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OCCAM'S

RAZOR

Official Rulebook
Beta Release



Whisper Hill, NH
Wish you were here

Among competing hypotheses, the one that makes the fewest assumptions should be selected.

OCCAM'S RAZOR

When you have eliminated all which is impossible, then whatever remains, however improbable, must be the truth.

SHERLOCK HOLMES

Year after year, science finds explanations, scientific reasons behind all the legends. They think this proves that history was not as myth has shown it, but in fact it proves that all the myths were true.

"ALL THE MYTHS ARE TRUE"
ABNEY PARK

WHAT IS ALL THIS?

Occam's Razor is a Conspiracy Horror boffer L.A.R.P with cyberpunk and modern dark fantasy elements. This means players can assume a persona, or "character," they create for themselves, and through this character interact with others in a world of conspiracies, secret wonders, and disturbing secrets. Furthermore, players will use Nerf guns and boffer weapons to enact a free-form theatrical style of combat.

Occam's Razor makes use of the Accelerant gaming system owned by Chimera Entertainment.

The Method to the Madness

Occam's Razor is set on Earth in the present day. That said, the Earth of Occam's Razor is somewhat different from our own—unknown to the public at large, normal people exist side by side with supernatural entities, paranormal beings, and futuristic technologies. Conspiracies and corporate states wield tremendous power, controlling the world and the destiny of humanity. The mood of paranoid discovery and increasing alienation from the unsuspecting, uncaring people of the world is only sustainable through consistent, persistent roleplaying on the part of staff and players alike. With your help, Occam's Razor will be a thoroughly entertaining (albeit mildly disconcerting) game for all.

Occam's Razor is for mature participants only (ages 18+).

A Note on the Typeface

Generally speaking, information provided in this type-face is open to interpretation. It is provided "in game," as it were, and may not be entirely... accurate.

On the other hand, information presented in this typeface is to be treated as entirely truthful and accurate. In essence, rules of play and the like will be written like this, **whereas rumors and things your characters think they know will appear like this.**

Department of

To: [REDACTED]
From: [REDACTED]
Re: [REDACTED]
Date: [REDACTED]

[REDACTED]
[REDACTED] Project Curtain Wall [REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED] enhanced interrogation techniques [REDACTED]
[REDACTED]:

[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]
[REDACTED]

[REDACTED]

[REDACTED]

[REDACTED]



Whisper Hill?

We're a small town. A quiet town. The way New England used to be.
A sense of community, of order. You know.
A sense of belonging.

Maybe we're a little out of the way. A little small.
Kids'd say a little isolated.

It's a small town. A quiet town.

It's home.

The mail might be unreliable, but our neighbors come through for us.
Radios act up, but the hills around here are high. Cell phones and
the internet don't work so well, but what can you expect from city
gadgets? The roads are bad, though--

I'd leave while it's still light out.

Sometimes outsiders get lost and disappear.

And you? (*shuffling*)

You're not from 'round here.

END TRANSCRIPT

THE MODERN WORLD

You think you know the world. You think you know the Truth.

You're wrong.

Through a Mirror, Darkly

The world of Occam's Razor is a darkened reflection of our own. When in doubt, assume that politics, geography, and history match the real world (more or less). Everything is just... worse. Cities are pollution-choked megatropolises, riddled with poverty and plagued by violent crime and corruption. Rural areas are as economically devastated as the cities (often more so), but the population density is much lower than the real world. Small towns are *small*, and outsiders are few and far between. Suburbia is a cookie-cutter fiction where everyone whitewashes the problems around them, and all manner of issues and societal rot lurk just behind the scenes.

Paranoia, isolationism, and xenophobia aren't just ways of life—they're survival mechanisms. People don't know what waits in the darkness—but they know something's out there.

A Veil of Lies and Secrets

The public knows very little of what goes on in the world, and they care about even less. Whether a drug is recalled due to "a minor fault in a distributor plant" or because it "causes hallucinations, acute psychoses, and homicidal tendencies coupled with permanent and debilitating brain damage and opportunistic homophagia" is really just a matter of spin, and who notices these kinds of things, anyway? Everyone lies about everything.

Governments, megacorporations, and ancient conspiracies perpetrate all manner of atrocities behind closed doors. Insider trading, assassinations, and human trafficking occur with numbing frequency and sickening scale. Scientists experiment on their fellow people as though their victims are naught more than cattle. Criminal empires are rivaled in might only by the zaibatsus of the neon jungle. Cults and secret societies trade in comfortable lies and terrifying secrets.

And mortals are not the only players on the shadow stage. The wings are full of powers, both those aged and terrible and those newborn and hungry. Ghosts of dead worlds haunt the living, while nightmares born of technology and unrepentant progress seethe quietly in dark alleys.

Do Not Stare Long Into the Abyss

Occam's Razor, perhaps above all else, is a game of secrets and paranoia, a game of wonders and horrors walking our own world—just barely out of reach. It is a game of discovery and revelation both internal and external, a game of evolution and revolution. Player characters are expected to be fully fleshed out, three-dimensional people, with both admirable qualities

and lamentable flaws. Players are expected to play their characters as realistically as they are able, and their characters are likely to change over the course of the game. Turning over the old and moldy stones of the world may reveal secrets best left alone. Poking around in the dark corners of the earth is very dangerous—and no one survives unscathed.

Welcome to Whisper Hill

Occam's Razor is set in a tiny town in rural New Hampshire. Player Characters are almost certainly from a good distance away, and in all probability will not have heard of Whisper Hill until very recently. Fate and the secret masters of the world work in strange ways, however, and forces from around the world have begun to turn their eyes towards a backwards town in the middle of the New England wilderness.

Technology in Whisper Hill

Technology is an odd thing. Everyone knows that machines can be incredibly temperamental, despite being built on hard logic and ones and zeroes.

Whisper Hill seems to have an odd effect on modern technology. On the one hand, any signal broadcast over the electromagnetic spectrum seems to degrade and break down very rapidly. Radio signals from outside, cellular phones, wi-fi—anything of that nature is rendered more or less useless. On the other hand, closed systems seem to work as well or better than they do in the outside world. There are times when technology seems to fail inexplicably, but by and large any piece of technology which is self-contained works remarkably well. Most of the time.

A glaring exception to the closed system rule are recording devices such as cameras and recorders, which function only in the hands of people who REALLY know how to use them.

In short: No using cell phones, walkie talkies, or any other wireless device without explicit plot permission (it breaks the mood and we don't want people losing or breaking their smart phones in the woods). For a number of reasons including but not limited to player safety and comfort, in/out of game confusion in a modern setting, risk of device destruction, and possible plot reasons, cameras and other audio/visual recording devices are not to be used during game. The exception to this rule are players who have purchased the "Press Pass" Journalist specialization skill and sanctioned NPC photographers. **Flash photography is STRICTLY prohibited.**

PLAYABLE RACES

*Two possibilities exist: either we are alone in the Universe
or we are not. Both are equally terrifying.*

ARTHUR C. CLARKE

The information listed below is unusual. Most people think that humans are alone on Earth, and to suggest otherwise is to court accusations of insanity. That said, it is possible (though very unlikely) that any given player character knows the information given below. Under the Accelerant system, "there is no out of game information," and a player character knows the game-related information that the player herself knows. It is up to a player how much of the following information their character knows at the beginning of the game. We encourage you to know as little as possible.

Human

Fifteen hundred years ago, everybody knew that the Earth was the center of the universe. Five hundred years ago, everybody knew that the Earth was flat. And fifteen minutes ago, you knew that people were alone on this planet. Imagine what you'll know tomorrow.

AGENT K, *MEN IN BLACK*, 1997

Humanity is one of the most ubiquitous species on the planet. A variety of creeds and cultures interact in countless ways in countless places every second of every day.

If only they knew what was really going on...

They don't though.

For good or ill, the vast majority of humans have no idea of the currents that sweep through the world, the vast conspiracies and unseen empires that control the ebb and flow of human history itself. The average person is far too caught up in making it through the day to wonder if what they see on the evening news is true. Those few souls driven enough or unlucky enough to catch a glimpse of what happens behind the curtain are labelled mad or paranoid. Pity those fewer still who emerge from such experiences with proof of their brush with the hidden world.


The Bound

*From the world of darkness I did loose demons and devils in the
power of scorpions to torment.*

CHARLES MANSON

The denizens of the Pit are many and varied. When the opportunity arises, such beings inevitably try to escape their Stygian prison and revel in the earthly domains. By rift or through summoning, by possession or conjuration, the demons come to Earth. Sometimes, though, rather than returning voluntarily to the depths or being banished by the righteous, a magician or other practitioner will bind the demon to service. Such slaves can be incredibly powerful and dutiful bodyguards, courtesans, and retainers. The Keeper of such a slave, though, must never forget that the obedience is coerced, and that no matter how willing the Bound may seem, beneath it all the demon wants its freedom.

And demons are very, very patient.



Changeling

"The Beautiful People.

Every so often you see that one person who is just too... perfect. Too good at what they do. Too charming to be sincere. Too seductive to be believed. Too terrifying to be real.

Wealth, plastic surgery, and force of personality can go a long way towards creating such an image, but every once in awhile, you find someone too perfect to be human—because they're too perfect to be human.

No one knows why the Fey occasionally leave one of their own in place of a human infant. There are theories, of course, but the phenomenon is so vanishingly rare that if there is a pattern or consistent cause, no one knows what it might be.

The changelings left to the human world find themselves perpetual outsiders. The people around them are all clumsy and slow, and those same people tend to either fawn over the changelings as sycophants or fear them for some inexplicable reason. Either way, it is rare that a changeling comes across anyone capable of truly interacting with them as an equal.

It is worth noting that there are at least two distinct types of proper changelings (as separate and apart from, say, fetch). One variant seems full of incandescent life and blazing beauty, a ferociously vibrant personality so bright it burns. The other category is every bit as intense, but given to the opposite extremes, their cores dark and scintillant, wickedly cold and comforting as broken glass.

In either case, treat such creatures with care. Their emotions run both high and deep--they feel drives and impulses that make the emotions of humans seem like pale flickers in comparison. Similarly, the goals and grudges they accept as their own become bedrock guide posts in their lives, and they are unlikely to change a course once they truly start down a path. On the other hand, they are generally given over to fits of whimsy and are often mercurial in their temperament. One wonders how many of the mental illnesses categorized by modern clinicians are based on conversations with changelings."

Malleus Maleficarum, 27th Edition, Page 217

Cyborg

Most people have no idea that cyborgs walk among them.

The technology is still very much cutting edge, and prohibitively expensive. It is also largely kept secret--ostensibly to prevent mass panic at the thought of normal people being supplanted by cyborgs. Once the technology inevitably gets cheaper and easier to produce, though, all bets are off.

In the meantime, cyborgs are rare, and generally secretive. They tend to be the products of human experimentation, military-industrial complex initiatives, or corporate black directives. A few individual components are cleared for mass marketing, but they tend to be such niche products and so expensive that the general populace doesn't even know they exist.

The first generation of cyborgs are "industrial" jobs. Whining hydraulics, large steel plates, and exposed mechanisms. Gen 1 are good for difficult construction jobs, some military grade operations, and generally gigs that require more than a usual human can do but don't require anything by way of aesthetics.

Second generation cyborgs are significantly more complex than Gen 1. Gen 2 are roughly the size and shape of a human. Their upgraded bits tend to be made out of less steel and more carbon fibers and high density plastics. Artificial polymer "muscles" replace hydraulics and such, and over all, while a Gen 2 aug-arm isn't

a human arm, it's certainly at least arm shaped. Gen 2 make up the majority of augmented corporate fixers and enhanced government kill teams.

Third generation cyborgs are... frightening. For a number of reasons. First of all, unless you know what you're looking for and have somebody strip down, it can be damn hard to tell who has a subdermal weapon upgrade and who can talk to a computer from across a room. Gen 3 really blur the line between human and machine--they're not just humans with some hardware tacked on, they're thinking beings who literally interact with the world in ways normal people can't understand. Gen 3 technology is also so ridiculously expensive to obtain and maintain that few people can afford more than one or two modifications at this level. Those who are completely kitted out with Gen 3 are very few in number. And they are very, very scary people.

Fetch

*We are the hollow men
We are the stuffed men
Leaning together
Headpiece filled with straw. Alas!
Our dried voices, when
We whisper together
Are quiet and meaningless
As wind in dry grass
Or rats' feet over broken glass
In our dry cellar...*

*Those who have crossed
With direct eyes, to death's other Kingdom
Remember us—if at all—not as lost
Violent souls, but only
As the hollow men
The stuffed men.*

FROM *THE HOLLOW MEN*, T. S. ELIOT, 1925

Some people are just a little bit... off.

Usually this is due to a bad draw in the genetic lottery, a worse draw in terms of upbringing or life experiences, or the result of concerted effort with paper bags and industrial strength solvents.

Sometimes, though...

No one knows why the Fey steal human children. No one knows why the Fey sometimes leave one of their own behind in place of the stolen child. No one knows why they sometimes take a child and leave nothing at all. And no one knows why, sometimes, Fey leave a bundle of sticks or a block of ensorcelled wood.

That is perhaps the most tragic.

When the Fey leave a changeling behind, maybe the parents notice something different about their child. Or maybe they don't. After all, their child is beautiful. Charming, even. The child does well at whatever it turns its hands to, and it has lots of friends.

When the Fey simply take a child, the parents are devastated. But they can move on. Their child ran away. Or was kidnapped. Or was slowly tortured into insanity and then painstakingly devoured, eaten piece by piece over the course of years, by impossibly beautiful creatures in a terrifying realm of madness. But the child is gone, and the parents can move on.

When the Fey leave a fetch, though...

The parents know something is wrong. Gone is their bright and vibrant child, replaced by something sickly and strange. Gone is their spirited youngster, replaced by a listless mockery that does everything right, but fails to truly understand what it does. Gone. Their child is gone.

But it isn't. There's something there, in their house. It has their child's name, their child's face. It plays with their child's toys, if halfheartedly. And even though it cries with their child's voice, anguished that they cannot love it, will not love it, will not claim it as their own, will not recognize their own child... They know it is not their child.

No matter what the neighbors say.

No matter what the police say.

No matter what the relatives say.

No matter what the doctors say.

No matter what the nurses say, in their crisp white uniforms and their syringes full of peace and fog...

Protean

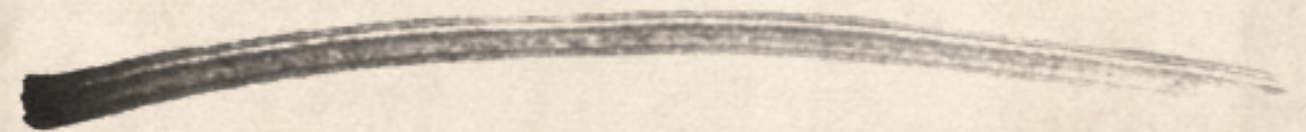
Humanity's capacity for self-mutilation beggars the imagination. Across the globe, men and women in clean white coats peer into petri dishes, tinker with machines, and type into computers. In countless bunkers and bases and towns that don't appear on any maps, men and women in uniform or business formal attire give presentations and examine data and look at charts. And behind all the shiny metal and pristine glass, behind the company picnics and the softball teams, behind all the colored bar graphs and anonymous data, men and women in vats of viral jelly writhe in agony as their very beings are ripped apart and reassembled cell by cell by cell.

The idea of a "super-soldier" has existed for decades, if not centuries. Modern science has taken that idea and made it a terrible reality.

Under a variety of departments, names, and organizational funding bills, a group spent years perfecting a genetic modification process. Variations and trial versions of this process have been tried on countless human subjects (many homeless and indigent, some meddling interlopers, and now and again the odd criminal or unlucky coworker), and something resembling a marketable product has finally been achieved.

Whether these beings were human at some point or began life as protein slurries farmed in tubes, they can no longer be considered human by any stretch of the imagination. Their genes have been spliced and cut, smashed and mutilated, until the result is a self-governing biological engine of cancerous mayhem and unstoppable destruction. Or at least--that's what the package says in so much technojargon.

The process isn't perfect, though. A few test subjects are lost. Some literally fall off the backs of trucks, their stasis tubes jarred loose on bad roads. Some awaken during their creation and escape in a swath of destruction. Some simply go rogue while on field "exercises." Regardless, the protean that escape find that their memories of their lives (if any) before their... modification... are hazy at best, and while they have strange and terrible powers, they are often unsure how to live in the normal world --or who to hold accountable for their situations.



Psychic

They're out there. On the fringes.

You hear about them now and then. People who know when their grandma dies across the country, or who short out computers just by using them. Those guys who

can kill goats and frogs and stuff just by thinking about it. Firestarters.

They're out there. They look like you and me, but they're not. Head full of bad wiring's what they have. They hear voices, some of'em. Can't shut them out.

I heard about this one kid. Didn't have a name, or if she did, no one ever knew what it was. Been on the road since she was little. Used to hang out under the overpass down by 3rd and Blake.

Hey, don't look at me like that, alright? I'm serious. I didn't know her myself, but I know a guy who did, and I'll tell you right now, no way in hell is he lying.

Anyway.

The kid used to hang out under the overpass. Always wore a hoodie and a long-ass coat. Only time anybody ever saw the kid take it off was once, in the middle of August. There were these weird scars and tracks all up the kid's arms. What? No, not like a druggie, jackass. Like from surgery and chemo and stuff. Anyway, the kid caught some people staring. Coat went back on.

Never came off again.

Kid was weird other ways, too. Never spoke much. Didn't even really seem to listen, either, but kinda grunted answers to questions nobody was asking, if that makes sense. Like, somebody would be working out a job in their head, watching a plumb walk by, and the kid would just shake her head no. Not every time, of course, but it seemed like the damn cops were always watching when the kid warned somebody off.

One time, this guy was staring at this lady, right? Kid shook her head no. Guy didn't listen and jumped the lady. Turns out she was packing. Guy went into Potter's Field.

This goes on for awhile. Kid's a bit off, sure, but who isn't these days? She minds her own business, and after she pulled a knife on a guy who tried to break off a piece, people left her alone. One of those... what do you call'em. Cease fires? Something like that.

And then one night two black SUV's pull up under the overpass. Big jobs, too. Brushguards, big antennas, the whole nine. No plates though. My friend's dead certain of that--no plates. So these two big black SUV's pull up to the underpass, right, and out come a bunch of suits. Have some heavy duty hardware, too. Everybody scatters. My friend, though, he hides in a busted out bodega.

The suits are ignoring everybody except the kid. They spread out in a semi-circle with her in the middle. She's not scared--just looks dead inside, same as always. She backs away, though. Kid backs up and the suits follow, their hardware ready. Kid keeps

backing up. Suits keep following.

And then they're in an alley.

All my friend can see now are the shadows, right? Bunch of suits and the kid. And then all hell breaks loose. Gunshots. Broken glass. Damn masonry falling. Screams. Blood starts spraying from the alley. The only shadow left standing is the kid's.

And then a goddamned helicopter comes in and fires goddamn missiles into the alley. Buildings on either side collapsed. Dropped a lane from the overpass.

That's the end of the story my friend told me. He jets from the bodega soon as it stops raining bricks. Heard from another guy that more suits showed up later on. Picked up the SUV's, started asking around for witnesses but nobody said peep.

That's it. End of story. Except...

See?

Over there?

By the barrel?

In the hoodie and the coat...?

Rappaccinian

"I have been reading an old classic author lately... It is of an Indian prince, who sent a beautiful woman as a present to Alexander the Great. She was as lovely as the dawn, and gorgeous as the sunset; but what especially distinguished her was a certain rich perfume in her breath — richer than a garden of Persian roses... But a certain sage physician, happening to be present, discovered a terrible secret in regard to her."

"And what was that?" asked Giovanni, turning his eyes downward to avoid those of the Professor.

"That this lovely woman," continued Baglioni, with emphasis, "had been nourished with poisons from her birth upward, until her whole

nature was so imbued with them, that she herself had become the deadliest poison in existence. Poison was her element of life. With that rich perfume of her breath, she blasted the very air. Her love would have been poison! — her embrace death! Is not this a marvellous tale?"

FROM *RAPPACCINI'S DAUGHTER*, NATHANIEL HAWTHORNE, 1844

The Cold War was the impetus behind countless scientific and technological advances, including the internet and satellite networks. A great many programs, though, were much darker, and many remain buried to this day. Project Keepsake--the project leading to the Rappaccinians--falls into that latter category.

Decades ago, behind locked doors, dour men in plain suits decided that what the Country needed were agents capable of killing with a touch. Loyal sons and daughters that could pass through security check points undetected and eliminate targets with innocuous gestures and intimate moments.

And the Rappaccinians were born.

Through controlled exposure to countless toxins, poisons, and venoms, men and women were transformed into walking chemical weapons factories. Their blood could eat through steel, their spittle could melt glass. They could, quite literally, kill with a kiss.

There were two unforeseen side effects to the process.

Firstly: Rappaccinians aged much more slowly than normal people. While the rate of antiaging varied from one individual to another, there are primary Rappaccinians who look, today, exactly the same as the day they finished their treatments. There are also some who have aged almost naturally.

Secondly: Rappaccinians bred true. While certainly uncommon, such offspring exhibited the same toxic morphology as their parents. It is important to note that Rappaccinians could not breed with normal people, as the normal party would obviously die a horrible, agonizing death.

With the end of the Cold War, the Rappaccinians were viewed as little more than a chemical weapons scandal and were conveniently forgotten. Many were simply put down by their handlers, while some few were let loose by soft-hearted compatriots. Fewer still were retained by their parent agencies. These last are considered traitors by their kin, but are widely believed to be the most deadly and dangerous of the lot--remorseless killers backed by the terrifying ghosts of the military-industrial complex.

The Ridden

You can't keep a good man down. Even with six feet of dirt.

The Realm of the Dead is in turmoil. Mediums and ghost hunters across the globe have seen an uptick in both business and their own mortality rates. Restless spirits are crossing over to the material realm and wreaking havoc of one kind or another. Many are simply echoes of rage, fear, or jealousy, malicious shades intent on causing as much damage as possible. Some, though, are quite aware, driven by a greater purpose. As most such beings are incapable of surviving full exposure to the material world for long, these entities wrap themselves in the protective flesh of... borrowed... bodies. Whether these bodies belonged to them in life or not is open to debate, as transition from the spirit world to the real world strips the memories from these poor souls. Skills remain, but personal details are gone. Each of the Ridden has unfinished business here, some driving goal that has given them the strength to throw off the shackles of death itself. And each of the Ridden has no idea why they are here.



Strain 117

*From the dawn of time we came;
moving silently down through the centuries,
living many secret lives,
struggling to reach the time of the Gathering;
when the few who remain will battle to the last.
No one has ever known we were among you... until now.*

JUAN SANCHEZ VILLA-LOBOS RAMIREZ, FROM *HIGHLANDER*, 1986

Human.

People hear the word and think of the people around them, countless variations on a theme. They think the theme is the same. Barring accident or mishap--ten fingers, ten toes. A pair of eyes, a pair of ears. People. Humans are humans, they think, and that's that.

They're wrong, though.

Walking side by side with "normal" humans are a variety of subspecies and consistent variations. One of these--Strain 117, as labelled by elements of the Mycroft Foundation --has properties and capabilities of particular note.

Those belonging to Strain 117 are remarkable for a number of reasons. First--and perhaps foremost--their bodies respond very differently to traumatic injury. Rather than simply expiring as normal humans do, Strain 117 will revitalize very quickly so long as the cranial structures are connected to the body cavity proper by original organic material.

That is to say: unless you cut off their head, they will regenerate from any known injury. Furthermore, Strain 117 stop aging at a normal rate as of the first time they revitalize themselves.

Another behavior of note is that a member of Strain 117 will be hard pressed to get along well with others like it. They all have some form of internal drive or compulsion to cannibalize one another. Such impulses can be controlled, and long term coordination between multiple members of Strain 117 has been observed. Cooperation is an exception rather than the norm, however, and members of Strain 117 have been known to go to extraordinary lengths to murder one another.

Various members of Strain 117 have exhibited a variety of strange abilities, but there is one readily observable and evolutionarily divergent population. Looked on with loathing by the standard members of Strain 117, the so-called 'degenerates' have adapted to be both nocturnal and hemophagic, consuming not only one another but 'normal' humans as well.

At the present time the total population and manner of instance of Strain 117 are unknown, but both are assumed to be quite low. It is a blessing that Strain 117 is entirely incapable of sexual reproduction, otherwise this variant on the human genome would likely become dominant over all others quite quickly...

REGIONS

PRETORIA, SOUTH AFRICA (AP) - Reports from South Africa indicate that a large mercenary force has seized the capital of the neighboring country of The Central African Republic. Reports indicate that the mercenary forces are allied with African Liberation Front. However when questioned, the general of the A.L.F. stated that mercenaries in similar uniforms have been seen attacking A.L.F. strongholds to the north. Civilian refugees have stated that the mercenary force is taking steps to seize key mineral resources and are forcing locals to mine at the sites. It is unknown at this time what these materials are being used for.

DETROIT, MICHIGAN (AP) - Due to crushing civic debt and dwindling tax revenues the federal government has assigned a new emergency manager to assist the city before it completely defaults on its bonds. The Governor of Michigan, with the assistance of business leaders in the city, have selected former Vice President of TriCad Alexander Prescott. The position of Emergency Manager gives Prescott sweeping control over the Detroit's resources, and despite concerns from local leaders very little oversight...

QUEBEC CITY, QUEBEC (AP) - In local news the streets of Montréal and Quebec have been the scene of riots recently as the province questions if it should secede from Canada. Polls show that the idea is gaining popularity, with those questioned citing slow economic growth. In a press conference Sebastian Delacroix, chairman of the Conservative Quebecois Federation Party stated, "The time of English occupation of traditional French territory comes to a close, and the people of Quebec become masters of their own destiny."

MEXICO CITY, MEXICO (AP) - Controversy surrounds the recent presidential election as dark horse candidate Juan Chavez Soto was elected by only 51% of Mexicans. President Elect Soto's campaign was marred by scandal when it was revealed that one of his largest financial backers was the notorious Los Zetas, a gang that made headlines last spring when the bodies of...

MELBORNE, AUSTRALIA (AP) National Health officials have advised citizens in the region that it is safe to continue consuming pork products despite the outbreak of what appears to be the H1N1 flu in the region. There have been a reported 16 deaths in the city in what appears to be a small outbreak of the disease. Health Officials have assured the public that the virus has been contained and there is no need to panic.

THE LAST FREE VOICE - MOSCOW RUSSIA

My reliable sources have provided me with evidence that the Russian leaders for the past 70 years have all had the same blood type. Further medical records of the last four presidents provided by sources within the Kremlin state that all of them suffer from a rare and almost unique protein deficiency. As you all know from my previous blog post, such traits are indicative of infestation from a psychic parasite often known as "a snatcher", it is possible--even likely--that Russia has been under control by this organism for almost a century...

SOUTH CHINA SEA, ASIA (AP) - The President is expected to address the public later today regarding the rising tensions in Asia as China, Japan, and South Korea brace themselves for a possible war with the insular nation of North Korea. Further compounding the issue of regional stability is a series of clashes between an expanding Chinese Navy, and private security forces within the Japanese Commercial Sector. Many experts are beginning to question if we are seeing the first war between a nation state and a multinational corporation.

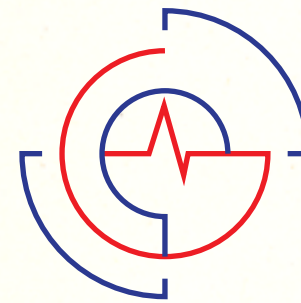
MILAN, ITALY (BBC) - Residents of the Brera District in the city of Milan have had another sleepless night as reports have surfaced of another murder. Police suspect that a serial killer known only by the name "Solomon" is responsible once again. Police have not disclosed the identity of the victim but have stated that the body was found with Solomon's typical calling card, all limbs and the throat have been found bound by manacles...

TEL AVIV, ISRAEL (BBC) - The United States Ambassador to The Nation of Israel met with high level cabinet leaders today to discuss the possibility that the destabilization of neighboring countries may result in the United Nations shifting their focus away from Iran. The immediate region has been in turmoil since the Arab Spring almost two years ago turned into a bloody civil war that threatens to...

DELHI, INDIA (BBC) - Riots have continued for the fifth day in a row as protesters march in the streets in an attempt to draw attention to the growing disparity between the wealthy elite and the exploding population of poor who have moved to the cities in search of work. When questioned, ministers in the Indian government were quick to blame a new religious movement that has rapidly spread through the region.

FACTIONS AND LOCAL INTERESTS

A variety of groups exercise power over the world, to a lesser or greater extent. The following are a handful of these factions. Please note that these factions are generally unknown to the populace at large. They are presented here so that players may make somewhat informed decisions regarding character creation—you should feel free to purchase the Rank quality in connection with any of the groups listed below (except for Doyon Paper and Lumber). Once players have "locked in" their character design choices they will be presented with further information relevant to their allegiances (including any uniform or character requirements. And yes, large companies expect their employees to make reasonable efforts to follow their dress code).



Advanced MedTech

A leading company in the technomedical industry, the cutting edge technologies of Advanced MedTech are known throughout the world for their precision tooling, high quality, and dependability. Advanced MedTech is perhaps the leading provider of augmentation technologies in the first world.

Blackstone

One of the premiere private military contractors in the world, Blackstone's security personnel have taken part in actions across the globe, from the jungles of the Amazon to the streets of Paris. Blackstone personnel are well known for acting in a competent, professional manner.



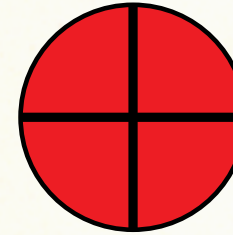
Coos County Inter-Faith Alliance

Counting most of the North Country as their purview, the members of the Coos County Inter-Faith Alliance seek to tend to the spiritual needs of their people, regardless of the individual faith or creed of a given congregant. Indeed, even some open-minded Atheists are counted among their members--everyone is just trying to do their part to improve the communities Up State.



Embassy of the First Nations

Being so close to Canada, the presence of various groups of First Peoples can be felt in Whisper Hill. Such visitors have become so frequent recently that a small farm has been designated the Embassy of the First Nations and is used to house visiting dignitaries in honor and respect.



The Diogenes Club



A group of inquisitive and like-minded individuals, the Diogenes Club began as a small group of professionals and friends interested in unsolved crimes and unexplained phenomena. Having evolved from a small social club to a newsletter subscriber list, then to a bulletin board site online, and then finally to a thriving web- and real-space community, the Diogenes Club has members across the globe.

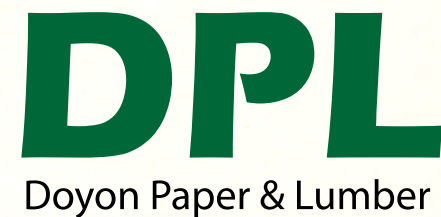
Four Towers

A loosely affiliated group of "Practitioners of the Art," Four Towers produces incense, ritual items, and clothing for "the discriminating modern will-worker." Generally regarded as frauds, crazies, or new-age stoners, their wares can be found in many pagan and homeopathic shops.



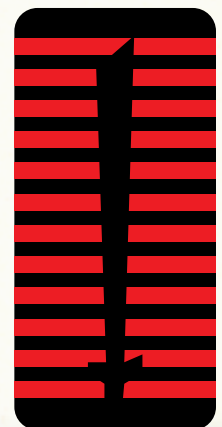
Doyon Paper and Lumber

Longstanding and central pillar of the Whisper Hill community, Doyon Paper and Lumber has been in continuous operation for more than one-hundred and fifty years. They are not currently accepting applications--times are tough, and the town has never really recovered from the Strike in 1968.



Hóng Hù

Originally based in the Far East, the organization known as the Red Tigers has grown to span much of the world. A cell-based structure of assassins, pay dacoit, and black market fixers, the Hóng Hù have grown from a mid-level Triad to a powerful international group.



McGregor Pharmaceuticals

“Revolutionizing Health” is the slogan of this biomedical corporate titan. Using recombinant gene therapies and tailored retroviruses, McGregor Pharmaceuticals has led the way in the next evolution of modern medicine. They have almost single handedly brought malaria to its knees, and their charitable programs are legendary.

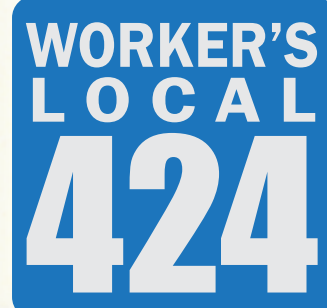


The ROFLCopters

“Cutting Edge Entertainment at Your Expense” is the motto of this underground conglomeration of hacktivists. While the vast majority of their efforts go towards propagating off-color humor and annoying memes, now and again they show signs of some sort of political motivation, targeting various megacorporations.

TriCad Resource Development Corporation

TRDC is a “small” multinational company that prides itself on the ability to find and extract resources from areas previously thought useless. Lumber, natural gas, and minerals are some of their major product lines.



Worker's Local 424

What with all the recent industrial activity it didn't take long for some outside Union workers to establish a presence in the area. The Worker's Local 424 prides itself on protecting the interests of the Common Employee. Well... they try to, at least. Unions just aren't what they used to be...



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Whisper Hill, NH

Whisper Hill is a [town](#) in [Coos County, New Hampshire, United States](#). The population was 869 at the [2010 census](#).^[1] It is one of the northernmost towns in New Hampshire and the largest town by area in the state – and in New England as well – more than twice the size of the next largest town, [Lincoln](#). [U.S. Route 3](#) is the only major highway in the town, although the northern terminus of [New Hampshire Route 145](#) also lies within Whisper Hill.

Whisper Hill is part of the [Berlin, NH–VT Micropolitan Statistical Area](#).

History

[\[edit\]](#)

Whisper Hill derives its name from the Aquinaki name for the area, Pakajiwigigim8dwa, or “the Place of Whispers.” Prior to its incorporation in 1840, the area was settled ca 1640 by European colonists breaking off from the Odiorne's Point settlement. Whisper Hill was then known as the Territory of Black Lake. Due to the level of surviving Native American population and the degree of intermarriage, Whisper Hill was granted status as an Indian Reservation in 1862, a status it retains to this day.

Geography

[\[edit\]](#)

Whisper Hill is arguably the northernmost New Hampshire municipality (with Pittsburg being the other possibility). It shares an international border with [Québec province, Canada](#) to its west and north, and borders the states of [Maine](#) (to the east) and [Vermont](#) (a very small portion to the southwest). Directly to the south is Pike's Grant. Whisper Hill is one of the only New Hampshire municipalities to border both Canada and Maine, and also share a land border with Vermont. Whisper Hill contains one of New Hampshire's only Canadian border crossings at the northern end of town at the terminus of [U.S. Route 3](#). The western edge of Whisper Hill is defined by the Dead Cambridge River, being the “northwesternmost headwaters of the Mingascoggin River”, which (ambiguously) defined the border in the [Treaty of Paris](#) of 1783. Contained within the boundaries of Whisper Hill are Black Lake and Unknown Bog (named by a visiting U.S.G.S. Team in 1944). Whisper Hill also contains the communities of Purgatory Notch, Amertume, and The Hollow. Early maps (e.g. 1854) also show several grants that were incorporated into the eastern edge of Whisper Hill, including Stark No. 1, Webster/Gilhall No. 2 and Staunton No. 3, all north of [Atkinson and Gilmanton Academy Grant](#).

According to the [United States Census Bureau](#), the town has a total area of 291.2 square miles (754 km²), the largest of any municipality incorporated as a town in New England. 281.4 square miles (729 km²) of it is land and 9.8 square miles (25 km²) of it is water, comprising 3.37% of the town.^[2]

The highest point in Whisper Hill is the summit of Grave Hill, at 3,627 feet (1,106 m) above [sea level](#). Pagalloway Mountain, 3,383 feet (1,031 m) above sea level, is a prominent summit reachable by hiking trail.



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Demographics [edit]

As of the [census](#)^[3] of 2000, there were 867 people, 386 households, and 264 families residing in the town. The [population density](#) was 3.1 people per square mile (1.2/km²). There were 1,281 housing units at an average density of 4.5 per square mile (1.8/km²). The racial makeup of the town was 68.27% [White](#), 0.12% [African American](#), 30.58% [Native American](#), 0.23% from [other races](#), and 0.81% from two or more races. [Hispanic](#) or [Latino](#) of any race were 0.46% of the population.

There were 386 households out of which 12.3% had children under the age of 18 living with them, 59.1% were [married couples](#) living together, 20.4% had a female householder with no husband present, and 31.6% were non-families. 26.7% of all households were made up of individuals and 14.8% had someone living alone who was 65 years of age or older. The average household size was 2.24 and the average family size was 2.67.

In the town the population was spread out with 8.9% under the age of 18, 5.4% from 18 to 24, 23.8% from 25 to 44, 42.9% from 45 to 64, and 19.0% who were 65 years of age or older. The median age was 52 years. For every 100 females there were 105.9 males. For every 100 females age 18 and over, there were 105.6 males.

The median income for a household in the town was \$18,516, and the median income for a family was \$24,500. Males had a median income of \$20,250 versus \$17,455 for females. The [per capita income](#) for the town was \$15,703. About 60.0% of families and 54.4% of the population were below the [poverty line](#), including 37.8% of those under age 18 and 45.5% of those age 65 or over.

Economy [edit]

The Whisper Hill economy rose and fell on the fortunes of the Doyon Paper and Lumber company. A factory fire in 1968 caused a great deal of damage to the town's financial situation—damage from which the town is still reeling. Recently, however, outside entities have begun to set up operations in the area. Due to the extra-territorial nature of Whisper Hill as a Reservation, [corporations](#) are just beginning to realize and capitalize on the potential tax, labor, and expenditure implications of doing business in a “close but unregulated” territory. Indeed, the new investing partners have convinced the local businesses and the [Federal Government](#) to use a “Credit” as unit of currency rather than the U.S. Dollar.

Tourism [edit]

Whisper Hill is attractive to hikers, skiers, and campers, though there are few lodgings for visitors in the town proper. The foliage in the autumn is impressive even by New England standards, and [leaf peepers](#) spend hours driving along the scenic country roads. A distinct subset of tourists visit the area to investigate purportedly unexplained phenomena and various [cryptid](#) sightings.

The ‘Burning Sky’ Disaster [edit]

In 1968, the Amertume Municipal Power Authority, located 12 miles outside of Whisper Hill proper, exploded. The blast destroyed much of the surrounding community. During the incident, one Amertume resident described the scene, saying, “Look and see the burning sky, the green fires washing down like perfect children.” While authorities have yet to publish any findings on the nature of the disaster, they do insist that the power plant was “non-nuclear” in nature. Clouds of some form of contamination, however, enshrouded the surrounding area for miles in all directions. The [E.P.A.](#) has thus far declined to investigate, stating that the purview of their authority does not include [Native American Reservations](#). There are no officially published death tolls or injury counts, but locals estimate a total of at least 97 dead and another 142 injured, none from Whisper Hill proper.

The Millner Disappearance [edit]

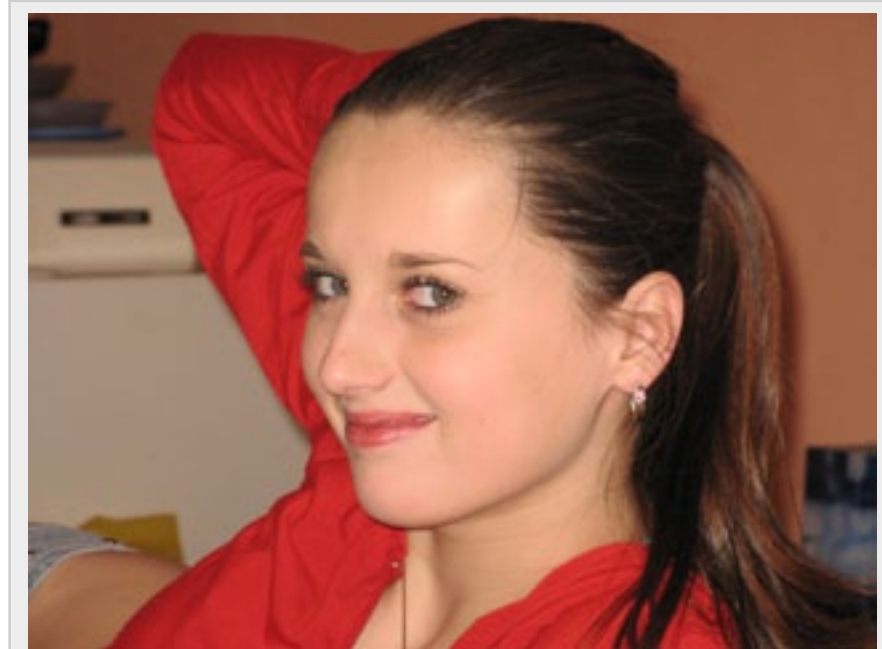
On September 1, 2012, Evelyn Millner, daughter of [U.S. Senator](#) Charles Millner, disappeared in the wilderness just outside Whisper Hill. Millner was camping with three friends:

Lisa Fallin,
George Walters,
and Jeremy
Tompkins.

Millner was last seen on the shores of Black Lake on the night of August, 31, 2012.

After drinking and lighting a bonfire, Fallin, Walters, and Tompkins went to sleep while Millner stayed awake to make sure the fire was out. The next

morning, Fallin, Walters and Tompkins found that Millner’s sleeping bag had been slept in, but Millner herself was missing. Local law enforcement led a town-wide search including the use of [K-9](#) units, but no trace of Millner was ever found.



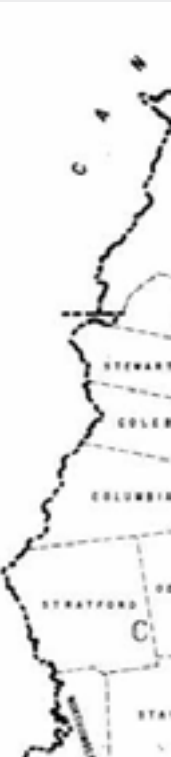
Evelyn Millner in early 2012

References [edit]

- ↑ United States Census Bureau, [American FactFinder](#), 2010 Census figures. Retrieved March 23, 2011.
- ↑ [U.S. Geological Survey Pittsburgh West 7.5 minute topographic map](#), from Topozone website. Accessed December 24, 2007.
- ↑ Foster, Debra H.; Batorfalvy, Tatianna N.; and Medalie, Laura (1995). *Water Use in New Hampshire: An Activities Guide for Teachers*. U S. Department of

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Country:
State:
County:
Incorporated Government
• **Type:**

Area
• **Total:**
• **Land:**
• **Water:**

Elevation:

Population
• **Total:**
• **Density:**

Time Zone:

STILLWATER POLICE DEPARTMENT

Official Transcript

Jul. 24, 1986

Officer Franklin: Tell us what you saw.

