaction dice pool against energy and physical attacks. Armor does not stack with defense powers.

When you take damage, you can declare that the armor absorbs it instead. Armor can absorb a total amount of damage equal to its **Durability** rating, but each point absorbed reduces its rating by one. If the armor falls to 0 **Durability**, it's effectively destroyed and is useless.

## Armor Features

Some armor may have certain features from the following list.

▲ **Bulky.** When using the weapon, incur a penalty to rolls involving athletics, climbing, speed, stealth, and swimming unless you have at least +2D **Force**.

▲ **Cumbersome.** When using the weapon, incur a penalty to rolls involving athletics, climbing, speed, stealth, and swimming unless you have at least +3D **Force**.

# Armor, Light

| | |
|---|---|
| **Dice** | 1D |
| **Durability** | Decent [2] |

Any style of lightweight protection.

Examples: *Leather jerkin (archaic); ballistic vest (modern); impact-resistant bodysuit (futuristic)*

# Armor, Medium

| | |
|---|---|
| **Dice** | 2D |
| **Durability** | Great [3] |
| **Features** | Bulky |

Robust defense gear.

Examples: *Chain mail (archaic); tactical gear (modern); exoskeleton (futuristic)*

# Armor, Heavy

| | |
|---|---|
| **Dice** | 3D |
| **Durability** | Fantastic [5] |
| **Features** | Cumbersome |

Exceptional personal protection.

Examples: *Plate armor (archaic); military body armor (modern); nanocarbon combat suit (futuristic)*

# Shield

| | |
|---|---|
| **Dice** | 1D |
| **Durability** | Decent [2] |

Any form of portable armor carried apart from the body. A shield stacks with conventional armor, but not defense powers. A shield may also be used as a weapon (see below).

Examples: *Wooden shield (archaic); riot shield (modern); force field buckler (futuristic)*

# Weapons

Attacking with a conventional weapon follows the standard process for a challenge, including spending successes on success options—up to the weapon's **effect** rating (see Challenge and Success). As with all equipment, parameters and features do not stack with offense powers.

Some weapons can be enhanced further by attaching appropriate tools (e.g., flashlight, nightvision, scope).

Unless stated otherwise, all weapons have 1 **Durability** and 1 **Mass**.

## Weapon Features

Some weapons may have certain features from the following list.

▲ **Bulky.** When using the weapon, incur a penalty to rolls involving athletics, climbing, speed, stealth, and swimming unless you have at least +2D **Force**.

▲ **Burst Fire.** Apply a bonus when attacking with the weapon's burst fire feature. (The effect is of firing multiple rounds, but you only roll once for the attack.)

▲ **Condition.** Instead of dealing damage, the weapon applies the listed condition. The condition lasts a number of rounds equal to the successes rolled (up to its **effect** rating), or until the target breaks free.

▲ **Cumbersome.** When using the weapon, incur a penalty to rolls involving athletics, climbing, speed, stealth, and swimming unless you have at least +3D **Force**.

▲ **Effect.** The weapon emulates a power or condition instead of dealing damage. To reflect this, add to your attack dice equal to the weapon's **effect** rating.

▲ **Flexible.** Can use the grapple stunt up to the weapon's range.

▲ **Reach.** Can attack targets up to 2 spaces distant.

▲ **Single-use.** Can be used only once.

▲ **Slow.** Takes time to prepare. You cannot perform quick actions on the round you use the gear.

▲ **Thrown.** To make a ranged attack with the weapon, You can throw the weapon as a ranged attack (see Benchmarks).

▲ **Two-handed.** Requires two hands to use properly. Rolls incur a penalty when using the weapon with only one hand.

▲ **Vehicle.** A heavy-duty weapon designed for use against vehicles.

## Weapon Categories

Weapons are divided into two categories: close and ranged. Weapons with the "thrown" feature can be used as a ranged attack, up to your maximum throwing range (see Benchmarks).

▲ **Close Combat.** The distance you can reach with your hands or a hand-held weapon (up to 1 space).

▲ **Ranged Combat.** Anything beyond close combat (greater than 1 space).

# Close Weapons

## Axe

| | |
|---|---|
| **Effect** | Superior [4] |
| **Durability** | Weak [1] |
| **Features** | Thrown |

A blade on a wood or metal shaft, used for chopping.

Examples: *Battleaxe (archaic); fire axe (modern); vibroaxe (futuristic)*

## Club

| | |
|---|---|
| **Effect** | Great [3] |
| **Durability** | Weak [1] |
| **Features** | Thrown |

An object designed to bash or hammer things.

Examples: *Cudgel, nunchaku (archaic); crowbar, police baton (modern); painstick (futuristic)*

## Knife

| | |
|---|---|
| **Effect** | Great [3] |
| **Durability** | Weak [1] |
| **Features** | Thrown |

A short blade, often used as a tool; easy to conceal.

Examples: *Dagger (archaic); tactical knife (modern); crysknife (futuristic)*

# Polearm

| | |
|---|---|
| **Effect** | Fantastic [5] |
| **Durability** | Weak [1] |
| **Features** | Reach |

A pole weapon with a bladed and/or spiked head.

Examples: *Halberd (archaic); rifle with bayonet (modern); energy pike (futuristic)*

# Shield

| | |
|---|---|
| **Effect** | Decent [2] |
| **Durability** | Decent [2] |
| **Features** | Thrown |

A protective device that can be used to bash or push.

Examples: *Wooden shield (archaic); riot shield (modern); force buckler (futuristic)*

# Staff

| | |
|---|---|
| **Effect** | Great [3] |
| **Durability** | Weak [1] |
| **Features** | Reach |

A long shaft of wood, metal, or polycarbonate.

Examples: *Quarterstaff (archaic); collapsible rod (modern); force stave (futuristic)*

# Sword

| | |
|---|---|
| **Effect** | Superior [4] |
| **Durability** | Weak [1] |
| **Features** | Thrown |

A long-bladed weapon with a single or double edge.

Examples: *Cavalry saber, katana (archaic, modern); energy sword (futuristic)*

# Whip

| | |
|---|---|
| **Effect** | Decent [2] |
| **Durability** | Weak [1] |
| **Features** | Flexible, reach |

A flexible weapon made of leather or nylon cord.

Examples: *Bullwhip (archaic, modern); telescoping whip (futuristic)*

# Ranged Weapons

## Artillery

| | |
|---|---|
| **Dice** | 4D |
| **Effect** | Phenomenal [7] |
| **Range** | Astounding [8] |
| **Durability** | Decent [2] |
| **Features** | Cumbersome, slow, two-handed, vehicle |

A large-caliber anti-armor weapon that fires a projectile with *+piercing*. Artillery can instead fire special rounds that function like grenades, with +1 area benchmark.

Examples: *Demicannon (archaic); tank gun (modern); Railgun (futuristic)*

## Bow

| | |
|---|---|
| **Effect** | Superior [4] |
| **Range** | Fantastic [5] |
| **Durability** | Weak [1] |
| **Features** | Two-handed |

A simple shooting weapon that uses draw tension to fire a projectile.

Examples: *Longbow (archaic); compound bow (modern); energy bow (futuristic)*

## Crossbow

| | |
|---|---|
| **Effect** | Fantastic [5] |
| **Range** | Fantastic [5] |
| **Durability** | Weak [1] |
| **Features** | Slow, two-handed |

A shooting weapon that draws like a bow but fires like a rifle.

Examples: *Crossbow (archaic, modern); bowcaster (futuristic)*

## Flamethrower

| | |
|---|---|
| **Dice** | +2D |
| **Effect** | Fantastic [5] |
| **Range** | Decent [2] |
| **Area** | Decent [2] |
| **Durability** | Weak [1] |
| **Features** | Cumbersome, two-handed |

A canister with a hose and nozzle that sprays fire.

Examples: *Flamethrower (modern); plasma emitter (futuristic)*

## Grenade, Flash

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Fantastic [5] |
| **Area** | Fantastic [5] |
| **Durability** | Weak [1] |
| **Features** | Condition, single-use, thrown |

An exploding device. Instead of damage, the successes spent (up to the maximum **effect** rating) equals the number of rounds the impaired (blind) condition applies to all targets in the area.

Examples: *Flash grenade (archaic, modern); flash orb (futuristic)*

## Grenade, Fragmentation

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Fantastic [5] |
| **Area** | Terrific [6] |
| **Durability** | Weak [1] |
| **Features** | Single-use, thrown |

An exploding device that sprays shrapnel, inflicting physical damage to all targets in an area.