Goldman: But I already did! *(starts to cry)*

Officer Bledsoe: We, know, honey, we know. And we know it's late. But we need your help to figure this out, ok, Sarah? Can you tell us just one more time? Your mom is right outside, and you can go home with her in just a minute.

Goldman: *(pause)* Alright. *(sniffing)* I went over to Karen's house for a sleepover. Her parents don't go to church or anything, so we were gonna have pamcakes in the morning. Her mom's a good cook.

Officer Franklin: Get to the point, kid.

Officer Bledsoe: Leaver her alone, Carl. Sorry. So what happened, Sarah?

Goldman: Well, we played video games. And Barbies. And then it was late and Mrs. Granger told us to go to bed, so we did. I woke up, though.

Officer Bledsoe: Do you know what time you woke up?

Goldman: No, I told you before. It was late, though. There weren't any cars driving by on the road, and the TV was showing one of those info... infothings. Like a commercial, but super long? For spray-on hair or something.

Officer Bledsoe: Yeah, I've seen that. Probably make it around midnight, 1:00 AM. Do you know what woke you up, sweetheart?

Goldman: No. I think it was the quiet, though. No wind, no animals, no nothing. And then...

Officer Bledsoe: It's ok. You're safe here with us, right Carl?

Officer Franklin: Yeah, sure. Safe as houses.

Goldman: Safe as houses?

Officer Bledsoe: It means no one can get you--we'll protect you.

Goldman: You promise?

Officer Bledsoe: Cross my heart and hope to die.

Officer Franklin: Jesus, Dave, really?

Officer Bledsoe: Shut it, Carl. What did you see, Sarah?

Goldman: *(pause)* It was quiet. And I didn't know what woke me up. So I went to get a drink of water. From the kitchen. It's down the hall from the living room, past Karen's parents' bedroom. But as I went down the hall...

Officer Bledsoe: Keep going, Sarah, you're doing great.

Goldman: I went down the hall and the front door opened. But all quiet, like. Like if you're watching a movie with the sound off. It usually squeaks... but it was quiet. The nightlight in the kitchen flickered like in a storm. I... I had a really bad feeling so I hid in the bathroom and closed the door--I left it open just a crack so I could see out. And this... witch came in.

Officer Bledsoe: A witch?

Goldman: Mmhm.

Officer Bledsoe: How do you know she was a witch?

Goldman: 'Cuz she looked like one. She was real ugly and mean looking, and her clothes were all ratty and tore up. She had sticks in her hair, and her eyes were black like the water at the bottom of the storm drain behind Mrs. Stilson's shed. And then... Muffin...

Officer Bledsoe: Muffin?

Goldman: *(crying)* She was the Granger's dog. She ran up to the witch and was trying to bark, but the witch shushed her, the way librarians do, and no sound came out. And then she... the witch smiled real wide and she had teeth like a bear trap. And she ate Muffin.

Officer Franklin: Oh, come on. What really happened? You let the dog out and you feel guilty, is that it?

Officer Bledsoe: I said *shut it*, Frank. Go on, Sarah.

Goldman: The witch went down the hall to the baby's room. It's just up from the bathroom so I could still see when... *(crying)* I don't wanna!

Officer Bledsoe: You're being really brave, Sarah, and you're almost done.

Goldman: The witch went into the baby's room! And she pulled it apart like it was a doll! Blood dripped down her fingers and... and... and... and then she took out a doll like we made at school, out of corn husks. She left it in the baby's crib and made like a kissing motion with her lips and all the blood ran up into the doll's eyes, and then I closed the door as quiet as I could and now everybody thinks the doll is the baby and *I want my mommy!*

Officer Bledsoe: Alright, Sarah, your mom's right outside, why don't you go with her, ok?

Goldman: *(sniffling)* Mmhm.

Officer Bledsoe: Thanks for telling us what you saw, Sarah. You've been a real trooper.

(Goldman exits interview room)

Officer Franklin: What a crock.

Officer Bledsoe: No way she killed that dog. Kid couldn't hurt a fly. And that dog's blood was everywhere.

Officer Franklin: So what are you thinking? Homeless crazy went into the wrong house, whacked the dog?

Officer Bledsoe: But what about the baby? James Granger?

Officer Franklin: What *about* the baby? The whole family swears up and down that the kid's fine, 'cept for some colic.

Officer Bledsoe: Yeah... yeah... it's just... *(hesitates)*

Officer Franklin: Just what? We'll put an all points out on bag ladies. We can play dragnet. It'll be fun. Like a root canal.

Officer Bledsoe: There was this case, ok? Back in '77. Before you transferred in... Kid said something about being watched and how all the sound went out of the world. The hell did I put that file... *(shuffling)*

Officer Franklin: You talkin' about the Van Dyne case? I heard that one got to you. Nothing you coulda done, man.

Officer Bledsoe: Yeah. Yeah... Some of them just stick with you, you know?

END TRANSCRIPT

DRAMATIS PERSONAE

This section deals with character creation and the miscellaneous rules players should know, especially those combinations of rules peculiar to Occam's Razor. Obviously, players need to be comfortable with all of the Accelerant Core Rules—those rules repeated here are done so purely for convenience. Those familiar with the Accelerant Core Rules will be able to play Occam's Razor—there are simply some instances where we have made various afflictions and the like a core part of the game.

Genre

Player characters in Occam's Razor belong to one of three genres: paranormal, intrinsic, or technological.

Paranormal characters are mostly interested in the “modern fantasy” or “urban fantasy” aspects of the game and often utilize supernatural powers to do what they do. Magic, faith, and monsters are the staples of the paranormal genre at Occam's Razor.

Intrinsic characters could (theoretically) exist in the real world. All of their skill and abilities are derived from personal strength, conviction, and hours of hard work. The intrinsic genre at Occam's Razor will focus on the conspiracy, investigation, and “everyday horror” aspects of the game.

Technological characters are tied in with the “cyberpunk” and “near future science-fiction” parts of the game. Cyborgs, hackers, and megacorporations are likely to crop up in technological plotlines.

When creating a character you must choose which genre you want for your primary genre. Your primary genre dictates the headers, specializations, and qualities to which you have access.

1. You may only have specializations from one genre.
2. If you have any headers from the paranormal genre you may never take any headers from the technological genre. Conversely, if you have any headers from the technological genre you may never have any headers from the paranormal genre.

Traits

Characters in Occam's Razor have certain traits which can be used to mechanically separate them from other characters. For the full description of traits, see the Traits section in the Accelerant Core Rules.

Player characters at Occam's Razor have the following traits:

Townfolk. All player characters have the townfolk trait.

Race. Player characters have the name of their race as a trait.

Template. Player characters have the name of their template (if any) as a trait.

Headers and Specializations. Player characters have the names of their headers and specializations as traits.

Qualities. Player characters have their qualities, if any, as traits.

Armed. Players have this trait when carrying physical weapons such as guns or melee weapons. This excludes weapons that "cannot be put down" such as claws.

Dangerous. Players have this trait when carrying spell packets for use with skills from Headers & Specializations AND can still meet the attribute requirements to use them (i.e. if the player has the appropriate amount of the attribute left to spend). This excludes Racial skills.

Player Characters may acquire more traits as Occam's Razor progresses.

Character Points

Character Points, or "CP," are the unit by which a character's powers and skills are measured. You spend CP to make your character stronger, tougher, faster, etc., as well as to enable your character to use special skills and such.

Player characters in Occam's Razor begin with a pool of 25 CP.

Beginning characters can earn bonus CP if their player submits a substantial and well-executed backstory (25 CP for 500 solid words of coherent, appropriate history that staff approves).

Let that sink in for a minute—you can get an amount of CP equal to your beginning CP pool for submitting a backstory.

Characters with twist points (addressed below) are required to explain the pertinent quality in their history.

Starting characters also receive one free point of Earth, Air, Fire, Water, or Void which must be selected before any other CP is spent.

You can spend the 25 (50) CP in most any way you see fit on the things discussed in the remainder of this section. Over time, characters can gain CP a number of ways, including attending Sessions of Occam's Razor, serving NPC shifts at Occam's Razor, donating time, funding, or props, or helping out other games with which Occam's Razor has a CP Exchange.

Each year the Occam's Razor staff will post a "CP Cap." No character will be able to have a total CP in excess of that amount during that calendar year.

Attributes

Characters in Occam's Razor have five (5) core attributes: Earth, Air, Fire, Water, and Void, abbreviated to E, A, F, W, and V, respectively. Player characters begin with a score of 2 in each attribute, plus one free point to add to either E, A, F, W, or V for a score of 3 in the chosen attribute. This free point must be spent before any other CP is spent—it cannot be saved for when attributes cost more.

Player characters have a finite amount of attributes to use during a given Session of Occam's Razor. Characters expend attributes to activate special skills, cast spells, and use powers. Characters regain spent attributes by "Resetting." A character can expend a point of Void and rest for 5 minutes to restore all other core attributes (Earth, Air, Fire,

A Note on Character Histories

When creating a character history there are two points to keep in mind:

1. It should make sense (pretty self evident).
2. It should not affect other players without their consent.

That second one basically means that since Occam's Razor gives players the ability to make characters that are very, very old, and could potentially have been present during momentous occasions throughout history--don't change history that will affect other people without their say so.

You want your Bound Demon to have fought in the coliseum? Sure, as a random gladiator. Not as the Emperor. See, Bob over there knows the Emperors, because he can speak to the dead...

and Water, but not Vitality or Sanity) to their normal maximum. This process, like most other game mechanics, is further discussed in the Accelerant Core Rules.

Players may permanently increase their character's attributes by spending a number of CP equal to the number the attribute is being raised to. This must be done one point at a time. *Example:* Player wants to raise Character's Fire from 2 to 4. Player must spend 3 CP to raise the 2 to a 3, then 4 CP to raise the 3 to a 4, spending a total of 7 CP.

Special Attributes

Some characters may gain access to other attributes (most anyone can pick up Marksmanship, for example, and Psychics can gain ranks of Willpower). Such special attribute may have their own systems of advancement. Unless otherwise stated, such special attributes are refreshed alongside Earth, Air, Fire, and Water when a character rests and spends a Void to Reset.

Derived Attributes

There are two derived attributes: Vitality and Sanity.

Vitality

Vitality represents how hardy and tough a character is. Vitality is equal to the sum of a character's Earth and Void attributes divided by two and rounded down $((E+V)/2, \text{Round Down})$. For example: DJ Slapchop has an Earth of 3 and a Void of 4. So that's... $3 + 4 = 7$, divided by 2 is 3.5, rounded down... 3. DJ Slapchop has a Vitality of 3.

Sanity

Sanity is a measure of the strength of a character's psyche—of how strong their grip on reality is. Sanity is equal to the sum of a character's Air and Void attributes divided by two and rounded down $((A+V)/2, \text{Round Down})$. For example: Agent Bradshaw has an Air of 4 and a Void of 2. $4 + 2 = 6$, divided by 2 is 3. Agent Bradshaw has a maximum Sanity of 3.

Insanity and Madness

During check in at each Session of Occam's Razor, players will generally pull two Inflict cards from the Box of Madness. They may read the cards and must then choose one to be their Defense Mechanism for the duration of that Session. Players should return the card they take at the end of the Session, during checkout. For the duration of the event, whenever the character's Sanity is reduced to 0 for any reason, the character must follow the instructions on their Defense Mechanism card for five (5) minutes. At the end of those 5 minutes, the character refreshes one (1), and only one, point of Sanity, and may resume acting as they generally do. Further Sanity can only be regained through means such as psychoanalysis and pharmacological therapy. Spending a point of Void and refreshing attributes does not regenerate Sanity (unless you have a Quality or some other effect that says otherwise). Barring some unfortunate mishap, player characters begin each Session of Occam's Razor with their maximum amount of Sanity.

Example: Peter Jacobs checks in at the beginning of the Session. He starts with full Sanity—in his case, 2. He draws 'Catatonia' and 'Mortal Terror' from the Box of Madness, and decides that 'Mortal Terror' sounds like fun, so he picks that one and puts 'Catatonia' back in the box.

A few hours later, Jacobs sees a horrifying product of science gone awry. The monster loudly calls, "By My Voice, Waste 2 Sanity by Horror." As Jacobs cannot negate the effect and only had 2 Sanity to begin with, the he goes temporarily insane and must act according to his Defense Mechanism. Recalling the card he received at check in, the Jacobs remembers that his Defense Mechanism is:

"Mortal Terror: You may use no in-game skills. When confronted by anything remotely threatening, you must flee as quickly as you are able until you can no longer see the source of the threat. Hiding is a good thing. If you are prevented from fleeing, whimper and cover your eyes, etc.."

So the player promptly runs away from the thing that should not be and puts a cabin between the thing and the his own infinitely fragile psyche. A fellow townspeople approaches with a drawn blade, asking if they can offer Jacobs any aid. Jacobs sees the sword and runs away to hide behind a different cabin. He then waits, quietly whimpering, occasionally gibbering at passers-by about "the eyes that stare," and "the tentacled maw," until 5 minutes have passed since the initial mind-blasting incident. At that point, Jacobs regenerates a point of Sanity and pokes his head 'round the corner of the cabin to see what happened to all his friends....

Armor

Characters in appropriate costuming (as dictated by their genre, race, headers, and specialization) receive one point of "costume armor." This point of costume armor is a standard point of armor and stacks with other sources of armor. All further points of armor must be gained either in game or through skills or abilities.

Maximum Vitality and Armor

Unless otherwise noted your maximum Vitality and your maximum Armor may never be higher than a total of 10. To put it a different way: if you are struck with a call for "10 Damage" you are most likely a smear on the floor. You may choose whether to gain Armor or Vitality through various mechanisms of the game, but together they can never add up to more than 10. The only exception to this are grants for "Protection." If you are fortunate to have, say, 4 points of Vitality and 6 points of Armor and then someone gives you a "Grant 2 Protection," you could then soak up that 10 Damage. You just really, really wouldn't like it.

Races

A Note on Secrets: Given that Occam's Razor is a game more or less entirely based on secrets, please be aware that the skills and abilities listed below are not the only skills and abilities there are to find. Plan accordingly when creating your character.

Human

Humans are the baseline population of Occam's Razor. As in real life, most everything else is described as it compares to humanity. The vast majority of humans in Occam's Razor lead lives of quiet desperation, barely scraping by from paycheck to paycheck if they're lucky enough to have jobs. This leaves little time or energy to ask hard questions, and most people would react to a scream by looking straight ahead and walking away. That said, there are those who break the mold, usually at the least convenient times possible—never assume a crime goes unseen. Regardless, player characters are a cut above the norm, the best, the bravest, and the brightest humanity has to offer.

Heaven help us all.

Inspirational Materials: Any story ever about a normal person faced with insurmountable odds and persevering regardless.

Examples: Take your pick. Professor Bruttonholm and Agent Myers from *Hellboy*, Agents Mulder and Scully from *The X-Files*, Karen Murphy from *The Dresden Files*—the list goes on.

Roleplaying Tips: You're a human in a world of magic, secret horrors, and science gone wrong. You are fragile compared to a lot of what's out there. Doesn't mean you have to roll over and die, though—play it smart and you'll get the job done.

Costuming Suggestions: The trick to costuming for Occam's Razor is to look "modern" without looking "boring." Generally speaking, jeans and a t-shirt will not qualify as a costume, nor will you be awarded a point of armor for same. What you want are clothes that are fit to move around and fight in while bringing more style than your everyday outfits. Coats with hoods (as a sort of modern day cloak), clothes with more styling or buckles or flair than normal, or total monochrome with carefully selected highlights can all get the job done. You want to look "normal" while still standing out from the crowd. If you lean towards the paranormal, subtle fetishes or charms are good—religious icons, bone charms, inscribed weapons, that sort of thing. If you lean towards the technological, rock the vinyl and leather or the really industrial punk stuff.

Racial Skill Name	Description	CP Cost
Day Job	<i>Required.</i> Humans in Occam's Razor are generally assumed to be workage individuals with some form of gainful employment under their belts—they are either presently employed or recently abandoned their nominal calling. As such, the first header they purchase is free, though all skills within that header must be purchased normally.	0

Racial Skill Name	Description	CP Cost
Weirdness Magnet	<i>Required.</i> You may have a maximum of 8 Twist Points (Rather than the standard 5). See the section on Qualities for further details.	0

The Bound

The Bound are demons imprisoned and forced to assume a human guise. Demons can be quite ancient, and some have had fairly extensive dealings with humanity. This is an exception rather than a rule, however—most demons are far too involved in their own political and military situation to waste time on the puny mortals. Demons as a whole are a rather obsessive lot, working on the same project for years, decades, and even centuries if they get truly engrossed in something. As a rule, the Bound are kept as servants, mentors, bodyguards, and courtesans by their Keepers. It is rare, but not unknown, for the Right of Mastery to be passed from one Keeper to another if such flexibility is built into the Bound's contract or summoning. Indeed, some Bound have served the same familial line or organization for a very, very long time...

Header and Skill Restrictions: The Bound cannot take Headers or Specializations from the Technological genre. Furthermore, the Bound cannot take the Faithful or Shaman headers.

Inspirational Materials: The comics/movies of *Hellboy* and the manga/anime of *Hellsing* are both good places to start.

Examples: Hellboy and Alucard from the above sources, respectively. Etrigan/Jason Blood from the DC Universe.

Roleplaying Tips: You are a demon. Never forget that (unless it's part of your character history). You want to be free more than anything in the world, but for whatever reason, you are currently bound to the service of someone or something. Playing one of the Bound is not for a novice roleplayer—a lot of the ramifications and interplays of such a role can be both subtle and difficult. Do not expect to be unbound frequently (for a variety of reasons, the least of which is "You don't want to freak out the people around you."). While we don't want to restrict anyone's fun by making your Keeper have specific control over you, assume that you should generally follow their instructions or you'll never be free. If you aren't comfortable with that dynamic as a core part of your character—you probably shouldn't play one of the Bound.

Costuming Requirements: The Bound are an interesting but costuming-intensive race. By and large, the Bound appear to be normal humans ('Assume a Shape Pleasing to my Eye' is one of the first strictures imposed upon them). There are some rather important differences, though.

1. The Bindings. Not surprisingly, the Bound are, quite literally, bound. The Bound must wear a pair of manacles, shackles, or bracelets of rather considerable size. These do not have to be of any specific material, but they should be quite noticeable and covered in runes or mystic writing of some kind. A matching collar must also be worn. If the Bound is of a militant bent, large "stone" bindings would make sense, as would some form of exaggeratedly thick armor. A courtesan, though, would be more likely to have intricate bracelets and a necklet. Regardless, dog collars and the like are NOT ok.

2. The Unbound. Over the course of play, the Bound may be partially or entirely freed of their bindings. Bindings may be removed by the Bound's own Keeper with five minutes of roleplay/costume changing per binding, and in the following order: first wrist (either one), second wrist, collar. Bindings may be replaced with the same restrictions in reverse order: collar, wrist (either one), wrist. When this occurs, the appearance of the Bound should change markedly. For each binding removed, the Bound should add two of the following costume possibilities:

- » A demonic tail.
- » Demonic horns.
- » Red skin.
- » Leathery wings.
- » Contact lenses that make the wearer appear inhuman.
- » An animal mask or full facial prosthetic.
- » "Digitigrade" legs that end in cloven hooves.
- » Pointed ears.
- » Claws and matching hand prosthetics.

The Bound have access to four sets of racial skills: Core, Catena Dexter, Catena Sinister, and Torquis.

Core Skills:

Racial Skill Name	Description	CP Cost
Contractual Obligations	<i>Required.</i> At the beginning of every Occam's Razor Session you may tell another character your True Name and then touch cast "Imbue Keeper by True Name." You must create a card with the following text on it: "You are now the Keeper of the Bound who gave you this card. You may perform a ritual using the Bound's true name and remove one or more of the Bound's bindings (one or both shackles and the collar, the collar must be the last to be removed). Likewise, you may replace such bindings in a similar manner. The ritual for releasing a Bound is represented by you accompanying the Bound while they change their costuming, and the process should last at least 5 minutes—feel free to roleplay a ritual while this goes on. The ritual for rebinding a Bound is represented by you performing a Ritual of Binding that should take at least 4 minutes of uninterrupted activity, after which you must replace the Bounds bindings (you may then leave them alone to switch costumes). You may spend 1 point of E, A, F, or W to call "By My Voice, Expose (the Bound's name or True Name)." You must hand this card to whoever is your Keeper for the Session. You may only have one Keeper at a time. A Bound may not be a Keeper, and you must call "No Effect" if someone tries to appoint you their Keeper. You must be wearing all three of your bindings to spend Void and/or reset. When a binding is put back on you, you may not run or use ANY in game skills for (the number of bindings that were removed x 5) minutes, and the next time you reset takes (the number of bindings that were removed x 5) minutes. Lastly, after you reset after having had a binding removed and then put back on, all skills requiring the expenditure of an extra relevant attribute point per binding that was removed (if you had 1 binding taken off, put back on, and then you reset, and then you use a skill that would normally cost A, it costs AA during that reset).	0

Racial Skill Name	Description	CP Cost
Infernal Viality	The Bound is possessed of demonic powers of recuperation. The Bound may spend EE to call "Heal 2 to Self" while unconscious.	3
That Old Familiar Feeling	The Bound has been trained to look after and be of use to its Keeper. You may spend E to touch cast "Heal to Keeper" on YOUR OWN Keeper. You may also spend A to call "By Your Name, Expose (Your Keeper's Name)."	3
True Name	<i>Required.</i> The Bound has a True Name. This name must be approved by Staff. The Bound also has the "Demon" and "Hidden" traits.	0

Catena Dexter Skills:

Note: Catena Dexter skills are only usable while you are NOT wearing your RIGHT shackle and expire when your right shackle is replaced.

Racial Skill Name	Description	CP Cost
Cruel and Unusual	You may spend A make two melee attacks for "Agony by Scourging."	3
Punishment	The Bound may attack with sickening force. Spend WW and make a melee attack for "Maim and Slam by Scourging".	3
Red Right Hand	When unleashed, the Bound's true form reveals itself. You may wield a long claw in one hand and a short claw in the other. You must use claw/hand prosthetics if you use this skill.	3
Wrath	You may give vent to the frustrations of servitude. Spend F and make two melee attacks for "3 Damage by Scourging."	3

Catena Sinister Skills:

Note: Catena Sinister skills are only usable while you are NOT wearing your LEFT shackle and expire when your left shackle is replaced.

Racial Skill Name	Description	CP Cost
Blast	The Bound can conjure a gout of flame and burning rock. You may spend F to throw a packet for "3 Damage by Scourging."	3
Blazing Form	The Bound is capable of wreathing its form in the flames of the Pit. You may spend EE to Call "Imbue to Self by Scourging." You must then call "Shield by Scourging" to the first packet or melee attack that hits you. Note: This ability does not affect attacks delivered by dart or disc. You may reset this shield by meditating for 2 minutes any number of times. Remember that all <i>Catena Sinister</i> skills expire when the left shackle is replaced.	4

Possibility that Murray is a demon. Hate that guy.

Racial Skill Name	Description	CP Cost
Burning Gust	The Bound throws a ball of superheated air at a target. You may spend A and throw two packets for "Agony by Scourging."	3
Hellfire Bolts	The Bound is well versed in the magical arts of war, corruption, and destruction. You may spend FFF while meditating for 2 minutes to call "Imbue to Self by Scourging." You may then throw 5 packets for "1 Damage by Fire." You may reset these packets by meditating for 2 minutes any number of times.	6

Torquis Skills:

Note: Torquis skills are only usable while you are NOT wearing ANY shackles and expire when even one shackle is replaced.

Racial Skill Name	Description	CP Cost
Diabolical Resurgence	<i>Required.</i> The true might of the Bound's demonic nature returns in a terrifying rush. The Bound's maximum vitality increases by 40. The Bound must now call No Effect to all Stun and Paralyze effects, as well as any effects with the Poison, Fear, or Disease traits, as well as any effect without some form of carrier trait (also known generally as "by Weapon" effects). The Bound may purge Roots, Drains, Frenzies, and Maims after 3 seconds of role playing. The Bound must call "Reduce to 10 Damage" when struck by a death effect.	0
Freedom	<i>Required.</i> If at any point in time you are free of all your bindings you will attempt to accomplish whatever short term goal may be immediately apparent that your Keeper set you on ("Kill that guy!" would be an example). Longer term goals ("Guard this door!") you will follow for some period of time (at least a few minutes, certainly not longer than an hour). Any action that is inherently suicidal is not a valid goal, nor is the goal to be narrowly construed so as to circumvent the spirit of this skill. You will not allow anyone to replace any of your bindings, and will likely splatter anyone who tries. If you remain free for more than five minutes after accomplishing your immediate goal or making a good faith effort towards that end, please turn to Shadow and report to Monster Camp.	0
Fury	The Bound may have up to 5 ranks of Fury. The Bound may wield a pair of long claws, a long claw and a shield claw, a staff claw, or a polearm claw, as they see fit. For each rank of Fury the Bound Purchases, the Bound adds +1 to any called damage effect the Bound delivers while completely unbound (no bindings). Further, the Bound gains 1 point of Fury per rank of Fury purchased. Fury can be spent in place of any attribute to activate a skill while completely unbound.	0
Hellfire Aura	The Bound surrounds itself in a corona of burning sulfur and choking smoke. The Bound may spend AA to call "By My Voice Agony by Scourging." The Bound may also spend E to swing its weapons in a 180 degree arc and call "Disengage."	0

Changeling

Changelings are fey left in place of stolen mortal children. They have no memories of their lives prior to being slipped into the mortal realm, any faint glimmerings of memory written off as fantasy or childhood delusion. Despite their gifts, few changelings suspect that they are anything more than exceptionally talented humans prone to hunches, runs of luck, and strange allergies.

There are two distinct types of changelings—those given over towards brightness, and those given over towards gloaming. Both kinds are exceptionally healthy, graceful, and intelligent. But where the brightlings tend towards whims and fits of strong emotion and passion, gloamlings are generally reserved and standoffish—though no less emotional behind their cold eyes.

When creating a Changeling character you must choose either the Brightness or Gloaming template—your racial skills are permanently affected by this decision.

Header and Skill Restrictions: Changelings cannot take Headers or Specializations from the Technological genre, and they cannot take the Faithful header.

Inspirational Materials: Those books of *The Dresden Files* dealing with the Fey. *The Sandman* graphic novels. Certain volumes of *Hellboy*. The film *Outcast*.

Examples: Ace, Fix, Lily, and Meryl from *The Dresden Files*. Ofelia in *Pan's Labyrinth*. Door from *Neverwhere*.

Roleplaying Tips: Changelings can be thought of almost as 'humans writ large.' Whether they are flighty or absolutely driven, the emotions of a changeling are intense. Do not play them melodramatically—you don't need to sob uncontrollably over every little thing that goes wrong, or swear a blood oath over every little slight. You should, however, mildly disturb those around you when you really feel something. It's not about frequency, it's about degree.

Costuming Requirements:

Brightness: A slight dusting of iridescent makeup. No, you don't need to go full Tinkerbell, thank you, and such would actually be discouraged, but you should wear enough to make people pause and look and notice when the light hits you the right way.

Gloaming: A cold complexion. Hints of grey and blue and, possibly, tinges of purple. Note that this should be fairly subtle—you should not look like an ice elemental or inhuman beastie, but rather, your complexion should be very cold-looking. Borderline hypothermia is a good look for you. Note: the owner and staff of Occam's Razor in no way, shape, or form, encourage players to actually get hypothermia. That'll earn you quality time with the Trout of Shame.

In either case, the name of the game is "subtle but noticeable."

Core Skills:

Racial Skill Name	Description	CP Cost
Courtbound	<i>Required.</i> Even if they do not know it, changelings are part of an order that has nothing to do with the mortal realm. You gain the Fey and Hidden traits.	0
Feybane	<i>Required.</i> Changelings have never been big on that whole "going to church" thing... When struck by an effect X with the "Cold Iron" trait you must call "Absorb to Double X and Short Agony." The only called defenses you may ever use against effects with the Cold Iron or Faith traits are Avoid and Elude—the universe seems to conspire against you where such things are concerned and Parry, Shield, etc. will not work	0
Ironbite	<i>Required.</i> "And when you've finished collating the quarterly reports you can <i>how did you staple your arm to the metal desk?</i> " How? Because metal hates you, that's how. You cannot use longarms (shotguns and rifles) or heavy weapons. You take an Agony effect if you choose to pick up a firearm of any kind or a "metal" weapon or object with bare skin.	0
Oathbound	<i>Required.</i> I will neither confirm nor deny that I may or may not have been present at the location at which the alleged goings on allegedly occurred. While prevarication and circular logic are specialties of changelings, they have considerable trouble telling outright lies. Or being bad hosts. You must spend two points of E, A, F, or W, in some combination (e.g., EF would be fine) to tell a lie. Likewise, you must spend the same to attack someone you perceive as your host or as your guest.	0
Whispers in the Air	As a child, you had many "imaginary" friends. It was convenient when they helped you with your chores. Not so much on prom night. Spend A to throw a packet for "Speak with Spirit."	3
Whispers in the Stone	When you look for things, sometimes it almost seems like they want to be found. You may spend E to read tags that say "Requires: Tracking" until you next Reset.	2

Brightness Skills:

Racial Skill Name	Description	CP Cost
Boons	Changelings are quite capable of being great allies and terrible enemies. Either way, the attention of a changeling is something best avoided if possible. You may spend E and touch cast "Grant 1 Protection."	4
Keen Eyed	Off the howitzer, off the terminal, off the old priest's face, nothing but net. You may roleplay gathering your resolve for 5 seconds, spend F, and make a melee attack for "3 Damage."	4

Racial Skill Name	Description	CP Cost
Quick as Moonlight	And they thought it was weird how you always came in first in track and field. When struck by a melee attack you may spend FF to call "Avoid by Speed."	5
Remnant Power	Caught in the mundane world, it is rare that changelings have the need to call upon the dusty dregs of their abilities, which a) they were never taught to use properly, b) have withered away due to atrophy, and c) would make people look at them funny. You may spend one Sanity to add the Brightness trait to an attack.	3
Second Nature	Fire doesn't burn, water doesn't drown. You may spend E to call "Resist" to an effect with the Brightness trait.	5
Tale Teller	Once upon a time, in a land far away, there lived an Onion Ring... You may spend 1 minute telling a story. People must be listening to said story. At the end of that minute you may spend FFF and call "By My Voice, Short Repel by Brightness." The volume of your voice should be such that those listening to the story are affected and others are not.	5

Gloaming Skills:

Racial Skill Name	Description	CP Cost
Blights	Changelings are quite capable of being great allies and terrible enemies. Either way, the attention of a changeling is something best avoided if possible. You may spend A to throw a packet for "Short Weakness."	4
Keen Eyed	Off the howitzer, off the terminal, off the old priest's face, nothing but net. You may roleplay taking aim for 5 seconds, spend W, and attack with a muscle powered ranged weapon (e.g., thrown weapon) for "3 Damage."	4
Quick as Moonlight	And they thought it was weird how you always came in first in track and field. When struck by a dart, disc, thrown weapon, or packet based attack you may spend AA to call "Avoid by Speed."	5
Remnant Power	Caught in the mundane world, it is rare that changelings have the need to call upon the dusty dregs of their abilities, which a) they were never taught to use properly, b) have withered away due to atrophy, and c) would make people look at them funny. You may spend one Sanity to add the Gloaming trait to an attack.	3
Second Nature	Fire doesn't burn, water doesn't drown. You may spend A to call "Avoid" to an effect with the Gloaming trait.	5
Tale Teller	Once upon a time, in a land far away, there lived an Onion Ring... You may spend 1 minute telling a story. People must be listening to said story. At the end of that minute you may spend WWW and call "By My Voice, Short Repel by Gloaming." The volume of your voice should be such that those listening to the story are affected and others are not.	5

Cyborg

Part human, part machine, all terrifying post-humanist moral nightmare. Cyborgs blur the boundaries of what it means to be human. At what percentage of flesh to metal do you stop being who you were? Or is it when you don't need what humans need, when you can plug in instead of eating? Where does natural intelligence end, and artificial intelligence begin?

Cyborgs are generally (but not always) given a choice before they are augmented. Sometimes the augmentations are a way to fix or replace lost, damaged, or diseased body parts. Other times, though, the augmentations are just that—Improvements to systems that worked perfectly fine before the surgeries. Regardless, such procedures are bank-breakingly expensive, and most cyborgs are backed by either corporations or governments. Sometimes both.

Header and Skill Restrictions: Cyborgs may not take Headers or Specializations from the Paranormal genre.

Inspirational Materials: The video game *Deus Ex: Human Revolution* is a veritable gold mine. *Blade Runner* has a lot of good stuff, too. The manga/anime *Ghost in the Shell* is solid, as are various books by William Gibson.

Examples: Adam Jensen from *Deus Ex: Human Revolution*. The Replicants from *Blade Runner*. Del Spooner from the film *I, Robot* is a good rendition of a fairly subtle cyborg. *Robocop* is quite blatant, but it's entirely possible that a new program is in development...

Roleplaying Tips: Cyborgs are just as varied as "normal" people. That said, they are most likely to be either professional warriors of some kind, or else some kind of high-tech lab or terminal worker. Playing someone who is intentionally trying to surpass what it means to be human is a perfectly viable character concept, as is the reluctant subject who had a bad day in the theater of war and woke up half man and half toaster. The latter is likely to have serious issues with body dysmorphia, and the sheer time and effort it takes to keep the body from rejecting the augmentations are likely to be viewed as a form of torture. Remember: most people don't realize that cyborgs are real—and that's a very good thing as it cuts down on the lynch mobs.

Costuming Requirements: Cyborgs come in a variety of shapes. And sizes. And... qualities... The appearance and costuming requirements of a cyborg are entirely dependent on the skill choices the player makes. Cyborg augmentations come in Generations, and the costuming requirement for each are quite different.

Generation 1: First generation cybernetics are... big. The augmentations themselves are still much more impressive than "real world" prosthetics in terms of sensory feedback and durability and such, but they are large. And clunky. And generally really, really obvious and external. On the plus side, because they are big and clunky and have been around for awhile (if you're in the know), replacement parts are relatively easy to come by and are easy to maintain. Sample costuming for Generation 1 augmentations: modified hockey gloves, modified contact sport armor (Football is a good idea), a full blown backpack with tubes and other craziness poking "into your skin."

Generation 2: Second generation cybernetics are significantly less bulky than those of the first generation. They are still fairly obvious and external, but can generally be worn under standard issue, off-the-rack clothing. Generation 2 augmentations are "better" all around,

but require significantly more (and more expensive) maintenance than Generation 1. Sample costuming for Generation 2 augmentation: rappelling gloves (the kind with the armored knuckles), modified motorcycling or motocross armor, a hip mounted device with tubes and other craziness poking "into your skin."

Generation 3: Third generation cybernetics are bleeding edge technology. On the up side, more often than not, such augmentations are very subtle and hard to spot unless you know what you're looking for. On the down side, such technology is incredibly finicky and hard to maintain, and maintenance costs are likely to quickly bankrupt all but the wealthiest of individuals. Costuming for Generation 3 augmentations is relatively subtle. Those knowing the signs should know what they're looking at--bulked up leather gloves or scars that trace where bones have been reinforced on the hands, a body that's artificially toned up and bulked out by an armored sports vest worn under a shirt, a monitor and interface connection worn on the wrist.

Individual augmentations will list the types of costuming needed, and players should cross reference those types with the generation of the augmentations they are purchasing to figure out the specific kinds of costuming they need to wear.

On Designing a Cyborg: Cyborgs are very customizable. That said, they have a somewhat unique design process.

Step 1: Take mandatory skills. Certain skills are required. Take them. Yep.

Step 2: Choose the augmentations you want. Each skill is represented by an augmentation in one of the four categories below. You may have a number of augmentations equal to 2 + (your maximum Void).

Step 3: Derive skill costs. Each augmentation has a cost in CP. The cost is how much CP you spend to pick up that skill. Note, however, that each augmentation you buy from a specific category adds 1 to the CP cost of all other augmentations in the same category.

Step 4: Derive maintenance costs. The maintenance cost is equal to the sum of all the generations of all the augmentations you purchase. Details of maintenance neglect are given below.

Please Note: While Cyborg is a full fledged Race under these rules, a Human can become a Cyborg over the course of the game if various stars align. This is pretty much the only way to change your Race. Human to Cyborg. The End.*

*And no, you can't go back to human. Sorry, but that arm you gave up was burned with all the other biologically hazardous waste.

Required Cyborg Skills:

Racial Skill Name	Description	CP Cost
Fading Humanity	<i>Required.</i> The line is getting blurry. You know what you're gaining. But do you know what you're losing? You must call "Resist" to the first X effects with the "Fear" or "Inspiration" traits you are struck by each Reset, where X equals the number of augmentations you have.	0
Maintenance	<i>Required.</i> "It takes a mere 300 hours of maintenance per hour of field operation!" "That seems... less than optimal..." "Eh, we're working on it." Each of the skills listed below is linked to an attribute by category. For each point of Maintenance you do not pay at check in for a specific augmentation you lose 1 maximum point of the related attribute for the duration of the weekend.	0
Reboot	<i>Required.</i> ...Loading...Loading...Loading...Loading... When you Reset with a point of Void you must wait an additional 5 minutes before using the abilities granted by augmentations labeled "Active."	0
The Wonders of Modern Technology	<i>Required.</i> Performing life-saving open heart surgery is somewhat more difficult when you find out that—surprise!—the patient's ribcage has been replaced by a titanium shell. Good luck with that rib spreader, there. You must call "Resist" to the first effect with the "by Medicine" trait you take. This skill resets 5 minutes after you receive the most recent "by Medicine" call. For example: If a doctor performs surgery and calls "Heal by Medicine," you must call "Resist." The doctor immediately performs surgery again and calls "Heal by Medicine" a minute later. You are healed by 1 point, and should be profoundly grateful to the doctor, and may want to pay them for their services. The doctor may continue doctoring you, and you keep healing as normal. 5 minutes after the doctor finishes, however, this skill resets, and anyone trying to heal you with Medicine has to get through the Resist again. Note: this skill does not apply to pertinent Bane effects: Heal by Medicine to Cyborg works just fine.	0

Harder

Harder cyborg skills are linked to the Earth Attribute.

Racial Skill Name	Description	CP Cost
Ablative Plating	This stuff doesn't last, but it takes the heat for long enough for you to find cover. With luck, that's all you'll need. Once per Reset you may call "Resist" to an attack with no trait (other than the uncalled "by Weapon" trait.). <i>Required Costuming:</i> Armor of some kind covering (as in protecting. It could be internal with appropriate scarring and Generation) large portions of your body.	4

Racial Skill Name	Description	CP Cost
Dermal Impact Reduction Extension	The D.I.R.E. treatment installs a layer of cushioning gel at the dermal layer of the subject. You gain +1 Armor. <i>Required Costuming:</i> Exposed skin should look obviously fake or plastic-y in some way.	4
Grafted Armor	Sure you lose some flexibility. But hey, you're a bit more bullet resistant. You gain +1 Armor. <i>Required Costuming:</i> Armor of some kind covering (as in protecting. It could be internal with appropriate scarring and Generation) large portions of your body.	4
Redundant Organ Implants	Getting punched in the kidney still hurts like a bitch, but at least the XP-950 Filtration Unit prevents the unpleasant aftereffects. You gain +1 maximum Vitality. <i>Required Costuming:</i> Exposed skin should be obviously modified—tubes or half-buried implants, extensive scarring, etc.	4

Better

Better cyborg skills are linked to the Fire Attribute.

Racial Skill Name	Description	CP Cost
Filtration Unit	As mentioned above, the XP-950 Filtration Unit can work absolute wonders. You may spend F and 10 seconds Resting to call "Purge Poison by Technology" or "Purge Venom by Technology." <i>Required Costuming:</i> An external unit or scarring about the size of an egg.	3
Improved Coagulation	In response to a drastic drop in blood pressure, stores of synthetic platelets are dumped into the cyborgs bloodstream. You may spend F, even when unconscious, to call "Stabilize to Self by Technology." <i>Required Costuming:</i> An external unit or scarring about the size of an egg.	3
Synth-adrenaline Boost	<i>Active.</i> The only way to fly. You may spend FF, even when unconscious, to call "Heal 2 and Short Frenzy to Self." <i>Required Costuming:</i> An external unit or scarring about the size of an egg.	3
Targeting Matrix	<i>Active.</i> Certain high end model augmentations can include software and integrated cerebral spatial relations modifiers. You may spend F to "recoup" attributes spent on a ranged attack that physically misses. This cannot be used on attacks that physically strike a target but are negated by a called defense. <i>Required Costuming:</i> cyborg-looking contact lens(es, if you want), monocle, or 'implanted' goggles.	3

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Faster

Faster cyborg skills are linked to the Air Attribute.

Racial Skill Name	Description	CP Cost
Augmented Myelination	Active. By improving the speed at which nerve impulses travel, modern science can create cyborgs capable of dodging bullets. At least until their nerves wear out... You may spend AAA to call "Avoid" to a melee, dart, disc, or packet attack. <i>Required Costuming:</i> An appropriate line along each limb—e.g., a scar, a metal brace, etc.	5
Heightened Endurance	Synthetic muscles don't have to put up with that "lactic acid" nonsense. You must call "Resist" to the first Slow effect you are struck with each Reset. Note that this skill does not affect Inflicts or other ongoing Slow effects. <i>Required Costuming:</i> Well... your legs have been replaced...	2
Reflex Booster	By creating a rewired interface between the cortex and the spinal column, we... look, you can react faster, alright? When struck by a "Short Paralyze by Speed" effect you may spend AA to call "Reduce to Short Drain by Speed." <i>Required Costuming:</i> An appropriate line along each limb—e.g., a scar, a metal brace, etc.	2
Six Trillion Dollar (hu)Man	[insert six-million dollar sound effect] Active. You may spend AA to call "By My Voice, Short Slow by Speed." <i>Required Costuming:</i> Well... your legs have been replaced...	4

Stronger

Stronger cyborg skills are linked to the Water Attribute.

Racial Skill Name	Description	CP Cost
Basic Implanted Weaponry	Whether you opt for the American "Apache Self Defense" suite or the Chinese-made "Shuan Dao Jiang" system is really just a matter of personal preference. You may spend W to wield a Long Claw and a Short Claw. This skill expires at reset. <i>Required Costuming:</i> Your forearms and hands have been significantly altered to accommodate the combat structures.	4
Break Them	Winning a fight is basically about the willingness to permanently injure the opponent before they do the same to you. You may spend W to make a melee attack for "Maim." <i>Required Costuming:</i> Either your forearms and hands have been significantly altered or your overall musculature has been bulked up.	4
Enhanced Musculature	Muscle's just meat, but carbon fibre matrices are forever. You may spend W to call "Resist" when struck by a Weakness effect.	2

Racial Skill Name	Description	CP Cost
Hit Like a Truck	Removing the natural limitations on strike power by replacing the organic bone structures with plasteel/titanium composites was a natural progression of Daltwaters... er... You can hit things without hurting your hand. For now. You may spend W to make a melee attack for "3 Damage."	4

Fetch

The fetch always feel like outsiders—because they are.

For whatever reason, sometimes when the fey take a child they leave behind a fetch—a bundle of inanimate, natural materials enchanted to act like the taken child. The fey aren't human, though, and so while their handiwork is unquestionably amazing, it is never quite right. The fetch doesn't just visit the Uncanny Valley—it builds a resort motel and forces others to stay there. In the off season. Fetch exist in worlds of their own making. Their whole lives are lies they tell everyone, including themselves. Inherently magical constructs, the fetch struggle to cope with families that don't love them, a society that doesn't want them, a world that doesn't need them, and a headful of fluff and bad wiring.

Note: While it is true that in Accelerant games your character knows what you, the player, know, we ask that most fetch struggle with their true nature. They feel like outsiders, and they are—but they probably don't know why. Their parents likely didn't love them, and their minds have spent years protecting them from the knowledge that they are little more than scarecrows. You may be an exception to this rule if you like, but under no circumstances does your character know anything more about the Fey than anyone else does.

Header and Skill Restrictions: Fetch cannot take Headers or Specializations from the Technological genre, and they cannot take the Faithful header.

Inspirational Materials: Jonathan Strange and Mr. Norrell has a number of useful characters, concepts, and details. *Invasion of the Body Snatchers*, *The Game*, and, in an odd way, *Screamers*, *Terminator: Salvation* and *Blade Runner* all have bits worth examining. Each deals with people being other than what they appear, replacements of the familiar with the other, and the loss of the self. Most fetch have no idea they aren't human, and the realization that they are nothing but broken toys is a *shattering* experience.

Examples: Any character who has the sudden epiphany that they are the monster, that they are the impostor. It's hard to give examples without ruining source materials for those who haven't seen them, so—go watch *Screamers*.

Roleplaying Tips: The fetch are often depressed, paranoid, or modestly mentally ill. Such things should be treated with dignity and respect but can be powerful roleplaying experiences. The fetch have faced lives of neglect and resentment from people who know something is just wrong with them. Friends are likely very few and very far between. Be ready to flat out deny that certain things happen to you—you didn't get shot, see? No hole. Your psyche is adept at maintaining the illusion it has built up, but eventually, when finally flat out confronted with undeniable proof—well, you might be able to deny it again. At least for as long as it takes to

find a moment of privacy so you can completely break down in peace. And afterwards? Well, that's a whole other set of issues...

Costuming Requirements: A fetch is, at its core, an effigy made of natural materials. It is a magically animated simulacrum enchanted to pass for a real human, crafted so as to fool everyone—even the fetch itself. That bit about having the original child's face? Sometimes that's literal... Fetch should decide what manner of simulacrum they are, the most common being bundles of twigs or blocks of wood. Exposed skin should be subtly made up to resemble the "true" substance of the fetch. Exaggerated and thick eyeliner should be applied—the fetch is looking out at the world through a mask of pretend (or real) flesh, after all. If made of sticks or straw, small twigs or bits of straw should poke out from shirt sleeves, collars, and cuffs. Make sure such things are combat safe, though, and try them out ahead of time—you don't want to find out your grand costuming idea is incredibly itchy on game day.

Racial Skill Name	Description	CP Cost
Broken Psyche	<i>Required.</i> The mind of a fetch is a profoundly precarious thing, capable of remarkable feats of self deception. On the other hand, due to its intense self-regulation, such minds rarely take well to external intervention. You regain 1 Sanity when you spend a Void to Reset. You cannot regain more than 1 Sanity per reset through any other means. This restriction does not interfere with your ability to regain a single point of Sanity five minutes after triggering your defense mechanism.	0
Dead Wood	If a fetch doesn't actively notice something happening to its body, it likely won't notice unless someone points it out. This leads to conversations like, "Oh dear God, I'm so sorry, I didn't mean to hit you with that scalding water!" "I'm sorry, what are you...oh! AAAAAAAAARGH, why would you do that!?! Call an ambulance!" Each reset, you must call Resist to the first Agony effect or effect with the Pain trait that strikes you.	4
Feybane	<i>Required.</i> Fetch are, regrettably, held together by Fey magic. When struck by an effect X with the "Cold Iron" trait you must call "Absorb to Double X and Short Agony." The only called defenses you may ever use against effects with the Cold Iron or Faith traits are Avoid and Elude—the universe seems to conspire against you where such things are concerned and Parry, Shield, etc. will not work.	0
Hollow Man	<i>Required.</i> They try so hard to be human. But they aren't. The fetch has the "Hidden," "Fey," and "Animate" traits in addition to the "Living" trait. Furthermore, the fetch calls "No Effect" to anything with the Medicine trait, as well as any "Inflict Bleeding" call unless it is part of an effective bane effect (e.g., "Inflict Bleeding" would bounce, "Inflict Bleeding to Fey" sticks.). Note that yes, this means that First Aid and such will not cure a fetch's maims. On the upside, a couple of bolts and some epoxy can work wonders, so the Repair skill can be used in such circumstances. Also, when a fetch falls unconscious due to called damage, the fetch falls to Stable rather than Unstable.	0

Racial Skill Name	Description	CP Cost
Is it "Flammable" or "Inflammable"?	It's both. <i>Required.</i> When struck by an effect X with the "Fire" or "Flames" trait you must call "Absorb to Double X and Short Agony."	0
Moment of Clarity	For a split second the fetch realizes that the damage it has suffered is far less than it "should" have been—there's no blood after all, despite having been shot in the gut... Thankfully, within moments the fetch is once more cocooned in a web of self-deception and delusion. You may spend 1 Sanity to call "Reduce to 1 Damage" when struck by a weapon attack delivered by dart or disc. Remember: if the attack is "by Trait," you cannot reduce it. This skill works only when the attack has no trait (other than the unspoken "Weapon").	4
Momentary Lapse	The disguise is very good—but it isn't perfect. Now and again, while under extreme stress, fetch have been known to perform superhuman feats and undergo surges of superhuman strength. You may spend W to make a melee attack and call "3 Damage."	4
Sticks and Stones	Can, and do, regularly cause complex, compound, and spiral fractures. You may spend W and make a melee attack for "Maim."	4
That's Just Not Right	The existence of a fetch is one that is entirely based on deception in all things. If a fetch forgets to eat—it won't get hungry, and later it will have fuzzy memories of having eaten sometime recently. Which is disconcerting to the roommates, to say the least. The fetch does not have to pay for Upkeep, but the fetch can never be Well Fed.	3
Tough as a Pine Knot	Built to last. The fetch gains +1 maximum Vitality and may spend 1 minute resting and E to call "Heal (1) to Self."	6
Toy for the Masters	<i>Required.</i> Despite never having dealt with a robot apocalypse, the Fey seem perfectly capable of keeping created slave races in check. The fetch may never use a called defense of any kind (even dumb defenses) against any attack with the Brightness or Gloaming traits.	0
Vicious Realization	Truth is a two edged sword—and some things can never be unlearned. The fetch's maximum Sanity is permanently reduced by 1 point as they realize something of their true nature. On the other hand, they call "No Effect" to attacks with the "Disease," "Poison," and "Cold" traits.	3

The Protean

The product of malicious scientific experimentation, the Protean have been subjected to terribly painful procedures and so-called "treatments" that made them into shape changing weapons of war. Unable to remember much of anything of their lives before their change, the Protean struggle to maintain some semblance of personhood in the wake of all manner of measures taken to reduce them to serial numbers and data points.

Subjects to be turned into one of the Protean tend to start life as one of three types of people: homeless or indigent persons “hired” for nominal sums and unlikely to be missed, journalists or others investigating the goings on of the group(s?) that create the Protean or other such projects, or disloyal employees—no one likes a tattle tale.

Header and Skill Restrictions: The Protean cannot take skills or headers from the Paranormal genre, and they cannot take specializations from the Technological genre. The Protean may not take the Law Enforcement specialization. If you plan to take headers or skills that represent professions which require generally operating in mainstream society (e.g., Professor, Suit, etc.), please have a good explanation for how a hulking monstrosity doesn't scare the clients at networking luncheons.

Inspirational Materials: *Resident Evil* in all its many forms. The video games *Prototype* and *Parasite Eve*.

Examples: Alex Mercer from *Prototype* is probably the best example. The tyrants from *Resident Evil*.

Roleplaying Tips: The Protean can be viewed almost as a post-modern Prometheus (after *Frankenstein*, subtitled “the Modern Prometheus.”). Scientists have created life, or at least played so fast and loose with the laws of nature as to make almost no difference. The Protean are the results of this reckless disregard for morality and responsibility. Where once they were normal people, now they are gruesome abominations with despicable needs who pose a serious health risk to those around them. The anger, guilt, and resentment arising from such a situation are likely to be fairly volatile in all but the most deadened of individuals. Couple that with a Swiss-cheese memory and you have a very driven, very dangerous psyche.

Costuming Requirements: The Protean are shapeshifting viral super-soldiers, and their appearance should reflect this. Ropy red and white veins should crawl across their visible skin, and their eyes should be ringed in red or pink to appear sick, feverish, or swollen. Alternatively, the rings around the eyes can be dark, and elements of blue can be added to the veins. Similarly, they should appear grossly over-muscled (through the judicious application of muscle chests or some such) or emaciated (makeup for sunken cheeks, etc.). These people should just look sick. Also, when wielding viral weaponry (see below) the hands should be covered by monstrous gloves, prosthetics, or significant makeup.

Racial Skill Name	Description	CP Cost
Biomass	The Protean have the truly disturbing ability to absorb biomass directly (rather than eating food like a normal person). The Protean may add “to Living” to any deathstrike calls they make. If they successfully deathstrike a living creature, they should roleplay absorbing the corpse (remember: no physical contact unless cleared with the target first, and no graphic descriptions are required, thank you) for 10 seconds, at which point they may call “Imbue Biomass to Self.” The Protean gains 1 point of Biomass. The Protean may have a maximum of 3 points of Biomass. Protean start each event with 0 Biomass.	3

Racial Skill Name	Description	CP Cost
Blame the Metabolism	<i>Required.</i> On the upside, the Protean can regenerate at an appalling rate, craft horrifying weapons from their own forms, and can withstand staggering amounts of punishment. On the downside, the quantity of fuel required to survive, let alone operate at peak efficiency, is equally appalling. The Protean must pay double the normal cost for Upkeep or to be Well Fed.	0
Combat Dermis	When preparing for war, the Protean can let slip the carefully constrained mask of flesh it hides behind and instead put effort into sheer survival, growing plates of chitin and slabs of muscle. The Protean spends 5 minutes changing its form. During this time the Protean must change its costume in such a fashion as to reflect a fully armored body covered in muscle or chitin. The Protean gains 2 points of armor (in addition to any costume armor they may qualify for). This armor cannot be combined with any other forms of armor. The Protean may reset this armor by resting for 5 minutes or by spending 1 point of Biomass and calling “Refresh All Armor to Self.” Sitting around in this form is not recommended.	5
Regeneration	Perhaps unsurprisingly, the Protean's capacity for healing and recuperation is astonishing, if slightly off-putting. The Protean may spend 1 point of Biomass or 2 points of Earth to call “Heal 2 to Self,” even while unconscious. The Protean may also spend 1 point of Biomass or 2 points of Earth to call “Cure Maim to Self.” Lastly, the Protean may rest for 5 minutes and then call “Cure Maim to Self.”	6
Resident Biohazard	<i>Required.</i> The Protean's mercurial physiology is truly bewildering to physicians. Organs change position, shape, and even function in response to stimuli. The Protean must call “No Effect” to any effect with the Medicine trait. Furthermore, prolonged exposure to a Protean's biological signature can be a profound detriment to the average human being. The Protean must create Inflict cards with the following text: “Inflict By Disease. You are wracked by strange fevers and a general malaise. For the duration of this event you take a Weakness effect and a Slow effect whenever you reset your attributes by spending a Void.” The Protean must hand these cards out to anyone with whom they share a cabin.	0
Vector Sense	The Protean seems to have an almost preternatural ability to sense living organisms. Why this should be is not fully understood. At a CONVERSATIONAL VOLUME (use your indoor voice), the Protean may call “By My Voice, Expose Living” and can touchcast “Diagnose Living” at will.	2

Racial Skill Name	Description	CP Cost
Viral Melee Weaponry, Basic	In a spastic flourish of flesh, sinew, and bone, the Protean can manifest some form of weapon—an axe or crushing implement of bone, razor sharp claws, or a whip of spines are all reasonable. The Protean may spend F or 1 point of Biomass, call "Imbue and Agony to Self" and wield a single small claw, a single short claw, or a single long claw. This skill does not allow dual wielding of weapons. This skill expires when the Protean resets.	2
Viral Melee Weaponry, Intermediate	<i>Requires:</i> Viral Melee Weaponry, Basic. The Protean has gained significant mastery of their ability to form weapons out of their body. When the Protean wishes, it is wracked by pain and there is a shower of gore—and a fearsome panoply of weapons explodes from their body. The Protean may spend a total of 2 points of F and/or Biomass, call "Imbue and Agony to Self" and wield a staff claw or dual wield a long claw/short claw. This skill expires when the Protean resets.	4
Viral Melee Weaponry, Advanced	<i>Requires:</i> Viral Melee Weaponry, Intermediate. At a whim the Protean can transform its body into a nightmare of biomechanical weapons. The Protean may spend a total of 3 points of F and/or Biomass, call "Imbue and Agony to Self" and wield (or dual wield as appropriate): Long Claw/Long Claw, Long Claw/Buckler Claw, Two Handed Claw, or Polearm Claw. This skill expires when the Protean resets.	4
Viral Ranged Weaponry, Basic	<i>Requires:</i> Viral Melee Weaponry, Basic. Having mastered the basics of biomechanical weapon formation, the Protean has learned to produce organs and morphologies capable of causing damage at range. Whether by lobbing caustic pustules or firing spines or shards of bone, when the Protean wishes, it can manifest some form of a ranged attack. The Protean may spend a total of 2 points of F and/or Biomass, call "Imbue and Agony to Self" and wield a claw ranged weapon. This weapon should be represented by a red COMBAT SAFE BOFFER WEAPON NO LONGER THAN 36" AND NO SHORTER THAN 18" that also encapsulates one of the wielder's hands. Aesthetically, the weapon should resemble some form of organ or biomechanical weapon (air sacs, bladders, boffer safe spines or spore globes—these are a few of your favorite things). The Protean may NOT make melee attacks with this weapon. The Protean may throw 5 packets for uncalled damage, first touching the packet to the Viral Ranged Weapon, then throwing it at a target. The Protean may reset these 5 packets with 5 minutes of rest, or by spending 1 point of Biomass. This skill expires when the Protean resets by spending a point of Void.	5

Racial Skill Name	Description	CP Cost
Viral Ranged Weaponry, Advanced	<i>Requires:</i> Viral Ranged Weaponry, Basic. Evolving further still, the Protean can rapidly grow body formations capable of causing even greater damage at range. The Protean may spend a total of 3 points of F and/or Biomass, call "Imbue and Agony to Self" and wield a claw ranged weapon. This weapon should be represented by a red COMBAT SAFE BOFFER WEAPON NO LONGER THAN 46" AND NO SHORTER THAN 36" that also encapsulates one of the wielder's hands. Aesthetically, the weapon should resemble some form of organ or biomechanical weapon (air sacs, bladders, boffer safe spines or spore globes—these are a few of your favorite things), but should clearly be a long ranged weapon—the "barrel" should be of significant length. The Protean may NOT make melee attacks with this weapon. The Protean may throw 3 packets for "2 Damage," first touching the packet to the Viral Ranged Weapon, then throwing it at a target. The Protean may reset these 3 packets with 5 minutes of rest, or by spending 1 point of Biomass, up to twice before spending a point of Void to reset their attributes. This skill expires when the Protean resets by spending a point of Void.	5
We Get Sick Days?	The Protean's biological makeup scoffs at the petty organisms that cause things like "the common cold" or "ebola." The Protean must call "No Effect" to any effect with the Disease trait.	3

Psychic

Psychics are "normal humans" with paranormal powers capable of affecting the world around them by thought alone. The exact nature of these abilities vary considerably from psychic to psychic, with some able to see the future or move objects and others able to create fire or warp reality. It is unknown whether psychics are the product of some kind of experiment or represent the next stage of human evolution. Perhaps there is another explanation altogether. Regardless, humanity is faced by a group of individuals who wield tremendous power, are inherently outcasts, and look just like everyone else.

One issue all psychics face is that the more they expand the boundaries of their abilities, the more open they leave themselves to those around them, and the harder it becomes to remain close to other people.

Header and Skill Restrictions: Psychics cannot take the Hedge Mage, Shaman, Medic, or MedTech headers.

Inspirational Materials: Stephen King's *The Dead Zone*, *Carrie* and *Firestarter*, the films *Scanners* and *The Sixth Sense*. The comic books *Hellboy*, *B.P.R.D.*, various episodes of *The X-Files* and *The Invisible Man*. The video games *Galerians*, *F.E.A.R.*, and *BioShock*.

Examples: Elizabeth Sherman from *Hellboy* is a quintessential pyrokinetic. Alfred Bester, Lyta Alexander, and Talia Winters from *Babylon 5* are good samples of telepaths, Johnny Smith from *The Dead Zone* is a good esper, and Alma from *F.E.A.R.* is a decent example of the Damaged.

Roleplaying Tips: First and foremost you are likely to be uncomfortable around people. They have a tendency to get skittish when they realize you might be able to kill them by thinking about it. On top of that, the more excited or frightened people get, the more their thoughts and emotions bleed out into your head—getting a moment of privacy is a rare and treasured thing.

Costuming Requirements: While there are no costuming requirements for psychics per se, there is a physical action requirement. Whenever you use an instantaneous skill or first cast a long-lasting skill you must place one hand to your temple as though you are concentrating.

On Designing a Psychic: Psychics come in a few different varieties. Much like how Headers have Specializations (more on that later), the psychic race has templates. A psychic may only have one template. For every two NON-REQUIRED skills a psychic takes from their template they must take a skill from the Fractured Realities list at the appropriate level. Example: if a psychic takes 1 skill from pyrokinetic, they are fine. If they take 2 skills from pyrokinetic, they must take 1 skill from the Level 1 Fractured Realities. At 4 skills from pyrokinetic, the psychic must take a total of 1 skill from the Level 1 Fractured Realities and 1 skill from the Level 2 Fractured Realities.

Step 1: Take mandatory skills. Certain skills are required. Take them. Yep.

Step 2: Choose which template you want and take any required skills from the template.

Step 3: Choose any other skills you want (and have the CP for, obviously).

Step 4: Pick any required Fractured Realities skills.

Core Skills:

Racial Skill Name	Description	CP Cost
Psychic Scream	<i>Required.</i> When the walls come down, insanity dances like water on a hot griddle. And it just loves company. When your Sanity reaches 0 you must call, at a conversational volume, "By My Voice, Agony by Will." You may not intentionally use any skill or ability to voluntarily trigger this ability—it is horrifically unpleasant and should be roleplayed as such in addition to whatever standard Defense Mechanism you may have.	0
Scanner	Despite all the walls you throw up and the nursery rhymes you sing to yourself constantly, you can still hear the voices. Even through the tinfoil hat. Choose one of your Research Pools. It increases by 1.	4
Sixth Sense	Just like the movie. Except, you know, not at all. No Bruce Willis, even. You may read tags labeled "Requires: Psychic Taint."	3

Racial Skill Name	Description	CP Cost
We're All Mad Here	<i>Required.</i> For any number of reasons, psychics rarely come off as "stable," and those that do are particularly terrifying. Your maximum Sanity decreases by 1.	0
Willpower	Psychics train their minds—with madness lurking at the threshold, only the strongest of them can survive. You may buy up to 3 levels of Willpower. You may spend Willpower in place of other attributes when using skills from the Psychic race or from Templates taken thereunder.	4 per tier

Psychic Template: Esper

Espers are individuals with the ability to know things they have no right to know. Espers (sometimes known as "clairvoyants," "mediums," or "telepaths,") are aware of things most people can only imagine. With enough training (or provocation), espers are able to broadcast their thoughts over significant distances. Some are even modestly precognitive.

Espers generally strike others as a bit "off." They tend to seem distracted or flighty and can have a hard time concentrating (what with all the "background noise" they receive). Then again, there are those rare espers who are "perfectly in control" of their abilities and are profoundly and disturbingly insightful. Such individuals generally conceal a rather severe mental illness beneath a demeanor of arrogance.

Esper Skills:

Racial Skill Name	Description	CP Cost
Flash of Insight	The esper has a glimpse into their own immediate future and realizes, "I need to duck right the hell now." You may spend AA to call "Reduce to Slam" when struck by an attack delivered by dart, disc, packet, or melee strike.	5
Follow the Train of Thought	Casting their consciousness out of their body, an esper can drift along the tides of thought to learn a good deal about the universe. Choose one of your Research Pools. It increases by 1.	4
Instill Avoidance	Even if they're deathly afraid of spiders, making their brain interpret everyone around them as giant spiders doesn't make you a bad person. Does it? You may spend A to throw a packet for "Repel by Fear."	4
Mental Barrage	Unleashing a torrent of memories, emotions, and cortex-fuddling gibberish, an esper can shut down an opponent through sheer volume. You may spend A to throw a packet for "Agony by Will."	4
Speaker for the Dead	Just because your dead mother's in there doesn't mean you have to talk to her. <i>But you probably should.</i> Sheesh. You may spend A to throw a packet for "Speak to Ghost."	3

Racial Skill Name	Description	CP Cost
Telepathic Message	...Does your friend always talk to trees? Or is that tree his 'special' friend? You may spend EE to send a telepathic message. You must spend 2 minutes meditating in a place where you cannot see or hear combat. You may then write a 10 word message (LEGIBLY, PLEASE) on a piece of paper along with the name of a recipient (and yes, you need to know their name). Deliver said paper to Monster Camp and we will make a good faith effort to get it to the person you are trying to reach.	4
Visions	Now and again espers are overcome by visions of the future. Or possible futures... You gain the Dreamer trait. At the beginning of each Session of Occam's Razor you are likely to receive a vision of some kind.	3

Psychic Template: Pyrokinetic

Often referred to as "firestarters," pyrokinetics are capable of heating matter and/or igniting combustible materials with little or no apparent physical action. Arguments have been presented that pyrokinesis is based on atomic agitation, cerebral excitement of the phlogiston, and even "cleverly concealed accelerant dispensers."

Pyrokinetics are known to be emotionally unstable, even amongst the general population of psychics (and that's saying something). Anger management issues are quite common, as are anxiety disorders and fugue states.

Pyrokinetic Skills:

Racial Skill Name	Description	CP Cost
Burn	Perhaps the single core ability of pyrokinetics—and one that can be tremendously destructive. You may spend F to throw a packet for "3 Damage by Fire."	4
Emberstorm	With a tremendous effort of will, the pyrokinetic ignites the ground around them and stands as though in a pyre, sending gouts of sparks and embers at targets in the vicinity. You may spend FFF and call "Imbue and Short Root to Self." Until you rest off the root you may throw up to nine packets for "1 Damage by Fire." Note that you must rest off the short root before you can move, and if you rest off the short root this skill expires.	4
The Fire is Not My Enemy	Pyrokinetics have been observed walking unharmed through firestorms. Indeed, some gather strength from such conflagrations. When struck by any effect with the Fire trait you may spend WWW to call "Absorb to Refresh 1 Willpower."	5
Flame Burst	With a casual wave of a hand, the pyrokinetic sends a jet of flame at a target. You may spend F to throw a packet for "Short Repel by Fire."	3

Racial Skill Name	Description	CP Cost
Flame Retardant	While pyrokinetics are not entirely fireproof, it often seems that way. You may spend W to call "Resist" to an effect with the Fire trait.	4
Spontaneous Human Combustion	Letting loose all the internal safeguards they spent so long building, the pyrokinetic unleashes the fires within. You may spend FFF to call "By My Voice, Agony by Fire and Waste 3 Vitality to Self by Consumption." You may not mitigate this loss of Vitality in any way.	5
Stop, Drop, and Roll	Being on fire is rather distracting, don't you think? You may spend F to throw a packet for "Agony by Fire."	4

Psychic Template: Telekinetic

Telekinetics (also called psychokinetics in some literature) are capable of exerting force on the outside world with nothing more than their thoughts. Initial hypotheses explaining such occurrences as magnetic, odic, or aetheric forces have largely been discredited. Which leaves the entire phenomena squarely in the realm of "your guess is as good as mine."

Telekinetics tend to be brooders. They may be either introverted or extroverted, but whichever they are, they have a tremendous intensity to them. Occasionally such intensity is buried under a "fluffy" (read: regressive or repressed) exterior, but always treat a telekinetic with extreme care.

Telekinetic Skills:

Racial Skill Name	Description	CP Cost
Barrier	The telekinetic exerts a low grade but constant field of repulsive force over the entirety of their body. You may spend EE and roleplay for 1 minute to call "Imbue to Self by Force." You gain 1 point of Protection. This protection may be reset with 2 minutes of Rest.	4
Force Shield	By concentrating and exerting a great deal of energy the telekinetic may generate a persistent, solid wall of force. Some are even capable of stopping bullets. You may spend EEE to wield a buckler. This buckler should meet standard Accelerant safety and combat prop requirements regarding pertinent diameter, and should also be transparent insofar as such is possible, glow blue, or be constructed of blue material. When struck by a dart, disc, or packet, you may spend E to call "Resist by Force." Otherwise, you take the full effect delivered by a projectile. This skill expires at your next Reset.	5

Racial Skill Name	Description	CP Cost
Gone with the Blastwave	FOOM! You may spend WW to call "By My Gesture, Slam by Force." You must immediately drop the gesture once the attack is acknowledged in some manner. You may use this skill only on targets which are within 5 paces or so—long distance gesture attacks are dicey at best, so try to choose targets facing and aware of you.	4
Psychokinetic Bolts	One of the most basic exercises of telekinesis is the expression of violent force over distance. You may spend WW and call "Imbue to Self by Force." You may throw up to 3 packets for "2 Damage by Force."	4
Psychokinetic Wall	By concentrating on a single target the telekinetic can create a targeted field of containment. You may spend W to call "By My Gesture, Repel by Force." You may maintain the gesture for up to 1 minute. You may then spend W to maintain the gesture for another minute (and so forth and so on). You may use this skill only on targets which are within 5 paces or so—long distance gestures attacks are dicey at best, so try to choose targets facing and aware of you.	4
Telekinetic Bear Trap	Really, there's no other way to describe the horror this skill unleashes on a target. You may spend WW to throw a packet for "Root and Maim Leg by Force".	4
Wrenching Force	By distilling their efforts into a single burst of off-angle force, a psychokinetic can rip the weapon from an enemy's hand. You may spend WWW and throw a packet for "Disarm by Force."	4

Psychic Template: The Damaged

And then there are those who are so broken they should not exist. So crippled their pain lances out into the world around them. So brutally, savagely shattered that reality itself recoils from their touch.

The Damaged.

The powers that be view everything and everyone as tools to an end. Psychics are no different. Tools. Tools to be used. Tools to be honed. Tools to be improved. Tools to be discarded when they break.

Whether the Damaged are experiments that have broken free from their testing facilities or broken weapons discarded on the field of battle, they have no place in society. No one admits to having anything to do with them, and they cannot or will not speak of whence they come.

Madness bleeds from them like ink in water.

A Note on Playing one of the Damaged: The Damaged are profoundly disturbing, and their mental instabilities should be played as such. Do NOT play them as silly. Think "real" Malk

vs. "fish" Malk, if you use that parlance. The Damaged are riddled with paranoia, delusions, anxiety, rage, and a host of other debilitating mental illnesses. Playing one is not an endeavor to be undertaken lightly. This roleplaying standard will be enforced— silly Damaged will be quashed. Anyone wanting further guidance on playing one of the Damaged should contact Staff.

The Damaged's Skills:

Racial Skill Name	Description	CP Cost
Lashing Out	The Damaged lashes out against the world around it, tearing rents in the very reality that comprises a target. You may spend W to throw a packet for "3 Damage by Warping."	4
On the Threshold	<i>Required.</i> By any given criteria, the Damaged barely qualify as "sane," let alone lucid. Most issues in the real world pale in comparison to the horrors that lurk inside their heads. Your maximum Sanity is reduced to 1 and cannot be raised by any means. You must call "No Effect" to any effect with the "Fear" trait. When your Psychic Scream is triggered you must add "and 1 Damage by Fear."	0
Sharing is Caring	Opening a window into the mind and soul of another, the Damaged lets them experience what it's like for just the briefest of moments. You may spend WWW to throw a packet for "Short Drain by Pain."	4
Sins of the Fathers	Relaxing their safeguards for a moment, the Damaged can send stress fractures through reality—targets feel the substance of their beings buckling under perverse pressures. You may throw a packet for "Agony by Warping." You may reset this packet attack by resting for 5 minutes. You may do this any number of times. You may also spend F to throw a packet for "Agony by Warping."	6
Sins of the Flesh	<i>Required.</i> Sometimes the Damaged lose control of their abilities, going after enemies with literally everything they have, cannibalizing their own beings in their frenzied assaults. Only their demented powers can help them recover from such actions. You may call "Waste 1 Vitality to Self" in place of spending an attribute point when using a skill listed under the Damaged. Once per reset you may rest for 5 minutes and call "Heal 3 to Self." You must refuse all healing effects by Medicine if you are conscious, and you are very reluctant to allow other forms of healing. If someone delivers any effect by Medicine and you end up conscious afterwards, you also take a Short Frenzy effect which you cannot resist or use any defense against, granted or otherwise. The initial target of your Frenzy will always be the person who used the Medicine effect on you, if you can tell who they were.	2

Racial Skill Name	Description	CP Cost
When You Gaze Long Into the Abyss	The abyss gazes back into you. You may spend AA to call "By My Gaze, Waste 2 Sanity by Horror."	4
Won't You Be My Neighbor	When sufficiently provoked, the Damaged are likely to experience flashbacks to their... treatments. Regrettably, those around them often catch the psychic overflow from such episodes. Once per reset you may spend FFF to call "By My Voice, Agony by Warping."	5

Fractured Realities - Level 1

Racial Skill Name	Description	CP Cost
Can't Quite Get the Hang Of It	Blow up a house? No problem. Light a candle? Houston, we have a problem. Choose one skill which you have purchased voluntarily through your psychic template. That skill requires you to spend 1 extra point of a relevant attribute to use (e.g., if it used to cost AA, it now costs AAA).	0
Unhealthy Obsession	All work and no play makes Jack a dull boy. Choose an attribute not used by your psychic template. You cannot spend one of your points of that attribute voluntarily (meaning that attribute is effectively lowered by 1 point).	0

Fractured Realities - Level 2

Racial Skill Name	Description	CP Cost
General Atrophy	So used to using your psychic powers to perform mundane tasks, your physical being has started to atrophy. You must take a Slow and a Weakness effect after you spend Void to Reset, and you must spend 1 point of any attribute in order to wield melee weapons for the duration of a given Reset.	0
Pain Disruption	Pain makes you lose control, simple as that. When struck by an Agony effect you must call "Absorb to Agony and Short Drain Psychic to Self." In other words: no psychic powers until you rest for 10 seconds.	0

Fractured Realities - Level 3

Racial Skill Name	Description	CP Cost
Falling Like Dominos	Ten seconds after your Sanity hits 0, in addition to anything else you may have just had to deal with you must call "By My Voice, Waste 2 Sanity to Psychic by Madness."	0

Racial Skill Name	Description	CP Cost
Rage Quit	When psychics get angry, they get really, really angry. When struck by any effect X with the Rage trait you must call "Absorb to X and Frenzy by Rage." Furthermore, whenever you are affected by a Frenzy effect, you must immediately call "By My Voice, Repel by Rage." You will then Frenzy normally with one important difference: you will always attack your friends and allies instead of your enemies if possible.	0

Rappaccinian

Products of the Cold War, the Rappaccinians are natural assassins. Capable of killing with a touch, the Rappaccinians saw a great deal of work as assets to organizations even the C.I.A. could only hypothesize about. Now viewed as outdated or obsolete (and potential security leaks, to boot), most Rappaccinians are on the run from the very people that created them. A scant few viewed as unquestionably loyal maintain their positions with their former employers—earning the unending hatred of those cut loose.

A race of spies and killers, the Rappaccinians are a dying breed who scrape by on illicit black ops work and contract services for other ousted members of the Community.

Header and Specialization Restrictions: Rappaccinians cannot take Specializations from the Paranormal or Technology genres.

Inspirational Materials: The comic book *Desolation Jones*. The television shows *Burn Notice* and *The Invisible Man*, particularly the episode "The Catevari".

Examples: Characters who struggle with their enforced isolation due to their habit of accidentally killing people. Secret agents past their prime or fighting shadow wars long over. Charlie Fogerty is probably the single best example of a Rappaccinian around. Emily Crowe from *Desolation Jones* has a lot of good material, as does Chester Banton from *The X-Files*.

Roleplaying Tips: Due to their slowed aging, a number of the original Rappaccinians are still perfectly active and "healthy," even fifty years after their creation. Some have had children (and there are whispers of a third generation of the poison folk). In essence, that means "a generation of paranoid and lethal superspies raised some paranoid superspy children." That's a whole heaping pile of paranoia and trade craft. Trust no one, get the job done, and look after your family—they're all you have.

Costuming Requirements: Rappaccinians are lethal. They are filled with virulent poisons, noxious substances, and deadly toxins. Neon-green veins snake across exposed skin and generally

see sample #28

GLOVES REQUIRED. DO NOT INHALE.

trace the courses of normal circulatory pathways—the insides of the wrists, the throat, etc. Once the Cold War ended, *all* (yes all, you can't skip this part, now be quiet) extant Rappaccinians were tattooed with the barbed trefoil of the standardized biohazard symbol. The symbol was placed in ONE of the following 4 locations: 1) Forehead. 2) Hollow of the Throat. 3) Back of the Neck. 4) Insides of the Wrists. While the tattoo does not need to be obviously displayed, should anyone look (you roll up your sleeve for example), the tattoo should be quite obvious—the size of a silver dollar at the very least, the size of a mandarin orange would be better, and done darkly in black.

Racial Skill Name	Description	CP Cost
Breathing Room	Rappaccinians are capable of opening poison sacks in their circulatory system and flooding their own lungs with a toxic cocktail of gasses. Needless to say, this encourages mass evacuations when they exhale. You may spend WWW to call "By My Voice, Short Repel by Poison."	6
Caustic Retaliation	It is rare indeed for someone to engage a Rappaccinian at close quarters and emerge alive, let alone unscathed. When you are struck by a melee attack you may immediately spend F, gesture at the individual that struck you, and call "By My Gesture, 1 Damage by Poison." If you lose track of your attacker, or if the attacker is more than 10 feet away by the time you think to use this skill—don't use this skill.	5
Contents Under Pressure	<i>Required.</i> Just getting the biochemistry right was practically impossible—making it 'stable' was out of the question. Each Reset, the first time you are struck by an attack for 3 Damage or more you must call, at a conversational tone, "By My Voice, 1 Damage by Poison."	0
Core Ideology	At a very fundamental level, this was what it was all about—the ability to kill with a touch. Once per reset you may spend 3 seconds roleplaying covering a melee weapon in your blood or spittle. You may then call "Imbue to Self by Poison." The first time you attack with that weapon you may call "3 Damage by Poison." You may spend W to gain another use of this skill this Reset. You may gain as many uses of this ability per reset as your maximum Water. You may only have one usage of this skill active at any given time, and you may not pass off the weapon in question to anyone else. This skill expires at Reset.	4
Fire in the Blood	The toxins floating around as humours in the Rappaccinians' bodies cause debilitating pain in normal individuals. Once per reset you may draw a bladed weapon across your exposed flesh and call "Waste 1 Vitality to Self and Imbue to Self by Poison." The first time you attack with that weapon you may call "Agony by Poison." You may spend A to gain another use of this skill this Reset. You may gain as many uses of this ability per reset as you have Air. You may only have one usage of this skill active at any given time, and you may not pass off the weapon in question to anyone else. This skill expires at Reset.	3

Racial Skill Name	Description	CP Cost
The Gift	On the upside, Rappaccinians are made of poison. If you are struck by a an effect "by Poison" you may spend E to call "Absorb to Heal 1 to Self," even while unconscious. If you do not Absorb the effect you must call "No Effect."	3
Lex Talionis	If one plans to kill a Rappaccinian, one should do so from far, far away. And preferably through an intermediary. If you are deathstruck you may call, at a soft tone of voice (between a whisper and a conversational level), "By My Voice, Waste 3 Vitality by Poison."	3
The Maternal Line	<i>Required.</i> On the downside, Rappaccinians are made of poison. If you are struck by a "Cure Poison" or "Remove Poison" effect you should do everything you can to negate it—since if it sticks, you must all "Absorb to Waste 5 Vitality by Reaction."	0
Slow and Steady	As infiltrating agents, Rappaccinians needed to be able to get through security measures and escape if detained. And if an amorous assignment took a darker turn, they needed to be able to free themselves from— <i>ahem</i> —capture. You may spend WW to Destroy a lock that requires the Pick Lock skill to open (some locks will be far sturdier and you cannot Destroy them with this skill). Alternatively, you may spend WW to use a Destroy effect on shackles or other bindings places upon you unless, again, they are labelled as reinforced or particularly strong in some way.	3
Spitting Image	While rather inelegant, one cannot argue with the effectiveness. You may spend A, spend 3 second roleplaying hacking up bile, and throw a packet for "Agony by Poison."	3
Tainted Love	<i>Required.</i> Flowers wilt at the touch of a Rappaccinian. Mosquitoes die if they bite one. Ticks outright explode. And let's not get started on pets that happen to lick you...You must add "...and 1 Damage and Agony by Poison" to any effect you touchcast.	0
Use Protection	<i>Required.</i> It could save someone else's life. When you are dropped Unconscious (whether Stable or Unstable), you lose control over some of the more caustic and toxic aspects of your biology. The first time someone says "Beginning Surgery" you must call, as quietly as you can while still being heard by the party working on you, "By My Voice, 1 Damage by Poison." You do not have to make this call if you are not Unconscious.	0

The Ridden

The Ridden are either blessed or cursed.

Drawn back from beyond the gates of death for a hidden purpose, certain spirits have animated corpses as tools through which they can interact with the physical world. Whether this is some form of second chance given to a privileged few, or if it is instead a curse levied

against victims forbidden to rest peacefully is unknown. The Ridden have few if any memories from before they commanded their corpse-puppets to rise, and whether they inhabit their own dead flesh or have stolen the body of another is a matter of some conjecture. Likewise unknown is why some of the Ridden go mad, their spirits fraying until all that remains is a thing dead but hungry—and strong as the pull of the grave.

Header and Specialization Restrictions: The Ridden cannot take skills or headers from the Technology column. Furthermore, the Ridden cannot be Shepherds, Skinwalkers, or Urbanimists. Please have a very good and reasonable explanation for starting game with any skill that requires a connection to a standing mundane organization (“I’m a member of the F.B.I.” “And you pass your annual physicals...how?”) as silliness will be greeted by the standard wet trout to the face and turned down.

Inspirational Materials: H.P. Lovecraft's *Cool Air*, the film *The Hidden*, the various renditions of *The Crow*.

Examples: Stubbs from *Stubbs the Zombie*, Eric in *The Crow*, Dirge from *Xombie*, Nilla from *Monster Nation*, Laura Steel from *Bone Song*, Wormwood from *Wormwood: Gentleman Corpse*.

Roleplaying Tips: The Ridden are incredibly driven individuals—they just don't know what they're being driven towards. They have the single-mindedness of zombies and the tenacity of ghosts. They eat human flesh and have to be careful with their bodies or they'll do serious damage to themselves without realizing it. Playing one of the Ridden is an exercise in balancing soul searching and satisfying vile needs.

Costuming Requirements: The Ridden are, in essence, something between ghosts and zombies, and players wishing to be one of the Ridden should prepare to costume for both roles...

1. The Ride. Most of the time, the Ridden will look like a walking corpse. The player should wear light makeup to appear pale. Eyes and cheeks should look sunken or hollow due to dark makeup—please don't be cartoonish or raccoon-like, but a bit of “shadow” can do a lot for this sort of effect. Feel free to go nuts with wounds and other such things, but they are not strictly necessary—the Ridden can generally pass for living people, they just look dead tired (Look! A pun!) or ill. Likewise, clothing can be as new or as torn and ragged as the player would like. The core of the player's costume should be black. Reasons for this are discussed below.

2. The Rider. Occasionally, one of the Ridden will find it wise to voluntarily leave their borrowed body. Or they may be forcibly evicted. Either way, when the spirit portion of the Ridden leaves the body portion, the PC should do their best to appear to be a spirit—faceless hoods and black clothing do a decent job of this, and a PC should carry such a hood with them at all times for this eventuality. Obviously, don't take off your red coat in the middle of winter just because you get banished, but if it's nice out, make the effort to quick-change from “walking corpse” to “spooky ghost thing.”

Racial Skill Name	Description	CP Cost
Legally Dead	<i>Required.</i> As a haunted zombie, the Ridden has the “Ridden,” “Animate,” and “Unseen” traits. The Ridden LOSES the “Living” trait and instead gains the “Undead” trait. Furthermore, the Ridden calls “No Effect” to anything with the Medicine, Disease, Cold, or Poison traits, as well as any “Inflict Bleeding” call unless it is part of an effective bane effect (e.g., “Inflict Bleeding” would bounce, “Inflict Bleeding to Undead” sticks.). Note that yes, this means that First Aid and such will not cure the Ridden's maims. On the upside, a couple of bolts and some epoxy can work wonders, so the Repair skill can be used in such circumstances. Also, when a Ridden falls unconscious due to called damage, the Ridden falls to Stable rather than Unstable.	0
The Walking Dead	<i>Required.</i> The Ridden are the walking dead. Not ‘the Running Dead.’ Well, not usually, anyway. In fact, in a race, the Ridden would come in dead last. The Ridden suffers a permanent Slow effect and cannot run. This effect cannot be cured except by Feeding (see below)—all other attempts at removing the Slow effect simply fail (call “No Effect”).	0
Ghost in the Shell	<i>Required.</i> The Ridden is a two part entity—a driven ghost and a rotting corpse. If the Ridden spends EAFW, or if the Ridden is struck by an “Inflict Banished” effect, the spiritual part vacates or is knocked loose from the physical part. The Ridden should drop all in-game objects that are not spiritbound to them to the ground (e.g., drop the plot MacGuffin and empty your pockets of mundane loot but take your sword with you.). The Ridden should immediately try to change their appearance to that of a spirit by donning the hood/mask they should have with them and by minimizing the non-black clothing visible. The Ridden gains the “Ghost” and “Spirit” traits and must call “No Effect” to all effects that do not include “to Ghost” or “to Spirit” or “to Unseen.” The Ridden should report to Monster Camp and plan on spending some time looking for a new corpse to inhabit. On the upside, due to the wonders of ectoplasmic transmogrification, the Ridden's new body will reform to resemble the Ridden's previous ride (though if you want to borrow some different clothes until you “find your old ones” feel free).	0
Food Detection	With minimal experimentation the Ridden learns that it can sense food in a manner that has nothing to do with the standard 5 senses. At a CONVERSATIONAL VOLUME (use your indoor voice, people), the Ridden may call “By My Voice, Expose Living” and can touchcast “Diagnose Living” at will.	1

Always seems colder with Murray in the room. Devise discreet testing regiment to decipher if Ridden, or just an icy ck.