Examples: *Hand grenade (archaic, modern); det-orb (futuristic)*

## Grenade, Gas

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Fantastic [5] |
| **Area** | Terrific [6] |
| **Durability** | Weak [1] |
| **Features** | Condition, single-use, thrown |

An exploding device. Instead of damage, the successes spent (up to the maximum **effect** rating) equals the number of rounds the toxin environmental condition applies to all targets in the area.

Examples: *Gas grenade (archaic, modern); gas orb (futuristic)*

# Grenade, Incendiary

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Terrific [6] |
| **Area** | Fantastic [5] |
| **Durability** | Weak [1] |
| **Features** | Single-use, thrown |

An exploding device that unleashes intense heat, inflicting energy damage to all targets in an area.

Examples: *Greek fire (archaic); white phosphorous (modern); plasma orb (futuristic)*

# Grenade, Smoke

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Fantastic [5] |
| **Area** | Phenomenal [7] |
| **Durability** | Weak [1] |
| **Features** | Condition, single-use, thrown |

An exploding device. Instead of damage, the successes spent (up to the maximum **effect** rating) equals the number of rounds the impaired (blind) condition applies to all targets in the area.

Examples: *Smoke bomb (archaic); smoke grenade (modern); smoke orb (futuristic)*

# Machine Gun, Heavy

| | |
|---|---|
| **Effect** | Terrific [6] |
| **Range** | Astounding [8] |
| **Durability** | Weak [1] |
| **Features** | Burst fire, cumbersome, two-handed, vehicle |

A belt-fed anti-armor sustained fire weapon with *+piercing*.

Examples: *FN MAG 58 (modern); M28–H smartgun (futuristic)*

# Machine Gun, Light

| | |
|---|---|
| **Effect** | Fantastic [5] |
| **Range** | Astounding [8] |
| **Durability** | Weak [1] |
| **Features** | Bulky, burst fire, two-handed |

An auto-loading rifled gun designed for sustained fire.

Examples: *Great divine cannon (archaic); M249 SAW (modern); M56 smartgun (futuristic)*

## Missile

| | |
|---|---|
| **Dice** | 3D |
| **Effect** | Astounding [8] |
| **Range** | Unearthly [9] |
| **Area** | Astounding [8] |
| **Durability** | Weak [1] |
| **Features** | Cumbersome, single-use, slow, two-handed, vehicle |

A guided self-propelled weapon with a payload that has *+piercing*. Missiles come in a variety of sizes and payloads, from air-to-air missiles to rocket-propelled grenades. Smaller missiles may have reduced range and area.

Examples: *AGM-84 Harpoon (modern); XR9 (futuristic)*

## Net

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Superior [4] |
| **Range** | Great [3] |
| **Area** | Decent [2] |
| **Durability** | Weak [1] |
| **Features** | Condition, single-use |

Cords or netting; instead of damage, apply the restrained condition.

Examples: *Bola (archaic); net launcher (modern); electronet (futuristic)*

## Pepper Spray

| | |
|---|---|
| **Effect** | Great [3] |
| **Range** | Weak [1] |
| **Durability** | Weak [1] |
| **Features** | Condition |

An inflammatory powder or spray; instead of damage, apply the impaired (blind) condition.

Examples: *Pepper sachet (archaic); OC spray (modern, advanced)*

# Pistol, Heavy

| | |
|---|---|
| **Effect** | Fantastic [5] |
| **Range** | Fantastic [5] |
| **Durability** | Weak [1] |

A large automatic or revolver firearm designed for stopping power.

Examples: *Dragon pistol (archaic); Desert Eagle (modern); heavy blaster (futuristic)*

# Pistol, Light

| | |
|---|---|
| **Effect** | Superior [4] |
| **Range** | Fantastic [5] |
| **Durability** | Weak [1] |

A small automatic or revolver firearm for personal protection.

Examples: *Flintlock (archaic); Glock 17 (modern); flechette pistol (futuristic)*

# Rifle, Assault

| | |
|---|---|
| **Effect** | Superior [4] |
| **Range** | Phenomenal [7] |
| **Durability** | Weak [1] |
| **Features** | Burst fire, two-handed |

A selective-fire gun with a detachable ammunition magazine.

Examples: *AK–47 (modern); M41A pulse rifle (futuristic)*

# Rifle, Hunting

| | |
|---|---|
| **Effect** | Superior [4] |
| **Range** | Phenomenal [7] |
| **Durability** | Weak [1] |
| **Features** | Two-handed |

A shoulder-fired gun with a rifled barrel that provides increased accuracy.

Examples: *Arquebus (archaic); 85 Finnlight (modern); laser rifle (futuristic)*

# Rifle, Sniper

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Fantastic [5] |
| **Range** | Astounding [8] |
| **Durability** | Weak [1] |
| **Features** | Power effect, two-handed |

A high-precision long-range firearm with *+piercing*.

Examples: *AW50 sniper rifle (modern); microbeam rifle (futuristic)*

# Shotgun

| | |
|---|---|
| **Dice** | 1D |
| **Effect** | Fantastic [5] |
| **Range** | Fantastic [5] |
| **Area** | Decent [2] |
| **Durability** | Weak [1] |

A smooth-bore firearm that fires shot or slugs in a spray.

Examples: *Blunderbuss (archaic); pump-action shotgun (modern); scatterblaster (futuristic)*

# Stun Gun

| | |
|---|---|
| **Effect** | Superior [4] |
| **Range** | Decent [2] |
| **Durability** | Weak [1] |
| **Features** | Condition |

An electroshock weapon; instead of damage, apply the helpless condition.

Examples: *Taser (modern); shock pistol (futuristic)*

# Tools

The list below is a sampling of tools that might be useful in a **WEIRDNESS** adventure. Feel free to add more gear as you see fit. Remember, the focus of the game isn't on stuff, so don't get too hung up on the details. If the players want a useful gadget and provide a reasonable explanation for how they get it, no problem. Likewise, you can allow a useful tool to add 1D or 2D—rarely 3D—to particular tasks; just be consistent in applying additional dice.

Unless stated otherwise, all tools have 1 **Durability** and 1 **Mass**. You may have a "reinforced" or "ruggedized" version, which gives the tool 2 **Durability**.

## Tools

| Type | Dice | Type | Dice |
|---|---|---|---|
| Binoculars | 1D | Lockpick Gun | 2D |
| Camera | — | Mechanic's Tools | 2D |
| Commlink | — | Medical Bag | 2D |
| Computer | 2D | Mobile Phone | — |
| Digital Recorder | — | Multi-tool | 1D |
| First Aid Kit | 1D | Scuba Gear | 2D |
| Flashlight | 1D | Sniper Scope | 2D |
| Gas Mask | 2D | Surgical Theater | 3D |
| Goggles, Nightvision | 1D | Surveillance Device | 2D |
| Gunsmith Kit | 1D | Tablet | 1D |
| Handcuffs | 1D | Tracking Device | 2D |

# Vehicles

Assuming an appropriate background, you may own a conventional vehicle. If a vehicle has special capabilities (e.g., flight, lasers, space-capable), you should get it via the Transport gift or by selecting powers with the *–device* modifier.

## Vehicle Features

Some vehicles may have certain features from the following list. Note that vehicles can only move using their listed method of travel.

▲ **Aircraft.** The vehicle can fly at its standard movement.

▲ **Groundcraft.** The vehicle can travel on solid surfaces at its standard movement.

▲ **Ponderous.** The vehicle can only move half its movement benchmark the first two rounds when starting from a standstill, and whenever it makes more than a 45-degree turn.

▲ **Seacraft.** The vehicle can travel on the water at its standard movement.

▲ **Spacecraft.** The vehicle can travel through a vacuum at its standard movement.

▲ **Submersible.** The vehicle can travel underwater at its standard movement.

▲ **Reinforced.** The vehicle has armor or some other type of protection. Gain a bonus to its reaction rolls against energy or physical attacks.

# Aircraft Carrier

| | |
|---|---|
| **Dice** | −2D |
| **Movement** | Superior [4] |
| **Durability** | Superior [4] |
| **Mass** | 75 |
| **Features** | Seacraft; ponderous, reinforced |

A mobile seafaring airbase with up to 6,000-person crew, equipped with a flight deck and aircraft deployment facilities.

# Airship

| | |
|---|---|
| **Dice** | −1D |
| **Movement** | Fantastic [5] |
| **Durability** | Negligible [0] |
| **Mass** | 10 |
| **Features** | Aircraft; ponderous |

A dirigible or other lighter-than-air craft that uses bladders filled with a gas less dense than the surrounding air (typically helium or hydrogen) to gain lift.