Racial Skill Name	Description	CP Cost
Comfortably Numb	On the downside, the Ridden's puppeteering of dead flesh is somewhat imprecise, and fine motor control and kinesthesia suffer greatly. On the up side, that generally means things hurt a lot less, and the body doesn't get a say in whether to stand and fight or run screaming. Once per reset the Ridden may call "Resist" to an Agony effect or an effect with the Pain trait, and once per reset the Ridden may call "Resist" to an effect with the Fear trait.	3
Reach for What You Want	You may wield a long claw in one hand and a short claw in the other.	4
Don't Know Your Own Strength	While the Ridden can force their host bodies far past the limits of the living, it's hard for them to know when to stop. You may spend W and make a melee attack for "5 Damage and 1 Damage to Self."	3
Death Grip	Just hug it out. You may spend W, make a melee attack with a claw, and call "Short Root by Strength and Short Root to Self."	4
It's a Dead Man's Party	There's no "I" in "Teamwork." There is a backwards "meat," though, and really, that's good enough to invite friends to... Once you have successfully Short Rooted a target with the Death Grip skill, you may spend WW to make a melee attack for "Short Inflict Mobbed."	2
Mob Mentality	Many hands make light work, and you're a team player anyway. You may spend WW to make claw attacks for "2 Damage to Mobbed" and call "By My Voice, Expose Mobbed" in a conversational tone of voice as often as you like until your next reset.	3
Strict Diet	The Ridden need to keep themselves in tip-top condition. That's why they require a steady diet of living flesh. Yay! The Ridden may add "to Living" to any deathstrike calls they make. If they successfully deathstrike a living creature, they should roleplay feasting on the corpse (remember: no physical contact unless cleared with the target first, and no graphic descriptions are required, thank you) for 10 seconds, at which point they may call "Imbue Fed to Self." They gain the Fed trait until the end of the Session or until they purge the Fed trait, whichever comes first. At any time while conscious, the Ridden may call "Purge Fed and": "Heal 2 to Self," "Cure Maim to Self," or "Purge Slow." Note that the 'Purge Slow' lasts only until the Ridden next rests off any effect or resets, whichever comes first.	2

Racial Skill Name	Description	CP Cost
Dead Meat	Can I pose a question? How do you kill what is dead? The Ridden don't have vital organs, per se (well, except for the brain, but that seems to have more to do with metaphysics than anatomy), and for a variety of reasons, firearms don't work terribly well against them. For similar reasons, they're also quite durable. The Ridden gains +1 maximum Vitality. Furthermore, the Ridden may spend E to call "Reduce to 1 Damage" when struck by a WEAPON attack delivered by dart or disc. Remember: if the attack is "by Trait," you cannot reduce it. This skill works only when the attack has no trait (other than the unspoken "Weapon").	6

Strain 117

A race of immortals, Strain 117 has walked the earth beside humanity for thousands of years. Escaping persecution and extermination only by concealing their existence from the masses, the immortals have nonetheless made their marks on history.

Insofar as the immortals have a "society," it is a simple and dangerous one. Rule of the strong over the weak is the order of the day, though strength comes in many forms. Given the territorial and cannibalistic nature of Strain 117, particularly in terms of the "fallen" branch of the strain, the very strong sense of ritual and tradition are sometimes all that stand between "polite" society in the immortal community and all out war.

The Duel is a time honored right, to be carried out one-on-one with blades, and those murdering one another outside of this structure are severely frowned upon.

Header and Specialization Restrictions: Strain 117 cannot take the Law Enforcement specialization and can NEVER become a Cyborg. Degenerates cannot take the Faithful header.

Inspirational Materials: *The Highlander* films, *Vampire: the Masquerade* in its many forms, the film *Ultraviolet*, the entirely separate and very different British Mini-Series *Ultraviolet*.

Examples: The MacLeod's of *The Highlander*, Viktor from *Underworld*, Bianca from *The Dresden Files*.

Roleplaying Tips: Take the long view. You've most likely been around for awhile, with friendships and rivalries, loves and hatreds that have spanned centuries.

Costuming Requirements: None. Freaky, eh? Well, unless you play a degenerate. Degenerates have corpse-pale skin and fangs. Some have pointed ears. Red contacts are also encouraged.

Racial Skill Name	Description	CP Cost
Degenerate	They tell stories about you and yours. The things in the darkness that hunt and devour... Your costuming changes as mentioned above. Degenerates begin each Session of Occam's Razor with the trait Hungry. They have the ability to detect prey at short range and may call "By My Voice, Expose Human" at a whisper. Using normal rules, the Degenerate may deliver a death strike with the following caveat: the final count is "Death Strike 3 to Human, Imbue to Self by Blood." The Degenerate then loses the Hungry trait, heals 1 point of Vitality if they are injured, and gains the Fed trait. If a Degenerate expends a point of Void while the Degenerate has the Hungry trait, the Degenerate loses 1 point of Sanity. If the Degenerate expends a point of Void while they have the Fed trait, they lose the Fed trait and gain the Hungry Trait. Degenerates have -1 Maximum Vitality while the sun is above the horizon and +2 Maximum Vitality once the sun has set. Lastly, Degenerates suffer a Drain effect as long as they are in a location marked as Holy Ground.	0
Fang and Claw	Requires Degenerate. The vast crowds of feed-beasts around you are slow and weak and soft... You may wield a Long natural weapon and a Short natural weapon	5
I Am Immortal	<i>Required.</i> You must call "No Effect" to any effects with the Aging trait. You gain the Xenos trait.	0
I Cannot Die	<i>Required.</i> You may spend either three points of E, A, F, or W (e.g. "EEE" is ok, "EAW" is not) or one point of Void to call "Purge Death." If you had 0 Vitality, you will have 1 Vitality after using this ability. If you died as the result of a Death effect, you will have whatever Vitality you had before you took the Death Effect. Remember that this will not work if you have been Inflicted with Annihilation.	5
If Your Head Comes Away From Your Neck, It's Over.	<i>Required.</i> If you ever turn into a Ghost as a result of dying and you are unable to Purge Death, you are permanently dead. No other effects can be used on you—effects like "Speak to Ghost" or "Root to Ghost" will not work. You are dead. You have shuffled off the mortal coil. Make a new character.	0
No Holds Barred	When you fight for survival, the niceties of "combat etiquette" go right out the window. You may spend W to strike for "Maim" with a bladed melee weapon (swords and axes yes, clubs not so much.). Degenerates may apply this skill to their natural weapons.	4
Parry	Just because it'll grow back doesn't mean you want to lose it. Getting stabbed still hurts like a <i>bastard</i> . You may spend AA to call "Parry" when struck by a melee attack on a limb.	4
Precision Strike	Over the centuries you've learned how to inflict massive damage on opponents quickly. You may spend W to make a melee attack for "3 Damage."	4

Racial Skill Name	Description	CP Cost
Regeneration	Strain 117 is capable of profound acts of regeneration so long as their body has a minimum level of functionality. Past that, the body simply gives up and waits to revitalize. After suffering a Maim effect for 1 minute you may call "Purge Maim." Alternatively, you may force the regeneration at any time by spending E and calling "Purge Maim and Agony to Self." Alternatively, you may rest for 2 minutes and call "Heal to Self." Alternatively, you may spend E to call "Heal and Agony to Self." You may use these abilities even while unconscious.	5
Soul Drinker	<i>Required.</i> Why do you murder and drink the essence of your fellows? Because they're delicious. And, you know, they're very presence is like fingernails on the chalkboard of your soul. After you have utterly demolished a fellow Xenos in a duel of honor and their body lies broken at your feet, you may call "Inflict Annihilation to Xenos 1, Inflict Annihilation to Xenos 2, Inflict Annihilation to Xenos 3." If your strike is successful your maximum Void permanently increases by 1. This ability cannot be used in a location marked as Holy Ground.	0
The Toll	<i>Required.</i> Immortality is great and all, but watching everyone around you wither and die over the centuries is... not so hot. Your maximum Sanity decreases by 1.	0
There Can Be Only One.	<i>Required.</i> They might as well label you "Does Not Play Well With Others." Mortals are fine, but others like you make you feel sick and very, very angry. You may spend F to call "By My Voice, Expose Xenos." If at any time you hear "By My Voice, Expose Xenos" not only must you reply as normal to an Expose effect, you must also reply at a high volume "By My Voice, Inflict Challenge to Xenos." When you or anyone else calls "Inflict Challenge to Xenos" you take a Short Agony effect. Furthermore, you may spend F to call "By My Gaze, Inflict Duel to Xenos." You may spend 1 Sanity to call "Resist" to such an action. If you do not resist, you must point at the Xenos who challenged you and call "By My Gesture Grant Defense: Shield Duel. By My Voice, Repel by Duel." You and the other party in the duel must make good faith efforts to stay within 10 paces of each other. You and the other party should make good faith efforts to kill each other. You may only use melee or thrown weapons (no grenades, either) during this fight. After the duel is over (and one of you is on the ground), you must call "Purge Duel."	0

Qualities

Players may choose Qualities for their characters. Qualities come in three varieties: Advantages, which confer a benefit of some kind at the cost of CP, Hindrances, which give the character more CP in exchange for a flaw of some kind, and Complications, which are generally free and come with both upsides and downsides. Some qualities are available only to certain races or genres of characters. Qualities will sometimes have multiple "levels" a player can buy. The player should ONLY spend the CP for the highest level they want. Qualities can only be taken once each, unless otherwise noted. Any Quality that requires the use or presence of an in-game item should be run by the GMs—the item will have to be approved and affixed with a yellow sticker (please see the Accelerant Core Rules for information on Yellow Tagged Items). Many Qualities have Twist Points associated with them—this is a measure of how convoluted the character's history is becoming. Characters may have no more than 5 Twist Points (8 in the case of Humans) and may not gain more than 5 CP from Qualities.

Qualities may only be taken during character creation or during a character's one free rebuild after their first full weekend event. After that a character's Qualities are set in stone.

Please use common sense when selecting Qualities, and make sure that the Qualities and your backstory actually make sense according to the canon above—fear the Trout of Shame.

Advantages:

Brave: 3 CP. Either through inherent intestinal fortitude or from exposure to incredibly dangerous situations on a regular basis the character has developed a significant store of courage to use when the chips are down. The first time you are struck by an effect with the Fear trait each reset you must call "Reduce to Agony." Twist Points: 1.

Contact: 5 CP. The character has someone he or she can count on in a pinch, an extra set of eyes and ears on the force or a grad student looking for extra credit. One of the character's Research Pools (player's choice) goes up by 1. Twist Points: 1.

Famous: 1 or 2 CP. *Requires Human, Changeling, Fetch, Cyborgs with only Gen 3 augmentations, or Bound (everybody else is smart enough to keep a low profile or can't really pass for human).* The supermarket tabloids just wouldn't be the same without the character's vague likeness plastered all over the front page in some kind of scandal. The character is famous, because of who or what they are, or because of something they've done. This Advantage has no quantifiable benefit, and is largely important for role-playing and plot purposes. Level 1: The character is a recent addition to the scandal sheets, is very famous in a particular field (e.g., a sports hero in an off-brand sport, a one-hit wonder band member), or else had a famous exploit sometime in the past. Level 2: The character is famous, and can expect at least some recognition by most people from at least one country or faction. It is likely that a number of people are significant fans or imitators of the character. Twist Points: 1 or 2, by level.

Fast Healer: 3 CP. While the character cannot regenerate lost limbs or anything like that, the character is quite quick to mend in the grand scheme of things. When you spend a Void to reset you must call "Heal to Self." at the end of your Rest time. Twist Points: 1.

Glutton for Punishment: 3 CP. *Requires Human.* Something deep inside the character drives them long past the point where reason dictates they should just give up and die. Once per Session you may call "Heal 2 to Self" while unconscious after spending 10 seconds roleplaying "coming out of it" or "finding your last reserves of strength." Twist Points: 1.

Hand Sanitizer: 4 CP. Never leave home without it! Do you have any idea of the horrors that lurk on doorknobs? Once per Reset you can Resist an effect with the Disease trait that is not part of an Infliction call.

Local Ties: 5 CP. *Requires Human and (Paranormal or Intrinsic).* The character has ties to the Whisper Hill area, family or friends from one of the nearby townships. The character may have spent time in the region as a child, may be on good terms with some of the locals, and could be privy to local tales and legendary. Please note that if you select this Quality you will need to work with GMs to hammer out specifics. Twist Points: 3.

Lowest Price Guarantee: 3 CP. The character's shop-fu is strong. Whether they know some special online coupon sites, have connections in a warehouse back home, or just know when to hit the "buy" button on feebay, they always seem to snag the best deal on whatever they're trying to buy. You will receive a discount on purchases made through the Amazon terminal. Twist Points: 1.

Lucky Charm: 3 CP. A rabbit's foot, a four leaf clover, a broken fishing lure, or the first stick of RAM you ever bought—whatever gets the job done. So long as you have your Lucky Charm, once per event when you are struck by a melee, disc, packet, or dart based attack you may call "Reduce to Slam." Twist Points: 1.

Mental Fortitude: 5 CP. *Cannot be taken by the Damaged or Fetch.* Willpower and a surprisingly strong grasp of the generally accepted version of reality enable the character to cope with horrible things more handily than the general populace. Your maximum Sanity permanently increases by 1. Twist Points: 3.

Nochian Sign: 4 CP. *Requires Paranormal.* One of your elderly relatives took an interest in your upbringing, telling you frightful tales and teaching you worrying sigils when your parents weren't looking. You may spend EE and place a mystical sign 8.5" by 11" on the door of your cabin. DO NOT USE DUCT TAPE ON CABINS—painters' tape, strategic placement, and twine are your friends. The sign must somehow glow green—glow sticks or EL wire are recommended. The sign will prevent most beings wishing you harm from entering your cabin between the hours of 2:00am and 10:00am. Twist Points: 2.

One Percenter: 1, 3, or 6 CP. *May not be taken by the Protean or Psychics.* The character is from a very wealthy family, or has amassed considerable personal wealth. Level 1: The character receives 5 Credits every Session. Level 2: the character receives 10 Credits every Session. Level 3: The character receives 20 Credits every Session. It is recommended that this money be used at least in part to pay for the character's upkeep. Twist Points: 1, 2, or 3, by level.

Rank: 1, 2, or 4 CP. The character is a current ranking member or employee of an organization with significant power such as a military or megacorporation. Level 1: The character is a member in good standing and is likely to be looked on as a "fellow" by members of the organization.

Appropriate titles at this level might be "Officer," "Software Engineer," "Adjunct," "Specialist," or "Sister." Level 2: The character has achieved significant rank in their organization and may be able to give orders to the rank and file that surround them. Appropriate titles at this level might be "Agent," "Supervisor," "Shift Leader," "Professor," "Sergeant," or "Father." Level 3: The character is a high ranking and respected member of their organization, though they still don't qualify as "upper management." The character can likely pull rank on a good number of the people in their organization. Appropriate titles at this level might be "Special Agent," "Regional Director," "Department Head," "Lieutenant," "Captain," or "Master." Be aware that membership in various organizations may cause various issues. Twist Points: 1, 2, or 3, by level.

Resilient: 4 CP. The character is naturally capable of recovering from shocks and horrors with significantly more success than most. When you spend a Void to Reset you also Refresh 1 Sanity. Twist Points: 1.

Security System: 4 CP. *Requires Intrinsic or Technological.* Deadbolts, motion sensors, and a keypad—all the comforts of home. You may spend EE and place a 8.5" by 11" security pad on the door of your cabin. Remember: DO NOT USE DUCT TAPE ON CABINS—painters' tape, strategic placement, and twine are your friends. The sign must somehow glow blue—glow sticks or EL wire are recommended. The security system, will prevent most beings wishing you harm from entering your cabin between the hours of 2:00am and 10:00am. Twist Points: 2.

Strange Inheritance: 1, 2, or 4 CP. The character recently benefited from the death of a relative or friend. As part of the deceased's estate distribution, the character received an... item. It could be a piece of jewelry, a weapon, an enigmatic device, or any number of other things. The character is a bit hazy on what, if anything, is so special about this particular item. Regardless, the decedent's will was quite specific (and emphatic) about the character's receipt of the object. The higher the level of the character's Strange Inheritance, the more powerful (and dangerous) the item will be (when the precise workings of it are eventually discovered). Twist Points: 1, 2, or 3, by level.

Total Recall: 4 CP. Some things are etched into your brain so deeply that not even dehydration, hypothermia, heat exhaustion, sleep deprivation, and a mild concussion from plumbing supplies traveling at speed can dislodge them. You may submit a request in your Post Event Letter for clarification of a scene you were part of during a Session. This skill cannot be used to learn *new* information—it should be used when your memory is fuzzy on the specifics of a deal you made or a conversation you overheard and things of that nature. Twist Points: 1.

Will to Live: 2 CP. The character is possessed of a singular drive for survival. The character can talk (or gibber, or shriek, as appropriate) for the first 30 seconds in which they are Bleeding Out, before submitting to unconsciousness as they would normally do. The character's Bleed Out time is not extended—they simply remain capable of vague speech for the first half. This represents a delirious haze in which the character tries to attract aid or repent or any number of other things people do when dying. The character may not use any in-game skills while in this haze (including walking or moving for other than safety reasons), nor may they communicate anything more than "Help, help," "Oh, the horror," "It was a picture from life," "There are rats in the walls," or "My insides are outsides." Twist Points: 1.

Hindrances:

Addiction: +2 or +4 CP. The character is addicted to a particular substance. Whenever the character uses a point of Void to Reset, the character's maximum Sanity decreases by 1 point to a minimum of 1. This maximum point of Sanity can be regained by using (and thereby destroying) one tag's worth of the substance to which the character is addicted. There are two levels of Addiction, Level 1 granting +2 CP and Level 2 granting +4 CP. Level 1: The addictive substance is generally accepted and readily available. The substance should be either Alcohol or Tobacco. Level 2: The addictive substance is difficult to obtain and illegal. The substance should be one of the following: Crank (an inhalable stimulant), Prang (an injectable stimulant), Rain (an injectable depressant), Goblin Fruit (*Requires Paranormal*, a piece of delicious, hallucinatory fruit), or Jumpstart (*Requires Technological*, pills that increase brain activity). Twist Points: 1 or 2, by Level.

Bad Credit: +2 CP. The character flunked Home Ec, has crushing student loans, and is likely doomed to be bad with money forever and ever. Your upkeep cost is doubled. Twist Points: 1.

Chronic Depression: +3 CP. *Requires Fetch.* Unsurprisingly, many fetch are plagued with low self-esteem, clinical depression, and severe melancholia. You must call "No Effect" to effects with the "Inspiration" trait. Twist Points: 1.

Elemental Discordance: +2 CP. For whatever reason—illness, injury, psychosis—the character's physiology is unbalanced. One of your attributes is permanently reduced by 1 point. Twist Points: 1.

Every Rose Has Its Thorn: +4 CP. *Requires Rappaccinian.* Even by the standards of walking icons of awfulness the character has gone a bit... manky. Whenever you take a touch cast effect, you must immediately make a good faith effort to perform a "By My Gesture, 2 Damage by Poison" attack against the person who performed the touch cast (this is a reflexive thing and you must make this attempt even if you are paralyzed or some such). You cannot do this if the person is more than 10 feet away, but really—they shouldn't get that far by the time this goes off. Twist Points: 2.

Glass Jaw: +2 CP. The character is built like a wet noodle and has a paltry tolerance for pain. Where others may simply wince or cry out, Our Hero faints dead away. Whenever you are struck by an Agony you must call "Absorb to Short Stun to Self." Twist Points: 1.

Hunted: +1 or +3 CP. Something wants you dead. Or worse. Be it a man or a machine, a creature or a creation, something is following you. And someday...someday it will find you. Level 1: Whatever is after you is something you might be able to handle. On a really good day. With some help. Level 2: Heaven forbid the thing ever catch you. It knocked down a building the last time... Twist Points: 2 or 3, by Level.

Mental Instability: +3 CP. Some deep seated trauma or mental illness has weakened the character's psyche. Your maximum Sanity is reduced by 1 (Please remember that reducing a character's maximum Sanity to 0 permanently destroys the character.). Furthermore, your Defense Mechanism will activate whenever you lose any amount of Sanity. Twist Points: 1.

Outcast: +2 CP. *Requires Strain 117.* The character has committed grave trespasses in the past and has been banned from neutral territories, hunted wherever she goes. You cannot enter any location marked as “Holy Ground.” Twist Points: 2.

Rustblood: +4 CP. *Requires Changeling.* The character is even more susceptible to metal than most of their kind and can go into convulsions if they accidentally prick themselves with a needle. Any metal in the character’s system turns their blood stream into a river of pain. Whenever you are struck by a Dart or Disc and do not counter with a called defense you take a Short Agony in addition to any other effects. Twist Points: 2.

Simmering Resentment: +3 CP. *Requires the Bound.* Beneath the character’s carefully constructed facade of obedience lurks a boiling cauldron of hate. When you take a Frenzy effect you will always try to target your Keeper if they are a viable target (e.g., if they are on a mod with you, you will go after them, but you will not leave a mod to go find your Keeper back in town.). Twist Points: 1.

Sloppy Eater: +3 CP. *Requires Ridden.* The character has yet to grasp the whole “don’t leave gnawed corpses where the cops will find them” thing. This leads to a good deal of bribing medical examiners and police. Your upkeep doubles. Twist Points: 1.

System Rejection: +3 CP. *Requires Cyborg.* Some people just aren’t built to be augmented. Without careful monitoring and an immuno-suppressive drug regime, the character’s body will reject the implanted technologies. For every system you cannot pay maintenance for at the beginning of a Session your maximum Vitality goes down by 1 to a minimum of 1. Any systems which cannot detract from maximum Vitality detract from Armor, instead, to a minimum of 0. Twist Points: 2.

Tainted Bloodline: +5 CP. *Requires Human.* Somewhere along the line, the character’s ancestral line was...polluted. Something unwholesome is responsible for various irregularities in the character’s gene pool. Three times per Session (but no more often than once per Reset), when you are struck by an effect with the Darkness trait you may call “Reduce to Agony.” Please note that this is not a customizable or negotiable Hindrance—something very specific is involved. Also: your character will end badly. Twist Points: 3.

Trick Knee: +3 or +5 CP. *Cannot be taken by the Ridden.* You used to run and jump, frolic and cavort—but that was before you took a tentacle to the knee. Level 1: You are permanently under a Slow effect. This effect can never be cured or mitigated in any way. Level 2: In addition to the above slow effect, whenever you are struck by a melee, packet, dart, or disc based attack in your “bum leg,” you must call “Maim to Self by Injury.” Twist Points: 1 or 2, by Level.

Turbulent Mind: +5 CP. The character is constantly assailed by worries, fears, and niggling suspicions. The time it takes you to Rest when spending a Void to Reset increases by 5 minutes. Twist Points: 2.

Unstable Experiment: +4 CP. *Requires the Protean.* The character’s morphology is constantly in flux, as with all of the Protean. Unlike the others, however, some of the changes are involuntary. Each time you Check In you will be told what specific changes you have to deal with for the duration of the Session. Twist Points: 2.

Waking Nightmares: +3 CP. *Requires Psychic.* The character is battered by disturbing visions and soul breaking insights—moments of calm and clarity are rare. The time it takes you to Rest when spending a Void to Reset increases by 3 minutes. Twist Points: 1.

Complications:

9 to 5: 1 CP. *Requires Intrinsic.* The character is actually managing to hold down a 9 to 5 amidst all the craziness. Possibly because their job is part of the craziness. The job in question must be fairly mundane in nature (Office work, is good, ‘Quest for Vengeance’ not so much—there’s not a lot of money in revenge.). In your PEL you must somehow convincingly tie your activities during a given Session to your job. If you do so, you will receive credits at check in during the following Session—those who do their jobs get paid. Twist Points: 1.

Bloodline: 0 CP. *Requires Human.* The character is the scion of an ancient and powerful line. On the up side, this means they have a powerful inner strength. On the down side, well... let’s just say that all lines end sometime. Once per Reset you may call “Resist by Will” to an effect with the Fear or Horror trait. Please note that this is not a customizable or negotiable Complication—something very specific is involved. Also: your character may end badly. And sooner than you’d like. Twist Points: 2.

Berserker: 0 CP. At times the character is consumed by a violent, unthinking rage. When the red veil descends, the character is tougher than a two dollar steak, but they have difficulty telling friend from foe. Once per reset the character may call “Imbue to Self by Rage” gain +2 Vitality (even above and beyond their normal maximum), and take a Frenzy effect. Whenever the Frenzy ends, the character must call “Cure Rage and Waste 2 Vitality to Self.”. For example: A character has a maximum of 4 Vitality, takes a point of damage, and enters the rage. The character now has 5 Vitality. The character runs amok, takes 4 points of damage, and is then Stunned by a compatriot. The character had 1 Vitality before the Stun, but loses two Vitality when the Stun ends the Frenzy. The character is now bleeding out... Twist Points: 1.

Born Under a Strange Sky: 0 CP. The character was born when certain stars aligned in strange and unsettling ways. Events in your life—both positive and negative—happen with alarming frequency, magnitude, and weirdness. Twist Points: 1.

Chance Encounter: 0 CP. Something happened to the character the other day. A missed train, a barely made flight, a broken shoelace at just the right/wrong time. Something happened the other day, and the character’s life will never be quite the same again. You constantly feel like you are being followed, that you have somehow accidentally become involved in something larger than you can imagine. Last night you woke up and saw handprints on your window...Twist Points: 2.

Dreamer: 2 CP. The character not only dreams—they periodically experience nocturnal visions and nightmares of such startling intensity that deep impressions and strange knowings are left behind in their psyche like driftwood on a beach. You may receive a Dream during check in at a Session. Twist Points: 2.

Lone Wolf: 0 CP. A hard and solitary life has left the character tough—but very cautious. Your maximum Vitality increases by 1, but you cannot accept healing or first aid from another person if you are conscious. You must refuse all touch casts, and actively avoid (including using defensive abilities against) more “aggressive” forms of healing. Twist Points: 1.

Loving Family: 0 CP. *Requires Human or Rappaccinian.* If the character goes missing—they’ll actually be missed. You have family you care about, and your family cares about you. They may be able to help you out if you need a hand. Of course, those seeking to harm you may try to take it out on those close to you... Please note: this should be taken seriously—only take this Quality if you enjoy serious roleplaying. Any relevant NPCs in your backstory should be adults that staff can reasonably represent. Twist Points: 1.

Medium: 2 CP. *Requires Human.* You have always been sensitive to events those around you cannot understand, and sometimes you hear voices from beyond the mortal realm. You may spend two points of Air (AA) to throw a packet for “Speak with Ghost” or “Speak with Spirit.”. This effect lasts until the Ghost or Spirit you wish to speak to passes beyond normal speaking distance from you. Twist Points: 2.

Patron: 1, 2, or 4 CP. The character has some form of relationship with a more powerful party. Examples might include a wealthy individual retaining an artist, a gang leader offering backup to one of her runners, or a guild looking on eagerly at the work of a young and promising member. Regardless, once in a great while, the character may request aid from their patron (though the timing and nature of such aid is likely to be based on what is convenient to the patron). By the same token, the character will be expected to act in the patron’s best interests and fulfill assignments. The higher the level of Patron, the more frequently or direct the aid to (and requests of) you will be. Twist Points: 1, 2, or 3, by Level.

Polarized: 0 CP. *Requires Paranormal or Technological.* Your character is well and truly part of their own shadowy world, and things from the other end of the spectrum have difficulty taking hold (for better or worse). If you are Paranormal, each reset you must call Resist to the first effect you are struck by with the Device or Technology trait. If you are Technological, each reset you must call Resist to the first effect you are struck by with the Faith or Magic trait. Twist Points: 1.

Powerful Knowledge: 0 CP. The character knows something. Something important. Something they shouldn’t. The character may be able to use the knowledge for leverage (i.e., blackmail), or for profit (perhaps they have plans for an experimental weapons system they can sell). Either way, though, the knowledge is also a burden—there is someone or something, a person or a group, that wants the information out of the character’s hands. They may pay—or they may just hire an assassin...You may not take this Quality if you create your character after June, 2015. Twist Points: 2.

General Skills

Unless otherwise noted, all characters may purchase any of the following general skills and may use the following weapon styles (one at a time, not simultaneously) without cost: Small Weapon, Single Long, Handgun: Dart.

Skill Name	Description	CP Cost
Basic Marksmanship	When bullets fail, use more bullets. You may have up to 5 tiers of Marksmanship. You may spend Marksmanship in place of an attribute when making a standard attack with a firearm. Generally, this means you may use marksmanship in place of F when you are making a straight damage call as opposed to some other effect (Heavy Weapons are an exception to this limitation).	3 per tier
Fancy Pants	You know what they say: clothes make the man. You may spend 5 minutes gathering your wits, straightening up your attire, and generally making yourself fit for human contact (or as close to as you get, anyway). After this 5 minutes of activity you may call “Imbue to Self by Style.” This repairs 1 point, and only 1 point, of Costume Armor. Note: this does not affect Armor granted from skills, abilities, or other in game effects—just the point you get for looking snazzy. Further Note: this 5 minutes of roleplaying does NOT count as Rest.	3
First Responder	You were a Cubscout (Brownie?) and you’ve seen a LOT of hospital dramas. And even some police procedurals. You totally saw this on TV. You may touch a packet to a target and call: 1) “Diagnose Stable by Medicine,” 2) “Diagnose Unstable by Medicine,” or 3) “Beginning First Aid.” This last call will freeze the target’s bleed out count. After 5 minutes you may call “Stabilize by Medicine.” This skill is very much meant to be a way to keep people alive until the people who <i>actually know what they’re doing</i> show up.	1
Guided Madness	It’s not that you’re mad, it’s that no one else sees the pattern. When you check in at a Session you get one bonus draw from the Box of Madness when selecting your Defense Mechanism for the Session.	2

Headers and Specializations

Characters may choose from the following headers and specializations. Remember that you may only ever have specializations from one genre, and that you may never have headers from both the Paranormal and Technological genres. Also remember that some races are unable to take some headers or specializations.

Paranormal Headers and Specializations

Paranormal headers and specializations focus on skills and abilities often associated with modern/urban fantasy and traditional folklore.

Demonologist

There are those who believe in the Divine because of an unshakable, innate faith. And then there are those who believe in unspeakable evil due to first hand experience. Those who have seen beneath the pretty skin of the world, who have seen the rotting flesh beneath. Who have seen the beautiful predators that stalk the cities like wolves among sheep. Who have seen the taken, their stolen bodies worked like puppets with broken strings. Who have seen the twisted, their lives smashed to flinders for the amusement of their hidden lords. Who have seen sharp, dark, blood red edges of the Truth.

They have seen, and they have learned. Knowledge is power, and the War isn't coming.

It's already here.

Demonologist: 5 CP, Paranormal Header		
Skill Name	Description	CP Cost
Aegis	With conviction, willpower, and properly placed lead shielding, the demonologist has learned to counter various forms of demonic attack. When struck by an effect with the Scourging trait you may spend EE to call "Resist by Will."	2
Circles and Seals	On the up side, magic circles, parchment strips, and mystic sigils really do work against demons and their kin. On the down side, popular culture got almost everything else wrong. You may spend E and make a melee strike for "Root to Hidden by Will."	2
Forbidden Lore	You have a library of heretical tracts, "lost" manuscripts, and books that were burned upon discovery not all that long ago. Your Paranormal Research Pool increases by 1.	3
Nerves of Steel	By necessity, the demonologist's world view is considerably more elastic and encompassing than most people's. The demonologist's maximum Sanity increases by 1.	4
Relentless	Demonologists are well aware of the horrors surrounding them, and they know that fear and survival are sometimes mutually exclusive. When struck by an effect with the Fear trait you may spend F to call "Resist by Will."	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Giles from *Buffy the Vampire Slayer*, John Constantine from *Constantine*, Dr. Raymond Stantz from *Ghostbusters*.

Demon Hunter Demonologist Specialization

No friends. No family. No home. There is only the War.

There comes a time when those who study the darkness feel that they have found all the knowledge they need—or at least all the knowledge they'll gain easy access to. They watched.

They waited. They prepared. And then they took up arms.

Armed with grit, guile, absolute conviction, and a panoply of esoteric weapons, the demon hunters take the war against the darkness back into the shadows. Bringing a light into the darkness gets attention. Bringing a flamethrower into the darkness gets results.

Characters must have the Demonologist header before they may take the Demon Hunter specialization.

Demon Hunter: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Expert Marksmanship	Womprats? Please. You may have up to 3 tiers of Expert Marksmanship. You may spend Expert Marksmanship in place of F when making a standard firearm attack for straight damage.	3 per tier
Get the Hell Out of the Way	While being tough and taking hits is impressive and all, just getting out of the way hurts a lot less. You may spend AAA to call "Avoid" to a melee, packet, dart, or disc delivered attack.	4
Know Your Enemy	Sometimes it's not a matter of how hard you hit your enemy, but rather a question of 'where' and 'with what.' Once per reset you may make a melee attack for "Agony to Hidden by Will." You may also spend A to make a melee attack for "Agony" or "Agony to Hidden by Will."	4
Loaded for Bear	Sometimes the answer to a problem that cannot be solved by violence is more and better violence. When making a called damage attack with no trait (other than by weapon, which no one says anyway), you may spend an additional W to add +2 Damage and the "by Will" trait. This skill cannot be combined with any other skill that modifies an attack.	4
Politely Ask Them To Leave	Binding circles and holy signs are all well and good against unseen devils, but sometimes you just have to smash the horror in the face. Once per reset you may make a melee attack for "3 Damage to Hidden by Will." You may also spend W to make a melee attack for "3 Damage" or "3 Damage to Hidden by Will."	4
Put the Boot In	If you're not going to kick'em when they're down, why kick'em when they're up? You may spend A to make a melee attack for 3 Damage against a target that is visibly and obviously under the effects of an "Agony."	3
Scarred Soul	<i>Requires Aegis.</i> You've been in the fight awhile, now. You know how to take some infernal punishment. You may spend E to call "Resist" to an effect with the Scourging trait.	3

Weapon Styles: Small Weapon, Single Long, Long/Small, Long/Short, Two Handed, Long/Handgun: Dart, Handgun: Dart, Shotgun: Dart, Rifle: Dart, Thrown Weapon.

Examples: Demon Hunter X, Hellboy from *Hellboy*, Blade from *Blade*.

Exorcist

Demonologist Specialization

The shadows and hidden places of the world are rife with monsters. Fangs and scales, weapons and charms, pretty smiles and frightful demons, all cause tremendous damage. But none, an exorcist would argue, can do the damage of the Unseen.

There are fiends who have no bodies of their own. They make sport by stealing the flesh of others. They wear people like coats, shucking them off when they are broken or boring. Some are so powerful as to wreak havoc without any body at all, owned or borrowed. Against such enemies, guns and blades are useless. Against such enemies, though, the signs and chants of an exorcist are like walls of iron and blades of steel.

Just don't step outside the circle.

Characters must have the Demonologist header before they may take the Exorcist specialization.

Exorcist: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Iron Will	The Unseen can do terrible things with their lies and deceptions. Terrible, terrible things. You may spend F to call "Resist by Will" when struck by an effect with the Whisper trait.	3
The Rite of Abjuration	The exorcist formally interdicts and renounces the right of the Unseen to exert any influence in the world. The exorcist may inform the target of such through 30 seconds of roleplaying and then throw a packet for "Agony to Unseen by Will."	3
The Rite of Castigation	After performing a cleansing rite (which should last 5 minutes and costs WWW), the exorcist may command the Unseen to leave and throw a packet for "2 Damage to Unseen by Will." The exorcist may throw 5 of these packets. The exorcist may refresh this pool of 5 packets by Resting and meditating for 1 minute.	3
The Rite of Containment	The exorcist is far more capable of dealing with the influence of the Unseen than anyone else, but that does not make them unmindful of the plight of others. The exorcist may spend ten seconds roleplaying helping someone snap out of malign influence then spend EE and touch cast "Cure Whisper by Will."	4
The Rite of Repulsion	The exorcist is able to excoriate the Unseen and force them away. For a time. You may spend E and 1 minute meditating. Afterwards you may throw three packets for "Short Repel to Unseen by Will."	3
Sign of the King	Through proper use of written seals an exorcist can trap the Unseen, if only for a time. Spend E. You may throw a packet and call "Root to Unseen by Will." You may use this skill once per Reset for free.	3

Exorcist: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Strength in the Face of Horrors	Exorcists deal with horrors rendered all the worse in that the perpetrators are not vile monsters—they are the innocent corrupted. And they must be dealt with anyway. The exorcist may spend A to call "Resist" to an effect with the Horror trait.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart. Discouraged style: Staff (You must spend 4 CP to use a discouraged weapon style).

Examples: Father Lankester Merrin from *The Exorcist*.

Faithful

Most people come under assault from doubts and uncertainty, but some few—some lucky few—have faith. They have a faith so ingrained, so deep, that nothing in the world or outside of it can shake their belief. The subject of that belief varies, but all of these people, these faithful, draw upon their certainty in ways others cannot hope to fathom.

Faithful: 5 CP, Paranormal Header		
Skill Name	Description	CP Cost
Belief	Whether the Lord is your Shepherd or His Holy Majesty Zhardep the Destroyer scares you worse than this ever could, your faith grants you a measure of protection from the frightening. When struck by an effect with the Fear trait you may spend W to call "Resist by Faith."	3
Fervor	Whether the faithful is a wild-eyed crazy or a righteous zealot, people make room when the God-touched gets angry. You may spend F to swing a weapon in a 180 degree arc and call "Disengage by Faith."	3
Prayer	Transcendental meditation, quiet recitation of scripture, tying tefillin—reflection on the greater forces of the universe is incredibly calming. Once per Session you may audibly pray to the object of your devotions for a good solid minute. If you are not interrupted, you may call "Imbue to Self by Faith," Purge all Fear based effects, Heal 1 to Self, Grant 1 Protection to Self and refresh a point of E, A, F, or W.	2
So It Is Written	You have a library of prevalent religious texts (the kind you can find in churches, hotel rooms, and in the hands of street corner preachers.). If you try hard enough, you can usually force a bit of writ to seem applicable to a given situation. Your Paranormal Research Pool increases by 1.	4

Faithful: 5 CP, Paranormal Header		
Skill Name	Description	CP Cost
Unswerving	Between the devotions and the prayers, faithful have a certainty in their everyday lives that bolsters them against failure in the face of atrocity. When struck by an effect with the Horror trait you may spend A to call "Resist by Faith."	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Father Anthony Forthill of *The Dresden Files*, Dana Scully of *The X-Files*.

Claviger Faithful Specialization

Bullets and blades alone are not enough. On the other hand, neither are prayers. What you need are bullets sped by the breath of angels. Blades tempered with the fury of the righteous. Shields protected by the bones of saints. Clavigers take up arms and armor against the enemies of the weak, and they walk into the darkness—but they do not walk alone.

Characters must have the Faithful header before they may take Claviger specialization.

Claviger: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Anathema	With anointed weapons and purity of conviction a claviger can drive their enemies before them. Can you hear the lamentations? Spend A to strike with a melee weapon for "Short Repel by Faith."	3
Blaze of Glory	The Fires of Heaven can burn even the Fiends of the Pit. Of course, they also cause an unpleasant burning sensation in the wielder... You may spend F and call "Waste 1 Vitality to Self." You may then strike with a melee weapon for "2 Damage by Faith" three times. This skill expires when you reset.	4
Help From Upstairs	While holy swords and blessed hammers are great, sometimes the devout must use the secular to forcibly impart righteousness upon the unclean. Of course, it helps immensely to know how to use holy swords and blessed hammers. You may wield and activate Relics. Also, you may spend E to add "by Faith" to an attack with no other trait (other than "by Weapon").	5
Purpose	One of the more unnerving aspects of the devout is that look in their eye—that look that says "I will walk through fire if I am Told to do so." The Claviger permanently gains +1 maximum Vitality. Note: You may never have more than 10 points of Vitality and Armor combined.	5
Smite	Yours is the strong right arm of the Lord. Or the Goddess. Or the Flying Spaghetti Monster. You may spend W to make a melee attack for "3 Damage by Faith."	4

Claviger: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Unfinished Work	Your Service is part of an Ineffable Plan, and dying prematurely would just put a damper on everything. Do you have any idea how hard it is to find decent zealots? While Unstable you may spend W to call "Heal 2 to Self by Faith."	4
Wrack	Your enemies cannot abide in the face of your fury. That and you give a mean charlie horse. You may spend F to make a melee attack for "Agony by Faith."	4

Weapon Styles: Small Weapon, Single Long, Single Long / Buckler, Polearm, 2 Handed, Handgun: Dart, Handgun: Dart / Buckler, Shotgun: Dart. Discouraged style: Rifle: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Michael Carpenter, Shiro Yoshimo, and Sanya of *The Dresden Files*.

Shepherd Faithful Specialization

Among True Believers there are some who feel the call not only to serve the object of their devotion, but also their fellow mortals. By providing an example, or preaching their faith, or channeling the divine to aid the stricken and the desperate, such shepherds can provide succor in times of darkness and counsel in times of need.

Characters must have the Faithful header before they may take the Shepherd specialization.

Shepherd: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Clerical Records	You have access to a considerable library of religious and community documents. You may not be able to get into the secret vaults, but you can certainly peruse the birth certificates and lesser known religious tracts of your faith. Your Paranormal Research Pool increases by 1.	4
Miraculous Healing	Channeling the grace of a higher power, the shepherd inspires a comrade to stay away from the light. Spend W. You may throw a packet or touch cast for "Heal by Faith." You may not use this skill on yourself.	5
Preach	In the immortal words of Brother Solomon Talbot, "Do not fear the dark forces arrayed against us! Fear the wrath of the almighty should you quail in the face of the necessary! And watch out for 'friendly fire' from the officers standing behind you." Spend AF. RP preaching for at least 1 minute and call "By my Voice, Imbue Blessed." Until you move, you may touch cast for "Grant Defense to Blessed: Resist Fear by Faith, and Cure Blessed."	4

Shepherd: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Respite	Agents of higher powers are often granted a sort of "universal cease fire" when such is asked for. Or demanded. Spend FF and call "Imbue to Self by Faith." You may throw 3 packets for "Short Repel by Faith." This skill expires when you Reset.	4
Sanctify	With the favor of the Almighty the shepherd can bless the armaments of their compatriots. Spend A to touch cast "Grant Melee Attack by Faith: 3 Damage by Faith"	4
Stigmatic Cures	Shepherds cannot simply wave their hands and make the ills of the world disappear—all they can do is share their comrade's burdens. Spend E to touch cast "Cure X Effect, X Effect to Self" where X is one of the following effects: Agony, Drain, Maim, Paralyze, Stricken, or Weakness. You may not use this skill to cure an effect which cannot affect you or from which you are already suffering.	4
Stigmatic Ministrations	Shepherds are known to give of themselves so that others may carry out the ineffable plan. Sometimes shepherds go a bit overboard, and that's why promotions are often very quick in the shepherding community... You may spend E to touch cast "Waste X Vitality to Self, Heal X by Faith," where X cannot be greater than your current Vitality.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart. *Discouraged styles:* Staff and Shotgun: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Father Callahan of *Salem's Lot* and *The Dark Tower*, Father Adam of *John Carpenter's Vampires*.