# Boat, Fishing

| | |
|---|---|
| **Dice** | — |
| **Movement** | Superior [4] |
| **Durability** | Weak [1] |
| **Mass** | 9 |
| **Features** | Seacraft; ponderous |

A vessel used to catch fish on the sea, or on a lake or river.

# Boat, Go-fast

| | |
|---|---|
| **Dice** | 1D |
| **Movement** | Fantastic [5] |
| **Durability** | Negligible [0] |
| **Mass** | 6 |
| **Features** | Seacraft |

Also called a cigarette boat, this long, narrow watercraft is designed to go very fast.

# Boat, Patrol

| | |
|---|---|
| **Dice** | 1D |
| **Movement** | Superior [4] |
| **Durability** | Weak [1] |
| **Mass** | 12 |
| **Features** | Seacraft |

A small naval vessel used for defense and law enforcement of coastlines, rivers, and other waterways.

# Bus

| | |
|---|---|
| **Dice** | −1D |
| **Movement** | Fantastic [5] |
| **Durability** | Negligible [0] |
| **Mass** | 12 |
| **Features** | Groundcraft; ponderous |

A large ground vehicle that carries groups of people (between 10–100, depending on whether the interior is designed for comfort or efficiency), whether for public transport, private hire, or tourism.

# Car, Armored

| | |
|---|---|
| **Dice** | — |
| **Movement** | Fantastic [5] |
| **Durability** | Great [3] |
| **Mass** | 10 |
| **Features** | Groundcraft; reinforced |

A civilian or military ground vehicle with a reinforced structure, including armor plate and bulletproof glass. Armored cars can come in a variety of models, from sedans to SUVs to wagons.

# Car, Sedan

| | |
|---|---|
| **Dice** | — |
| **Movement** | Terrific [6] |
| **Durability** | Negligible [0] |
| **Mass** | 8 |
| **Features** | Groundcraft |

An internal-combustion or electric ground vehicle of any number of styles, which can seat between two and seven passengers, depending on the design.

# Car, Police

| | |
|---|---|
| **Dice** | 1D |
| **Movement** | Terrific [6] |
| **Durability** | Weak [1] |
| **Mass** | 10 |
| **Features** | Groundcraft |

A high-performance ground vehicle designed for patrol and law enforcement.

# Construction Equipment

| | |
|---|---|
| **Dice** | –2D |
| **Movement** | Decent [2] |
| **Durability** | Great [3] |
| **Mass** | 12 |
| **Features** | Groundcraft; ponderous |

A heavy-duty ground vehicle designed for a particular construction task. Construction equipment can include backhoes, bulldozers, compactors, cement trucks, dump trucks, excavators, graders, trenchers, and more.

# Destroyer

| | |
|---|---|
| **Dice** | — |
| **Movement** | Fantastic [5] |
| **Durability** | Great [3] |
| **Mass** | 50 |
| **Features** | Seacraft; reinforced |

A seafaring warship designed for speed, maneuverability, and endurance. Destroyers often serve as escort or patrol craft.

# Escape Pod

| | |
|---|---|
| **Dice** | −1D |
| **Movement** | Unearthly [9] |
| **Durability** | Weak [1] |
| **Mass** | 8 |
| **Features** | Spacecraft |

A utilitarian spacecraft designed for survival in a vacuum—little more than a life-support system strapped to an engine.

# Helicopter

| | |
|---|---|
| **Dice** | — |
| **Movement** | Terrific [6] |
| **Durability** | Weak [1] |
| **Mass** | 9 |
| **Features** | Aircraft |

An aircraft with revolving overhead rotors that enable it to move forward, backward, sideways, and even hover. Available in cargo, private, and military designs.

# Jet, Airliner

| | |
|---|---|
| **Dice** | — |
| **Movement** | Phenomenal [7] |
| **Durability** | Weak [1] |
| **Mass** | 15 |
| **Features** | Aircraft; groundcraft (ponderous only) |

A large wide-body jet aircraft with a crew of 15 that can transport up to 350 passengers.

# Jet, Military

| | |
|---|---|
| **Dice** | 3D |
| **Movement** | Astounding [8] |
| **Durability** | Decent [2] |
| **Mass** | 12 |
| **Features** | Aircraft; groundcraft (ponderous only) |

A one- or two-person high-speed, highly maneuverable jet-powered military aircraft.

# Jet, Private

| | |
|---|---|
| **Dice** | 1D |
| **Movement** | Phenomenal [7] |
| **Durability** | Weak [1] |
| **Mass** | 10 |
| **Features** | Aircraft; groundcraft (ponderous only) |

A small, well-appointed jet aircraft that can transport up to a dozen passengers.

# Motorcycle

| | |
|---|---|
| **Dice** | 2D |
| **Movement** | Terrific [6] |
| **Durability** | Negligible [0] |
| **Mass** | 4 |
| **Features** | Groundcraft |

An open two- or sometimes three-wheeled ground vehicle on which the rider sits. It is small and highly maneuverable, with room for a single passenger.

# Personal Watercraft

| | |
|---|---|
| **Dice** | 2D |
| **Movement** | Superior [8] |
| **Durability** | Negligible [0] |
| **Mass** | 4 |
| **Features** | Seacraft |

This pump jet-propelled watercraft, also called a water scooter or jet ski, comes in a two-person runabout or a one-person sport configuration.

# Semi-truck

| | |
|---|---|
| **Dice** | –1D |
| **Movement** | Terrific [6] |
| **Durability** | Weak [1] |
| **Mass** | 10 |
| **Features** | Groundcraft |

A large truck with a powerful engine designed to haul cargo in wheeled semi-trailers or tankers.

# Ship, Cargo

| | |
|---|---|
| **Dice** | –2D |
| **Movement** | Superior [4] |
| **Durability** | Decent [2] |
| **Mass** | 50 |
| **Features** | Seacraft; ponderous |

Also called a container ship or freighter, this massive watercraft transports cargo between ports across seas and oceans. Some have been known to be retrofitted into mobile bases.

# Space Orbiter

| | |
|---|---|
| **Dice** | — |
| **Movement** | Beyond [11] |
| **Durability** | Weak [1] |
| **Mass** | 12 |
| **Features** | Aircraft, groundcraft (ponderous only), spacecraft |

A reusable rocket-launched spacecraft designed to transport crew and cargo from the planet's surface to orbit and back.

# Starfighter

| | |
|---|---|
| **Dice** | 2D |
| **Movement** | Beyond+3 [13] |
| **Durability** | Weak [1] |
| **Mass** | 12 |
| **Features** | Aircraft, spacecraft |

A one- or two-person high-speed, highly maneuverable spacecraft designed for combat, defense, or patrol duties in atmosphere or vacuum.

# Starfreighter

| | |
|---|---|
| **Dice** | — |
| **Movement** | Beyond+1 [12] |
| **Durability** | Decent [2] |
| **Mass** | 15 |
| **Features** | Aircraft, spacecraft |

Also called a transport, this spacecraft is designed to carry cargo and/or passengers between planets or even star systems. Also capable of in-atmosphere travel, transports range in design from utilitarian to elegant.

# Starship

| | |
|---|---|
| **Dice** | — |
| **Movement** | Beyond+1 [12] |
| **Durability** | Superior [4] |
| **Mass** | 75 |
| **Features** | Spacecraft; ponderous, reinforced |

A mobile spacefaring base with a crew of hundreds or even thousands depending on size and configuration, and designed for any number of functions—from a literal city in the stars to a heavily-armed military vessel.

# Submarine

| | |
|---|---|
| **Dice** | −1D |
| **Movement** | Superior [4] |
| **Durability** | Decent [2] |
| **Mass** | 20 |
| **Features** | Seacraft, submersible; ponderous, reinforced |

A watercraft capable of operating underwater for extended periods. Submarine designs can vary from small private submersibles to large nuclear-powered warships.

# Tank

| | |
|---|---|
| **Dice** | −1D |
| **Movement** | Superior [4] |
| **Durability** | Superior [4] |
| **Mass** | 15 |
| **Features** | Groundcraft; ponderous, reinforced |

An armored fighting ground vehicle with a four-person crew that moves on articulated tracks and is equipped with a variety of armaments—typically a single large-caliber weapon with supplemental machine guns and/or missiles.

## Truck, Pickup

| | |
|---|---|
| **Dice** | — |
| **Movement** | Terrific [6] |
| **Durability** | Negligible [0] |
| **Mass** | 9 |
| **Features** | Groundcraft |

A ground vehicle available in a variety of sizes, from light- to heavy-duty, with a cab that seats between two and six and a large open bed used to transport cargo.

## Van

| | |
|---|---|
| **Dice** | — |
| **Movement** | Terrific [6] |
| **Durability** | Negligible [0] |
| **Mass** | 9 |
| **Features** | Groundcraft |

A ground vehicle with a combined enclosed cab and rear area that can be configured to haul cargo or up to 20 passengers.

# STORY TOOLS

This chapter includes information and guidance helpful in using **WEIRDNESS** to create engaging and memorable stories. While the emphasis is on tools the Story Editor can use, players are welcome to read it, too—remember, roleplaying is a shared experience. You're all contributing to character development and world-building.

## TL;DR

Be collaborative. Be flexible. Be inclusive. Be supportive. Have fun!

# WEIRDNESS Storytelling

At its core, roleplaying is storytelling. When the game loses that focus—devolving into a series of battles or running down a checklist of tasks to accomplish—it's no longer a story. The characters become tokens pushed around a game board.

Roleplaying is a shared experience. The Story Editor plays a critical role in this. They do the heavy lifting in building the game setting, creating interesting story characters for the players to interact with, providing a series of situations for the players to encounter and issues to resolve, adjudicating results any time dice are rolled, and keeping the story going. While they incorporate player input, the Story Editor makes the final call if there's ever a question. This helps keep the session focused on the story and moving along.

All of that is called the **plot**. A plot that takes multiple game sessions to resolve is called a **story arc**.

To deliver an engaging, thrilling experience for everyone—players and Story Editor alike—the key is for the Story Editor to connect the plot with each player's hero in some compelling fashion. Luckily, they have many tools at their disposal to accomplish this, in the form of the hero's background, complications, motivations, origin, and even actions in previous scenes or story arcs. Whether the focus of the entire plot or a secondary storyline that interweaves the main action, incorporating one or more of these elements helps draw a player into the story and empowers them to contribute to how it develops.

As stated more than once in this book, **WEIRDNESS** takes its cues from pulp adventure stories and superhero comics and shows. In many cases, such stories feature a single main character. That doesn't work well in a roleplaying game, since each player sees their hero as the main character. Think of **WEIRDNESS** as an ensemble—like in *The Fantastic Four* or *X–Men*, *Doom Patrol* or *Tom Strong*, *B.P.R.D.* or *The Umbrella Academy*. In such books and shows, there's more than one main character—each character takes a turn in the spotlight, and even when not the story's focus still plays an important role in events.

To build a story that features all the heroes equally, the Story Editor can use a combination of dramatic structure and long-form improvisation rules. With this approach, the Story Editor first lays out the plot and weaves in character hooks (dramatic structure) in broad strokes, allowing flexibility for the story to develop in any direction (improv).

Sure, **WEIRDNESS** has specific rules beyond what you'll find in your average creative writing or improv class—that's what the first half of this book is all about. Still, they all serve the same purpose. They're guidelines to help define the action and parameters of a story as it develops from scene to scene. The Story Editor can apply these various rules as strictly or as loosely as they want (and as the players agree). In the end, the most important thing is to have fun.

# Dramatic Structure

Dramatic structure contains the classic five elements of drama: exposition, rising action, climax, falling action, and resolution. Story hooks threaded through the exposition and rising action are critical to connecting characters to the plot. Foreshadowing of the next story arc is often included in the rising and falling action of the current arc, to create a bridge from one story to the next.

## Connecting Character and Plot

The players' heroes aren't simply automatons with powers. When developing the plot, the Story Editor should remember that each character in the game setting is a person—whether human, alien, machine, animate stone, or something else—who exists in the world and who has worldly concerns, desires, and emotions.

A hero's background, motivations, and complications provide a rich resource that the Story Editor can draw upon to create hooks that connect them to the plot. This can be based on the character's heroic or private identity—or both!—depending on the story.

## Exposition

A story typically kicks off with exposition—anything from a straightforward introductory scene to starting *in media res* (in the middle of things) before flashing back to how the heroes got there. This initial scene (not necessarily combat) sets the stage for the story arc to unfold. In the course of the encounter, they identify and/or interact with key story characters; learn background information through action, dialogue, or explanation; and gather clues or even explicit instructions that guide them toward the rising action.

## Rising Action

Rising action is a series of encounters where the heroes face increasingly complicated and/or challenging conflicts. Two to four encounters is a good benchmark, though the exact number can vary depending on the needs of the plot and what kinds of curveballs the players throw into the mix—and need not always be full-on combat. Resolving one conflict leads to the next, increasing the stakes each step of the way. This sequence builds excitement as each danger is vanquished or mystery solved.

## Climax

The turning point of the story, the climax is the moment where the heroes face their ultimate challenge—often acutely aware that they might not prevail. The actions taken during a climax can be physical or mental, depending on the conflict being faced.

## Falling Action

Falling action occurs right after the climax, and focuses on events that will help to resolve the conflict fully. Actions taken and decisions made in the face of danger have led the heroes to this point; the consequences of these choices—whether to a hero's benefit or detriment—are revealed at this time.

## Resolution

The resolution ties up loose ends, concludes conflicts, reveals outcomes, and puts a definitive end—happy or sad—on the story arc. As most of the final actions took place during falling action, a resolution is often one or a couple vignettes between the heroes and relevant story characters, or even just a summary of where the heroes will go from here. In the latter case, the Story Editor is encouraged to ask each player to provide their hero's summary, instead of dictating the resolution.

# Longform Improvisation

At its most fundamental, improv is a form of collaborative interaction in which everything is made up at the moment—from setting and plot to characters and dialogue. **WEIRDNESS** isn't a total blank slate—the game does assume a setting and heroes to start. Still, whether you use the default **WEIRDNESS** setting or create your own, everything players do within that space is typically unplanned ahead of time. Likewise, while players have their heroes and the Story Editor has a selection of story characters, the actions they take and words they say are improvised.

Improv rules can vary depending on which technique you follow. The ones that **WEIRDNESS** emphasizes are: **agree**; **be responsive**; **move the scene forward**; and **opportunities, not mistakes**.

## Agree

This is the first and most important rule—respect what someone else has brought to the story. If a player says "I leap from the rooftop to that

building across the street," pointing out that their **Body** rating isn't high enough to make that jump doesn't move the story along. Instead, think about ways that they *could* get to that other building.

## Be Responsive

Also called "Yes, and…" this goes hand-in-hand with the first rule. Agree and add something of your own. Contradicting or denying someone else's statement can grind the scene to a halt. Being responsive means the players work collaboratively to develop the story further.

The specific language "Yes, and…" may not always work, and that's okay. It's the spirit of the phrase—being responsive and adding to the scene—that matters. For instance, if their **Body** rating isn't high enough to leap all the way across a street, an alternative should be offered—"You could rappel along the broadband cables that stretch between the buildings" or "You could jump on that approaching moving van and then to the other building" or something similar.

The hope is that the initial player offers such suggestions themselves, as that helps build the scene faster and ties into the next rule.

## Move Forward

Action is one thing adventure stories, comics, and improv have in common. In this particular case, "action" refers to moving the scene forward. This means bearing in mind the goal of the scene—whether introducing a vital story character, presenting critical clues, or revealing the mastermind behind the heroes' recent miseries—then moving on to the next scene once the goal is accomplished.

There's no need to rush things while in the scene; each scene should take however long is needed to play out properly.

## Opportunities, not Mistakes

Things don't always go as planned, both in life and in games. Yet, many memorable discoveries have come from mistakes. In real life, this includes everything from penicillin to the color mauve; in games, it can be anything from a failed roll leading to an unexpected new plan for taking down the bad guy, to misunderstanding the importance of an inconsequential bystander so that they become critical to the plot. When something doesn't work out as intended, don't think of it as failure. Rather, it's a happy accident, an opportunity to take the story in an exciting direction.

# Running Stories

A story is a series of scenes that make up a story arc. A story arc can be as short as a single game session, but typically runs from three to five sessions.

The bulk of the Story Editor's job of "running the game" involves creating and narrating the adventures that unfold in the story. This section reviews some tips to consider when doing so.

## Story Structure

WEIRDNESS emulates the general structure that adventure and comic book stories tend to follow—the **hook**, the **exploration**, the **escalation**, and the **payoff**.

### The Hook

This is the inciting event that captures the heroes' attention and leads to adventure. The hook can be anything, from straightforward—a kaiju is rampaging through the business district!—to more subtle—one of the heroes receives a surprise endowment from a distant relative's estate. The important thing is that it serves as a call to action—piquing the heroes' curiosity, stirring their sense of justice, or some other means to engage them in the story.