Hedge Mage

Hedge Mages are practitioners of magic with very little innate power, or significant innate power and very little training. Either way, Hedge Mages are capable of using magical items, reading grimoires, and performing very basic spells. Flashy incantations and effective battle magic are well beyond their capabilities, however.

Hedge Mage: 5 CP, Paranormal Header		
Skill Name	Description	CP Cost
Least Hex	Hedge mages push the boundaries of the mundane and can bring the very forces of chaos and destruction down upon their foes, hampering them at every turn! That or the bad guys trip a lot. You may spend E to throw a packet for Short Slow by Hex.	2

Hedge Mage: 5 CP, Paranormal Header		
Skill Name	Description	CP Cost
Pathetic Library	You have a library of not-so ancient tomes, the envy of no one. The books are likely from the '70's. Who knows? One of them might even have something not inspired by the "spirit of the 60's." Your Paranormal Research Pool increases by 1.	4
Read Grimoire (Basic/Advanced)	You have spent so much time in musty attics, second hand bookstores, and latin refresher courses that you can generally mumble your way through basic magical texts. Klaatu, barada, necktie. This is a two tier skill (Characters with the second tier know that the last word is not, in fact, 'necktie.'). You may only buy the second, 'Advanced' tier if you have one or both of the Wizard/Hexenmeister specializations. You may read text props labeled "Requires: Read Grimoire (Basic/Advanced, as appropriate)."	2 per tier
Use Magical Item (Basic/Advanced)	Magical items are rarely as straightforward as modern technology. Some require concerted willpower to use, some require command of dead mystical languages. Either way, you basically know how to hot wire the damn things. This is a two tier skill. You may only buy the second, 'Advanced' tier if you have one or both of the Wizard/Hexenmeister specializations. You have enough knowledge of magic that you can activate items labeled "Requires: Use Magical Item (Basic/Advanced as appropriate)."	2 per tier

Weapon Styles: Small Weapon, Single Long, Staff, Handgun: Dart.

Examples: The Paranatters in *The Dresden Files*, various individuals and wardsmiths in Robin McKinley's *Sunshine*.

Hexenmeister Hedge Mage Specialization

Hex, jinx, or curse. Whammy, the evil eye, or hoodoo. Whatever you call it, hexenmeisters can do it, and do it with style. Where wizards simply blow their enemies to pieces, hexenmeisters have the horrible notion that such a fate is too... quick. Too simple.

Too nice.

Characters must have the Hedge Mage header before they may take the Hexenmeister Specialization.

Special Note: You must be holding a Focus to use any of the skills from this specialization. A Focus must be either: a doll/effigy suitable for sympathetic magic (blank rag or cornhusk dolls are suitable examples, a barbie doll will get you slapped with a wet trout) or a talisman at least 3" across indicative of the magical tradition your character follows (geometric patterns and

runes are acceptable. Research Hex Signs for inspiration). We encourage the use of dolls, but will not use too many wet trout if you prefer to use a talisman. Regardless, the Focus should be fairly durable and innocuous—it cannot be used to strike anyone but must be held forth while in use. PLEASE NOTE: If you are struck with a “disarm” or “destroy” effect while wielding your focus, you must treat the focus as a weapon. You may Repair your focus with 5 minutes of work. You cannot tie a Focus to yourself while it is in use, nor can you wear one around your neck and “drop” it back onto your chest. If an attack strikes your Focus, you take the effect.

Hexenmeister: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Curse of Choking Dust	Sew the lips shut and no one will be able to hear the screams. Choke on the dust of spite and malice, hate clogging your lungs... You may spend E to throw a packet for “Silence by Hex.” Requires Least Hex.	4
Cures of Needles	The Hexenmeister is capable of alarming acts of vindictiveness and mystical cruelty. You may spend AAA while meditating for 2 minutes to call “Imbue to Self by Hex.” You may then throw a packet for “Agony by Hex.” You may reset this packet by meditating for 2 minutes any number of times. This skill expires when you Reset.	5
Don't Stand So Close To Me	Hexenmeisters are many things. “Cuddly” and “Touchy Feely” are not among them. You may spend WW while meditating for 2 minutes to call “Imbue to Self by Hex.” You may then throw 3 packets for “Short Repel by Hex.” This skill expires at reset. Requires Least Hex.	5
The Evil Eye	That guy is living proof that you can't hate someone to death. Yet. You may spend EE and call “By My Gaze, Slow and Short Root by Hex”.	4
Hex	With an effort of will the Hexenmeister can foul delicate machinery and play havoc with complex mechanisms. You may spend FF to throw a packet for “Destroy Gun by Hex” or “Destroy Device by Hex.” Requires Least Hex. Alternatively, you may spend FFF to throw a packet for “Disarm by Hex.”	5
Occult Library	Knowledge is power. Knowledge of the darker philosophies written in a dead tongue with gilt-edged pages and wrapped in human hide is power, but it's also classy. Your Paranormal Research Pool increases by 1.	4
Speilwerk	With the Words, the Tools, and the Will, you can craft items of wondrous power. You may produce Basic Magical Items. See The Long Hidden Friend for further details. You may have up to 3 Tiers of Speilwerk.	2 per tier

Weapon Styles: Small Weapon, Single Long, Staff, Handgun: Dart.

Examples: Mary in *Outcast*, Urie Polder in the works of David Wellington, Mrs. Paddock in *The X-Files*.

Wizard

Hedge Mage Specialization

Wizards are the soldiers of the magical circles, the empowered warriors who blast foes apart with mystical and elemental forces. While scholarly pursuits are not entirely ignored, the majority of wizards focus on honing their combat abilities so as to bring the fight to enemies that no normal blade can cut.

Woe to any who cross a wizard.

Characters must have the Hedge Mage header before they may take the Wizard specialization.

Wizard: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Battle Caster	Give a wizard a staff long enough and enough fireballs and he or she can explode the world. You may use skills from the Wizard specialization while wielding a staff. Note that without this skill you may not cast spells while holding anything in your hands.	4
Carry a Big Stick	Contrary to popular belief, whether a wizard's staff has a knob on the end or not has little to do with anything when the wizard starts smashing things. You may spend W and make an attack with your staff while calling “3 Damage.” You MUST use a staff when using this skill.	4
Magic Bolts	While the grandiose explosions are nice, wizards sometimes opt to slowly pound their targets to jelly. It's more disconcerting. You may spend AAA while meditating for 2 minutes to call “Imbue to Self by X.” You may then throw 5 packets for “1 Damage by X.” You may reset these packets by meditating for 2 minutes any number of times. This ability expires when you Reset. When taking this skill choose one of the following to be X: Fire, Wind, Stone, Ice, Sound, Lightning, or Acid.	5
Primary Shield	Wizards have to take as good as they give or they'll be an ashy smear on the floor after their first battle. You may spend EW while meditating for 2 minutes to call “Imbue to Self by X.” You must then call “Shield by X” to the first packet or melee attack (helpful or harmful) that hits you. Note: This ability does not affect attacks delivered by dart or disc, or effects delivered by non-physical means such as gazes, gestures, voices, etc. You may reset this shield by meditating for 2 minutes any number of times. This ability expires when you expend a point of Void to reset your attributes. When taking this skill choose one of the following to be X: Fire, Wind, Stone, Ice, Sound, Lightning, or Acid.	5
Primary Strike	Wizards. They throw things. Often ball shaped. Sometimes made of fire. You may spend F to throw a packet for “3 Damage by X.” When taking this skill choose one of the following to be X: Fire, Wind, Stone, Ice, Sound, Lightning, or Acid.	4

Wizard: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
With a Ten Foot Pole	While wizards are no slouches in close combat, they still prefer to keep the beasties with the horrible gnashing teeth over <i>there</i> . You may spend W and slowly swing your staff in a semi-circle while calling "Disengage."	4

Weapon Styles: Small Weapon, Single Long, Staff, Handgun: Dart. Discouraged styles: Polearm and Shotgun: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Harry Dresden from *The Dresden Files*, John Constantine from *Hellblazer*, Rasputin from *Hellboy*.

Shaman

Everything has a spirit. Peoples all over the world have known this since the beginning of time. Sparrows have spirits. Fish have spirits. Hawks, and bears, and snakes have spirits. Stones, and trees, and fires have spirits. Everything has a spirit. The spirits speak. Shaman are the ones who listen.

Shaman: 5 CP, Paranormal Header		
Skill Name	Description	CP Cost
Least Banishment	Part of knowing how to deal with spirits is knowing how to send the unfriendly ones packing. You may spend E to throw a packet for "Short Repel to Spirit".	2
Lesser Propitiations	Shaman are capable of making deals with spirits. By lending aid or power now, the shaman can call in the favor in a little while. You may spend A, E, F, or W to appease a spirit while spending 1 minute performing a rite. After your next reset, you may refresh a point of A, E, F, or W after spending 1 minute calling on the spirit for help. You may not regain more than 1 of any given attribute this way during any given reset.	2
Spirit Talker	Allows the shaman to converse with Spirits. Note that Spirits are not the Ghosts of the Dead, but rather independent semi-corporeal beings. To activate this power, throw a packet at a spirit and call "Speak with Spirit." This does not guarantee the spirit will say anything, merely that you are actually capable of talking to each other.	3
Use Fetish	The shaman can coax spirits bound into items to perform minor favors. You may use items which are labeled "Requires: Use Fetish."	2
Whispers on the Wind	Sometimes the shaman can hear snippets and snatches of news from passing spirits—whether they want to or not. With luck and some modicum of skill, the shaman can sift through the chatter and learn some things worth knowing. Your Paranormal Research Pool increases by 1.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: The Doctor from *The Authority*, Lipsha Morrissey from *The Bingo Palace*.

Skinwalker Shaman Specialization

Some shaman seek to learn from the spirits, to talk with the spirits, to command the spirits. Skinwalkers seek, instead, to become the spirits. They open themselves, mind, body, and soul to the guidance and power of their totems, and in exchange the skinwalkers can channel the spirits' power, changing their very bodies to accomplish whatever they may wish to do.

A note on making a Skinwalker: Skinwalkers are created when an individual makes a pact with a totem animal spirit. Skinwalker skills are divided into distinct subcategories based on the type of animal spirit used. When selecting an animal you must follow these rules:

1. The animal must have a sizable natural population in or off the coast of North America (yes, this includes Canada and Mexico).
2. The animal must fit into one of the categories listed below.
3. The animal should not be a silly choice. If there's any doubt, contact Jake, who will probably slap you with a wet trout for making a silly choice. If you show up with an animal choice that has not been vetted, do not be surprised if you are not allowed to take the field.

Once you have selected your animal, take the associated category skill, which in turn grants you access to other, included skills. In addition, your animal should fall into a subcategory within the category, and this grants you access to further, more specialized skills.

Note: Skinwalkers can partially or completely shift between their normal appearance and their bestial appearance at will. However, they may only use their skinwalker skills when they are appropriately costumed—the skills will list what portions of costuming must be worn to activate a skill. For skills that allow claw-based attacks, your hand is no longer a hand, it is a limb for rending and tearing as per the appropriate costuming requirements. You cannot wield ranged or other melee weapons. And as a reminder: unless a skill specifically grants you the ability to duel wield, you may not duel wield. Wield 1 Long + Wield 1 Long = Wield 1 Long a lot, not Wield 2 Long.



Please recall that Occam's Razor is set in the "real world," and that meandering about as a half person/half animal monstrosity at all times is likely to get you reported to Animal Control. You do not want that to happen.

Characters must have the Shaman header before they may take the Skinwalker specialization.

Skinwalker: 5 CP, Paranormal Specialization

Solo Hunter Skills:

*This category includes animals that are, on a fundamental level, incredibly scary types that don't depend on others of their own kind. Solo Hunter includes **High Beasts** (such as bears) and **Cold Lords** (like alligators and sharks).*

Skill Name	Description	CP Cost
High Beast / Cold Lord	<i>Required. Choose one.</i>	0
Indomitable	You are the ruler of your domain by right of main strength. Your maximum Vitality increases by 2. You may not wear rep-dependent armor while this skill is active. <i>Required Costuming:</i> Appropriately bulked physique.	5
Natural Born Killer	Nature is red and all that. You may wield 2 long claws simultaneously. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	5
Nature's Fury	Smash puny hoo-mans! You may spend WW to make a claw based melee attack and call "3 Damage and Slam." <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	5
Rend and Tear	Their bones snap and pop like kindling in a fire. You may spend W to make a claw-based melee attack for Maim. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	4
Tracking	Blood in the air, blood in the water—it's all the same. Food is out there. You may read Tracking tags. <i>Required Costuming:</i> face makeup and/or prosthetics and/or mask.	2
High Beast: Challenge	Let them face you if they have the sand! And by damn, any who question your right to rule should be prepared to back up their insanity. You may spend FFF to roar and call "By My Voice, Short Repel by Fear," and when struck by an effect with the Fear trait, you may spend F to call "Reduce to Frenzy." <i>Required Costuming:</i> At least 50% clothing replaced with appropriate "animal fur" costuming, full head transformation.	4
High Beast: Fuzzy Combat Machine	The weapons of man are ignoble, and feel like nothing more than bee stings. Spend E to call "Reduce to 1 Damage" when struck by a dart or disc. <i>Required Costuming:</i> At least 50% clothing replaced with appropriate "animal fur" costuming, full head transformation.	5

Skill Name	Description	CP Cost
Cold Lord: Death Rolls and Feeding Frenzies	They really should have brought a bigger boat. You may spend WWW to make a melee attack for Short Root. If the strike is successful, immediately take a Root effect, gain 2 points of Protection, and take a Frenzy effect. You may swing for "2 Damage" against the Rooted target at will. You may purge the Root effect if your target is clearly dead or has removed itself from your reach. When you are no longer affected by the Root effect from this ability, you are also cured of the Frenzy effect and lose any Protection gained from this ability. Remember that separate grants of Protection do NOT stack. <i>Required Costuming:</i> Full head transformation, appropriate teeth.	4
Cold Lord: Dead Eyes, Razored Skin	You have no emotion more complicated than cold rage. You have no care save for survival. Call "No Effect" to any effect with the Fear trait. Furthermore, you gain +2 points of Armor, though this armor does not stack with Armor granted from other sources. You may reset this armor with 1 minute of roleplaying: as a reptile you must stay perfectly still and cannot gain any other benefits from this "rest," as a shark you must stalk about menacingly, never stopping for an instant. <i>Required Costuming:</i> Full head transformation, appropriate contacts (reptilian or all black).	5

Pack Hunter Skills:

This category includes wolves, coyotes, and other animals that use teamwork to bring down prey.

Skill Name	Description	CP Cost
Hamstring	They don't really need <i>both</i> legs, do they? You may spend W to make a claw-based melee attack for "Maim Leg." <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows. Yes—on both arms.	4
The Howling	You may howl, giving the battlecry of your pack. You may then spend FFF to call "By My Voice, Heal and Cure Fear to (Pack Trait)." <i>Required Costuming:</i> Full head transformation.	4
The Pack	Us versus them. It always comes down to us versus them. You may touch cast "Imbue (Pack Name Trait) by Loyalty." This effect lasts until the end of the Session. You may have a number of other people in your pack equal to your maximum Void. The Pack Name Trait should be something like a tribal/animalistic gang name, such as "Gorespatter" or "Sharpshadow." Inappropriate pack names, much like silly animal choices, will get you slapped with a wet trout. The spirit of the skill is to allow a small group to function well, not indoctrinate a whole slew of people. A pack is meant to be a small, tightly knit crew, rather than a way of buffing the town. <i>Required Costuming:</i> Appropriate ears.	3

Skill Name	Description	CP Cost
Pack Tactics	What's that behind you?! You may spend A throw a packet for "Inflict Prey by Spirit." You may also spend AA to call "By My Voice, Grant Melee Attack to (PackName Trait): 2 Damage to Prey." <i>Required Costuming:</i> Full head transformation.	4
Put the Bite On	Them—it's what's for dinner. You may wield a long claw in one hand. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows. Yes—on both arms.	3
Tandem Distractions	By spending 1 minute choreographing movements with comrades, you may spend E to touch cast "Grant Protection by Tactics." (That's 1 point, but you skip that part when you say it aloud.) Remember that separate grants of protection do NOT stack. This skill expires at Reset. <i>Required Costuming:</i> Appropriate ears.	3
Teamwork	You may discuss tactics with your fellows for a solid minute. After this talk, you may make 3 melee attacks for "2 Damage" against one or more targets, provided you can see both of a given target's shoulder blades. You may reset these strikes by having another talk with your fellows. This ability expires when you reset by spending a Void. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows, full head transformation.	4

Stealth Hunter Skills:

Animals that rely on venom, ambush tactics, or other "dirty tricks" are considered stealth hunters. Stealth hunters can be divided into **Shadowstalkers** (such as bobcats) and **Deathbringers** (including spiders, snakes, and scorpions).

Skill Name	Description	CP Cost
Shadowstalker / Deathbringer	<i>Required.</i> Choose one.	0
Backstab	What's this nonsense about a 'fair' fight? You may spend W to make a melee attack for "4 Damage." You must be behind the target and able to see both of the target's shoulder blades to use this ability. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows. Yes—on both arms.	5
Fade From View	Become one with the night! Like the Man-Bat! Only with less random flapping and awkward run-ins with bugzappers. This skill may only be used after sunset. You may spend AA and one minute remaining stationary. You then gain the "Concealed" and the "Spirit" traits. Whenever targeted by an effect that is not "to Spirit", you must call "Spirit" and do not take the effect. You will immediately lose the effects of this skill if you move, take any kind of effect, or make a noise. <i>Required Costuming:</i> At least 50% body coverage with dark and appropriate animalistic costuming.	5

Skill Name	Description	CP Cost
Fangs, Claws, and Stingers	Hello, Mister Frog. Could you take me to the other side of the river? You may wield a polearm claw. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows. Yes—on both arms.	5
Stealthy	Tigers have stripes for a reason, kiddos. You may spend 1 minute blending into the local surroundings. You may then spend E and call "Imbue to Self." You must call "Guard by Stealth" to the first packet, dart, or disc-delivered attack or effect that strikes you. <i>Required Costuming:</i> At least 50% body coverage with dark and appropriate animalistic costuming.	4
Their Pain, Your Gain	You say "indescribable, unbearable pain" like it's a bad thing. You may spend F to make a claw-based melee attack for "Agony." <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows. Yes—on both arms.	4
Shadowstalker: Ambush Tactics	Death from above! You must have the "Concealed" trait to use this skill. You may spend A to add "Double" to any claw-based melee attack. Note that you will lose the "Concealed" trait immediately after using this skill. <i>Required Costuming:</i> Full head transformation.	4
Shadowstalker: Pounce	You must have the "Concealed" trait to use this skill. You may spend W to add "and Slam" to any claw-based melee attack. Note that you will lose the "Concealed" trait immediately after using this skill. <i>Required Costuming:</i> Full head transformation.	3
Deathbringer: The Poisoned Lance	Oh, he'll die. Just give it a minute. You may spend W to make a claw-based melee attack for "Short Inflict Venom by Poison." You may spend AA to call "By My Voice, 2 Damage to Venom." <i>Required Costuming:</i> Full head transformation, a prosthetic representing an appropriate delivery method—either large venomous fangs or a poisoned stinger.	3
Deathbringer: Like Fire in the Blood	That guy? Nah, he'll just wish he was dying. You may spend F to make a claw-based melee attack for "Short Inflict Venom by Poison." You may spend AA to call "By My Voice, Agony to Venom." <i>Required Costuming:</i> Full head transformation, prosthetic representing an appropriate delivery method—either large venomous fangs or a poisoned stinger.	3

Airborne Hunter Skills:

Flying creatures that use shock tactics. The airborne category is divided into the **Windlords** (hawks, eagles, etc.) and the **Nightwings** (owls, bats, etc.).

Skill Name	Description	CP Cost
Windlord / Nightwing	<i>Required.</i> Choose one.	0

Skill Name	Description	CP Cost
The Floor is Lava	All you have to do is aim for the ground and miss. When struck by a Slam effect that is not self-inflicted, you may spend E to call "Resist." <i>Required Costuming:</i> Appropriate wings, shockingly enough.	3
Freedom of the Open Sky	Up, up, and away! You may spend F to call "Reduce to Agony" when struck by a Root effect. <i>Required Costuming:</i> Appropriate wings, shockingly enough.	4
Jink	It's a trap! Quick, evasive maneuvers! You may spend AAA to call "Avoid" when struck by a melee, dart, disk, or packet attack. <i>Required Costuming:</i> Appropriate wings, shockingly enough.	5
Swoop	The Birds was really just a preview. You may spend W to make a melee attack for "3 Damage." <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	3
Talons	Eagle Claw is totally a legitimate style of martial arts. You may wield a long claw in one hand and a short claw in the other. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	4
Windlords: War Cry	Also useful for hailing cabs. You may scream your defiance in an eagle-like manner, spend AAA, and call "By My Voice, Short Root by Fear." <i>Required Costuming:</i> Full head transformation.	4
Windlords: Feathers Go Everywhere	<How does one actually spell that noise chickens make on tv when they get smacked and feathers go everywhere?> You may spend EE and call "Reduce to Agony and Short Repel" when struck by a melee attack. <i>Required Costuming:</i> Appropriate wings and full head transformation.	4
Nightwings: Cry in the Night	It wasn't a UFO—you were just staring at them, and the lights from a passing truck practically blinded you. You may spend AAA, shriek and call "By My Voice, Agony by Fear." <i>Required Costuming:</i> Full head transformation.	5
Nightwings: Creeper	You really are. You may spend AAA to become one with the night and gain the "Spirit" trait. You may creep about as you like (no faster than a slow walk, back hunched, etc.). You must call "Spirit" and take no effect when targeted by any effect that is not "to Spirit." You will lose the Spirit trait as soon as you make a noise, use a light, physically interact with an object (such as opening a door or picking something up), have bright light shone on you, or are affected by any effect. Note that as soon as you lose the Spirit trait gained from this skill, you take a Drain effect. Further, you must call "No Effect" to anything that would mitigate this Drain effect. In other words: you are bloody useless until you rest for 5 minutes. This skill is meant to be used to scout, not to put you in place for an assassination run, and should be used as such. <i>Required Costuming:</i> Appropriate wings and full head transformation.	5

Opportunists:

Animals that are predators—but not at the top of the food chain. Also, carrion-eaters. Opportunists can be **Wildfolk** (this category includes foxes, raccoons, otters, etc.) and **Scavengers** (rats and other such animals).

Skill Name	Description	CP Cost
Wildfolk / Scavenger	<i>Required.</i> Choose one.	0
Feisty	Fight like a cornered...whatever you are. You may spend FF to make three claw-based melee attacks for "2 Damage." <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	4
Open Minded	The bounds of your culinary comfort zone have yet to be discovered. You no longer have to pay Upkeep. Being Well Fed costs the same.	2
Ornery	Laying down and dying is for chumps. Better to gnaw off your own leg. Your maximum Vitality increases by 1, and you may spend W to call "Purge Root and 1 Damage to Self." <i>Required Costuming:</i> A full head transformation, visible skin under makeup or appropriate animalistic costuming.	4
Scrappy	Like a one-eared not-cat girl. You may wield a long claw in one hand and a short claw in the other. <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	4
Tracking	The nose knows. You may read tags requiring the Tracking skill. <i>Required Costuming:</i> face makeup and/or prosthetics and/or mask.	2
Wildfolk: No Holds Barred	Go for the eyes! And the vulnerable! Spend W to make a claw-based melee attack for "Agony." <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows.	4
Wildfolk: Think Big	In the best traditions of small predators everywhere, make yourself big and scary, arch your back, and bare your teeth. Spend F, and make a claw-based melee attack for "Short Repel by Fear". <i>Required Costuming:</i> Appropriate gloves and all visible skin to the elbows, face makeup and/or prosthetics and/or mask.	3
Scavenger: Comes With the Territory	Your diet has made you tough. And, you know, sick now and then. But mostly tough. When you are struck by any effect with the "Poison" or "Disease" trait you must call "No Effect." <i>Required Costuming:</i> face makeup and/or prosthetics and/or mask.	4
Scavenger: Pack Rat	You know all kinds of interesting hiding places, and some of them are even inoffensive! You may keep an object which can reasonably fit in a normal sized pocket separate from all other loot and items you are carrying. This object cannot be found if you are searched unless you wish it to be found.	3

Weapon Styles: Skinwalkers generally don't use weapons. They can theoretically use any weapons that a shaman could use, but skinwalkers tend to prefer to be more... hands on.

Examples: Ginger from *GingerSnaps*, Billy, Georgia, and the rest of the Alphas (among others) from *The Dresden Files*. Mike Mignola's *Hellboy, B.P.R.D.*, and *Baltimore: or The Steadfast Tin Soldier and the Vampire* all have good examples as well.

Urbanimist Shaman Specialization

Sure, stones have spirits. Sure, trees have spirits. Sure, hawks and fish and wolves have spirits. But you know what else have spirits? My 1965 Buick Riviera. The baseball bat in my trunk. And, perhaps most interestingly to you, the .45 in my pocket. So what do you say? You going to shove off? Or is Father Hand Cannon going to have to speak?

Characters must have the Shaman header before they may take the Urbanimist specialization.

Urbanimist: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
Banishment	What would a spirit wrangler be without the ability to send the damn things packing? Spend EE and plant a foot. Until you move that foot, you may throw three packets for "Repel to Spirit" or "Repel to Unseen".	4
Cousin Smog's Blessing	With a bit of cajoling and by running your car for an extra minute, you can convince a spirit of air pollution to shroud you. Spend AA. Your maximum Vitality is reduced by 1, and you must call Elude to the first dart, disc, packet, or thrown weapon attack that strikes you. You may reset this Elude by spending 1 minute roleplaying appeasing the spirit of smog. All effects of this skill expire when you spend a point of Void to reset.	5
Father Hand Cannon Speaks	You can spur the spirit of a firearm into violent action. When making a firearm attack with no trait other than the unspoken "by Weapon" you may spend an additional F to add +2 Damage and the trait "by Spirit" to the attack. You may not combine this skill with any other skill or ability that alters the shot in question.	4
Fetish Weapon	By calling on Sister Switchblade, Brother Chain, and the rest of their siblings, you can create a fetish weapon. This weapon should be a distinctively urban single long weapon or two handed weapon (a crowbar, lead pipe, knife, or baseball bat would be a good choice, while a woodsman's axe or a spear would not.). While you have the Favored trait and wield nothing but this weapon, you may strike with this weapon twice for "3 Damage by Spirit," and you may also spend W to strike with this weapon for "3 Damage by Spirit."	5

Urbanimist: 5 CP, Paranormal Specialization		
Skill Name	Description	CP Cost
In the Know	You know some spirits that... well, they're not friends, exactly, but you've worked with them in the past to mutual benefit. You can ask them what's what, and they'll tell you what they know. At a discount, even. Your Paranormal Research Pool increases by 1.	4
Laud the Spirit of Gear	You may convince the spirit of someone's clothing to add a bit of protection. While you have the Favored trait, you may spend E to touch cast "Grant Protection by Spirit." Remember that separate grants of protection do NOT stack.	4
Propitiations	You may spend AA, EE, FF, or WW to appease a spirit while spending 1 minute performing a rite to honor one or more spirits of the City. You gain the Favored trait and must call "Grant 2 Protection to Self by Spirit." The Favored trait expires when you spend a Void to reset. Requires Lesser Propitiations.	4

Weapon Styles: Small Weapon, Single Long, Two Handed, Handgun:Dart, Shotgun: Dart, Thrown Weapon. *Discouraged style:* Rifle: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Jack Hawksmoor from *The Authority* is a brilliant example of an Urbanimist in action (even if the fluff doesn't mesh). Kit from *So You Want to be a Wizard?*

Intrinsic Headers and Specializations

Intrinsic headers and specializations are based on tropes common to 'real world' characters and archetypes associated with film noir, conspiracy theories, and horror stories.

Blue Collar

Whether skilled or unskilled, blue collar workers are the ones that make the world go round. Sure, the suits upstairs may give the orders and make decisions that lead to the catastrophic failure of the financial sectors of every country on earth, but it's the guys down on the factory floor that actually build the widgets, pack'em into crates, drive'em to Kalamazoo, and buy the cheeseburgers on their lunch breaks.

Blue Collar: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Built to Last	Money's tight all over. It's important to buy quality stuff (Buy 'Merican!) at the front end, and to take care of your stuff on a regular basis. You may repair your own (and only your own) armor at the rate of 1 point per minute of RP spent.	3

Blue Collar: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Jury Rig	The worker may not know exactly the whys and wherefores of complex electronics, but basic mechanicals? Easy enough. With enough duct tape and copper wire, anything is possible (at least for a little while). You may spend 1 minute roleplaying fixing something and then call "Short Repair Gun," "Short Repair Weapon," "Short Repair Device," or "Short Cure Maim to Animate."	3
Tools of the Trade	Use a tool long enough and it becomes an extension of your arm... and naming such implements never hurts. Once per reset you may make a melee attack for "3 Damage" by wielding a weapon that obviously represents a tool of your selected trade such as a hammer, wrench, etc.	2
Walk It Off	See over there, where it says "Days Since Last Accident?" Do you really want to be the cause of that getting reset? When struck by a Maim effect, you may spend E and call "Reduce to Agony."	3
What's a Sick Day?	You don't work, you don't get paid. You don't get paid, you don't eat. Sorta like that "no tolls, no rolls" thing. Suck it up, cupcake. Once per reset you may call "Resist" to an effect with the Disease trait. You may not use this skill to Resist an Infliction of any kind.	4

Weapon Styles: Small Weapon, Single Long, Two Handed, Handgun:Dart, Shotgun: Dart, Thrown Weapon.

Examples: Wyatt, Cody, Duke, and Otis from the film *Altered*. Seriously—go watch *Altered*. Travis Walton from *Fire in the Sky*.

Foreman

Blue Collar Specialization

The Labor Movement: the people who brought you the Weekend.

Many people don't realize how important it is for the workers of the world to... well, work together.

And that's not, in any way, a vote for any pinko commie nonsense. No, sir. It's just an observation on how the suits upstairs have no gul-darn idea what goes on down here on the floor. It's vital for the down-to-Earth folk around here to work together if they want to shift 3 tonne steel beams and not crush each other.

You can move a hell of a lot more if everybody's pushing in the same direction.

Characters must have the Blue Collar header before they may take the Foreman specialization.

Foreman: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Calm Under Pressure	Industrial accidents happen. When the metal hits the meat and people are dying, you have to keep your wits about you, keep calm, and carry on. Your maximum Sanity is increased by 1.	5
Lollygaggers Will Be Shot on Sight	Deadlines are deadlines and we don't have time for people to sit around bitching and moaning about a broken toe. You may spend 10 seconds roleplaying convincing someone to get the hell back to work, spend E, and touch cast "Heal by Inspiration."	4
One Big Family	You work with people long enough you can tell what makes'em tick. And everybody has to be in synch, or people're gonna get hurt. You know somebody well enough and you can help set'em right again. You may spend 10 seconds roleplaying talking a target down from a terrible situation, spend FF, and call "By Your Name, X, Cure Fear by Inspiration" where X is the target's name.	4
Picket Line	Hell no we're not letting scabs through! You may spend WWW to call "By My Voice, Short Root and Grant Protection to Blue Collar."	4
Put Your Backs Into It	Sometimes it just takes a little convincing to get people to produce wonders. You may make an encouraging or driving quip, spend F, and touch cast "Short Grant Melee Attack by Inspiration: 3 Damage."	4
Stow It	Freaking out about it is about the most counterproductive thing you could possibly do. Each reset you may call "Resist" to an effect with the Fear trait once. Further, you may spend E to call "Resist" to an effect with the Fear trait.	4
Union Shop	There's a reason this place makes things you can be proud of—we all look out for each other, and we make sure we all get through the day in one piece. You may make an encouraging quip, spend AAA, and call "By My Voice, Heal to Blue Collar by Inspiration."	5

Weapon Styles: Small Weapon, Single Long, Two Handed, Handgun:Dart, Shotgun: Dart, Thrown Weapon.

Examples: Pete Martell from *Twin Peaks*, Captain Frank Dashell (wrong line of work, but the mentality is there) from *Death Valley*.

Mechanic

Blue Collar Specialization

What with all the new heavy industry going in, mechanics are worth their weight in gold up here.

No, seriously—all the hours you can work, and some you can't but they pay you for anyway just to keep you from skipping to another shop. Riveters, automotive, heavy equipment, you

name it. Welders—welders are gods among men these days. Of course, chances are you can't talk about what it is you're welding armored plates onto, but why would you want to?

Characters must have the Blue Collar header before they may take the Mechanic specialization.

Mechanic: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Patch Job	Close enough for government work. You may spend 30 seconds roleplaying fixing someone's armor and then call "Repair to 1 Armor." NOTE: This means you can never bring someone to more than 1 point of armor with this skill.	4
Percussive Maintenance	It's surprising how often people think stuff's broken when it's just being uppity. A good swift kick and everything'll work fine. You may spend EE to tap something with a boffer-safe "tool" and call any of the following: "Repair Armor," "Repair Weapon," "Repair Gun," "Repair Device," "Cure Maim to Animate by Repair" or "Heal to Animate by Repair."	5
Preventative Maintenance	Like anything else in life, if you take care of something, it's less likely to succumb to the wiles of Murphy's Law. So change the damn oil already! You may spend EE to touch cast "Grant Defense by Repair: Resist Destroy Weapon" or "Grant Defense by Repair: Resist Destroy Gun."	4
Repair	If it ain't broke, don't fix it. If it is broke, hand it here. You may call "Beginning Repair" and spend 2 minutes roleplaying fixing something. At the end of that time you may call "Repair Armor," "Repair Weapon," "Repair Gun," "Repair Device," "Cure Maim to Animate by Repair" or "Heal to Animate by Repair." In addition, you may touch a packet to a target and call "Diagnose X to Animate," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease. You must have a tool kit prop with you to use this skill.	4
The Safety Dance	Those signs that say "Hard Hat Required" or "Workers Must Wear Steel Toed Boots" aren't for decoration, you know. If you wear at least 3 pieces of appropriate protective gear (fire resistant apron, welding gloves, hard hat, etc.) you gain 1 point of armor. NOTE: you may only ever have a maximum of 10 vitality/armor at any time, regardless of how much you have of each.	5
Tinker	Buy one? Why the hell would you buy one? You can make it yourself! All you need is a vice, some torque wrenches, an acetylene torch, and some... gimme an hour. You may produce Basic Devices. See the latest edition of Do It Yourselfer for further details. You may have up to 3 Tiers of Tinker.	2 per tier

Mechanic: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Work Bench	You can get the job done one hell of a lot faster if your tools are where you put them and the bolts are sorted out into their little cubbies and put that down you have no idea where it goes! You may spend 5 minutes cleaning and tidying a large horizontal surface such as a table or bench. You may then call "Imbue and Root to Self." You may purge the Root effect at any time. As long as you remain Rooted, however, the time required to use the Repair skill is reduced by 30 seconds.	4

Weapon Styles: Small Weapon, Single Long, Two Handed, Handgun:Dart, Shotgun: Dart, Thrown Weapon.

Examples: Mercy Thompson from *Moon Called*, Jake and Drew from *We Kill Monsters*, Whistler from *Blade*, the various rig workers from *Sector 7*.

Working Stiff **Blue Collar Specialization**

"You shovel sixteen tonnes, and what do you get? Another day older and deeper in debt." Those guys knew damn well what they were talking about.

Whether it's low level construction work, day labor, landscaping, or straight up moving heavy stuff, working stiffs are the poor schlubs what have to pick things up and put things down. It's good honest work, and you can take pride in it, but it sure as hell isn't easy.

Characters must have the Blue Collar header before they may take the Working Stiff specialization.

Working Stiff: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Cheap Shot	As learned in many a brawl: you don't need to put the guy down, you just need to make tangling with you a mistake. You may spend A to make a melee attack and call "Agony."	4
Industrial Accident	Rivet Guns: universally applicable. You may spend W while wielding an appropriate "tool" weapon rep to make a melee attack for "Maim."	4
Proud Member of the Brute Squad	...wrists the size of my legs... hands like cricket bats... Your maximum Vitality is increased by 1. NOTE: you may only ever have a maximum of 10 vitality/armor at any time, regardless of how much you have of each.	5
Remuneration	Didn't that Shakespeare guy do a bit on this? Anyway, pay day is a good day. You do not have to pay upkeep as you have a steady enough stream of paying jobs.	4

Working Stiff: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
The Safety Dance	Those signs that say "Hard Hat Required" or "Workers Must Wear Steel Toed Boots" aren't for decoration, you know. If you wear at least 3 pieces of appropriate protective gear (fire resistant apron, welding gloves, hard hat, etc.) you gain 1 point of armor. NOTE: you may only ever have a maximum of 10 vitality/armor at any time, regardless of how much you have of each.	5
Smash	You break rocks all day, you learn how to swing a hammer. You break heads all day, you learn how to swing a hammer. You may spend W while wielding an appropriate "tool" weapon rep to make a melee attack for "3 Damage."	4
Workman's Comp	Health insurance? Wait, is that even still a thing? You may roleplay working on a recent injury for 30 seconds, spend E, and call "Heal to Self."	4

Weapon Styles: Small Weapon, Single Long, Polearm, Two Handed, Handgun: Dart, Shotgun: Dart, Thrown Weapon.

Examples: Jimmy from *Todd and the Book of Pure Evil*, Ed Hurley from *Twin Peaks*, the various rig workers from *Sector 7*.

Criminal

Whether they're simple muggers, crazy-eyed serial killers, professional arsonists, or white collar masterminds, criminals all operate outside the boundaries of polite and legal society. Their circles are based on codes of ethics and honor that normal people can't understand or tolerate, and when all is said and done, criminals are less concerned about what's right and more concerned with what they can get away with.

Criminal: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Hidden Pockets	Criminals know that sometimes its important to keep small items about their persons which may be be somewhat less than legal. You may spend A and place a small item into one of your normal sized pockets. Until your next reset, that item will not be turned up if you are searched.	2
Like a Cornered Rat	When the going gets tough, the toughs play to win. Once per reset when you are suffering from a Maim or Root effect delivered by an enemy you may make two melee attacks for 2 Damage. Basically: you can't arrange to use this, it's a response to a legitimately bad situation.	2
Snitches Get Stitches	Valuable advice that more people should take to heart. You may spend FF to perform a gaze attack. If successful, you may call "By My Gaze, Short Silence by Fear."	3

Criminal: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Sucker Punch	There are few things unfazed by a bottle to the back of the head. While standing flat footed and with both of a target's shoulder blades in view you may spend W and make a melee attack against a target and call "Agony."	2
Word on the Street	Knowing how to stay alive means knowing how to stay one step ahead of everybody else, and knowing that means listening to what the good people are saying. You might receive rumors as to less-than-legal goings on in the area when you check in at a Session.	2

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Thrown Weapon.

Examples: Charlie Croker from *The Italian Job*, Danny Ocean from *Ocean's Eleven*, all of the main characters in *Reservoir Dogs*.

Firebug

Criminal Specialization

Sometimes you need someone to help you with an insurance issue. Sometimes you need someone to discourage the competition. Sometimes you need to make a statement to the media. "Talented amateurs" can cause one hell of a mess, and sometimes that's all you need. To avoid getting burned, though, you should put your faith in a professional. Let's face it. Sometimes? Sometimes you need a firebug.

Characters must have the Criminal header before they may take the Firebug specialization.

Note: Remember that thrown weapons can be blocked with melee weapons, and that you do not expend an ability unless you strike a target and the target takes the damage or calls a defense or reaction (i.e., "Avoid" or "No Effect.").

Firebug: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Dark MacGyver	Accelerants are everywhere if you just know where to look. Spend 3 minutes roleplaying making a concoction "from common household items", then call "Imbue to Self by Chemistry." You may now throw a thrown weapon for "2 Damage by Fire." The effects of this skill expire when you Reset.	4
"Greek" Fire	Named for George "the Greek" Giannopoulos's personal recipe. Spend F to throw a thrown weapon for "Agony by Fire."	4
Once Burned, Twice Shy	They can be taught! You may spend AA to throw a thrown weapon for "Agony and Repel by Fire."	4

Firebug: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Pyromania	Isn't it <i>beautiful</i> ? Add +1 Damage to all attacks you make which deal "2 (or more) Damage by Fire." E.g., 5 Damage by Fire would become 6 Damage by Fire. This skill does not add damage to non-Damage effects by Fire (e.g. "Agony by Fire" does not become "Agony and 1 Damage by Fire."). Further, once per Reset you may spend W to reduce a Fire effect to a Slam effect.	4
Showmanship	Oh, people know that the stuff in the bottle is terrifying, but what really scares them is that look in your eye. Brandish a thrown weapon, spend A, and call "By My Gesture, Repel by Fear."	5
Sound and Fury	As a child you didn't like "Duck, Duck, Goose" nearly so much as you liked "Duck, Duck and Cover." Spend WWW. Throw a thrown weapon at the ground and call "By My Voice, Slam by Fear."	4
The Standard	For some reason they gave you an F on the paper you wrote back in grade school. "Vyacheslav Molotov" is totally a legitimate hero figure! Look what he did for Finland! Spend FF. Throw a thrown weapon for "3 Damage and Agony by Fire."	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Thrown Weapon.

Examples: The Trashcan Man from *The Stand*.

Hitman Criminal Specialization

Murder is a service industry.

All sorts of people and organizations require the retirement of various individuals. For a reasonable fee, of course.

Nothing personal. It's just business.

Characters must have the Criminal header before they may take the Hitman specialization.