It doesn't hurt if the hook ties into one or more of the heroes' backgrounds in some way, but it's not strictly necessary.

### The Exploration

In this phase, the heroes delve into the hook, to better understand it and determine what they should do about it. Again, this can range from the simple—rush to an accident site—to complex—follow up on a series of mysterious, seemingly random disappearances.

The exploration phase often involves a mix of roleplaying and challenges through which the Story Editor imparts details. The heroes may even face opposition or outright combat in the process—whether relating to the hook or tied to someone's background or in reaction to some action the heroes take.

Keep in mind that exploration should not solely be challenging and exciting. It should also give the heroes some means to progress the story. The story shouldn't hit a dead end if the players miss a vital clue or fail a specific challenge. If that happens, create a different opportunity for the heroes to discover the necessary information.

# The Escalation

This is where the elements of exploration converge. The various threads of investigation and opposition that occurred in the previous phase lead the heroes to a critical juncture, where they must apply all that they've learned to resolve the current dilemma. This often means punching things, but can certainly include other tests of the heroes' abilities and principles.

Often heroes face a series of challenges leading to the story's climax. Some may involve failure or setbacks, such as being unable to stop their enemy or being caught in a trap. These situations are meant to create opportunities for individual characters to shine, provide the chance to collect story points, and raise the stakes for the final confrontation.

An epic story arc may involve a series of alternating exploration and escalation phases as the heroes follow up on clues from each challenge they face.

# The Payoff

All the adversity and complications that the heroes face lead to this—the climactic final confrontation. This is often a huge set-piece battle, but can just as easily involve a dramatic argument or a clever plan to win the day without a punch being thrown.

During this phase, players should take the opportunity to spend any story points they've earned. This reflects genre conventions where the heroes dig deep to achieve victory against impossible odds.

An epilogue often follows the payoff, where the heroes can take a moment to enjoy their success and the Story Editor can tie up loose ends—and perhaps also drop a hint regarding the next story's hook…

# Story Structure Examples

Here are some examples of story structure in action:

## The Heist

▲ **Hook.** Criminals are robbing the local sports arena, and have taken the fans as hostages. Heroes learn of it over the police band, or perhaps they're among the fans at the event.

▲ **Exploration.** The heroes need to learn more about the situation; things like: How many criminals are there? Where are they? What

do they intend to do with the hostages? What's their exit strategy? Do they have a plan beyond simply robbing the place?

- ▲ **Escalation.** It turns out some of the criminals have powers. Even worse, one of the arena staff who's ostensibly been helping the heroes is revealed to be in on the heist!

- ▲ **Payoff.** The heroes need to figure out a way to turn the tables on the criminals while making sure the hostages are safe.

## The Mysterious Island

- ▲ **Hook.** An island appears in international waters off the coast of whatever region is most relevant to the heroes.

- ▲ **Exploration.** The heroes venture forth to learn more about the mysterious island—was it always here and somehow hidden from detection? Was it moved from somewhere else in the world? Or perhaps from *another* world? What strange and wondrous things may be found there? Are they the source of the island's appearance, or is some external force responsible—and to what end?

- ▲ **Escalation.** It turns out the island came from another dimension through a tear in reality. The tear is in danger of growing larger and could cause untold destruction across reality if left unchecked.

- ▲ **Payoff.** The solution lies in somehow harnessing the exotic energies that emanate from the island's roots to close the rift.

# Starting a Campaign

[Add a section on how to start a campaign, from initial character creation on. Include options on how to bring the heroes together.]

Coincidence or fate—they happen to be in the same place at the same time. The First Law of Weirdness: Coincidence is common. Weird things happen. Something like that.

In media res—start in the middle of things, with the characters knowing each other already. Over the course of the first story arc, the players can fill in how they know each other.

Origin story—Go through individual or shared? origin stories, then weave them together. This can be handled as a series of individual session(s zero?), then do a formal group game.

Session zero—Build characters together and figure out connections collaboratively.

Assignment—heroes are part of an organization, or come from organizations that work together, and are assigned to work together.

Also reference as inspiration for useful hooks/tips:

▲ **PbtA**

▲ **Cortex Prime** pathways

# Story Characters

The majority of people and creatures in the **WEIRDNESS** universe are extras—regular beings that lack exceptional powers. When the Story Editor needs a random character, they can use any of the following templates as-is, or adjust them to suit the story as necessary.

For exceptions to the norm—notable story characters that heroes will encounter such as allies, arch-enemies, key henchmen, and so on—the Story Editor should create them using the standard rules.

Bear in mind that extras are defeated automatically when hit by an attack (see Extras). If the Story Editor wants to offer an elevated challenge, they may calculate **Life** for an extra as with a standard character.

This is by no means an exhaustive list. Feel free to create additional story character templates as you feel the need.

## People

Each template lists default abilities, which the Story Editor may adjust to suit the story. For entries that include a list of gifts, choose no more than one or two from the options listed.

# Bystander

A typical person on the street—the kind that is often in need of rescuing when extranormal events erupt around them. If relevant, apply one or two points to abilities to reflect skill or profession.

| | |
|---|---|
| **Body** | **1D** |
| **Mind** | **1D** |
| **Know** | +1D |
| **Motion** | **1D** |
| **Spirit** | **1D** |
| **Connect** | +1D |

# Cultist

Someone who follows an influential figure or entity, often one with radical views. Cultists historically operate in secret, though there are plenty of instances of cults that espouse their views in public. Cultists are not above violent behavior and are often equipped with tools and weapons that relate in some way to their beliefs.

| | |
|---|---|
| **Body** | **1D** |
| **Exert** | +1D |
| **Fight** | +1D |
| **Impress** | +1D |
| **Mind** | **1D** |
| **Magic** | +1D |
| **Motion** | **1D** |
| **Spirit** | **1D** |
| **Deceive** | +2D |

**Gift Options.** Adept, Benefactor, Headquarters

## Expert

An individual who has devoted themselves to mastery of a particular discipline (e.g., doctor, engineer, electrician, hacker, mystic, scientist).

| | |
|---|---|
| **Body** | **1D** |
| **Mind** | **1D** |
| **Know** | +2D |
| **Magic**, **Science**, or **Tech** | +3D |
| **Motion** | **1D** |
| **Spirit** | **1D** |
| **Notice** | +1D |

**Gift Options.** Adept, Authority, Expertise, Gearhead, Genius, Headquarters, Perfect Recall, Polyglot, Reputation, Techie, Utility Belt

## Investigator

A person trained to notice details, gather evidence, and solve mysteries. This includes not only police detectives and private investigators, but also amateur sleuths like mystery authors and meddling kids.

| | |
|---|---|
| **Body** | **1D** |
| **Mind** | **1D** |
| **Know** | +2D |
| **Magic** or **Science** | +1D |
| **Motion** | **1D** |
| **Sneak** | +1D |
| **Spirit** | **1D** |
| **Connect** | +1D |
| **Intuit** | +1D |
| **Notice** | +2D |

**Gift Options.** Adept, Alert, Authority, Bloodhound, Expertise, Perfect Recall, Reputation, Techie, Utility Belt

# Police

A police officer is expected to have skill in communication, criminal investigation, critical thinking, and situation assessment, as well as basic firearms and self-defense training. Police typically have both lethal and nonlethal gear and can get paramilitary equipment when necessary.

| | |
|---|---|
| **Body** | **1D** |
| **Exert** | +2D |
| **Fight** | +1D |
| **Impress** | +1D |
| **Mind** | **1D** |
| **Know** | +2D |
| **Motion** | **1D** |
| **Operate** | +1D |
| **Shoot** | +1D |
| **Spirit** | **1D** |
| **Connect** | +1D |
| **Intuit** | +1D |
| **Notice** | +2D |

**Gift Options.** Alert, Authority, Bloodhound, Connected, Expertise, Reputation

# Security

An individual trained to keep people safe and/or a facility secure. Private security is often the butt of jokes, but the good ones are very good indeed. Security typically relies on nonlethal means of attack.

| | |
|---|---|
| **Body** | **1D** |
| **Exert** | +2D |
| **Fight** | +2D |
| **Impress** | +1D |
| **Mind** | **1D** |
| **Know** | +1D |
| **Motion** | **1D** |
| **Operate** | +1D |
| **Spirit** | **1D** |
| **Intuit** | +1D |
| **Notice** | +2D |

**Gift Options.** Alert, Authority, Benefactor, Connected, Tough

# Soldier

A person with combat and tactical training. Most soldiers are trained military professionals who work well in groups and adapt quickly to changing conditions. Equipment includes some mix of body armor, assault weapons, and survival gear.

| | |
|---|---|
| **Body** | **1D** |
| **Exert** | +3D |
| **Fight** | +3D |
| **Force** | +1D |
| **Mind** | **1D** |
| **Know** | +1D |
| **Medicine** or **Tech** | +1D |
| **Motion** | **1D** |
| **Operate** | +1D |
| **Shoot** | +3D |
| **Sneak** | +1D |
| **Spirit** | **1D** |
| **Notice** | +2D |

**Gift Options.** Alert, Benefactor, Connected, Elusive, Expertise, Keen, Poised, Team Player

# Thug

Small-time criminals, political extremists, boorish malcontents, etc. A thug may operate alone or as part of a gang and are not above unleashing violence at the least provocation. Thugs have access to small arms and may even get heavier artillery should the need arise.

| | |
|---|---|
| **Body** | **1D** |
| **Fight** | +1D |
| **Impress** | +2D |
| **Mind** | **1D** |
| **Know** | +1D |
| **Motion** | **1D** |
| **Shoot** | +1D |
| **Sneak** | +2D |
| **Spirit** | **1D** |
| **Connect** | +1D |
| **Deceive** | +1D |

**Gift Options.** Benefactor, Connected, Headquarters, Reputation, Stunt Driver, Tough

# Creatures

## Ape

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +2D |
| | **Fight** | +2D |
| | **Force** | +2D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Sneak** | +1D |
| **Spirit** | | **1D** |
| | **Notice** | +1D |

**Gifts & Powers.** Tough; *strike (–restricted), super-climbing (–restricted)*

## Badger

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +1D |
| | **Fight** | +1D |
| | **Force** | +1D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| **Spirit** | | **1D** |

**Gifts & Powers.** *Super-tunneling (–restricted)*

## Bat

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +1D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Sneak** | +1D |
| **Spirit** | | **1D** |
| | **Notice** | +1D |

**Gifts & Powers.** Elusive, Expertise: Exert (flight); *flight (–restricted), hypersense: echolocation*

## Bear

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +1D |
| | **Fight** | +2D |
| | **Force** | +2D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Sneak** | +1D |
| **Spirit** | | **1D** |

**Gifts & Powers.** Bloodhound, Tough; *strike (–restricted), super-climbing (–restricted)*

# Boar

| Body | | 1D |
|---|---|---|
| | Exert | +2D |
| | Fight | +2D |
| | Force | +2D |
| Mind | | 1D |
| Motion | | 1D |
| Spirit | | 1D |

**Gifts & Powers.** Powerhouse, Tough; *strike (–restricted), super-running (–restricted)*

# Camel

| Body | | 1D |
|---|---|---|
| | Exert | +2D |
| | Force | +2D |
| Mind | | 1D |
| Motion | | 1D |
| Spirit | | 1D |

**Gifts & Powers.** Expertise: Force (endurance); *super-running (–restricted)*

# Cat

| Body | | 1D |
|---|---|---|
| | Exert | +1D |
| Mind | | 1D |
| Motion | | 1D |
| | Finesse | +1D |
| | Sneak | +1D |
| Spirit | | 1D |
| | Intuit | +1D |
| | Notice | +1D |

**Gifts & Powers.** Alert, Elusive, Quick Reflexes

# Crocodile

| Body | | 1D |
|---|---|---|
| | Exert | +2D |
| | Fight | +2D |
| | Force | +1D |
| Mind | | 1D |
| Motion | | 1D |
| | Sneak | +1D |
| Spirit | | 1D |

**Gifts & Powers.** Expertise: Force (endurance); *strike (–restricted), super-swimming (–restricted)*

# Dog

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +2D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| **Spirit** | | **1D** |
| | **Connect** | +2D |
| | **Intuit** | +2D |
| | **Notice** | +1D |

**Gifts & Powers.** Alert, Bloodhound, Team Player; *super-running (–restricted)*

# Donkey

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +2D |
| | **Force** | +2D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Finesse** | +1D |
| **Spirit** | | **1D** |

**Gifts & Powers.** Expertise: Force (endurance), Expertise: Finesse (nimble)

# Deer

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +2D |
| | **Force** | +1D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Finesse** | +1D |
| **Spirit** | | **1D** |
| | **Notice** | +1D |

**Gifts & Powers.** Alert, Expertise: Finesse (nimble); *super-running (–restricted)*

# Elephant

| | | |
|---|---|---|
| **Body** | | **1D** |
| | **Exert** | +3D |
| | **Fight** | +2D |
| | **Force** | +4D |
| | **Impress** | +2D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| **Spirit** | | **1D** |
| | **Connect** | +1D |
| | **Intuit** | +1D |
| | **Notice** | +1D |

**Gifts & Powers.** Expertise: Force (endurance), Powerhouse, Tough; *strike (–restricted), super-running (–restricted)*

# Goat

| | Body | 1D |
|---|---|---|
| | Exert | +2D |
| | Mind | 1D |
| | Motion | 1D |
| | Finesse | +1D |
| | Spirit | 1D |
| | Notice | +1D |

**Gifts & Powers.** Alert, Expertise: Finesse (nimble)

# Hawk

| | Body | 1D |
|---|---|---|
| | Exert | +1D |
| | Fight | +1D |
| | Mind | 1D |
| | Motion | 1D |
| | Finesse | +2D |
| | Spirit | 1D |
| | Notice | +2D |

**Gifts & Powers.** Alert, Elusive, Expertise: Exert (flight); *flight (–restricted)*

# Hippopotamus

| | Body | 1D |
|---|---|---|
| | Exert | +1D |
| | Fight | +2D |
| | Force | +3D |
| | Impress | +1D |
| | Mind | 1D |
| | Motion | 1D |
| | Spirit | 1D |

**Gifts & Powers.** Powerhouse, Tough; *strike (–restricted), super-running (–restricted)*

# Horse

| | Body | 1D |
|---|---|---|
| | Exert | +3D |
| | Force | +2D |
| | Mind | 1D |
| | Motion | 1D |
| | Spirit | 1D |
| | Notice | +1D |

**Gifts & Powers.** Expertise: Exert (run); *strike (–restricted), super-running (–restricted)*

# Lion

| | Body | 1D |
|---|---|---|
| | Exert | +2D |
| | Fight | +3D |
| | Force | +1D |
| | Impress | +1D |
| | Mind | 1D |
| | Motion | 1D |
| | Sneak | +1D |
| | Spirit | 1D |
| | Notice | +2D |

**Gifts & Powers.** Bloodhound, Tackler, Team Player; *strike (–restricted)*

# Octopus

| | | |
|---|---|---|
| **Body** | | 1D |
| | **Exert** | +2D |
| | **Fight** | +1D |
| | **Force** | +2D |
| **Mind** | | 1D |
| | **Know** | +1D |
| **Motion** | | 1D |
| | **Finesse** | +2D |
| | **Sneak** | +2D |
| **Spirit** | | 1D |
| | **Intuit** | +1D |
| | **Notice** | +1D |

**Gifts & Powers.** Expertise: Exert (swim), Expertise: Sneak (stealth), Expertise: Intuit (clever); *super-swimming (–restricted)*

# Rat

| | | |
|---|---|---|
| **Body** | | 1D |
| **Mind** | | 1D |
| **Motion** | | 1D |
| | **Sneak** | +2D |
| **Spirit** | | 1D |
| | **Notice** | +1D |

**Gifts & Powers.** Bloodhound

# Raven

| | | |
|---|---|---|
| **Body** | | 1D |
| | **Exert** | +1D |
| **Mind** | | 1D |
| **Motion** | | 1D |
| | **Finesse** | +1D |
| **Spirit** | | 1D |
| | **Notice** | +2D |

**Gifts & Powers.** Elusive, Expertise: Connect (mimic), Expertise: Exert (flight); *flight (–restricted)*

# Seal

| | | |
|---|---|---|
| **Body** | | 1D |
| | **Exert** | +2D |
| | **Fight** | +1D |
| | **Force** | +1D |
| **Mind** | | 1D |
| **Motion** | | 1D |
| **Spirit** | | 1D |
| | **Notice** | +1D |

**Gifts & Powers.** Elusive (in water only), Expertise: Exert (swim); *super-swimming (–restricted)*

# Shark

| **Body** | | **1D** |
| | **Exert** | +2D |
| | **Fight** | +3D |
| | **Force** | +1D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| **Spirit** | | **1D** |
| | **Notice** | +1D |