Hitman: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Cheap Shot	You just have to be willing to permanently harm your opponent. You may spend A to make a melee attack and call "Agony."	4
Double Tap	Just to make sure. You may spend E to add "Double" to an attack made with a firearm. This skill cannot be combined with any other skill that modifies the firearm attack in question.	5
Expert Marksmanship	Womprats? Please. You may have up to 3 tiers of Expert Marksmanship. You may spend Expert Marksmanship in place of F when making a standard firearm attack for straight damage.	3 per tier

Hitman: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Garotte	Some people prefer piano wire, but guitar strings work just as well. While standing flat footed behind someone such that you can see both their shoulder blades, you may spend WWW and make a melee strike for "Silence and Short Paralyze." You must spend 3 seconds standing in place, roleplaying the situation appropriately. You may then make a melee attack against the paralyzed target for "X Damage," where X is equal to your maximum Void. You may make more such protracted attacks (roleplaying, then attacking) so long as your target remains paralyzed. Note: Physical contact is still forbidden—this skill is an approximation, not a reenactment.	4
Ice Pick to the Ear	It was good enough for Trotsky. While you can see both of a target's shoulder blades you may spend W to make a melee attack for "3 Damage." You may use this skill for free once per Reset.	5
Leg Breaker	It's more of a calling than a job, really. You may spend W to make a melee attack for "Maim."	4
Stone Cold	Empathy. Isn't that the thing that makes most people weak? Or is that a conscience? You may spend E to call "Resist" to an effect with the "Fear" or "Horror" trait.	4

Weapon Styles: Small Weapon, Single Long, Long/Small, Two Handed, Handgun: Dart, Handgun: Dart/ Long, Handgun: Dart/Handgun: Dart, Shotgun: Dart, Rifle: Dart, Thrown Weapon.

Examples: Leon from *The Professional*, Kincaid from *The Dresden Files*, Mr. and Mrs. Smith from *Mr. and Mrs. Smith*, Eliot Spencer from *Leverage*, Martin Blank from *Grosse Pointe Blank*.

Larcenist Criminal Specialization

Thieves. Grifters, scammers, dips. Con artists, cat burglars, demanders, and cracksmen. They're good at what they do. And what they do, of course, is acquire things.

Some work for hire, some work as security consultants. Most work because it's what they know and it's what they love. They can be wonderful friends, and damned inconvenient enemies. Regardless of which they are, keep one eye on them at all times. And keep your wallet sealed in a nondescript concrete slab.

Characters must have the Criminal header before they may take the Larcenist specialization.

Larcenist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Breaking and Entering	It's such an awkward term. It does fit, though. You may spend 1 minute roleplaying with a lock pick and then unfasten an in-game lock that is not marked as especially difficult to open.	3
Case the Joint	Remember the five P's: Proper Preparation Prevents Penal Prosecution. In other words: wait, watch, and gather intel before running a game on a mark. Your Intrinsic Research Pool increases by 1.	4
Dodge, Dip, Dive, Duck, Dodge	If you can dodge a wrench thrown by an angry mark, you can dodge the rap for the heist. You may spend AAA to call "Avoid" to a packet, dart, disc, or melee attack.	5
Double Jointed	Some folks say, "It's unnatural." Some folks say, "Lemme buy you a drink." You may spend 1 uninterrupted minute roleplaying appropriately to slip out of handcuffs, manacles, or other non-magical restraints not marked as especially difficult to escape.	2
The Grift	Wait, you mean me? Of course I work here. What kind of a question is that? Don't tell me corporate never told you—I had my secretary send it over himself. I'm sure the Directors would be interested in the fact that you hassle executives and lose memos from... Well, no, I suppose I don't have to tell them... Yes, fine, thank you. Cream and sugar, yes. Extra foam. If you can speak with a target for 10 seconds with no violence occurring, you may spend FFF to throw a packet for "Short Drain by Confusion."	4
Light Fingers	Picking pockets is a tradition as old as... well, pockets. Before that, it was purse cutting... You may use the Steal option through the Central Hub.	5
Security Specialist	They left the hard drive alone with only a Z-30X laser security web, pressure plate alarm trip, and temperature sensor with vibration detection upgrade for protection? They may as well have left it on your desk. You may attempt to disarm traps. Traps cannot be recycled, please leave all trap props in the care of an NPC when you are through disarming them.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Thrown Weapon.

Examples: Nathan Ford, Sophie Devereaux, and Parker from *Leverage*.

Investigator

Professional journalists and armchair detectives, conspiracy nuts and war correspondents, gumshoes and Feds, there are certain people who are constitutionally incapable of leaving rocks unturned and mysteries unsolved. While it's true that poking around in dark corners can be an unhealthy habit, sometimes it just needs doing. Whether they're

righting wrongs or outright spying, investigators make it their business to find things out.

Investigator: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Duck and Cover	Sometimes not getting shot takes precedence over dignity. You may spend AA when struck by a packet, disc, or dart attack and call "Reduce to Slam."	4
Hard Boiled	Sometimes you just have to get things done. You can always drink about it later. You may spend E to call "Resist" when struck by a Fear effect.	3
Keen Eye for Detail: Clue	On the upside, you notice very telling details that others often miss. On the downside, police procedurals drive you nuts. You may read cards that say "Requires: Clue" on them.	3
Pounding the Pavement	Computer databases and deductive reasoning are dandy, but when all is said and done, sometimes you just have to get the street under your feet and ask some uncomfortable questions. Your Intrinsic Research Pool is increased by 1 point.	4
Tracking	You can follow a man across 200 miles of ice and burning rock. Though why you'd want to is anybody's guess. You may read cards that say "Requires: Tracking" skill.	2

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Nicholas van Orton from *The Game*, Adrian Monk from *Monk*, Lucas Davenport of John Sandford's *Prey* books, the Lone Gunmen from *The X-Files*.

Agent Investigator Specialization

Knowledge is power. A well worn axiom, perhaps, but those who understand know that it will never become trite.

The world moves along, some parts utterly ignorant of other parts. Entire economies rise and fall on insider trades. Wars are won and lost before they begin based on logistics and technologies. Individuals will do anything to keep that one person from knowing that one misdeed. Some people specialize in information gathering. Spies, private researchers, counterintelligence operatives—call them what you like.

Knowledge is power, and agents can be quite powerful indeed.

Characters must have the Investigator header before they may take the Agent specialization.

Agent: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Breaking and Entering	It's such an awkward term. It does fit, though. You may spend 1 minute roleplaying with a lock pick and then unfasten an in-game lock that is not marked as especially difficult to open.	3
Cheap Shot	You don't need to put the guy down, you just need to make tangling with you a mistake. You may spend A to make a melee attack and call "Agony."	4
Cool and Collected	Maybe it's the tuxedo, or maybe it's the fact that you survived the Helsinki Incident, but either way, you are quite unflappable under pressure. You may spend W to call "Resist" to an effect with the Horror trait.	4
Cryptography	You may write a note encoded in a personal(ish) cipher. Create a sealed note (putting it in an envelope would be good) and write on the outside "Requires: Cryptography." Only those with the Cryptography skill may read it. The message does not actually need to be encoded.	3
Leverage	You have had your ear pressed to a great many doors and your eye to a great many keyholes. With a bit of finesse, you can use the information you have to learn the information you want. Your Intrinsic Research Pool increases by 1.	4
Security Specialist	They left the hard drive alone with only a Z-30X laser security web, pressure plate alarm trip, and temperature sensor with vibration detection upgrade for protection? They may as well have left it on your desk. You may attempt to disarm traps. Traps cannot be recycled, please leave all trap props in the care of an NPC when you are through disarming them.	4
Takedown	When there is absolutely no other way, at times it is necessary to remove certain pawns from the board. If you are standing flat footed and can see both of a target's shoulder blades, you may spend WW and make a melee attack on their back for "Stun." This ability is meant for taking down lone sentries and such—if you run up to an enemy line from behind and clock somebody, you're doing it wrong.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Thrown Weapon. *Discouraged style:* Rifle: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: James Bond, Michael Westen from *Burn Notice*, Bobby Hobbes from *The Invisible Man*.

Journalist **Investigator Specialization**

Journalists come in a variety of sizes and shapes. Some are sent overseas to cover natural disasters and brushfire wars. Some live in damp basements and try to decipher the subliminal

messages in Wheel of Fortune and their breakfast cereal. Whatever their circumstances, though, journalists are among the most driven souls on the planet, and they will find the truth. Even if they can't handle it.

Characters must have the Investigator header before they may take the Journalist specialization.

Journalist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Blood in the Caffeine System	What do you get when you mainline a slurry of Red Bull, NoDoz, and Irish Coffee? Journalism, that's what. And maybe a chemically induced bout of manic depression. Either way. You may spend F to purge a Slow effect. Once per reset you may also spend F when struck by a Root effect to call "Reduce to Short Root." This skill can NOT be used to overcome any persistent affliction or condition such as a racial skill or Inflict effect.	3
Dedicated Following	You have at least three people who follow your journalistic career other than your mother. You may submit a story to Staff and it will be put out over your preferred medium (print, a website, etc.). Be careful—once it enters the public domain, absolutely anyone could stumble across it.	4
Get the Street Under You	Sometimes there's nothing for it but to take a long walk. The fug (yes fug, not fog) of the city roiling at your feet, the sound of a street musician's saxophone slipping through the night... Once per reset you may take a walk by yourself (outside, in town, without anyone for company, and you cannot communicate with anyone while out and about) for 5 minutes and then call "Refresh (X) to Self by Inspiration," where X is one point of E, A, F, or W.	2
Journalistic Fervor	You have rights! You know them! There is freedom! Of the press, even! No slack-jawed, knock-kneed, fascist stormtrooper is going to bury the truth on your watch! In a non-combat situation (in which you cannot see or hear combat occurring) you may spend FF to call "By My Voice, Short Repel by Fervor." You must then make a tirade and generally expound on the virtues of journalistic liberties for 10 seconds—basically, if people are staying away from you, you need to be yelling at them.	4
Liver of Iron	In vino veritas. And if you expect to drink with people for information, you better damn well be able to hold your liquor. The first alcoholic beverage you consume each Reset does not count towards your total when figuring out whether you've begun Binge Drinking.	2
Press Pass	You may carry and use a camera. This camera must be approved by staff. Pictures may only be taken openly—no surveillance photos (we don't want people getting their picture taken if they do not agree to it). You must submit all photos to Staff 'to be developed' (even digital photos) before they may be shown to other players AT ALL either in print or on LCD screens.	3

Journalist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Proud Member of the Associated Press	When you hear about news coming over the wire? Yeah, well, you had that wire surgically implanted in your leg. Metaphorically speaking. Your Intrinsic Research Pool is increased by 1 point.	3
You Want to Believe	Whether you think there are secret prisons in extra-continental U.S. territories for uppity journalists or that Reptoids impersonate human politicians and pull the strings behind the Swiss banks, you believe things others consider insane. On the upside, this means that you confront horrible things with something of a nonchalant or victorious "I knew it all along!" attitude. You may spend W to call "Resist" when struck with an effect with the Horror trait.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Spider Jerusalem from *Transmetropolitan*, Susan Rodriguez from *The Dresden Files*, John Klein from *The Mothman Prophecies*.

Law Enforcement

Investigator Specialization

Law enforcement officers are those public servants who quite literally make it their job to safeguard the public from criminals and the like. Federal agents, special agents, and beat cops alike are all part of a tradition that stretches back to the watchmen and guards of ancient times. Protecting the innocent and upholding the law are the core tenets and values for these folk. Some fall far short of the mark, getting mired in graft and corruption, but most hold fast to their oaths and do what they can to make the world a better place.

Characters must have the Investigator header before they may take Law Enforcement specialization.

Law Enforcement: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Database Access: National Crime Investigation Center	You have access to a very useful and extensive law enforcement database. Your Intrinsic Research Pool increases by 1.	4
Expert Marksmanship	Womprats? Please. You may have up to 3 tiers of Expert Marksmanship. You may spend Expert Marksmanship in place of F when making a standard firearm attack for straight damage.	3 per tier

Law Enforcement: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Holdout Weapon	While your official sidearm is all well and good, experienced officers know how important it is to carry a backup weapon. Once per reset, when wielding a firearm and struck with a "Disarm" or "Destroy Weapon/Gun" effect you may call "Reduce" and roleplay drawing a weapon from a hidden holster (ankle holsters are good) for 3 seconds, then continue fighting as normal.	4
Nothing to See Here, Folks	Crime scenes are no place for civilians, and sometimes they need to be reminded of that. In a non-combat situation (that is, you cannot see or hear combat occurring), you may spend AA to call "By My Voice, Short Repel by Law." Note that abuses of your authority will be noticed—don't overuse this skill.	4
Police Business	Crime and punishment can be an ugly bit of work, and sometimes you need to get through a crowd. You may spend WW and make a melee attack for "Slam."	4
Submit Now	Putting perps down is easy. Keeping them alive is the tricky part. You may spend WWW and make a melee attack for "Short Stun."	4
The Thin Blue Line	Sometimes all that stands between civilization and anarchy are a few hardworking people with admirable self-control who for some reason have a problem with angry mobs. You may spend 1 E, A, F, or W to call "Resist" when you hear "By My Voice, Short Repel by Law." Once per reset, you may spend E to call "Resist" to a Frenzy effect that is not self imposed or part of a voluntarily accepted effect.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Shotgun: Dart.

Discouraged style: Rifle: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Karrin Murphy from *The Dresden Files*, Clarice Starling from *The Silence of the Lambs*, Sheriff Bill Pardy from *Slither*, Jennifer Government from *Jennifer Government*.

Private Detective

Investigator Specialization

Making a business out of other people's business, private detectives act as the eyes, ears, and sometimes hands for clients with more money than time (and sometimes for clients who require... proper discretion and plausible deniability). Following wayward spouses, performing independent background checks, and tracking down runaway children form the bulk of private detective work, but every now and again cases involving murder, arson, fraud, and more... esoteric and obscure oddities do arise.

For you, every night is dark and stormy.

Characters must have the Investigator header before they may take the Private Detective specialization.

Private Investigator: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Cheap Shot	You don't need to put the guy down, you just need to make tangling with you a mistake. You may spend A to make a melee attack and call "Agony."	4
Contacts	Sometimes it's not what you know, it's who you know. And sometimes knowing who you know can get you what you want to know. Your Intrinsic Research Pool is increased by 1 point.	4
Get the Street Under You	Sometimes there's nothing for it but to take a long walk. The fug (yes fug, not fog) of the city roiling at your feet, the sound of a street musician's saxophone slipping through the night... Once per reset you may take a walk by yourself (outside, in town, without anyone for company, and you cannot communicate with anyone while out and about) for 5 minutes and then call "Refresh (X) to Self by Inspiration," where X is one point of E, A, F, or W.	2
Liver of Iron	In vino veritas. And if you expect to drink with people for information, you better damn well be able to hold your liquor. The first alcoholic beverage you consume each Reset does not count towards your total when figuring out whether you've begun Binge Drinking.	2
School of Hard Knocks	You've been around the block enough times to know the difference between pain and actual damage to your being. Hell, you've got the busted nose to prove it. When struck by a melee attack that deals called damage and ONLY called damage, you may spend EE to call "Reduce to Agony to Self."	2
Too Snarky For Your Own Good	You call that a punch? Please, my anemic grandmother hits ha—ok, that one hurt. Gimme a minute. If you find yourself lying on the ground due to a slam effect or voluntarily fall over after taking called damage but are still conscious, you may spend A, make a witty quip or snarky comment, and regain your feet while calling, "Heal to Self by Quip."	4
A Visit to the Morale Officer	A spoonful of medicine helps the sugar go down. Or something. Look, just leave the bottle, alright? Once per Reset, in a non-combat situation (in which you cannot see or hear combat occurring), you may consume an alcoholic beverage tag and call "Purge X by Poison" where X is Drain, Maim, Silence, Slow, or Weakness. This skill can NOT be used to overcome any persistent affliction or condition such as a required racial skill or Inflict effect.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart. Discouraged style: Shotgun: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Jack Fleming from *The Vampire Files*, John Taylor from *The Nightside* books, Nicholas Christian in *The Dresden Files*.

Medic

Across the globe, every culture has its healers. Medics are those individuals with enough training and skill to aid the injured and ill. While medics may lack the advanced knowledge of surgeons and paramedics, they are often the difference between life and death in emergency situations. Medics may not be able to fix you—but they can keep you alive while they find someone who can.

Medic: 4 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Anatomical Knowledge	Knowing how to fix things means knowing how they work. And knowing how they work means knowing how to break them. You may spend E to make a melee attack and call "Slow."	3
Calm Under Pressure	When the metal hits the meat and people are dying, you have to keep your wits about you, keep calm, and carry on. Your maximum Sanity is increased by 1.	5
First Aid	You may touch a packet to a target, call "Beginning First Aid," and roleplay medical treatment. An unstable character's bleedout count is frozen while you are performing your roleplay. After 2 minutes of such roleplaying you may call either "Stabilize by Medicine" or "Cure Maim by Medicine." You may also touchcast the following effects "Diagnose Stable by Medicine," "Diagnose Unstable by Medicine," "Diagnose Damage by Medicine," and "Diagnose Dead by Medicine." You may not use First Aid on yourself.	2
Responsiveness Testing	Sometimes you need to determine if someone is awake, aware, and responsive in a hurry. Yay for sternum rubs! You may spend F to attack with a small or short melee weapon and call "Agony." Please remember that fighting with a small or short melee weapon should be done very carefully—this skill is not meant to be used frequently or offensively.	3
Wrap Star	Dressing wounds is often critically important, and your keen eye for style is invaluable. You may roleplay applying bandages to a wounded individual for 1 minute and call "Cure Bleeding by Medicine."	1

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Dr. John Watson from the British *Sherlock*, Dr. Gregory House from *House, M.D.*

Paramedic Medic Specialization

Often the first trained medical professionals to arrive, paramedics are responsible for the immediate care of the injured and sick. From battlefields to accident scenes, paramedics are those brave souls who make the tough choices about who can be saved and who can't, and it is these same individuals who have to do the saving as often as not.

Characters must have the Medic header before they may take the Paramedic specialization.

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Eric Gast from *Witch Doctor*, Frank Pierce from *Bringing Out the Dead*, Tom Springford from *Lost Idolons*.

Paramedic: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Meatball Surgery	It won't be pretty, and it's going to hurt like a bastard, but at least she'll live to go under the knife back in the hospital. You may call "Beginning Surgery" and roleplay performing surgery for 2 minutes. The target's bleedout count is frozen while you are performing your roleplay. At the end of the required time you may call "Heal (1) to Unstable by Medicine." You must have some form of a doctor's bag or first aid kit prop with you to use this skill.	4
Triage	Unfortunately, you have plenty of experience sorting the people who can make it on their own from the people who need help, and the people who need help from the people who are past saving. You may spend AA to call "By My Voice, Expose Unstable by Medicine."	4
It's Only Dislocated	The name says it all. Which isn't actually much comfort to your poor patient. You may spend W, touch a packet to a patient, roleplay popping one of their limbs back into joint for 5 seconds, and call "Agony and Cure Maim by Medicine."	4
Epi Pen	What's in the syringe? Oh, this and that, this and that. Some antivenin, some epinephrine, possibly some steroids. You know. Stuff. You may spend W to touch cast "Agony and Cure Poison by Poison" or "Agony and Cure Venom by Poison." You must have some form of a doctor's bag or first aid kit prop with you to use this skill.	3
Deft Hands	Time and practice have made you quite the person to have around in a pinch. The time you require to use the First Aid skill is reduced to 1 minute.	4
Diagnostics	You have a solid working knowledge of how the body works—and what's likely to be wrong with it. You may touch a packet to a target and call "Diagnose X by Medicine," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease.	4
Something to Help With the Pain	You have a variety of painkillers at your disposal. In small, non-marketable quantities. You may spend E, touch a packet to a target, and call "Slow and Cure Pain by Poison," "Slow and Cure Agony by Poison," "Slow and Grant Defense by Poison: Resist Agony" or "Slow and Grant Defense by Poison: Resist Pain." You must have some form of a doctor's bag or first aid kit prop with you to use this skill.	3

Pharmacist Medic Specialization

A surgeon's knife is well and good, and sutures are just dandy for keeping bits attached. If you want to stop an infection, cure a disease, or stop a poison, though, you'll need the help of a pharmacist.

Well versed in the complexities of compounding and the mind-blasting horrors of biochemistry (few can emerge from the depths of cellular microbiology or pathophysiology with their sanity intact), pharmacists create drugs, medicines, and poisons. After all—the only difference between a poison and an elixir is dosage...

Characters must have the Medic header before they may take the Pharmacist specialization.

Pharmacist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Basic Compounding	While the simple days of a mortar and pestle are largely gone—every now and then they come in handy. Especially when you need to make complex medications using barbaric ingredients with rudimentary tools in a location which time and modern medicine seem to have forgotten. You may produce Basic Pharmaceuticals. See the Pharmacist's Desk Reference for further details. You may have up to 3 Tiers of Basic Compounding.	2 per tier
Basic Script	Side effects may include drowsiness, fatigue, tremors, muscle spasms, vertigo, nausea, internal hemorrhaging, external hemorrhaging, boils, locusts, flies, frogs, blindness, psychosis, leprosy, cranial inflammation, cranial inflation, differential torsion, cardiac implosion, spontaneous combustion, spontaneous decapitation, opportunistic homophagia, explosive organ failure, and a peculiar itching sensation on the back of the left hand(s). The Pharmacist may spend 3 minutes roleplaying compounding a medicine and may then immediately touch cast "Cure Agony by Poison," "Cure Slow by Poison," "Cure Weakness by Poison," "Cure Poison by Poison," or "Heal by Poison." Uses of this skill cannot be stockpiled—you must deliver the touch cast as soon as you complete the roleplay. You must have some form of a doctor's bag or first aid kit prop with you to use this skill.	4
Diagnostics	You have a solid working knowledge of how the body works—and what's likely to be wrong with it. You may touch a packet to a target and call "Diagnose X by Medicine," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease.	4

Pharmacist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Doctor's Hand	Black boxes, spies, cryptographers, and enigma machines spend much time and effort trying to make important information difficult to understand. To create truly indecipherable written materials, though, you must be a medical professional. Create a sealed note (putting it in an envelope would be good) and write on the outside "Requires Doctor's Hand." Only those with the Doctor's Hand skill may read it.	3
A Matter of Dosage	Just what it says on the tin. The pharmacist may spend WW and strike with a small weapon (meant to represent a syringe) against an unsuspecting or helpless target and call "Agony by Poison," "Slow by Poison," "Weakness by Poison" or "3 Damage by Poison." Note: Small weapons should not be used offensively under normal combat conditions, this skill should be used as a stealthy maneuver or a coup de grace scenario. Pharmacists who "accidentally" punch people while trying to poison them will have their licenses (and playing privileges) revoked.	5
Something to Help With the Pain	You have a variety of painkillers at your disposal. In small, non-marketable quantities. You may spend EE, touch a packet to a target, and call "Slow and Cure Pain by Poison," "Slow and Cure Agony by Poison," "Slow and Grant Defense by Poison: Resist Agony" or "Slow and Grant Defense by Poison: Resist Pain." You must have some form of a doctor's bag or first aid kit prop with you to use this skill.	4
Take Two and Call Me In the Morning	Calling you "the Candyman" is probably a bit of a misnomer. Probably. The pharmacist keeps some useful medications on them and may spend AA to touchcast "Cure Agony by Poison," "Cure Slow by Poison," "Cure Weakness by Poison," "Cure Poison by Poison," or "Heal by Poison."	5

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Gregory Kawakita from the novel *Relic*, Captain Janet Frasier from *Stargate: SG-1*.

Surgeon Medic Specialization

Generally considered the most prestigious members of the medical community (in their own minds, at least), surgeons are subject to grueling training regimes and years of schooling. On the other hand, they are responsible for literally putting people back together, for carving sickness from living flesh, for transplanting life from one body to another. For a surgeon, everything must be precise, and there is no room for error—either at their hand, or at the hand of anyone assisting.

Characters must have the Medic header before they may take the Surgeon specialization.

Surgeon: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Diagnostics	You have a solid working knowledge of how the body works—and what's likely to be wrong with it. You may touch a packet to a target and call "Diagnose X by Medicine," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease.	4
God Complex	When people are bleeding, when their organs are falling out, when the pain is unendurable, they don't look to their physicians as fallible people. They beg their god to make the pain stop. The first time you are struck by an effect with the Fear trait each Reset you must call "Resist."	4
Stat	You simply don't have time to waste on other people's mental frailties when there's work to be done. At any time you may, at a conversational volume, call, "By My Voice, Expose Assistant." Furthermore, you may touch cast "Inflict Assistant by Authority" and hand the recipient a card with the following text. "Inflict Assistant by Authority. You MAY accept this effect (It is a touch cast and you may always refuse a touch cast effect.). If you accept this effect you take a Root effect and gain the Assistant trait. At any time you may call "Purge Root and Assistant" and destroy this card or hand it back to whoever gave it to you. If you remain Rooted and retain the Assistant trait for at least 5 minutes, you may call "Refresh 1 Sanity to Self." You are responsible for printing and maintaining a supply of these inflict cards. Lastly, while you have an Assistant helping you with your surgery, the time necessary to use the Surgery skill is reduced by 30 seconds. Multiple assistants will not stack, even if one gets on top of another.	4
A Surgeon's Hands	You have occasional moments of such brilliance you surprise even yourself. That's saying something, considering how generally perfect you know yourself to be. You may spend W and call "Beginning Surgery". You may spend 30 seconds roleplaying surgery and call "Heal (1) by Medicine."	4
Surgery	The kneebone's connected to the... something. The something's connected to the... red thing. The red thing's connected to my wrist watch... Uh oh. You may call "Beginning Surgery" and roleplay performing surgery for 2 minutes. The target's bleedout count is frozen while you are performing your roleplay. At the end of the required time you may call "Heal (1) by Medicine." You must have some form of a doctor's bag prop with you to use this skill.	5

Surgeon: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Total Focus	Your attention is laser-like in its focus and intensity. Come Hell or high water, your incisions will be straight, your amputations clean, and your sutures tidy. When struck by a Slow, Root, or straight Damage effect while performing surgery you may spend F to call "Reduce." You still take the effect, but if you would still be able to perform surgery after taking said effect, your surgery is not interrupted.	3
Under the Knife	Having an appropriately sterile and organized operating environment is both necessary and beneficial. Nothing says "Get well soon" like cold chrome and cement walls with blood drains. You may spend 5 minutes cleaning and tidying a large horizontal surface such as a table, bench, or bed. You may then call "Imbue and Root to Self." You may purge the Root effect at any time. As long as you remain Rooted, however, the time required to perform surgery on a target that is lying on the surface you cleaned is reduced by 30 seconds.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Benjamin Franklin "Hawkeye" Pierce from *M.A.S.H.*, Dr. Tapper from *Desolation Jones*.

Soldier

Soldiers of patriotism and soldiers of fortune alike rely on equipment, tactics, training, and intestinal fortitude to fight for whatever cause they deem worthwhile. Soldiers are perfectly capable of finding something to do—even during the most "peaceful" of times, countless brush wars, insurrections, rebellions, and covert operations need supporting and suppressing. At home and abroad, there's never a dull moment for people with guns and drive.

Soldier: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Clear the Jam	Remember your drills, soldier: tap, rack, bang. While wielding a firearm and struck by a "Short Destroy Gun" or "Short Destroy Weapon" effect you may spend F or a point of Marksmanship and call "Reduce." You may then spend 3 seconds roleplaying fixing the gun and then continue fighting as normal. Alternatively, while wielding a firearm and struck by a "Destroy Gun" or a "Destroy Weapon" effect you may spend FF to call "Reduce" and treat the effect as though it had the "Short" modifier.	3
Covering Fire	If you and yours want to get out of this alive, you'll need to make the enemy keep their heads down. You may spend A and make a firearm attack for "Agony."	3

Soldier: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Duck and Cover	Sometimes not getting shot takes precedence over dignity. You may spend WW when struck by a packet, disc, or dart attack and call "Reduce to Slam to Self."	3
Expert Marksmanship	Womprats? Please. You may have up to 3 tiers of Expert Marksmanship. You may spend Expert Marksmanship in place of F when making a standard firearm attack for straight damage.	3 per tier
Thousand Yard Stare	Sometimes you just have to get things done. You can always drink about it later. You may spend E to call "Resist" when struck by a Fear effect.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Rifle: Dart, Thrown Weapon. Discouraged style: Shotgun: Dart (You must spend 4 CP to use a discouraged weapon style).

Examples: Burt Gummer from *Tremors*, Kyle Reese from *The Terminator*.

Heavy Weapons Specialist Soldier Specialization

Rockets, recoilless rifles, and RPGs, squad automatic weapons, mortars, and flamethrowers—sometimes the dogs of war play rough. While such tools of death are generally cumbersome and have limited ammunition capacity, heavy weapons provide unparalleled carnage, a superior negotiating position, and a particular style certain to be the envy of all those armed with quaint and lesser weapons such as "assault rifles." It takes a certain mindset to use anti-tank weapons on targets nominally denoted as "infantry." Heavy weapons specialists like to call it "pragmatism."

Characters must have the Soldier header before they may take the Heavy Weapons Specialist specialization.

Heavy Weapons Specialist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Heavy Weapon: Boomstick	You may wield rocket launchers, grenade launchers, and mortars, collectively known as "boomsticks." A boomstick should be represented by an unmotorized projectile gun which obviously takes 2 hands to wield and fires large foam projectiles (approximately the size of your fist or bigger, and no, arrows don't count). You must take at least 10 seconds to reload a boomstick. While wielding a boomstick you may call "Short Root to Self" and you may immediately spend some combined total of 2 points of F and Marksmanship to fire for "Slam and Short Stun by Explosion" or "10 Damage by Explosion." Alternatively, you may call "Short Root to Self" and immediately spend some combined total of 3 points of F and Marksmanship to fire for "Double 10 Damage by Explosion" or for "Death by Explosion." Remember: after you have finished firing, you will be unable to move until you rest off the Short Root.	5

Heavy Weapons Specialist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Heavy Weapon: Flamethrower	You may wield flamethrowers. A flamethrower should be represented by an unmotorized dart gun which obviously takes 2 hands to wield and incorporates a "fuel tank" capable of holding at least 2 liters of "fuel." While wielding a flamethrower you may spend F or 1 point of Marksmanship to fire for "Agony by Fire," "Short Repel by Fire," or "5 Damage by Fire." Alternatively, you may spend some combined total of 2 points of F and Marksmanship to fire for "Slam by Fire," "10 Damage by Fire," or "Double Agony by Fire."	5
Heavy Weapon: Machine Gun	You may wield machine guns. A machine gun should be represented by an unmotorized dart gun which obviously takes 2 hands to wield and incorporates some form of sizable magazine or ammunition belt. While wielding a machine gun you may spend F or 1 point of Marksmanship to fire for "6 Damage" or "Maim <limb>" where you choose a limb. Alternatively, you may call "Short Root to Self" and immediately spend some combined total of 2 points of F and Marksmanship to fire for "Slam" or for "Double 6 Damage" or for "6 Damage" 3 separate times. Remember: after you have finished firing, you will be unable to move until you rest off the Short Root, and any unfired shots are lost if you move.	5
Heavy Weapon: Recoilless Rifle	You may wield recoilless rifles. A recoilless rifle should be represented by an unmotorized dart gun which obviously takes 2 hands to wield and incorporates some form of barrel at least as long and thick as your arm (note: any modifications to a gun necessary to pull this off must be *cosmetic only* and cannot affect the gun's internals or performance). While wielding a recoilless rifle you may call "Short Root to Self" and you may immediately spend some combined total of 2 points of F and Marksmanship to fire for "Destroy Armor" or "10 Damage." Alternatively, you may call "Short Root to Self" and immediately spend some combined total of 3 points of F and Marksmanship to fire for "Destroy Armor and 10 Damage" or for "Destroy Armor and Slam." Remember: after you have finished firing, you will be unable to move until you rest off the Short Root.	4
Heavy Weapon: Sniper Rifle	You may wield sniper rifles. A sniper rifle should be represented by an unmotorized dart gun which obviously takes 2 hands to wield and incorporates some form of barrel at least as long as your arm (note: any modifications to a gun necessary to pull this off must be *cosmetic only* and cannot affect the gun's internals or performance), and it may not hold more than 6 darts at a time. While wielding a sniper rifle you may call "Short Root to Self" and you may spend F or one point of Marksmanship to fire for "8 Damage" or "Maim <limb>" where you choose a limb. Alternatively, you may call "Short Root to Self" and immediately spend some combined total of 2 points of F and Marksmanship to fire for "Waste 6 Vitality" or for "6 Damage and Slam." Remember: after you have finished firing, you will be unable to move until you rest off the Short Root.	5

Heavy Weapons Specialist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
I Call Her Vera	You and your weapon have a special relationship, one that others just can't understand. One that may border on the unhealthy. You should name your weapon, take exceptional care of it, and generally treat it better than you treat human beings. In exchange, you may call "Resist" to the first "Destroy Weapon" effect you are struck with each reset that would affect your special friend.	2
Say Hello to My Little Friend	One of the benefits of wielding a very, very large gun is the new respect and camaraderie you can expect from your fellow human beings. You may spend W, point a Heavy Weapon at a target, and call "By My Gesture, Repel by Fear".	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Rifle: Shotgun, Rifle: Dart, Heavy Weapon, Thrown Weapon.

Examples: The Heavy from *Team Fortress*, Blain Cooper from *Predator*.

Officer Soldier Specialization

No matter how much the enlisted might bitch and moan about their higher ups, a good officer can make the difference between an unruly mob and a precise fighting unit—and the difference between victory and defeat. Officers serve to lead their fellows in battle, rally comrades on the brink of routing, and coordinate efforts across a battle line. They also have a line to Command, and if the brass back on base deign to listen, a whole hell of a lot of firepower can rain down at an officer's request.

Characters must have the Soldier header before they may take the Officer specialization.

Officer: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Cowboy Up	Shellshock and combat paralysis can be inconvenient, or they can be downright deadly depending on the circumstances. It's up to an officer to snap their troops out of it, either through an insightful, deep, and revelatory quip, or by slapping them with a wet trout. Spend 10 seconds roleplaying with a target, spend F, and you may touch cast "Cure Fear by Inspiration."	4
Drone Strike	You have access to some of the most advanced weaponry ever designed—and you can use it to call down the fires of heaven. You must have a physical representation of a field radio. Spend 10 seconds roleplaying calling in the coordinates and situation to Command. 50 seconds later, spend AA and you may call "By My Voice, Ten Damage and Slam to Painted." Note: this skill cannot function without a Special Forces character using the Paint the Target skill. This skill cannot be used indoors.	5

Officer: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Set an Example	Keeping your head in combat can make all the difference to the troops you lead, and while you may not be fearless, you know better than to let the rank and file see you sweat. The first time you are struck by a Fear effect each reset you may, if you choose, call "Reduce to Agony."	3
Sit Down and Shut Up	Boring as they may be, briefings are when you learn what, exactly, you have to do to succeed—and what you have to do to survive. That means people need to pay attention. In a non-combat situation (that is, you cannot see or hear combat occurring), you may spend AA to call "By My Voice, Short Silence by Command." You may also touch cast "Cure Silence by Command" to up to three people affected by your use of this ability.	4
Spotter	It's important to use the gifts granted you by the almighty—especially if those gifts include an expert marksman with a .50 'cal rifle. You may point out a target to a comrade, spend F or a point of Marksmanship, and touch cast "Refresh 1 Marksmanship by Inspiration."	4
Suppressive Fire	"Sometimes the best defense is a good offense." Which is to say: put the hurt on the enemy, and they can't put the hurt on you. You may ask a compatriot to provide suppressive fire, point out a target, spend A, and touch cast "Grant Firearm Attack: Agony."	4
Tactics	Cooperation and coordination make all the difference on the battlefield. Call "Short Root to Self" and spend at least 30 seconds explaining tactics and the battle plan to a group. You may then spend EEE and touch cast "Grant 1 Protection by Inspiration" to a number of targets equal to your maximum Void.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Rifle: Dart, Thrown Weapon. Shotgun: Dart is discouraged (You must spend 4 CP to use a discouraged weapon style).

Examples: Lieutenant Commander Ron Hunter from *Crimson Tide*, Gunnery Sergeant Hartman from *Full Metal Jacket*, Sergeant Apone from *Aliens*.

Special Forces Soldier Specialization

A variety of people sign up for or are drafted into the armed forces of the world. Of these multitudes a small percentage—a very, very small group—possess enough patriotism, or enough grit, or enough savagery, or a very, very flexible set of morals and enough greed, to become part of elite military groups. These elite forces include such units as Rangers, S.E.A.L.s, Spetsnaz, and the Sayeret. Regardless of their points of origin, special forces are military personnel given special training to aid them in wreaking as much havoc as possible.

Characters must have the Soldier header before they may take the Special Forces specialization.

Special Forces: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Backstab	You know where to hit someone to quickly remove them from this mortal coil. If you can see both of a target's shoulder blades, you may spend W and make a melee attack on their back for "4 Damage." This ability can be used in the middle of combat and such—you do not have to be flat footed.	5
Called Shot	That guy doesn't really need *both* his kneecaps, right? You may spend W and make a melee or firearm attack and call "Maim <limb>," where you choose which limb.	5
Camouflage	Provided you are wearing suitable camouflage clothing and have at least rudimentary camouflage makeup on, you may spend 1 minute blending into "natural" surroundings (i.e., must have cover and cannot be indoors) and call "Root to Self." You may purge this Root effect at any time. So long as you remain under the Root effect from this skill, you must call "Guard by Stealth" to the first packet, dart, or disc-delivered attack or effect that strikes you.	2
Flashbang	Remember in the old comics when a hero hit a villain it would say "POW!?" Yeah, you have that. In a can. You may throw a thrown weapon, spend FF, and call "Slam by Explosion" or "Short Stun by Explosion." Note that because this is based on a thrown weapon, the attributes are only expended if the target takes the effect or counters with a called Defense ("Avoid," "Shield," etc.)	4
Paint the Target	You know how modern militaries can send massive amounts of ordnance hundreds of miles away to land smack dab on a little red laser dot? You're the guy pointing the laser. You may kneel and spend 10 seconds aiming at a single target. You may then spend 2 points of either F, Marksmanship, or a combination of the two and make a firearm attack at the target calling "Inflict Painted by Light." Note: this skill does little by itself and largely comes into play when backed by an Officer using the Drone Strike skill.	3
Takedown	When there is absolutely no other way, at times it is necessary to remove certain pawns from the board. If you are standing flat footed and can see both of a target's shoulder blades, you may spend WW and make a melee attack on their back for "Stun." This ability is meant for taking down lone sentries and such—if you run up to an enemy line from behind and clock somebody, you're doing it wrong.	4
Up Close and Personal	Whether a gun would be too noisy, you've run out of ammunition, or you just like to watch the light fade from their eyes while you have your fingers around their throat, the blood pumping under... you... *ahem*. You may simultaneously wield a long natural weapon and a short natural weapon to represent your skill in some form of close quarters combat. These natural weapons should be red "claw" reps.	5

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Rifle: Dart, Thrown Weapon. Shotgun: Dart is discouraged (You must spend 4 CP to use a discouraged weapon style).

Examples: Colonel Jack O'Neil from the film *Stargate*, Snake Plissken from the *Escape From...* films, Major Alan "Dutch" Schaefer from the film *Predator*, Jenkins from *Atomic Robo*.

White Collar

Cube farms, ivory towers, and corner offices are home to unprecedented numbers of white collar workers. From academics to road warriors, men and women across the world are making their livings from the sweat of their brows rather than their backs. On the downside, the nine-to-five job is as dead as dust. But hey—at least they get dental and an expense account.

White Collar: 5 CP, Intrinsic Header		
Skill Name	Description	CP Cost
Computer Use: Basic	These days everybody and their grandmother (quite literally) is on facecult. That said, fewer and fewer people dare open the "settings" menu on their machines. You are one of those daring and intrepid souls who would rather kick a computer yourself than call the help desk. You may use props that are labelled "Requires Computer Use: Basic."	1
Cube Monkey	After dealing with Fred from Accounting, the Quarterly Reports, and the annual employee self-evaluation review board editing your self-evaluation, not much phases you anymore. When struck by a Frenzy effect or any effect with the Fear trait you may spend E to call "Resist by Apathy." This skill may not be used against the effects of any defense mechanism.	3
Health Plan	The referral/preferred physician system is a pain, but the co-pays are actually pretty decent, they cover E.R. visits, and heck, they even pay your gym fees. You are in better shape than most and may rest in a non-combat situation (that is, you cannot see or hear combat occurring) for 5 minutes and then call "Heal 2 to Self by Medicine." You may use this ability once each time you are wounded.	2
Salaried	At least you get comp time. Sometimes. You do not have to pay Upkeep.	2
Water Cooler Talk	Frank, the guy down in Tech Services? He says that Barry from Payroll said that Pam from Human Resources saw Jill and Steve at the Office Party talking to Oscar about what Dave said to Sharon. You might receive rumors at check in.	2

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Jim and Dwight from *The Office*, Cyril from *Archer*, Peter Gibbons from *Office Space*.

Professor White Collar Specialization

Academia is a cutthroat field. It may not seem like it from the outside, but the politics of the average department at an institute of higher learning would keep the Borgias on their toes.

Placement on the tenure track, sabbatical scheduling, journal opportunities—it's no place for the faint of heart.

The Ivory Tower may appear to be a gleaming bastion of civilization to the outside world, but inside the hallowed halls are red in tooth and claw, stained with the pens of criticism and the sorrow of teaching assistants.

Characters must have the White Collar header before they may take the Professor specialization.

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: Daniel Jackson from *Stargate*, Dr. Henry Walton "Indiana" Jones, Jr. (do I really need a citation for *Indiana Jones*?), Peter Venkman, Ph.D., from *Ghostbusters*.

Professor: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Armchair Psychologist	Of course I have a degree in psychology. What, you think these leather elbow patches grow on trees? Now tell me about your mother... You may roleplay psychoanalyzing or giving some other form of mental therapy to a target for 5 minutes and then touch cast "Refresh 1 Sanity by Therapy" to that target.	4
Publish or Be Damned	Professors are like sharks—if they stop publishing papers, their careers die. You may draft a brief (say, 500 words) academic paper on a subject and submit it to the Staff for distribution to relevant individuals.	2
Rationalize	That was not a flying saucer. Flying saucers do not exist. That was simply... light from Venus reflecting off of swamp gas... You may spend 3 minutes roleplaying rationalizing something traumatic that has just happened to you and then call "Refresh 1 Sanity to Self by Therapy."	4
Read/Speak Language	The problem isn't that I don't know the language, the problem is that you're holding the tablet upside down. This is a multi-tier skill. Each tier you take allows you to read/speak one of the following languages (which must be selected when you pick up a tier of this skill): Algic, Brythonic, Hieratic, Mayan, Sinitic, and Uralic. You will be presented with a key to languages which you speak, and you may throw a packet for "Speak X," where X is a language you know, at will. If the target speaks X, it may well respond to your use of its language—but it doesn't have to.	2 per tier
Scholarly Research	You have access to great stores of information, entire archives are at your command. Even the restricted sections... Your Intrinsic Research Pool increases by 1.	4

Professor: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Study	That's not just any stuffed horror on the shelf over there—that's a Sumatran Rat Monkey! You can tell because of the... well, you wouldn't understand, but trust me on this. You may spend 5 minutes roleplaying studying an object with a green or yellow tag (NOT a red tag. You can't touch those, remember). You may then contact Monster Camp for further information on the object in question.	3
Tenure	Ah, the blessed state of nigh-invulnerability. You've paid your dues, you've clawed your way to the top, and you have the scars and the corner office to prove it. You receive a stipend of 5 credits at the beginning of each Session.	3

Scientist

White Collar Specialization

I met three future versions of myself who turned the lightning guns into a bomb using science they told me to invent.