**Gifts & Powers.** Bloodhound, Expertise: Exert (swim), Team Player; *strike (–restricted), super-swimming (–restricted)*

# Tiger

| **Body** | | **1D** |
| | **Exert** | +3D |
| | **Fight** | +3D |
| | **Force** | +1D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Finesse** | +1D |
| | **Sneak** | +2D |
| **Spirit** | | **1D** |
| | **Notice** | +2D |

**Gifts & Powers.** Bloodhound, Tackler; *strike (–restricted)*

# Whale

| **Body** | | **1D** |
| | **Exert** | +3D |
| | **Fight** | +3D |
| | **Force** | +4D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| **Spirit** | | **1D** |
| | **Notice** | +1D |

**Gifts & Powers.** Expertise: Force (endurance), Robust, Tough; *strike (–restricted), super-swimming (–restricted)*

# Wolf

| **Body** | | **1D** |
| | **Exert** | +2D |
| | **Fight** | +2D |
| **Mind** | | **1D** |
| **Motion** | | **1D** |
| | **Sneak** | +1D |
| **Spirit** | | **1D** |
| | **Intuit** | +1D |
| | **Notice** | +2D |

**Gifts & Powers.** Alert, Bloodhound, Team Player; *strike (–restricted)*

# SETTING

## The WEIRDNESS Universe

**WEIRDNESS** is set in a reality where the bizarre is normal and the impossible is real. The universe is rife with strangeness—from alien explorers to costumed superbeings, from mysterious cryptids to stalwart adventurers. There are ancient civilizations deep below the surface of the earth and extraterrestrials in the sky above it. Strange forces are at work and hidden powers strive to manipulate world events both great and small.

Things like this that collide with the everyday world are called **weird**.

It's common knowledge that weirdness exists, though it seldom impacts daily life. Much of the time, discoveries in the Inner Earth or battles between superbeings are relegated to news reports and social media posts. Still, it's not unheard of for the weird to intersect with the

mundane—whether a sentient bot moving in next door or an animid community opening a theme park. Weird things happen, sure, but there are still bills to pay, errands to run, holidays to celebrate. Life goes on.

**WEIRDNESS** is about those individuals whose life is all about delving into the unusual. They embrace the weird, whether as adventurers of the unknown, scientists seeking to unlock the mysteries of the omniverse, or superbeings who use their powers for the benefit of others.

# The Weird Earth

The reality of **WEIRDNESS** is much the same as our own. However, many myths, legends, and conspiracy theories are real or at least have a strong basis in reality.

Magic and science are two sides of a coin that underpins reality. Whether ancient gods or modern-day superheroes, all those with weird abilities can trace the source to one of these forces—or even a combination of them.

Still, it's not just about weirdness. The mundane balances the weird—it's the bedrock through which veins of weirdness spread. Like order and chaos, the world is at equilibrium when there's a balance between the two.

# The Weird Beyond

Earth is the nexus of weird. In addition to this—or perhaps because of it—Earth is unique in the universe in the sheer cultural and ecological variety that it contains. Other worlds have but a handful of different cultures and a limited range of biomes compared to the vast assortment of societies and biodiversity that Earth enjoys.  This is a big part of what makes our world so appealing to beings and forces from beyond our solar system.

# Timeline

Following is a timeline of notable events in the **WEIRDNESS** reality. This is simply a sampling to give you an idea of the world in which your hero lives and serve as a jumping-off point for adventures. Use as much as you like and make any embellishments you wish for your own series. Entries in italics are unknown to the populace at large, though you may have some knowledge depending on your background.

# BCE

**5010**    *The first **Influx**. Extraplanar beings break through the dimensional barrier in a battle over our prime dimension, in which Earth is the focal point. The conflict is inconclusive; both sides withdraw, and Earth begins a slow recovery.*

    *A small number of angels and devils (convenient labels for the beings who came from the upper and lower planes adjacent to our own) remain behind. In time, many integrate with the mortal races, inadvertently imbuing offspring with magical aptitude. All magic-using types are the descendants of such couplings.*

**4713**    *Second Influx. It accomplishes much the same as the first—the death of many mortals, angels, and devils; rampant destruction; and no real winner. Mortals have a more active role this time, wielding magical abilities that impress the otherworldly beings.*

    *This time sees the rise of mighty city-states, including Lemuria, Mu, and Thule. They endure through subsequent millennia, competing for power and influence across the known world. Still, in time, each fades from power and memory. Even so, the remains sow the seeds for the cultures of known antiquity.*

**4391**    *Atlantis is founded. Established by a collective of wizards, it grows into a small but powerful city-state centered around magic.*

**3210**    *Third Influx, this time featuring beings from the elemental planes. Atlantean wizards hand them a resounding defeat.*

**2926**    *Fourth Influx. A chaotic mess on multiple planar fronts with angels, devils, and elementals all in conflict with one another. Atlantean wizards are again a major factor, to the point that the battle becomes centered on their island kingdom. The extraplanar beings are finally repulsed, but Atlantis is lost in the process.*

    *In the aftermath, the extraplanar beings change tactics. Instead of marshaling huge armies, each tries to sway the mortal races to their side. So begins the **Quiet War**, which continues to the present.*

    *Humanity also learns a lesson: Focusing so much magic in one place was a mistake. Surviving magic users scatter from the ruins of Atlantis and forever after convene only in small groups.*

**583**    *First alien contact with Earth. The **Vronn** do a survey, perform basic experiments, take some life forms for study, and leave.*

# CE

**285** *The Vronn return, having designated Earth a world worthy of protection. As is their way with each protected world, they select an* **exotir** *(which translates to the equivalent of "*__sentinel__*")—a worthy mortal gifted with a talisman of great power, bound to the planet itself. A new Sentinel takes up the mantle periodically through the ensuing centuries. Much of each Sentinel's focus is spent on combating extradimensional and extraterrestrial incursions. It's unclear what the criteria are for being selected.*

**536** *The devil* **Narokos**, *the Count of Shades, flees to Earth after a failed coup in the underworld. Over the ensuing centuries, Narokos wages a shadow war upon both angelic and infernal forces engaged in the Quiet War.*

**1153** *The Vronn return to check up on Earth and their Sentinel. They will come back in another 868 years.*

**1347** The Black Plague.

**1875** The steamer *Gallant* vanishes in the Indian Ocean while *en route* from Great Britain to Australia.

**1883** An explosion in Somerville, Massachusetts levels the land in a half-kilometer radius. Two dozen individuals in the area go mad for no discernible reason.

**1885** **Lady Calamity Fortune** is found on a tiny island in the South Pacific. The sole survivor of the *Gallant*, she is thousands of miles from where the steamship went missing. A child when the ship disappeared, the now-teenage Fortune claims she was rescued and raised for the past decade by Atlanteans ("*New* Atlanteans, if one wishes to be precise"). She scandalizes Victorian society by embarking on an adventuring career, displaying remarkable abilities, and refusing to age at an appropriate rate.

**1902** A tepui appears in place of the town of Rosario in western Nevada. No evidence of the town, its residents, or an explanation is found.

**1908** The Tunguska event—a massive explosion that levels over 2,000 square kilometers of remote forest in Russia. It is assumed that a meteoroid caused the event.

*Tunguska was collateral damage in a battle between the latest Sentinel and the alien **Konn-Krorr**. Sentinel, not yet used to his powers, falls to Konn-Krorr and is added to its menagerie. It is years before Sentinel escapes and begins the long journey back to Earth.*

**1914** The start of World War I.

**1916** The first appearance of the **Flying Ace**. The mysterious pilot downs an impressive 32 German aircraft during World War I. Never confirmed to be affiliated with any government, the Flying Ace's identity remains a mystery.

**1928** The **Weirdness Society** forms. A loose confederation of adventurers, firebrands, scientists, and vigilantes, the Society is one of many groups dedicated to investigating all that is strange in the world—and beyond.

**1936** The first "extranormal" person is revealed to the modern public. Codenamed "**Mächtig**," he is promoted as a symbol of the new Germany as led by Adolf Hitler. Numerous films display Mächtig's prodigious strength, durability, and fighting prowess.

**1939** The start of World War II. After the invasion of Poland, Germany rolls out more posthumans to join Mächtig—**Blitzkrieg**, **Eisenadler**, **Stürmer**, and **Zephyr**.

Over the course of the war, a score of superbeings appears on the side of the Axis, including **Doktor Diabolical**, **Panzer**, **Kamikaze**, **Steel Samurai**, and **Zero**.