ROBO, ATOMIC ROBO AND THE SHADOW FROM BEYOND TIME,
BRIAN CLEVINGER, 2009

In the proper hands, science is more than an academic discipline—it is a battle cry.

Wielding intellect as a sword, scientists wage unceasing war on the demons of ignorance and mystery. They spend countless hours in laboratories which, when cut down by 99.995% and edited into montages, expand human knowledge at an incredible rate. Through experimentation, analysis, data manipulation, and a blatant disregard for safety protocols, scientists discover amazing things each and every day.

Respect the labcoats, for they are the vanguard of human progress.

Characters must have the White Collar header before they may take the Scientist specialization.

Scientist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Action Scientist	Whether you've been periodically self-detonated or spent enough time in the field to tell the difference between a Mark IV Terror Drone and a refrigerator, you've learned when to hit the dirt. When struck by a bullet, dart, disc, packet, or effect with the "explosion" trait you may spend AA and call "Reduce to Slam."	4

Scientist: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Basic Chemistry	Better living through modern chemistry. Explosives, drugs, you name it! You may produce Chemicals. See the Chemistry Handbook for further details. You may have up to 3 Tiers of Basic Chemistry.	2 per tier
Crazy Like a Fox	You're not "mad." Just "angry." And not really angry, actually. What's the word... Driven! You're just "driven." Your maximum Sanity increases by 1.	5
Do a Science on It	By performing a battery of tests on something you can learn all kinds of fascinating bits of information! You just need to answer a few basic questions, like "What is its combustion point?" and "Does it blend?" You may spend 5 minutes roleplaying studying an object with a green or yellow tag (NOT a red tag. You can't touch those, remember). You may then contact Monster Camp for further information on the object in question.	3
Forensics: Clue	Those hacks on C.S.I. have no idea what they're doing! Cretins! Imbeciles! Luminol is so passe! You may read cards that say "Requires: Clue" on them.	4
SCIENCE!	It's not a career, it's an adventure! You may spend 3 minutes tinkering with a thrown weapon (preferably one that resembles a beaker, test tube, or improbable gadget). You may then call "Imbue to Self by Chemistry." You may then throw the thrown weapon for "3 Damage by X," where X is Fire, Lightning, or Explosion. The effects of this skill expire when you Reset, and you may not use this skill again if you are currently affected by it.	5
The Scientific Method	You know what they say: progress is 1% inspiration and 99% get the hell out of my face and let me do my work! Your Intrinsic Research Pool increases by 1.	3

Weapon Styles: Small Weapon, Single Long, Handgun:Dart.

Examples: Dr. Atomic Robo Tesla from *Atomic Robo*, Dr. Egon Spengler from *Ghostbusters*, Dr. Vahlen from *XCOM: Enemy Unknown*.

Suit

White Collar Specialization

Movers. Shakers. Puppet masters and the New Nobility.

Whether they're the C.E.O. of a Fortune 500 or a lawyer who makes more in an hour than most families do in a month, there is no doubt that suits are the ones who rule the world. They buy and sell politicians and stock in the same breath. Their people have people to do that.

They have friends in boardrooms and legislatures and in places so high you can't even see them from here.

Play nice. Be respectful. Know your place.

Heaven help you if you cross a Suit—because absolutely no one else can.

Characters must have the White Collar header before they may take the Suit specialization.

Suit: 5 CP, Intrinsic Specialization		
Skill Name	Description	CP Cost
Alpha	In every pack, there is one alpha, whether the predators are in the forest or in the boardroom. And that alpha is you. Your maximum Sanity is increased by 1 and you may spend A to call "Resist" to an effect with the Authority trait.	6
Do You Have Any Idea Who I Am?	Sometimes the little people behave poorly. It's a nice courtesy to tell them who you are so they can shape up. Plus, it's absolutely delightful to watch them squirm. You may spend 10 seconds explaining to a target who you are and how important you are. You may then spend F to throw a packet for "Short Drain by Fear" or FF to throw a packet for "Short Drain by Authority."	5
Ice Water in Your Veins	Predators can smell weakness, and you've damn well learned to be strong in the face of adversity. You call "No Effect" to effects with the Fear trait, and you may spend EE to call "Resist" to a Frenzy effect.	6
If You Want Something Done Right...	You have to do it yourself. You may spend W to add +3 Damage to an attack you make. This skill cannot be used in conjunction with any other skill that modifies an attack. If used with an attack for uncalled damage, the attack deals 3 Damage (instead of 4).	5
Industry Standard Compensation Package	You can't buy happiness, but you can rent it, and you have money to burn. You receive 10 extra credits at check in each Session.	4
Legalese	You can understand sentences such as Section 509(a) of the United States Tax Code, to wit: For purposes of paragraph (3), an organization described in paragraph (2) shall be deemed to include an organization described in section 501(c)(4), (5), or (6) which would be described in paragraph (2) if it were an organization described in section 501(c)(3). You may throw packets for "Speak Legalese" and you may read documents labelled "Requires: Legalese." Furthermore, you may create documents and label them "Requires: Legalese."	3
Proper Motivation	A very, very wise man once said, "It is better to be feared than loved." And with enough fear, you can move mountains. You may spend W to touch cast "Grant Melee Attack by Fear: 3 Damage" or "Refresh 1 Fire by Fear." You may not use this skill on yourself.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: "Gentleman" Johnny Marcone from *The Dresden Files*, Ben Horne from *Twin Peaks*,

Technological Headers and Specializations

Technological headers and specializations are based in cyberpunk, biopunk, and near-future dystopian science-fiction.

Corporate Drone

Governments? Please. Hell, geography is practically obsolete, and you want to bring up the antiquated notion of a city-state writ large on the backs of patriotism and arbitrary borders? The modern world is divided by profit margins and consumer demographic sections, not by national boundaries and lines in the sand. If you're smart and savvy, you'll side with the winners.

Welcome to the Corporations, kid.

Corporate Drone: 5 CP, Technological Header		
Skill Name	Description	CP Cost
Computer Use: Basic	These days everybody and their grandmother (quite literally) is on facecult. That said, fewer and fewer people dare open the "settings" menu on their machines. You are one of those daring and intrepid souls who would rather kick a computer yourself than call the help desk. You may use props that are labelled "Requires Computer Use: Basic."	1
Corporate Citizen	Technically you may have citizenship in a country (depending on how good their lawyers are), but heart and soul you're part of the Corporate Family. This comes with a number of advantages (including a uniform) and disadvantages (including a uniform). And yes, you will be expected to wear said uniform. Choose a megacorporation to work for (we recommend Advanced MedTech, Blackstone, McGregor Pharmaceuticals, or TriCad Resource Development Corporation). Your Technological Research Pool increases by 1, and you are likely to get access to employee publications or rumors. Lastly, you gain the Mook trait.	4
Duck and Cover	Sometimes not getting shot takes precedence over dignity. You may spend WW when struck by a packet, disc, or dart attack and call "Reduce to Slam to Self."	3
Salaried	At least you get comp time. Sometimes. You do not have to pay Upkeep.	2
TDD Zeus Mk. 3	The latest model, the Threat Deterrent Device "Zeus," production run Mark 3, is a solid length of high grade composite with integrated power cell technology. Short version: it's a bug zapper for people. You may spend A and make a melee attack with a short or long weapon built to resemble a security baton (electrified security baton) and call "Agony by Lightning."	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart.

Examples: All those random guards that get horribly killed by heroes in every movie ever? Yeah. That's you.

CorpSec

Corporate Drone Specialization

Murder is messy. It's one of those things that causes bad press, drops in share prices, and is generally just bad for business. As such, Corporate Security is told to subdue, remove, and detain enemies of the corporate state insofar as such is possible. On the other hand, the corporate world is an unforgiving place, and weakness is not tolerated. As such, intruders cannot be let off lightly, and should be... discouraged... from further indiscretions.

Just don't leave marks.

Or, if you do, don't leave bodies.

Characters must have the Corporate Drone header before they may take the CorpSec specialization.

CorpSec: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Called Shot	That guy doesn't really need *both* his kneecaps, right? You may spend W and make a melee or firearm attack and call "Maim <limb>," where you choose which limb.	5
Company Kevlar	On the down side, you look just like everybody else. On the upside: you're less likely to die. If you wear an appropriate body armor phys rep tailored to display your corporate allegiance you gain +1 Armor. You must also call "Shield" to the first dart or disc based attack you are struck by each reset.	4
Don't Taze Me, Bro!	What's that Mister Protester? ... No, I'm sorry, sir, I still couldn't understand you over the sound of all over your muscles seizing. Could you repeat that? You may spend A or Marksmanship (this trumps general restrictions on Marksmanship) to fire a handgun for "Agony by Lightning."	5
Expert Marksmanship	Womprats? Please. You may have up to 3 tiers of Expert Marksmanship. You may spend Expert Marksmanship in place of F when making a firearm attack for straight damage.	3 per tier
Health Plan	The referral/preferred physician system is a pain, but the co-pays are actually pretty decent, they cover E.R. visits, and heck, they even pay your gym fees. You are in better shape than most and you may rest for 5 minutes and then call "Heal 2 to Self by Medicine." You may use this ability once each time you are wounded. You may not wound yourself or voluntarily allow yourself to be wounded and then use this skill.	2
Nap Time	Turn it up to 11. You may spend some total of 3 points of Marksmanship or W to make an attack with a handgun for "Short Stun by Lightning."	4
Web Grenade	Spider guard! Spider guard! Does whatever a spider guard does! Spins a web! Any size! Catches in...tru...ders... too many syllables... You may spend E to throw a thrown weapon and call "Short Root by Web."	4

Weapon Styles: Small Weapon, Single Long, Handgun:Dart, Handgun: Disc, Shotgun Disc. Handgun: Dart / Long, Handgun: Disc / Long, and Rifle: Disc are discouraged (You must spend 4 CP to use a discouraged weapon style).

Examples: Jerry and Silad from *Cost of Living* (It's a short film you can watch for free online. Go watch it.), Barney Calhoun from the videogame *Blue Shift*.

Negotiator

Corporate Drone Specialization

Corporations may be people, but they don't have mouths. Yet. Until they do, they rely on other people to deliver orders and carry out sensitive directives. Such people need to be cool and collected. They need to get results, often without drawing attention to themselves or their activities. Above all, they must act with competence and discretion, as negotiators represent their corporate masters—and the world knows it.

Characters must have the Corporate Drone header before they may take the Negotiator specialization.

Negotiator: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Cheap Shot	You don't need to put the guy down, you just need to make tangling with you a mistake. You may spend A to make a melee attack and call "Agony."	4
Corporate Says	You may call upon your corporate master and threaten the masses with their ire. You may roleplay the above for 10 seconds and spend A to throw a packet for "Repel by Fear." Alternatively, you may spend AA to call "By My Voice, Short Repel to Mook by Fear."	4
Do You Have Any Idea Who I Am?	Sometimes the little people behave poorly. It's a nice courtesy to tell them who you are so they can shape up. Plus it's absolutely delightful to watch them squirm. You may spend 10 seconds explaining to a target who you are and how important you are. You may then spend F to throw a packet for "Short Drain by Fear" or FF to throw a packet for "Short Drain by Authority."	5
Esprit de Corp	Team building exercises: more than just a punchline! Well, for the little people, anyway. You may spend F to touch cast "Heal to Mook by Fear" or you may spend FFF to call "By My Voice, Heal to Mook by Fear." You lose the Mook trait when you gain this skill.	5

Negotiator: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Legalese	You can understand sentences such as Section 509(a) of the United States Tax Code, to wit: For purposes of paragraph (3), an organization described in paragraph (2) shall be deemed to include an organization described in section 501(c)(4), (5), or (6) which would be described in paragraph (2) if it were an organization described in section 501(c)(3). You may throw packets for "Speak Legalese" and you may read documents labelled "Requires Legalese." Furthermore, you may create documents and label them "Requires Legalese."	3
Silencer	You know how movies have that scene? Where the guy gets shot from behind just before he can spill his guts and the camera pans from the body to show someone in a suit wearing leather gloves, holding a smoking gun, and you can't see their face? Yeah. You're the one in the suit. If you are standing flat footed, less than 10' from a target, and can see both of the target's shoulder blades, you may spend WWW and make a handgun attack on their back for "Double 4 Damage and Silence." This ability is meant for taking down lone sentries and such—if you run up to an enemy line from behind and shoot somebody, you're doing it wrong.	4
Takedown	When there is absolutely no other way, at times it is necessary to remove certain pawns from the board. If you are standing flat footed and can see both of a target's shoulder blades, you may spend WW and make a melee attack on their back for "Stun." This ability is meant for taking down lone sentries and such—if you run up to an enemy line from behind and clock somebody, you're doing it wrong.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc, Shotgun: Disc, Rifle: Dart, Rifle: Disc. Handgun: Dart / Handgun: Dart, Shotgun: Dart, and Thrown Weapon are discouraged (You must spend 4 CP to use a discouraged weapon style).

Examples: Blue Gloves from the *Firefly* universe, John Nike from *Jennifer Government*.

Hacker

20/20 says the fossils shoulda seen the Edge growing. Even so, culture vultures missed the rise of the decks 'til it was too late, and bam, we're on the scene. Given the amount of kudzu clogging the 'net, the miracles we work are worth gold to the Big Boys. Not everybody can plug and play, OC, but working a deck beats hell outta a McJob. Unless they burn you. Keep your nose clean, steer clear of black I.C.E., and you should be fine.

Hacker: 5 CP, Technological Header		
Skill Name	Description	CP Cost
Computer Use: Basic/Advanced	These days everybody and their grandmother (quite literally) is on facecult. That said, fewer and fewer people dare open the "settings" menu on their machines. You are one of those daring and intrepid souls who would rather kick a computer yourself than call the help desk. You may use props that are labelled "Requires Computer Use: Basic" or "Requires Computer Use: Advanced" as appropriate.	1 per tier
Hard Boot	Dead, you say? Nah. Just need to flip the voltage on the third jumper and... jiggle the... WORK, DAMMIT! You may spend 1 minute roleplaying repairing a Technological Device, spend F, and presto, you may call "Repair Technological Device."	2
Not the Deck!	Limbs grow back, circuits don't. When you are struck by a packet, dart, or disk attack for a "Destroy Device" effect you may call "Absorb to 2 Damage to Self." You may not use any other skill or effect to counteract this damage.	2
Search-Fu	Nothing on the 'Net ever really goes away, you just have to know where to look. And where not to look... Your Technological Research Pool increases by 1.	4
Terminal User	No decker worth 8 bits will use somebody else's rig, and likewise, wouldn't be caught dead with a stock machine. You may use a Terminal.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: The Clan Techie from *Dredd*, Violet from *Jennifer Government*, Thomas Anderson from *The Matrix*, Frank Pritchard from *Deus Ex: Human Revolution*, Alec Hardison from *Leverage*.

Engineer Hacker Specialization

If you build it, they will run.

Engineers are those mildly off folks who design new and better ways to do... well, pretty much anything. The world being what it is, though, "anything" usually amounts to "killing and maiming their fellow sentient beings." That's where the money is, after all. That's not to say that all engineers are vile and corrupt merchants of death, but arms designers are wealthy and sought after, while the guy behind the better mouse trap still can't find a buyer.

Characters must have the Hacker header before they may take the Engineer specialization.

Engineer: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Accurization Specialist	The sights on this are totally out of whack... you dropped it off a what? You are no longer allowed to have nice things. I'm sorry, baby, the mean and criminally negligent man won't ever lay a hand on you again... You may spend 5 minutes roleplaying working on a firearm. You may then spend AAA and touch cast "Imbue by Technology" to the owner of the firearm. You should then hand that person a card which says: "Imbue by Technology. Until you next Reset, all attacks made with this weapon that are NOT modified by any other skill receive +1 to their damage effect (e.g., a pistol dealing "4 Damage" would deal "5 Damage" until you reset.). This effect cannot be stacked."	4
Beam Welder	The hard part is not slagging your cerebral connector assemb... Hey, do you happen to have a spare cerebral connector assembly? You may spend 5 seconds roleplaying welding and then spend E to touch cast "Heal to Cyborg" or "Heal to Robot." Alternatively, you may spend EE to touch cast "Grant 2 Protection and Slow to Cyborg" or "Grant 2 Protection and Slow to Robot." You must have some kind of combat safe physrep for a technological device to use this skill. This rep DOES count as a device and a weapon and can be destroyed, disarmed, etc..	5
Drafting Board	You want to catch a better mouse, you need a better mousetrap. Or you need... THIS! The Extermouse 9000, ladies and gentlemen! Based on a standard <i>Felis Catus</i> chassis but entirely upgraded with state of the art custom milled hardware... You may build basic technological devices. See the Design Notebook for further details. You may have up to 3 Tiers of Drafting Board.	2 per tier
The E.M.P.ire Strikes Back	Will the wonders of electromagnetism never cease? You may spend F to throw a packet for "Maim <limb> to Cyborg by Pulse" or "Maim <limb> to Robot by Pulse," where you specify the target limb. You may also spend FFF to throw a packet for "Short Paralyze to Cyborg by Pulse" or "Short Paralyze to Robot by Pulse." You must have some kind of combat safe physrep for a technological device to use this skill. This rep DOES count as a device and a weapon and can be destroyed, disarmed, etc..	4
Master of Search-Fu	Quotation marks: more than just written down air-quotes. Your Technological Research Pool increases by 1.	4
Of Course I Have a Spare	Guns are some of the most unwieldy clubs ever. You may spend W to touch cast "Refresh 1 Marksmanship."	5

Engineer: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Repair	If it ain't broke, don't fix it. If it is broke, hand it here. You may call "Beginning Repair" and spend 2 minutes roleplaying fixing something. At the end of that time you may call "Repair Armor," "Repair Weapon," "Repair Gun," "Repair Device," "Cure Maim to Animate by Repair" or "Heal to Animate by Repair." In addition, you may touch a packet to a target and call "Diagnose X to Animate," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease. You must have a tool kit prop with you to use this skill.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: Louis and Martin from *Atomic Robo*, Gordon Freeman from *Half-Life*, Dr. Heller from *Mystery Men*, Q from the *James Bond* franchise.

Operator Hacker Specialization

"Dial the Operator."

Peeps in the know should know it's on when they hear that. Top shelf slicers, Operators can ghost a system before the Big Boys even know they've been pinged. Secsystems, clanks, augs, hardsuits—you name it, an Operator can crash it from here. Hell, when a Mr. Johnson tries to slip an Op a deathwish, that Mr. Johnson is in for one whole world of hurt. Poor bastard'll be lucky if his car still recognizes his keys...

Characters must have the Hacker header before they may take the Operator specialization.

Operator: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Avatar	No one can be told what the System is. You have to see it for yourself. You must have a prop set of "virtual reality" goggles to initiate this skill (you may take them off once you "get in."). You may spend EAFW to enter a location marked as the System, specifically as an Avatar. You should have an alternate costume ready for such things, one that showcases the "cyberspace nature" of the area. It should include bits that glow or are in some other way exaggeratedly technological. While you are in your Avatar form AND you are in the System, your character changes entirely. While your mind (And your Sanity) is the same, your stats become as follows: Your vitality becomes the sum of all of your maximum Earth, Air, Fire, and Water. For each point of your maximum Earth you may touch cast "Heal 2 by Code" or "Cure Maim by Code." For each point of your maximum Air you may make an attack (by packet, dart, disc, thrown weapon or melee weapon) and call "Agony by Code." For each point of your maximum Fire you may make a ranged attack (by packet, dart, disc, or thrown weapon) and call "Short Root by Code." For each point of your maximum Water you may deliver a melee attack for "3 Damage by Code." Note that none of your Avatar abilities and skills may be used on targets which are not in the System, and you should swap costumes when you exit the System. While in Avatar form you may wield any combination of weapons you like so long as safety and hand requirements are met (you may not wield a pair of two-handed weapons, for example). You may not refresh your abilities while in the System—you must exit the System, refresh as normal by spending a Void, and reenter the System if you want your Avatar skills and attributes refreshed.	5
Darknet Lancer	The 'Net is a dark and scary place. All the shiny friendly bits? That's just the sheep's clothing. You need to go run with the wolves to see it for what it is... You may spend E to call "Resist" to a Fear effect.	4
Go Ask Alice	If you follow the rabbit hole all the way down, there's no limit to the information you can find. Your Technological Research Pool increases by 2.	6
I.C.E. Skater	That stuff is bad, bad mojo, and you better learn how to duck it if you want to last, my friend. You may spend AA to call "Avoid" to an effect you are struck by with the "Code" trait. Note: This skill cannot be used while an Operator is in an Avatar form as, technically, Avatars do not have attributes.	4

Operator: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Red Pill / Blue Pill	You can offer people the Truth. Whether they take it or not... that's up to them. You may provide someone with a prop set of "virtual reality" goggles, spend 5 minutes roleplaying informing them about what they are seeing in the System, spend WW, and then touch cast "Imbue by Code." You may then hand them a card which says the following: "You may accompany the person who handed you this card into a location marked "the System." You may remove the goggles once you have reached said location. While you are in the System, you may not use any of your normal skills aside from Weapon Use skills (including ranged weapons or packets) and Read/Speak (Language) skills (including Cryptography and other cipher related skills). You may, however, do the following: Spend A to make attacks (with your normal weapon style) for Agony or spend W to make attacks (with your normal weapon style) for 3 Damage. If you usually do not wield weapons, you may wield a single long weapon while in the System. This Imbue expires when you exit the location marked as the System."	5
Someone is Wrong on the Internet	When they say "Don't Feed the Trolls," they mean "Don't hand you the cheesy curls." You may make an obnoxious and targeted comment, spend FFF, and throw a packet for "Short Frenzy by Quip."	4
Total Focus	Your attention is laser-like in its focus and intensity. Hell, it's lucky you noticed the G-Men pounding at your door last time they raided your place. When struck by a Slow, Root, or straight Damage effect while using a terminal you may spend E to call "Reduce." You still take the effect, but if you would still be able to operate the terminal after taking said effect, your usage is not interrupted.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: Hiro Protagonist from *Snow Crash*, Trinity from *The Matrix*.

MedTech

With the blurring of the line between man and machine, the medical community saw a shift in their job requirements. Being a top-notch surgeon wasn't enough—trauma victims from the Corporate Wars needed top-notch surgeons and top-notch programmers and top-notch engineers, and they needed them before they finished bleeding to death from a massive wound in their torso.

Enter the MedTechs.

MedTech: 5 CP, Technological Header		
Skill Name	Description	CP Cost
Computer Use: Basic	These days everybody and their grandmother (quite literally) is on facecult. That said, fewer and fewer people dare open the "settings" menu on their machines. You are one of those daring and intrepid souls who would rather kick a computer yourself than call the help desk. You may use props that are labelled "Requires Computer Use: Basic."	1
Crashpack	A rather terrifying device, a crashpack looks like a cross between a plasma bag, a mechanical jellyfish, and a garbage disposal. Nonetheless, you can't argue with the results—enough cutting power to hack through combat armor, enough drugs, glue, and microstaples to plug whatever holes lie beneath. If only it didn't make that horrible screaming noise... You may spend F and apply a packet or a combat-safe and staff approved prop (about the size of half a grapefruit is good) to a target and call "Stabilize by Technology."	3
First Aid	You may touch a packet to a target, call "Beginning First Aid," and roleplay medical treatment. An unstable character's bleedout count is frozen while you are performing your roleplay. After 2 minutes of such roleplaying you may call either "Stabilize by Medicine" or "Cure Maim by Medicine." You may also touchcast the following effects "Diagnose Stable by Medicine," "Diagnose Damage by Medicine," and "Diagnose Dead by Medicine." You may not use First Aid on yourself.	2
Jury Rig	The worker may not know exactly the whys and wherefores of complex electronics, but basic mechanicals? Easy enough. With enough duct tape and copper wire, anything is possible (at least for a little while). You may spend 1 minute roleplaying fixing something and then call "Short Repair Gun," "Short Repair Weapon," "Short Repair Device," or "Short Cure Maim to Animate." Alternatively, you may spend 2 minutes roleplaying fixing something and then call "Stabilize to Animate."	3
Medkit	While medicine is still far from idiot proof, medkits go a long way towards point-and-click doctoring. With a handful of button pushes and access to an unmoving patient, the wonders of modern medicine will unleash themselves upon the unwary. Er. The needy. You may spend EE and apply a packet or a combat-safe and staff approved prop to a target and call "Heal 1 by Technology." If you do not use a combat safe prop to deliver the effect, you must have a prop for the medkit on hand to use this skill.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: Those labcoat guys in *The Fifth Element*? Totally MedTechs.

Cyberware Specialist

MedTech Specialization

Cyborgs.

They are amazing amalgamations of human and machine. They run faster, hit harder, and take more punishment than anything else on the battlefield, pound for pound. They have the sentience of a human and the cold, calculating potential of a computer.

Do you have any idea how expensive they are to maintain? Rejection suppression drugs, chemically compatible food sources, power plants that won't cause cancer in the person who uses them instead of a gallbladder... it's a wonder they don't just implode from sheer improbability...

Characters must have the MedTech header before they may take the Cyberware Specialist specialization.

Cyberware Specialist: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Beam Welder	The hard part is not slagging your cerebral connector assemb... Hey, do you happen to have a spare cerebral connector assembly? You may spend 5 seconds roleplaying welding and then spend E to touch cast "Heal to Cyborg" or "Heal to Robot." Alternatively, you may spend EE to touch cast "Grant 2 Protection and Slow to Cyborg" or "Grant 2 Protection and Slow to Robot." You must have some kind of combat safe physrep for a technological device to use this skill. This rep DOES count as a device and a weapon and can be destroyed, disarmed, etc..	5
Diagnostics	You have a solid working knowledge of how the body works—and what's likely to be wrong with it. You may touch a packet to a target and call "Diagnose X by Medicine," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease.	4
Laser Cutter	Dismemberment was so much easier when all you needed was a bone saw and a dream... You may spend 10 seconds roleplaying a field amputation with a laser torch, spend W, and call "Maim and Cure Root." You must have some kind of combat safe physrep for a technological device to use this skill. This rep DOES count as a device and a weapon and can be destroyed, disarmed, etc..	4
Overclock	You will be a leaf on the wind, responding to threats at incredible speeds, able to dodge bullets as though they were...what's that burning smell? You may spend 1 minute roleplaying working on a cyborg. You may then spend FF and touch cast "Imbue to Cyborg by Repair." You should then hand the cyborg a card which says "Imbue to Cyborg by Repair. Your maximum Vitality decreases by 1. You may call Avoid by Speed when you are struck by a melee, packet, dart, or disc attack. You may reset this defense by resting for 5 minutes. You may not use this Avoid if you are suffering from a Slow effect of any kind. This Imbue expires when you next Reset."	4

Cyberware Specialist: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Repair	If it ain't broke, don't fix it. If it is broke, hand it here. You may call "Beginning Repair" and spend 2 minutes roleplaying fixing something. At the end of that time you may call "Repair Armor," "Repair Weapon," "Repair Gun," "Repair Device," "Cure Maim to Animate by Repair" or "Heal to Animate by Repair." In addition, you may touch a packet to a target and call "Diagnose X to Animate," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease. You must have a tool kit prop with you to use this skill.	4
Repurposed Instruments	The question is: "Does it weld?" You may spend W to make a melee attack with a short weapon for "3 Damage by Fire" or "Maim by Fire." You must have some kind of combat safe physrep for a technological device to use this skill. This rep DOES count as a device and a weapon and can be destroyed, disarmed, etc..	5
Surgery	The kneebone's connected to the... something. The something's connected to the... red thing. The red thing's connected to my wrist watch... Uh oh. You may call "Beginning Surgery" and roleplay performing surgery for 2 minutes. The target's bleedout count is frozen while you are performing your roleplay. At the end of the required time you may call "Heal (1) by Medicine." You must have some form of a doctor's bag prop with you to use this skill.	5

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: Dr. Vera Marcovic from *Deus Ex: Human Revolution*.

Wetware Specialist MedTech Specialization

Fools waste their time trying to marry man and machine into a blasphemous whole. Real scientists, though, seek to perfect human beings and other life forms through the boundless potential of Life itself. Gene splicing, drug induction therapies, graftwork—the various methodologies of bio-engineering are many and varied. The end results, though, are custom built organisms, life forms tailored for specific purposes as dictated by the human mind. Compared to that, dead machinery is as useful as lips on a chicken. Actually, that gives me an idea. Igor! Where are you? Can never find good help these days...

Characters must have the MedTech header before they may take the Wetware Specialist specialization.

Wetware Specialist: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Basic Regenerative	You'll be fine. Look, it was just a kidney, you have a spare, and I'm sure the other one will grow back in an hour or so. You did take the shot, didn't you? You may roleplay giving a target an injection for 1 minute. Immediately afterwards, you may spend AA to touchcast "Imbue by Medicine." Hand the target a card that says "Imbue by Medicine. You may spend one point of E, A, F, or W and call 'Heal to Self,' even if you are unconscious. You may do this 2 times. You must wait 1 minute between uses of this skill. Whether you use these or not, this Imbue expires when you Reset. You do, however, permanently gain the Modified trait."	5
Booster Shot	A spoon full of adrenaline makes the medicine go down so much faster... You may roleplay giving someone an injection, spend W, and touchcast "Grant Melee Attack by Poison: 3 Damage." You may want to clarify that the Grant is by Poison, not the attack.	4
Diagnostics	You have a solid working knowledge of how the body works—and what's likely to be wrong with it. You may touch a packet to a target and call "Diagnose X by Medicine," where X is Agony, Weakness, Maim, Damage, Paralyze, Drain, Stun, Pain, Bleeding, Poison, Venom, or Disease.	4
Platelet Power	(singing) Tiny platelets... in our blood... You may roleplay giving a target an injection for 1 minute. Immediately afterwards, you may spend F to touchcast "Imbue by Medicine." Hand the target a card that says "Imbue by Medicine. One time you may call "Stabilize to Self" or "Cure Bleeding to Self," even if you are unconscious. Whether you use this or not, this Imbue expires when you Reset. You do, however, permanently gain the Modified trait."	4
A Surgeon's Hands	You have occasional moments of such brilliance you surprise even yourself. That's saying something, considering how generally perfect you know yourself to be. You may spend W and call "Beginning Surgery". You may spend 30 seconds roleplaying surgery and call "Heal (1) by Medicine."	4
Surgery	The kneebone's connected to the... something. The something's connected to the... red thing. The red thing's connected to my wrist watch... Uh oh. You may call "Beginning Surgery" and roleplay performing surgery for 2 minutes. The target's bleedout count is frozen while you are performing your roleplay. At the end of the required time you may call "Heal (1) by Medicine." You must have some form of a doctor's bag prop with you to use this skill.	5
Wound Glue	Crazy glue to the rescue! Just hold this skin over like... good, now move your spleen... yes, excellent. Now just hold everything like that until it cures and you'll be good for a week! You may spend EE to touchcast "Heal 2 and Short Root."	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: Hannibal Chew in *Blade Runner*, Herbert West in *Reanimator*, Clive Nikoli and Elsa Kast in *Splice*, Kevin Fawkes from *The Invisible Man*.

Street Samurai

The Street's a harsh mistress.

After the First Corporate War (not that you've heard of it), the Big Boys realized just how important it was to have "disposable assets" they could trust. And that's a tricky bit of business—trust has to go both ways. The zaibatsus needed people with skill, discretion, purchasable loyalty, and no ties or traceable links. Flip side, to attract such people the megacorps had to play fair and put up significant chunks of scratch.

In turn, the street samurai were born.

Street Samurai: 5 CP, Technological Header		
Skill Name	Description	CP Cost
Computer Use: Basic	These days everybody and their grandmother (quite literally) is on facecult. That said, fewer and fewer people dare open the "settings" menu on their machines. You are one of those daring and intrepid souls who would rather kick a computer yourself than call the help desk. You may use props that are labelled "Requires Computer Use: Basic."	1
Expert Marksmanship	Womprats? Please. You may have up to 3 tiers of Expert Marksmanship. You may spend Expert Marksmanship in place of F when making a firearm attack for straight damage.	3 per tier
Mirror Shades	Master your emotions or they will master you. Always fulfill your end of the contract. Project the right demeanor. Mirror shades help a lot with that last one. You may spend AA to either call "Resist" when struck by a gaze attack or, after three seconds of eye contact, call "By My Gaze, Short Repel by Fear." You must be wearing a pair of reflective glasses to use this skill.	3
Street Cred	Sometimes dignity takes precedence over not getting shot—you have a rep to maintain, after all. You may spend W when struck by a packet, disc, or dart for "Slam" and call "Absorb to 2 Damage to Self."	2
Thousand Yard Stare	Sometimes you just have to get things done. You can always drink about it later. You may spend E to call "Resist" when struck by a Fear effect.	3

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc.

Examples: Molly Millions from *Johnny Mnemonic* (and various other works by William Gibson), Raven from *Snow Crash*.

Fixer

Street Samurai Specialization

Voice 1: ...was last seen with the representative from D.H.I..

Voice 2: Daimyo Heavy Industries? Heavy hitters.

Voice 1: Hence our contacting you. Frakes was lead designer on one of our projects, and given the timeline of the disappearance, D.H.I. is the only competitor with the drive and local muscle to pull this off. Fix it.

Voice 2: Which way?

Voice 1: Either. We'd like to have Frakes back, but we have backups of his work.

Voice 2: Half up front.

Voice 1: Of course. En route to the standard account now, along with a special program we'd like put on D.H.I.'s darknet.

Voice 2: That'll cost extra.

Voice 1: Already taken care of.

Voice 2: Alright, then. Consider the problem solved.

—From a recorded "insurance policy."

Part agent, part hacker, part special operative, Fixers solve the unsavory problems of the corporate world.

Characters must have the Street Samurai header before they may take the Fixer specialization.

Fixer: 7 CP, Technological Specialization		
Skill Name	Description	CP Cost
Backstab	You know where to hit someone to quickly remove them from this mortal coil. If you can see both of a target's shoulder blades, you may spend W and make a melee attack on their back for "4 Damage." This ability can be used in the middle of combat and such—you do not have to be flat footed.	5
Breaking and Entering	It's such an awkward term. It does fit, though. You may spend 1 minute roleplaying with a lock pick and then unfasten an in-game lock that is not labelled as especially difficult.	3
Dodge, Dip, Dive, Duck, Dodge	If you can dodge a wrench thrown by an angry mark, you can dodge the rap for the heist. You may spend AAA to call "Avoid" to a packet, dart, disc, or melee attack.	5
Precision Strike	It takes fifteen pounds of pressure per square inch to break a human neck. Just saying. You may spend W to make a melee attack for "3 Damage."	4
Security Specialist	They left the hard drive alone with only a Z-30X laser security web, pressure plate alarm trip, and temperature sensor with vibration detection upgrade for protection? They may as well have left it on your desk. You may attempt to disarm traps. Traps cannot be recycled, please leave all trap props in the care of an NPC when you are through disarming them.	4

Fixer: 7 CP, Technological Specialization		
Skill Name	Description	CP Cost
Takedown	When there is absolutely no other way, at times it is necessary to remove certain pawns from the board. If you are standing flat footed and can see both of a target's shoulder blades, you may spend WW and make a melee attack on their back for "Stun." This ability is meant for taking down lone sentries and such—if you run up to an enemy line from behind and clock somebody, you're doing it wrong.	4
Terminal User	No decker worth 8 bits will use somebody else's rig, and likewise, wouldn't be caught dead with a stock machine. You may use a Terminal.	4

Weapon Styles: Small Weapon, Single Long, Long Weapon / Small Weapon, Long Weapon / Short Weapon, Two Handed Weapon, Handgun: Dart, Handgun: Disc, Hand Gun: Dart / Handgun: Dart, Handgun: Disc / Long Weapon, Thrown Weapon. Discouraged style: Handgun: Dart / Long (You must spend 4 CP to use a discouraged weapon style).

Examples: Adam Jensen from *Deus Ex: Human Revolution*, the Operative from *Serenity*.

Gunslinger Street Samurai Specialization

Professional shootists, gunslingers should be treated with respect. Embracing firearms as the perfect weapon, gunslingers train their minds and bodies to use their pieces to their full potential. Drawing faster than the eye can see, firing more accurately than any machine, the men and women who embrace the Way of the Gun find no shortage of work as bodyguards, murderers, and assassins.

Characters must have the Street Samurai header before they may take the Gunslinger specialization.

Gunslinger: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Clear the Jam	Remember your drills, soldier: tap, rack, bang. While wielding a firearm and struck by a "Short Destroy Gun" or "Short Destroy Weapon" effect you may spend F or a point of Marksmanship and call "Reduce." You may then spend 3 seconds roleplaying fixing the gun and then continue fighting as normal. Alternatively, while wielding a firearm and struck by a "Destroy Gun" or a "Destroy Weapon" effect you may spend FF to call "Reduce" and treat the effect as though it had the "Short" modifier.	4
Covering Fire	If you and yours want to get out of this alive, you'll need to make the enemy keep their heads down. You may spend A and make a firearm attack for "Agony."	4

Gunslinger: 5 CP, Technological Specialization		
Skill Name	Description	CP Cost
Duck and Cover	Sometimes not getting shot takes precedence over dignity. You may spend WW when struck by a packet, disc, or dart attack and call "Reduce to Slam to Self."	4
Gun-Fu	"The Gun Kata treats the gun as a total weapon, each fluid position representing a maximum kill zone, inflicting maximum damage on the maximum number of opponents while keeping the defender clear of the statistically traditional trajectories of return fire." —DuPont, <i>Equilibrium</i> , 2002. If you are struck in the arm by a melee attack, and you are wielding a pistol in the hand attached to said arm, you may spend EE to call "Parry."	4
Lightning Reflexes	Nobody was faster. When you take a "Short Paralyze by Speed" effect you may spend FF to call "Reduce to Short Root." Until you rest off the Root, the only skills you may use are those related to shooting firearms (E.g. Use Handgun, Marksmanship, Called Shot, etc.). Basically, you can shoot. You cannot move around, you cannot use called defenses, you cannot heal, etc. But you can shoot. A lot.	5
Incapacitation	Also called "kneecapping" in some circles. You may spend WW to shoot a firearm and call "Maim Leg and Agony."	4
Quickdraw	"It is possible to shoot a gun before you touch it." —Jack Crabb, <i>Little Big Man</i> , 1970. Once per Session you may call "By My Voice, Short Paralyze by Speed and Short Root to Self." Until you rest off the Root, the only skills you may use are those related to shooting firearms (E.g. Use Handgun, Marksmanship, Called Shot, etc.). Basically, you can shoot. You cannot move around, you cannot use called defenses, you cannot heal, etc. But you can shoot. A lot.	4

Weapon Styles: Small Weapon, Single Long, Handgun: Dart, Handgun: Disc, Hand Gun: Dart / Handgun: Dart, Handgun: Dart / Long, Handgun: Disc / Long Weapon, Rifle: Dart, Rifle: Disc, Shotgun: Dart, Shotgun: Disc, Thrown Weapon.

Examples: John Preston and Brandt from *Equilibrium*, Neo from (and while inside) *The Matrix*.

Last Will and Testament

I, Jeremy Wong, being of sound mind, do hereby leave this as my Last Will and Testament, do hereby revoke all previous Wills and Codicils, and wish for my property, both real and personal, to be distributed according to the instructions expressed hereunder:

1. Not unmindful of my sons Ethan and Herbert Wong, I leave the entirety of my estate to my great, great grandnephew, Louis Auberdine, of Pittsburgh, Pennsylvania.
2. I grant Ethan and Herbert each a life estate to the apartments in Boston, London, and Macau.
3. I have left a letter and a sealed envelope of instructions pertaining to the Zbirski Skull in my locked rolltop desk. My attorney, Mr. J. Greylocke, of Greylocke, Chillingsworth, and Gravecobble, L.L.C., is in possession of the key to the safe deposit box containing the key to the desk. Louis is to follow the instructions precisely, the parts of my estate unmentioned in the instructions to be used by him as he sees fit.
4. If the desk, letter, or envelope appear in any way disturbed, I ask that Louis ignore the entirety of the contents of the desk, and instead contact Mr. Greylocke and inform him of such. Under such circumstances, Louis is to burn the mansion known as Marblecliff to the ground. Permits for such activity have already been acquired and are in Mr. Greylocke's keeping. Once the flames have died down, but no later than 18 hours after the last flicker has dimmed, and while the ashes are still hot, Louis is to accompany Mr. Greylocke to the warehouse at 117 Gotschel Wharf. Inside is a tractor trailer filled with 22 tons of salt. Louis is to salt the entirety of the grounds of Marblecliff, after which Mr. Greylocke will see to it that Louis is free to enjoy what remains of my estate as he sees fit.

Jeremy Wong

Jeremy Wong
Signed this 12 December, 2012

As witnessed by *Sherona Millbury*
Signed this 12 December, 2012

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Signed this 12 December, 2012

VARIOUS AND SUNDRY

Occam's Razor: A Game for Mature Audiences. And Participants.

Occam's Razor is a LARP meant to immerse players in a world much like our own—just with a few extra horrors and wonders thrown into the mix.

Part of playing in the “real, modern world,” though, is dealing with the baggage of the real, modern world. In addition to the general etiquette of LARPing, we ask that in Occam's Razor you be particularly mindful of issues such as religious intolerance, sexism, racism, and the host of other phobias and -isms that are unacceptable in a polite society.

While we intend to address various issues in the game, and such can offer profound roleplaying experiences, all such endeavors will be strictly in game, based on in game demarcations.

It's ok to give somebody grief because you're an all powerful godling, and they are a puny mortal. Not so much just because they were born in another real-world country.

So: treat each other with respect and approach the subject matters of the game seriously and thoughtfully. If staff receives complaints about a player making other players uncomfortable with their “in-game” actions, some very serious discussions (up to and including eventually asking someone to leave) will ensue. Play nice, people. Which leads us to the next point...

Play Nice With Others

Occam's Razor includes a number of factions and groups that don't always see eye to eye. Tensions and struggles between players with various allegiances are all but inevitable (and are encouraged). That said, we do not encourage violence between players. If at all possible, please try to work things out without use of combat or other such abilities on one another. Those found to be constitutionally built to initiate player vs. player (or “PvP”) violence should remember that the rough edges of society have a habit of ending up in prison. Or worse.

Basically, make sure your character is someone that both you and your friends can live with for 72 hours at a whack. Utterly inflexible stances on core parts of the game world won't make you an interesting badass—they'll make you that annoying guy in the corner who can't get along with anybody.

You and everyone else will have more fun if you make a character who can work with others when push comes to shove.

Caution: Halo

The Accelerant Core Rules below have the following to say about Caution:

"This phrase indicates some condition that may threaten the health of a player. A caution should never last more than 10 seconds. It indicates that those people who are close to or involved in that problem should pause so someone can get clear, get up, or move away from a threat. Only those people nearby need pause until the problem resolves. Everyone involved in a caution is still responsible to the game, and should still be cautious of in game threats. They may move away from the Caution or pause until the person has dealt with the problem."

We at Occam's Razor strive to include as many people as possible in our game. Some individuals may wish to participate while in a state of health where boffer combat could be somewhat riskier for them than under normal circumstances. Occam's Razor does not in any way represent to such individuals that they will not be struck with boffer weapons while playing, and such individuals may only participate if they acknowledge and accept the risks of participating in a boffer LARP.

We will, however, be using a system to cut down on accidental mayhem. Individuals not wishing to be struck with boffer weapons must wear a staff approved "halo":

1. Halos must glow bright yellow in the dark—the color must be unmistakably yellow (not orange, not red, not white, etc.) and must be at least one inch wide. We recommend the use of EL tape for this.
2. For use during the day, halos must also have dayglow yellow fabric, again, at least one inch wide. You may have a Day Halo and a Night Halo if you wish.
3. Halos must be worn around the head and must be visible from all angles. Armbands are insufficient for this requirement.
4. Individuals wearing halos may not wear costuming that matches the Halo in color or scheme. Yellow is used in the Accelerant system for other OOG information—the point of the Halo is to act as an Out of Game warning sign.

This halo must be worn at all times during the Session as there is no "out of game" and combat could occur at any time. While wearing a halo a player gains the Halo trait and may not use melee or ranged offensive abilities (you can't hit people if they can't hit you back).

While wearing a halo a person may call "Caution, Halo" and do their best to stay out of harm's way. Players and NPCs alike will be instructed not to attack people who call "Caution, Halo." They may instead call "By My Gesture, 3 Damage to Halo," "By My Gesture, Stun to Halo," or "By My Gesture, (any other effect they can normally deliver by melee or ranged attack) to Halo."

Light Sources

Players are encouraged to have light sources at Occam's Razor as many In Game locations will have no general illumination whatsoever. With that in mind, light sources should be filtered such that they will not blind anyone, and they should not be set in such a way as to shine in participants' faces (e.g., no miner's helmet lights, bicycle headlamps, etc. and flashlights aimed below torso level). Red tinted lights tend to be better for this sort of thing than standard white lights, but, sufficiently diffused, a white light would be fine.

Bits

Bits are a form of award players receive for helping Occam's Razor. Such help can be direct (anything from prop, time, or cash donations) or indirect (NPCing other games in OR CP Exchange community, for example). Bits are a sort of "universal award," and can be gained in a variety of ways:

1. Bits are awarded for helping to set up and clean up a Session of Occam's Razor. Bonus bits are awarded if you captain a crew during set up or clean up.
2. Bits are awarded for donating costuming, props, capital, or time to Occam's Razor (check with staff before making specific donations—we have plenty of things we need, but a pint and a half of cooking sherry wouldn't do us much good, unless we ask for it).
3. Bits are awarded for NPCing games Occam's Razor has a CP exchange with.

Likewise, Bits can be used in a few different ways:

1. Bits can be exchanged for CP (though you still can't go over the CP cap for the year).
2. Bits can be used to give your character an edge. You may exchange Bits for an extra Reset during the course of a Session. This will not actually raise your Void per se—your stats stay the same. You can just do what you normally do a bit more often. This extra Reset can't be stacked and lasts for a single Session.
3. Bits can be exchanged for Production Points so you can create or order In Game items (whichever fits your character) between Sessions. Again, there will be a limit on this, but you'll be able to get some pretty spiffy stuff.

You now have plenty of ways to use the good karma you build up by helping us make Occam's Razor the best game we can. Go on, guys, and NPC other games to your heart's content! Donate countless bricks of gold bullion—we've got you covered (and that heist mod would be pretty epic).

Firearms

In Occam's Razor players and staff alike use modern foam blaster toys to represent firearms. Such toys come in many different varieties and are generally categorized by the ammunition they fire and the type of weapon they represent.

Safety First

Do not modify the internals of a blaster in any way. Cosmetic changes and upgrades to the casing of the weapon are fine, but do NOT tinker about with the firing mechanisms. Modern blasters fire plenty far enough stock, and we don't want people getting injured by "upgraded" weapons.

Costume Shots

Darts, discs, and other such projectiles cannot be blocked unless otherwise noted. Should they strike any part of you, your gear, or any objects you hold, you must take the effect carried by the projectile. This is limited by the Costume call (see Accelerant Core Rules) as any other form of projectile. Please note that costuming bits you must wear due to racial or other such requirements do *not* count as costuming for the purposes of the Costume rule. For example, if a bat-themed skinwalker is struck in the wing, they cannot call "costume."

Batteries Not Included

Please note that unless otherwise stated players may not use blasters that rely on battery power.

Types of Ammunition

In general blaster toys fire one of three types of ammunition:

Darts

These include Nerf microdarts, whistler darts, streamline darts, and elite darts. Airzone, Buzzbee, and various other brands all make similar products, and together we refer to the lot as "Darts." Dart blasters generally represent standard firearms of one kind or another—handguns, rifles, etc.. Depending on the trait called when firing the blaster, though, they could represent other forms of weaponry. *PLEASE NOTE:* For safety reasons, "dart tag" darts (the ones with velcro at the tip) are banned from Occam's Razor. Catching one of those in your eye is a bad, bad scene.

Discs

At present, discs and disc blasters are primarily produced by Nerf under the "Vortex" line. Should other manufacturers create similar products (small, hard foam discs that meet Occam's Razor safety standards), they could likely be used as disc blasters, though Staff would want to check them out first. Disc blasters represent flechette weapons, a type of near-future weapon that basically fires small blades instead of normal bullets. As with darts, however, the trait called when firing a disc blaster determines what manner of attack is delivered. Generally speaking, disc weapons are "higher tech" than dart weapons.

Special

This is a catchall category for other types of ammunition including rockets, grenades, arrows, and other non-standard projectiles. Such weapons must be approved by staff on a case by case basis, but you will probably be alright with the solid foam rockets made by Buzzbee (as a baseline).

Types of Firearms

Firearms fall into three major categories: Handguns, Rifles, and Shotguns (heavy weapons are outliers and are addressed under the Heavy Weapons Specialist section). You *must* expend an attribute of some kind to discharge a firearm. Accidental shots should be Clarified as accidents.

Handguns

Handguns include things like pistols and revolvers. Handguns can reliably be fired with one hand. Blasters used to represent Handguns should be obviously meant for one-handed use—they should not have a stock or a long barrel. Common blasters useful for this sort of prop would be the Nerf Spectre, Recon-6 / Retaliator (without the stock or barrel extension), Strongarm, Firestrike / Nitefinder, Vigilon, Proton, Snapfire 8, Speedload 6, etc.. We respectfully request that if players need to carry clips for their guns, they should not carry more than one clip that holds more than 6 rounds, and no "drum" clips should be used—and you'll get kudos if you limit yourself to 6 round clips period.

Unless the weapon or attack is modified, a dart Handgun will deal 3 points of Damage per attack, while a flechette handgun will deal 4 points of Damage per attack.

A player must spend one point of Fire (F) or one point of Marksmanship to fire a Handgun.

Rifles

"Rifle" in Occam's Razor is a somewhat broad term used to represent battle rifles, assault rifles, submachine guns, and other weapons that require two hands and fire one projectile at a time (though often in quick succession). A player must use two hands to wield a Rifle—if one of their hands is full or disabled, the player cannot fire their Rifle. Common blasters useful to represent a Rifle include the Nerf Recon-6 / Retaliator with stock and barrel extension, the Longstrike, the Raider / Rampage, the Praxis, the Quick16, the Rayven, the Buzzbee Rangemaster, etc.. We respectfully request that if players need to carry clips for their guns, they should not carry more than one clip that holds more than 6 rounds, and no "drum" clips should be used—and you'll get kudos if you limit yourself to 6 round clips period.

Unless the weapon or attack is modified, a dart Rifle will deal 5 points of Damage per attack, while a disc Rifle will deal 6 points of Damage per attack.

A player must spend one point of Fire (F) or one point of Marksmanship to fire a Rifle.

Shotguns

Shotguns and flechette shotguns in Occam's Razor are represented by blasters which are capable of firing two projectiles simultaneously and do not use external clips. A player must use two hands to wield a shotgun—if one of their hands is full or disabled, the player cannot fire their shotgun. When attacking with a shotgun you must fire both projectiles at once. Common blasters useful to represent a Shotgun include the Nerf Barrel Break, Roughcut 2x4, and Diatron, and the Buzzbee Double Shot.

Unless the weapon or attack is modified, a dart Shotgun will deal 2 points of Damage per projectile, while a disc Shotgun will deal 3 points of Damage per projectile. The correct way to make an attack with a shotgun is to call "X Damage, X Damage," where X is the damage of the weapon, and then pull the trigger and launch the projectiles. For example: with a dart shotgun you would call "2 Damage, 2 Damage," pull the trigger, and turn something into a smear.

Skills which affect "an attack" modify only the FIRST attack, not the second—you may end up calling something like "4 Damage by Will, 2 Damage."

A player must spend one point of Fire (F) or one point of Marksmanship to fire a Shotgun (this one attribute point covers both projectiles).

Firearms in Brief

Name	Description	Hands?	Dart Damage	Disc Damage
Handguns	Short barrel, no stock	1	3	4
Rifles	Has stock, usually has long barrel	2	5	6
Shotguns	Fires twice with one trigger pull	2	2/2	3/3

As a courtesy we ask that players not shoot guns at each other or NPCs at point blank range. Certainly you may need to at times, but try to keep such incidents to a minimum—modern dart blasters can actually pack a bit of a punch.

Communal Munitions

Occam's Razor believes in a "share and share alike" mentality in regards to ammunition. Rather than making everyone spend hours sifting through darts and discs looking for the ones they have marked as their own, we ask that you take what you need to during the game, and at the end of a Session you fill up your gun and leave any excess with the game. Occam's Razor accepts donations of ammunition in exchange for CP, and we do our best to make sure there's always a bucket or two of rounds for players to use.

Weapon Styles and Combat Props

As mentioned above in the various headers and specializations, by taking such a profession a character automatically gains access to certain weapon styles. Other weapon styles are discouraged (but allowed) for such characters. Players must spend 4 CP for each discouraged weapon style they want to learn.

Creating combat props for Occam's Razor involves the same statistics and requirements as most Accelerant games (the following is from the Madrigal LARP website, though some styles have been expanded or removed), to wit:

1. Choose Your Weapon

First, determine the type of weapon you wish to create, and read below for length and construction requirements. Each type requires its own skill (which come part and parcel with headers and specializations, for the most part), but anyone can use small weapons under 24"

in length.

Blades:

These weapons represent daggers and all types of swords. A bladed weapon has a striking surface that covers at least 2/3 of its entire length. The weapon may have a cross-guard or hand-guard, but the guard must be made entirely of pipe foam or the equivalent.

Weapon Type	Minimum Length	Maximum Length
Dagger (Small Weapon)	18"	24"
Short Sword	25"	36"
Long Sword	37"	46"
Two-Handed Sword	50"	64"

Axes:

These weapons represent hatchets and all types of axes. An axe requires padding which covers at least 1/2 of its entire length. The striking surface is a head of open-cell foam at least 8" in length, which extends at least 4" from the shaft, and looks like an axe blade.

Weapon Type	Minimum Length	Maximum Length
Hatchet (Small Weapon)	18"	24"
Short Axe	25"	36"
Long Axe	37"	46"
Two-Handed Axe	50"	64"

Hammers:

These weapons represent maces, hammers, and all types of smashing weapons. A hammer requires padding that covers at least 1/2 of its entire length. The striking surface is a head of open-cell foam at least 6" long which extends at least 4" from the shaft, although this could be 2" on both sides for a mace.

Weapon Type	Minimum Length	Maximum Length
Household Hammer (Small Weapon)	18"	24"
Mallet	25"	36"
Sledge	37"	46"
Two-Handed Maul	50"	64"

Staves:

Staves have a striking surface on both sides of the weapon. Each striking surface covers at least 1/3 of the entire length. The middle section of the staff must also be padded, though you can use 3/8" padding for the grip of the staff so long as the full 5/8" is used for the striking surfaces. The staff must have a thrusting tip on both ends.

Weapon Type	Minimum Length	Maximum Length
Staff	48"	64"

Polearms:

This category encompasses all types of longer pole weapons. Polearms have the advantage of reach. A polearm must have padding which covers the striking end to at least 1/2 of its entire length. The striking surface must cover at least 12", and must include additional padding of open-cell foam which extends at least 1" from the shaft or another layer of pipe foam cut in half.

Weapon Type	Minimum Length	Maximum Length
Polearm	60"	72"

Clubs:

Often improvised, clubs include things such as lengths of pipe, crowbars, and chair legs. A club must have padding which covers at least 1/2 of its entire length. The striking surface must be at least 6" long - this may be either open-cell foam which extends at least 1" from the shaft, or an additional layer of pipe foam.

Weapon Type	Minimum Length	Maximum Length
Blackjack (Small Weapon)	18"	24"
Short Club	25"	36"
Long Club	37"	46"
Two-Handed Club	50"	64"

Claws:

These weapons represent some kind of natural weaponry. A claw must have padding which covers at least 2/3 of its entire length and must be red in color. The striking surface is the padded area of the weapon above the grip. Claws are not affected by Disarm effects. If a claw is affected by a Destroy effect, the character will take a Maim effect to the limb holding the claw.

Weapon Type	Minimum Length	Maximum Length
Small Claw	18"	24"
Short Claw	25"	36"
Long Claw	37"	46"
Staff Claw	48"	64"
Two-Handed Claw	50"	64"
Polearm Claw	60"	72"
Buckler Claw	14" in Shortest Dimension	24" in Longest Dimension
Full Shield Claw	14" in Shortest Dimension	36" in Longest Dimension

Thrown Weapons:

These weapons represent daggers, darts, and javelins. These weapons must be at least 2" in length, but larger thrown weapons such as javelins are allowed if game staff deems them to be safe (large weapons should have open cell foam thrust tips). Larger thrown weapons may be weighted with birdseed, but at least 5/8" of foam must be between the birdseed and the surface.

Weapon Type	Minimum Length	Maximum Length
Dart	2"	8"
Dagger	6"	18"
Javelin or Harpoon	18"	36"

Shields:

While very rare in the modern world, some people do still use shields. Shields must be completely edged in 5/8" closed cell pipe foam. Shields should be constructed from durable material—two sheets of corrugated plastic set at cross grain can be a good base to work with, as can wood or similar materials.

Weapon Type	Minimum Length	Maximum Length
Buckler	14" in Shortest Dimension	24" in Longest Dimension
Full Shield	14" in Shortest Dimension	36" in Longest Dimension

2. Create the Core

Next, you must create the weapon core (for thrown weapons you skip this step).

Your core materials depend on the length of the weapon, which you determined in step one. The weapon core will need to be 4" shorter than the overall length of the finished weapon. Each end must be capped with a coin or strapping tape, so there is no hole at the end (this is to prevent the cut end of the core from slicing through the foam padding). We at Occam's Razor recommend cutting a disc of blue camp mattress foam and rubber cementing it to the end of the capped core / striking surface as further protection against accidentally coring someone. Each pipe insulation overlap will need to be 1" in length, and the foam thrusting tips must be 2" in length.

The permissible core materials are described below:

3/4" PVC:

This common core may be used for one-handed weapons, and must used with aluminum to make two-handed weapons. Look for Schedule 20 PVC pipe with a thin wall (there are Schedule 40 pipes with thicker walls, but they are too heavy to make good weapons). This core may also be bent into bows by applying either very hot water, or softening it with the heat of a heat gun (be careful).

1/2" PVC:

This core is too "whippy" to use for longer weapons, however, weapons up to 36" long may be safe with a 1/2" core. This material is not permitted for any other type of weapon.

3/4" CPVC:

This core may be used for one-handed weapons, and must used with aluminum to make two-handed weapons. Look for Schedule 20 CPVC pipe with a thin wall (there are Schedule 40 pipes with thicker walls, but they are too heavy to make good weapons). This core may also be bent into bows by using a heat gun on it (be careful). CPVC has more "whip" than PVC,

but it may be used for weapons up to 42" in length. Some types of CPVC might theoretically be stiff enough for slightly longer weapons, but you must be aware of the level of "whip" closely, or the weapon will fail inspection.

Aluminum:

This material has no give whatsoever, so it cannot be used for one-handed weapons. The purpose of aluminum is to give two-handed weapons more stability, and less "whip". Two-handed weapons should use a combination of 7/8" galvanized aluminum and 3/4" CPVC core. The cores should be chosen so the CPVC fits snugly into the aluminum. They should overlap by approximately three inches, and be secured together with a strong adhesive like Plumber's Goop or with a good amount of strapping tape wrapped around the seam. We would suggest a combination of both the adhesive and a small amount of strapping tape, for extra security. Suggested lengths for long weapons are as follows:

- 72" weapons should have 48" of aluminum and 23" of PVC: with 3" of overlap, this results in a core that is a total of 68" long. This will provide room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.
- Since 64" weapons are a little shorter, you can use slightly more PVC. Use 36" of aluminum and 27" of PVC: with 3" of overlap, this results in a core that is a total of 60" long. This will provide room for the required 1" overlap of pipe foam on each end and a 2" thrusting tip.
- Two-handed weapons of different lengths should use similar ratios to those listed above so they are not too "whippy", but have give at the striking surface.
- Staves should have aluminum in the middle of the weapon, with PVC on either side (where the striking surfaces will be). You must cut the cores a full 6" shorter to give room for 1" of overlap and 2" of thrusting tip on both sides. The staff should use the ratio of half its length as aluminum in the middle, and one fourth as PVC on each side.

.505 Ultralight:

The core this refers to is actually called "spiral-wound fiberglass tubing". Intended to be used as a kite pole, the core is light, durable, and has an acceptable amount of give. One-handed weapons use the .505 diameter pole which sells for under \$10.00. If you wish to purchase these cores, search online with the keywords "GlasForms Fiberglass Tubing" - examples of kite supply stores which carry the core are Goodwinds Kites, Gone With The Wind Kites Online, or Into The Wind.

.610 Ultralight:

This core can be used for one-handed weapons and is used with aluminum to make two-handed weapons (in combination with the Schedule 20 CPVC pipe with a thin wall). This core is a thicker version of the .505 spiral wound fiberglass tubing. Note that it is almost twice as expensive as .505, but is needed if you intend to make ultralight two handed weapons. Ultralight two handed weapons will require extra padding down one side of the blade, consisting of either 1" of open-cell foam or an extra layer of 5/8" pipe foam. If you wish to purchase these cores, search online with the keywords "GlasForms Fiberglass Tubing" - examples of kite supply stores which carry the core are Goodwinds Kites, Gone With The Wind Kites Online, or Into The Wind.

Because ultralight weapons are so light, we are especially careful to ensure that those using these weapons roleplay their swings properly. Though we allow the use of these cores, this is considered a privilege and players who perpetually swing from the wrist and machine gun will lose this privilege. Roleplay your swings.

3. Pad the Striking Area

Now, add the padding to the striking surface of the weapon.

Padding should be 5/8" pipe insulation. The green Climatube 80 pipe insulation works fine, but some people have found insulation that fits over the ultralight cores without needing to be cut. Pipe foam varies wildly in consistency, so make sure the foam you are buying is really 5/8" thickness. The pipe foam should fit snugly over the pipe without rattling. If the foam is too big, you may add a strip of weather insulation to the core, or use strapping tape to pad out the core at three or four points. We prefer to use weapons with a diameter of around 2", but we will permit a wedge to be removed from the pipe foam so long as the diameter of the weapon is no less than 1 3/4". We reserve the right to restrict such weapons if this proves to be problematic.

The pipe insulation must extend past the end of every core by at least 1", and the resulting empty insulation must be filled with a rolled-up piece of pipe insulation. Use strapping tape to hold the filler insulation in place.

Once the basic padding is added, you may add extra padding to two-handed weapons using either another layer of pipe insulation (cut in half to fit over the foam) or a narrow strip of open-cell foam. Weapon heads must also be made from open-cell foam. Attach the extra padding with strapping tape to secure it for the final layer of duct or kite tape.

It is suggested that two-handed weapons, particularly staves, cover the grip area or at least most of the grip area with a thin-walled pipe insulation to protect against accidental contact with the grip. This is not required unless a player is reported to hit opponents frequently with the grip of the weapon.

4. Add Crossguard

Crossguards and handguards may be added to blades using pipe insulation or similar materials. All guards must have give and be deemed safe by game staff.

5. Add the Pommel

If the weapon is a blade, it will need a pommel. The pipe insulation must extend past the end of every core by at least 1", and the resulting empty insulation must be filled with a rolled-up piece of pipe insulation. Use strapping tape to hold the filler insulation in place.

6. Add a Thrusting Tip

The tip of the striking surface must have a thrusting tip. The tip should be constructed of 2" of open-cell foam (longer thrusting tips tend to bend).

- Cut the foam to size to cover the tip of the pipe insulation.
- Use duct tape or kite tape to secure and cover the tip: place a length of tape over the tip so that the center of the tape covers the end of the tip and extends down both sides, attaching the tip to the weapon. (If the tip is round, use a razor to cut the corners so the tape conforms to the tip.)
- Add a second piece of tape in the same manner, so it goes across the end and down the other two exposed sides of the foam tip. Use a razor to cut the corners so the tape overlaps slightly and conforms to the tip.
- Finally, poke many tiny holes all over the tip, so that air can escape and the tip can compress and expand freely.
- If the weapon uses other open-cell foam, you might find that when the foam compresses that the tape wrinkles as it sticks to itself. You can prevent this by covering the open cell foam with plastic wrap used for food storage before taping over the foam.

7. Cover with Tape

You may now cover the entire weapon with duct tape. Kite tape is also allowed. The tape should run down the length of the weapon, and overlap slightly so that no foam is exposed. It should not be wrapped in a spiral around the blade. Even duct tape varies in weight and thickness, so you should look for a thinner, lighter tape. The majority of the weapon should be black or gray where there is metal, and black or brown where there is wood. Remember that red should not be the primary color of a weapon unless the weapon is a Claw.

Packets

Packets are small bean bags which are thrown to represent magical attacks or special powers. They should be made of stretchable fabric and filled with birdseed. You should use only small birdseed with no larger or sharper seeds (No sunflower seeds!) - packets with any other material inside will not be allowed. A square of fabric is pulled around the birdseed and its corners are gathered together to form a "tail" and closed up with strapping tape or rubber band—just make sure the packet has some give to it. The head of the packet should be between 1 and 1.5 inches in diameter, and the tail behind the tape should not be longer than 3 inches. The fabric cannot be pulled so tight that it no longer has give—you should be able to squeeze the center of the packet and almost touch your fingers together.

Locks and Traps

Locks that are capable of being picked or disabled will be clearly marked as such. Some may also require a specific key or some such to unlock and will be marked as special and unable to be picked. Restraints work the same way.

Traps can only be manipulated by characters who have the appropriate skill. Traps are further described below in the Accelerant Core Rules. Remember that if a box is trapped and the trap goes off, all the contents of the box are destroyed.

Remember:

Snap Traps deal 2 points of called damage.

Buzzer Traps deal 5 points of called damage.

Touching something covered in Petroleum Jelly gets you "5 Damage by Poison."

Alcohol

First and foremost, the usage of actual alcohol or other mind altering drugs is strictly prohibited at any Occam's Razor Session. Engaging in boffer combat and other such activities while chemically impaired is a very bad idea and anyone under the influence will be asked to leave.

The use of in game alcohol and mind altering substances, however, is allowed and dealt with as follows.

1. Any such substance must be represented by a staff approved tag of some kind (e.g., you have to find or make the substance in game). Such substances will likely be considered either an item or an Inflict card, depending on the circumstances, and all related effects are likely (though not assuredly) "by Poison."
2. Drinking generally restores Sanity (see individual drink cards for specifics).
3. Binge Drinking, defined as "consuming a number of drinks/drugs equal to your maximum Void attribute in a Session" (not per reset, people: per weekend) has some side effects. First, for the remainder of the Session, with each additional alcoholic drink, you must roleplay drunk for 5 minutes and add "Drain and Waste 1 Fire to Self" to any other effects the substances may do to you. Second, you **must** include in your PEL that you were binge drinking (drinks equal to Void). Actions have consequences, after all.

Research Pools

Some players have access to Research Pools. Research Pools represent a character's ability to seek out answers to questions between Sessions of Occam's Razor. To be clear: Research Pools are not a way to perform actions with direct impact on the game world between Sessions. The difference being the difference between, say, "I look for clues to figure out who stole the Bernese Falcon," and "I shoot the guy who stole the Bernese Falcon."

Research Pools are based on and tied to genre (that is, characters might have access to one or more Paranormal, Intrinsic, or Technological Research Pools). The genre of a Pool dictates both the methods of the research and the subjects that can be effectively researched. For example: Technological Research Pool points represent time in cutting edge lab facilities, vast internet sweeps, and computer modeling. Such things are great for figuring out which megacorps may have made a particular type of plastic polymer. They don't really help with talking to the ghost of Dusty Bill, a dead miner, to find out where the Cursed Treasure is buried.

Skills, qualities, and other abilities that grant access to Research Pool points are all considered to be in game skills. This means that you must have the skill during an event to ask a question after said event. To put it another way: you cannot use a research skill right after you pick it up—you have to play a Session before your research facilities and materials become available.

Each Session your Research Pools are refreshed.

In your PEL (post event letter, submittable through the Character Database) there will be a section where you can spend your Research Pool points. You may spend more than one point on a question. You may join forces with other players and spend your points together IF:

1. The Pools of all participants do not include BOTH Paranormal and Technological, and...
2. All participants use the EXACT SAME PROJECT NAME when declaring what they are researching.

The more points you spend on a question the better an answer you are likely to receive. Be aware that some things are better left alone, and imprudent research can attract attention. Or consequences.

All research questions MUST be submitted along with the rest of the PEL no more than two weeks after a given Session. PELs submitted late will be appreciated but have no effect on research.

Post Event Letters

After each Session of Occam's Razor you are encouraged to submit a post event letter, or "PEL." PEL forms will be available and submittable through the online character database on the Occam's Razor website. You will receive 1 CP for a fully filled out, in depth PEL. You will receive .5 CP for a bare bones token effort. Either way, to receive any CP at all, the PEL must be submitted no later than 2 weeks after the end of the Session in question. Remember: PELs which include research questions must be submitted within the same 2 week span or they will not receive answers to their questions.

First Aid, Surgery, and Bleeding Out

The Accelerant Core Rules have the following to say about first aid and bleeding out:

"If someone begins to use First Aid on you, your count will be suspended until they stop the First Aid. If they call Stabilize, you become stable and start your five minute count. If

they do not finish the First Aid, your one minute death count will continue where it was before they started using the skill."

Given the different skills that can be used to stabilize someone and the different requirements of characters to become stable, it is important to familiarize yourself with what your personal needs are. For example, characters with the Animate trait will respond to someone saying "Beginning Repair" as most characters would to someone saying "Beginning First Aid." Someone calling "Beginning First Aid by Medicine" might have little luck trying to save a robot...

The important call to know is that if someone says "Beginning Surgery (or Repair, if applicable)," your bleedout count is frozen just as though they were performing first aid.

Remember to wait for the person performing the action to call the result—doctors and mechanics may have different speeds at which they can help people, so don't assume you are stabilized or healed until they call the effect.

Spirits, Ghosts, and Shadows

In order to help smooth over certain potential issues at Occam's Razor we have slightly tweaked the notion of a "Spirit."

Spirit refers to a being composed of spirit—it is something beyond the normal world. When a spirit is struck by an attack that does not include the "to Spirit" bane effect, they must call "Spirit" and take no effect from the attack.

Ghost is what a player turns into after they die and need to go to monster camp. When a ghost is struck by an attack that does not include the "to Ghost" bane effect, they must call "Ghost" and take no effect from the attack. In all other respects they operate as a Spirit of the Dead in the Accelerant Core Rules.

Shadow is what an NPC is when they are setting up a module and should be ignored and left alone. Similarly, if a Player is being taken someplace for a mod, they become a Shadow while they teleport or move through a hidden path or some such. If you strike someone with an effect and they call "Shadow," just let them be.

The General Store: Mail Ordering and Inventory Management

Characters in Occam's Razor live in Whisper Hill, a charming town located just a few miles past Middle Of Nowhere, U.S.A. You will be able to buy a few basic necessities at the General Store. For more esoteric items, however, you will likely need to order merchandise through the mail or online from services such as Amazon. A computer called the Central Hub will be available to all players for such purposes.

But I Can Just Buy It at Walmart!

Some of you may be confused as to why items are not more readily available to characters in the modern world. Between the bad roads, lack of GPS signal, and various other issues in and around Whisper Hill... well, read this before you start complaining too loudly.

That's How It's Done Up North.

A True Story From The Desk of John Wilson, Occam's Razor GM

Those of you who know me from Lost Eidolons know that my wife and I live in Maine, and that I'm originally from New Hampshire. Now when I say New Hampshire, I don't mean Concord, Manchester, or Nashua... no, I mean NEW HAMPSHIRE. The Conway area, actually. Lovely place in the fall, very pretty, almost the middle of nowhere.

That's important kids—almost the middle of nowhere.

So allow me to impress upon you how we do things in Rural New Hampshire and why you are doomed to mail order everything you hold dear.

Back in 2006, I was still in college. Nintendo had just released the Wii. My mother, being the amazing woman she is, camped out in front of our local Walmart and got one of the three our local store was due for the entire Christmas season. I was thrilled, it was awesome, life was kind of amazing. Now, here is where the story gets kind of tricky. *Legend of Zelda: Twilight Princess* was also out, and this needed to happen. Three days after Christmas, when Walmart finally reopened after the holiday, I drove the 45 minutes into town.

Now, I hear a few of you asking, why did I go to Walmart instead of GameStop or some other electronics store? Simple. In Conway, we have many fine retail stores that cater to the tourist crowd. But if you're local and you want... anything, really... you go to Walmart because that's where the things like DVD's, CD's, and games are sold. **We. Have. Nothing. Else.** So that fine December 28th I come rolling up to my local Walmart parking lot and cruise over to the electronics section to discover... they do not currently stock Wii games. See, management made the decision: they had gotten 3 Wii's in November, and they weren't slated to receive any more until about February, so why bother stocking the games? That's right, they had nothing on hand and didn't plan on getting anything until they knew there were more than the possible 3 Wii's in the area. I say possible because this Walmart served not only Carroll County, but also all of Coos County (the northernmost county where Whisper Hill is located).

To put this mathematically, I can say with some certainty that there were only three of these machines in an area three times the size of Rhode Island.

Most people would be angry about something like this, but we're used to this kind of thing, so I stood there a second and crunched some numbers. I could drive to the next closest store, or I could go home. Naturally I went home as the "closest" store was in Portland, Maine.

That's about another hour drive one way—not worth it when I can mail order something. So I went home, fired up the computer and ordered the game express and selected my delivery address...

Fun fact: UPS does not deliver to homes that do not have street numbers. Street numbers are issued when there are enough houses to warrant a distinction. Conway? Street numbers. My mother's house? That's in Glen, no street numbers.

So I did what any normal human being in such a situation would do: I had the game shipped to the general store, it showed up two days later and I finally got to play *Zelda*.

What can you take away from this story? Simple: even in the western world you will have places where it is common and ACCEPTED by the local population to not only mail order things... but have it shipped to a local general store for pick up.

The real kicker is my Mom's house still doesn't have a street number so I still ship her stuff by way of the general store. The end.

Occam's Razor will be using an electronic inventory management system as much as possible. You will be given a way to access a database of your In Game items, marking some as "held close" to prevent people with sticky fingers from filching things. You will be able to transfer items between one another through the same system.

Certain items such as plot macguffins and specific finished products will remain in physical form.

Upkeep and Eating Well

Player characters in Occam's Razor have a variety of on going needs that players must deal with. Food, clothing, ammunition—everybody needs something. To represent this, during Check In at each Session, players must pay 5 Credits to cover their character's basic costs of living over the past few weeks or months. Any character that does not pay at least 5 Credits to cover such expenses has their maximum Vitality reduced by 1 to a minimum of 1 for the duration of the Session. Such effects are cumulative. You cannot pay Upkeep for an event before that particular event.

Wealthy characters and characters willing to splurge may spend 10 Credits to live large and become Well Fed. Characters who are Well Fed are eating high quality food, working out, practicing their skills, and are generally taking very good care of themselves. Well Fed characters receive +1 maximum Vitality for the duration of the Session. Purchasing a skill that negates cost of Upkeep for the character doesn't discount Well Fed—it always costs 10 Credits unless specifically stated by another skill.

Crafting Items

Players with crafting skills in Occam's Razor will be able to access one or more books on their particular type of crafting. Basically, their ranks in a particular crafting field will generate Crafting Points. These crafting points can be used to create an item that can "(choose one or more effects and pay their crafting points cost) by (now select a trait and pay it's crafting points and add the cost to the effects' cost)," and they can do all of this (multiply all of that cost by how many times you can use the item, more or less), and the item lasts for (pick a duration cost). In the end, the system will let people build their own items based on their crafting abilities.

Note: When items are crafted for someone who is not the creator, the owner's name must be input to show up in the system and/or on the item's physical tag. Players carrying and/or using items that do not have their name on them as the owner will find these items "turn to dust."

Items and Books Outside the Norm

As further described in the Core Rules, some items or books may have special in-game effects. Usually such items will have a colored sticker (again, more below, but quickly Red = don't take, Yellow = take and turn in at check out, Green = all yours. If a prop doesn't have a sticker, assume you shouldn't touch it. If somebody hands you such a thing, assume it has an invisible yellow sticker and you should turn it in to staff) and/or will have a note, card, or envelope attached. Interesting items should be searched for such instructions. Always read the outside of the note, card, or envelope first. Oftentimes particular skills will be needed to read the message inside, or understand the book, or use the mysterious device—no peeking if you don't have the required skill. For example, a player might find a book with a notecard taped to the back. The card says "this book is written in Hieratic." If the character happens to be an have the "Read/Speak Hieratic," then he can happily sit in the corner learning awful secrets for hours on end by reading the book. If, however, the character is a mall cop with no such skill, then the character should darn well not open the book. Such characters will not learn awful secrets—rather, awful secrets will happen to them.

Grimoires

Practitioners of the Art have been known to channel the power of grimoires to great effect. In Occam's Razor, a character capable of using a grimoire is required to have a prop to represent her library of grimoires. In order to cast any of the effects outlined in any of their grimoires, a character must first be holding their prop in one hand and may only hold packets in the other. The character must then RP reading a passage aloud from their prop that is at least 6 syllables per attribute the effect expends (F – 6 syllables, AA – 12 syllables, etc). After the passage has been read, the character may call the effect and take any other actions required by and specified in the grimoire. The character's prop should look suitably archaic and spooky. We recommend that such a prop be able to have pages added to and removed from it as new grimoires are gained over the course of events. Grimoire props should be able to accommodate a full 8.5" x11" page.

Bear in mind that most grimoires will have some form of restriction on who can read and make use of them. For example, if you do not have the language key to the language in which a

grimoire is written, you cannot use the grimoire (and no, brute force code breaking the text is not allowed).

In short, to use an effect from a grimoire:

1. Have a book open to the specific grimoire page held out in front of you.
2. Recite the pertinent incantation.
3. Deliver the effect of the grimoire as appropriate.

On Puzzles

Players are likely to stumble across puzzles and riddles throughout the course of Occam's Razor. We ask that players who already know the answer to a given challenge let others take a whack at it before they just walk up and solve it. Likewise, keep solutions you discover to yourself—it will be much less fun for the second group if the first group tells them what the magic word is. Of course, staff might also change the magic word the second time through and the first word actually casts the spell "Rocks Fall, Everyone Dies." Just saying.

Death

You will die.

The world is neither a friendly nor a forgiving place. Expect that, at some point, likely in the not-too-distant future, you will die. For the vast majority of people, this is a simple and irrefutable fact. But given the strange goings on, the secret experiments,...death is not always the end.

Would that it were.

Should your character ever Bleed Out or be struck by a Death effect in Occam's Razor, your character has died. They are dead. While dead, you should remain on the ground in the position you fell in and keep your eyes closed. As discussed in the Accelerant Core Rules, these niceties obviously take a backseat to safety—by all means, remove yourself from the middle of a field battle in an icy river. Should it come up.

In any event, when you are dead you must remain where you have fallen for 5 minutes, after which you "become a Ghost." While a Ghost you should put your head down and do your best to avoid people. You may not talk to anyone who cannot speak with Ghosts or the Dead, use any in-game Skills, expend attributes, run, etc.. In essence, try to be as unobtrusive as possible. Make your way to Monster Camp to find out what, if anything, happens to you next.

Death and Reincarnation: Strange Tales of Multiple Personalities

The Staff take a player character's existence in the world of Occam's Razor very seriously. Such an individual, by his or her very nature, can affect great changes in the world. The demise of such a character is a very grave matter, and may well have profound consequences. Please note that a player whose character is permanently removed from play will not be allowed to participate as a player for the remainder of the extant session. The introduction of a new character must wait until the following session, and should be discussed with and approved by Staff.

June 2007

It had been a while since I had last been to the far northern reaches of New England. Once you diverge from one of the major interstate corridors (91, 89, 93), you find only the most dedicated of leaf-watchers or bed-and-breakfast/antiquing aficionados will go further off the beaten path. Indeed, as you go further and further north of Boston along Rt 3, it's hard to imagine any civilization existing in the area, even if you are only 3 or 4 hours north.

I had this same feeling when I drove to Allagash, ME several years before. I went 100s of miles away from even the nearest ranger station up there, and canoed. There's something primal about these sorts of journeys, where you escape the Buttoned-Down world we live in and know that whatever happens out here, it's for keeps.

So, on my last meandering trip, I was surprised to stumble across Whisper Hill...

To many, it's just a dot on the map: An anonymous Native American Reservation that exists slightly off of the beaten path, since those who are going to Montreal have long since split off on a different highway. I couldn't get a reliable cell signal anywhere near that part of the country, so in a lot of ways it was like stepping into a different time. Indeed, from what I can tell from some of the ruined buildings I passed, the town centered around logging and a paper mill. However, like most rural towns, it's fallen on hard times in the recent economic crunch.

(NOTE: Upon my return, I saw that tragedy has befallen this small town a few times, but much like the hardy New England stock they come from, most just rebuild and keep plugging along, regardless of the situation. They're tied to the land up here in a way most who dwell in apartments would never understand.)

And there are signs the economy is improving. I saw a fair share of slick looking cars with out of state plates around... whether they're looking to turn this area into some sort of tourist resort, or use its location between Vermont, Maine, and Quebec for business reasons remains to be seen.

On entering Whisper Hill and exiting my vehicle, I stopped at the AAA Diner for a quick lunch. It seems to be the heart of the town proper... A place where locals can get coffee and two eggs over easy in the morning, or down a couple beers late at night. I got some strange looks coming in, as I don't think they're used to entertaining a lot of out-of-towners in there. I ended up getting the pastrami on rye and a cup of the local coffee, and was pleasantly surprised with the meal.

I grabbed a copy of the local paper (how quaint, right? My phone wasn't getting service), and felt instantly transported back into my father's generation. The paper had the refreshing small town news you'd expect: Heck, a child deciding

small town life wasn't for her was Page 2 news.

After I finished my meal, I headed out to Doyon's Lumber Mill. Unfortunately, I was turned away from there rather abruptly by the foreman. It seems they area is "too dangerous for a city boy like me." I tried to get around the gate, but was always caught by the lumberjacks and kindly (but firmly) sent on my way.

Having struck out at the mill, I thought that I'd try to track down this place I had heard a hiker describe as Purgatory Notch. I found it to be as impressive as the hiker stated... It has a half mile wide chasm in granite that drops to 100-150 feet deep. The bottom looks like the surface of another world, with abrupt angles and strange looking caves toward the bottom. It was remarkably free of the sort of garbage or graffiti these places usually attract. Indeed, it was strangely quiet of any noises. I thought I would find it tranquil, but after a time found it to be quite eerie. There was a stillness in the air that made me feel suddenly alone and exposed.

At that point, I decided to see another landmark close by that was referred to as the Hollow. Apparently, it had some significance to the Native Americans from this area. I took the hike a few miles away from the Notch and ended up in an area where old trees towered into the sky. The air smelled crisp and pure here, almost primal in origin. Indeed, these trees radiated an aura of the ages... They were untouched by the local logging industry, even though they would've made an impressive beam in some millionaires home. After stopping briefly and enjoying a quick snack, I headed off to the last place on my list.

I wanted to see the place where the "Burning Sky" disaster struck. It was a large powerplant explosion, that had reportedly decimated the area for miles around. Again, I was surprised to see someone else already out there. Oddly, men with gas masks were there... they told me the EPA had declared this area off limits, due to high mercury content in the soil. When I looked closer, their eyes struck me as a little peculiar... However, it must have been the filtered lenses on their masks. Apparently, they consider the area to still be 'dangerous', even though it was just a simple coal plant. Rather than press on and risk it, though, I headed back to the town proper.

It was at this point the situation started to get a little odd. I found an odd note on my car, telling me that 'for my safety, I should leave'. I didn't fully understand what it meant, but I must say that even as intrepid as I usually am, as the sun started to fall from the sky, I got the feeling that it would be best if I moved on. Although I had booked a room at Pinecrest Lodge, I no longer felt like I wanted to be in Whisper Hill.

So, I moved on south to Pittsburgh. As I crossed the hills leaving the Reservation, I immediately started to feel a lightening of my demeanor. As I headed into that town proper I found a kitschy but adorable "trader's shop" that specialized in Pittsburgh's local...

INSPIRATIONAL MATERIALS

Looking to understand Occam's Razor a bit better? Want to get your OR groove on? Why don't you check out the various entertainments below!

Books

The Dresden Files by Jim Butcher
Sunshine by Robin McKinley
Jennifer Government by Max Barry
Snow Crash by Neal Stephenson
13 Bullets by David Wellington

Films and Television Series

30 Days of Night
The X-Files
Blade Runner
Highlander
Constantine
Resident Evil
Outcast
Altered
Threshold
Twin Peaks

Videogames

Alan Wake
Deus Ex: Human Revolution
Silent Hill
Prototype
Resident Evil

Comic Books and Graphic Novels

Hellboy
Atomic Robo
B.P.R.D.
Hellblazer
The Sandman

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