**1940** The European Allies rather hurriedly announce their own extranormal lineup—**Blue Bolt**, **Defender**, **Liberté**, **Lion Rampant**, **Ombre**, **Spitfire**, and **Union Jack**. A lone P-38 Lightning also appears on the side of the Allies during various aerial battles. The mysterious pilot is quickly dubbed the Flying Ace, despite it being over 30 years later and a different aircraft than the Sopwith Camel flown in WWI.

**1942** Though not yet drawn into the war, the United States unveils a roster of extranormals. The **Hero League** contains **American Eagle**, the **Commander**, **Cougar**, **Doctor Chance**, **Justice**, and the **Medium**.

**1944** Eisenadler and Flying Ace are killed in a mid-air collision over the English Channel. Neither body is recovered.

**1945** World War II ends. Over the next five years, virtually all extranormal beings retire from active duty. Defender, Justice, and Union Jack are all that remain—and as little more than figureheads. The codenames are passed on, but even so, only Justice remains active after 1965.

**1957** The Soviet Union launches *Sputnik I*, humanity's first artificial satellite. The Space Race kicks into high gear.

**1965** The **Family Fortune**—husband and wife doctors **Richard Fortune** (ethnologist and son of Lady Fortune) and **Mira Kingi** (botanist and Maori rangatira) and their adolescent daughter and son, **Periwinkle Tamati** and **Teller Kahu**—embark on an expedition to confirm the existence of the so-called "hollow Earth." Their exploratory vessel never returns; the prevailing opinion is that they were caught in one of the seismic events that swept the globe in March of that year.

**1966** *The rogue elf **Kuma** escapes the Feyrealm with the **Doom Horn**. When the forces of the **Fey Court** recapture her, she carries an electric guitar instead of the fabled instrument. Kuma claims to have no knowledge of the Doom Horn's location.*

**1967** The Vietcong capture Justice during an attack on the base at which he was part of a USO show. Though he is returned unharmed after the war, an embarrassed US government retires his codename and uniform.

**1968** The United States is accused of using other "enhanced individuals" in the Vietnam conflict. Despite lack of evidence, rumors of failed experiments and other atrocities abound.

**1969** The United States is first to the Moon with Apollo 11.

**1970** *Sentinel returns to Earth. Though the Vronn talisman bestows longevity, the planetary guardian is far past his prime, and sets about finding a replacement.*

**1971** The new Sentinel appears on the Moon during the Apollo 14 landing. She has her picture taken with the astronauts, and even joins Alan Shepard in hitting golf balls.

**1975** The Vietnam War ends.

Over the next 30 years, a scattering of extranormal events occurs—that the general public is aware of, at least.

**1982** The "pop culture mystic" **Nil Golden** founds the **Church of the Ultimate Esoterica** (members call themselves "**esoterics**"). Thanks to savvy marketing and a "smorgasbord" approach to organized religion, it grows quickly in popularity.

**1984** **Omniverse Defense Directorate** established. Though based in The Hague, **ODD** is a multinational agency charged with protecting Earth from threats internal or external. Like with NATO, not all nations are a member—and, indeed, some other agencies oppose them, either as rivals or as foes. Also, as its name suggests, not all the member nations are in this reality.

**1986** An accident occurs at the Chernobyl nuclear facility. Sentinel is on hand soon after to help with cleanup efforts.

**1998** The **Academy of Extranormal Exploration** (**AXE**) is established. Chaired by **Doctor Nanlha Archer** (daughter of famed explorer **Nevil Archer**), and dedicated to the advancement of the human condition, the state-of-the-art complex is located on the border between Nepal and Tibet. AXE is well-funded by private donors and draws a number of scientists and technologists from around the globe.

**2000** The incidence of recorded extranormal events takes a dramatic upswing, starting on the Winter Solstice (December 21). The reason is unclear and remains a source of conjecture— something to do with the start of a new century; tied somehow to the solstice or the new moon; relating to Christmas (or Santa Claus); or simply some as-yet-undiscovered inciting event or X-factor. Whatever the cause, unusual incidents become more prevalent over the next two decades.

**2001** Militant extremists hijack four airplanes for suicide attacks against targets in the United States. While the handful of extranormals who scramble to respond are unable to prevent the disaster, they do rescue a few hundred people from the World Trade Center before the towers collapse.

**2002** The Family Fortune re-appear, having barely aged a day. They describe a fantastical journey, including battle with the mysterious **Baron Grimm** (self-styled "Lord of the Under-Realm,") during which they were exposed to subterranean gases. The gases held them in stasis for years until their escape—and also changed them, bestowing upon them various powers.

**2013** **Doctors Harvard Knowles** and **Vanesa Navarro-Knowles** map the unique genome that unlocks extranormal powers within humanity. They dub their discovery the "delta gene" (Δg) to denote change (and since "X-gene" is trademarked already).

**2020** The new year kicks off with a pandemic that sweeps the globe. In the months that follow, various organizations—including AXE— each develop their own vaccines to combat COVID–19.

**2022** MIT reports evidence for the viable production of artificial sapience (AS), a quantum leap in artificial intelligence.

## The Present

**Now** Your adventures begin!

# GLOSSARY

▲ **#D:** The number of 6-sided dice being referenced (e.g., 5D means you roll five 6-sided dice).

▲ **Ability:** The general term that encompasses traits (areas of natural capability) and skills (areas of focus or training).

▲ **Challenge:** An action that has a chance of failure or unforeseen results. Challenges typically involve rolling a number of dice equal to the skill involved.

▲ **Complication:** A bond, obligation, or weakness that adds complexity to your hero.

▲ **Character Point:** A currency you spend to increase your hero's abilities and/or gain new powers. In character creation, you get a pool of points to spend equal to the game's story scope. Once gameplay begins, you collect story points that convert to character points after you spend them in the game.

▲ **Dice Pool:** The number of 6-sided dice (written as "#D") that you roll for a challenge or a reaction. A challenge dice pool is based on the most applicable skill, while a reaction dice pool is based on the most suitable trait.

▲ **Extra:** A tag applied to a story character who is not a central hero, antagonist, or villain. Extras are minor characters lacking vital impact on events; still, some may elevate to greater status in the course of roleplay.

▲ **Gift:** A special benefit that makes you stand out from the crowd.

▲ **Hero:** The character you're playing! Heroes interact with one another and with story characters run by the Story Editor.

▲ **Motivation:** An inner belief, philosophy, or worldview that drives you.

▲ **Player Character:** Another term for the character that you're playing.

▲ **Power:** An amazing ability beyond the norm.

▲ **Result:** Any even numbers you get when rolling your dice pool.

▲ **Retcon:** Changing something established previously in the game.

▲ **Round:** A single phase of combat in which every character may take a turn.

▲ **Scene:** The equivalent of a scene in a movie. The duration may vary, but each scene typically focuses on a particular event, location, or task.

▲ **Session:** Also "game session," a period of time in which everyone gathers to play the game. A session typically takes three to four hours.

▲ **Skill:** An area of experience and/or study in which you excel. You always use a skill to attempt a challenge.

▲ **Story Arc:** A collected series of three to five game sessions that involve the same heroes, goals, and/or themes.

▲ **Story Character:** A character run by the Story Editor, with whom your heroes interact in the course of the story.

▲ **Story Editor:** Also simply "Editor"; this person guides the story you're all playing. This is the same as "game master" in other roleplaying games, but the different term helps highlight that mastery of the game is a group effort—the person running the game guides its course and the actions of characters with whom the heroes interact, but they don't act alone. The players contribute not just through their heroes' actions, but by offering input on world-building and interactions with characters close to them.

(It's also more comic book-y. With comics, the editor keeps the writers and artists on track, providing feedback and adjustments as needed to support the story's internal logic, continuity, character integrity, and reader engagement.)

▲ **Story Point:** A currency you can spend at any point in the game on a roll or even to retcon something. Each time you spend a story point, it converts automatically to a character point (*luck* is separate from this).

▲ **Success:** Each point that remains after subtracting the opposition—reaction or static rating—from your dice pool result.

▲ **Trait:** A measure of your intrinsic capability. You always use a trait to react to an action made against you.

▲ **Turn:** When you can perform actions in a combat round.

▲ **Twist:** An unexpected complication, obstacle, or surprise that occurs as a result of getting a tie (0) on a dice roll. A twist isn't necessarily bad, but it can certainly complicate your hero's life at some point in the near future.

▲ **Villain:** A story character that opposes your hero. A villain is at least a match for an individual hero, while a supervillain can easily be a match for an entire hero team.

▲ **You:** The rules often reference "you" instead of "your character" or "your hero". This is to help get in your character's mindset. Plus, it's less wordy.