PROTECTOR

First Edition

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PROTECTOR

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INTRODUCTION

My name is The Visionary. I was a young boy when Earth first needed a protector. The great nations of the world were on a path to greater and greater glory until The Great War, or as people call it World War I now.

That was when the Slavers came down from space and landed on the border of France and Germany. The European nations had been building up armaments for decades and mutual defense pacts were called upon and all the world went to war against the Slavers. But it was not enough. Tens of millions were gathered up. We could not defeat their air ships and all their technology.

Then, when all hope was nearly lost, a great stone fell from the sky. It looked like it would impact the Earth and wipe out all life but as it neared the Earth, it stopped and floated above the ground. It had settled near the point of the original Slaver base. Without warning, men and women from all nations of the Earth felt a new energy inside them. Abilities beyond the realm of man were bestowed upon them. I received the gift of immense strength, resilience and the ability to fly. We became superhuman.

I was known as the Crusader in those days. We drove off the slavers and freed some of the many that were lost. The whole world rallied around us, we weren't only superhuman, we were super heroes. It was the golden age.

Some of us were granted gifts of great intelligence, so naturally humankind rallied around them and they were promoted to leadership of many countries. The whole earth benefited for a time, but other super humans became jealous and seized power for themselves. Even this the world tolerated for a time, but when many of the celebrated heroes became despots and tyrants, mankind rebelled.

The war against the super humans as you know, eclipsed the war with the Slavers in it's destructiveness. Millions more died in World War II. Humankind realized that to rid the super humans of their power, the great stone, our protector, would have to be destroyed. I myself took up a position in front of the stone and barred it from any harm. Many joined me, many died. As they fell, I began to feel their power flow into me. I became stronger, and stronger until there was nothing that could harm me.

From the beginning, I had not wanted to hurt any man. I also could not allow mankind to destroy their protector, the great stone that came from the heavens. I picked up the great stone from it's resting place and carried it into the sea. I took it down to the deepest depths of the ocean where mortal man can not tread. There we stayed for many years. In that time, I was the primary vessel of the Protector's power. In times of great need, I could see man's groaning and I would emerge to set things right. Even then my presence was only tolerated.

The Protector still tried to help humanity. Although most of it's energies were locked up in me, I could see across the globe many that were given small gifts that they had to conceal to survive. Super-humans were still feared and anyone showing a gift could be locked away in vaults to be studied.

It has been many sad years that I have sat on the ocean floor. I see through both space and time. I am The Visionary. I can now see deep into space. I see that once, there was chaos and suffering all throughout the galaxy until a great and mighty race took up the job of protecting any peoples that were being oppressed. People, not able to protect themselves. They heard our cries for help when the slavers came and they sent a member of their own people to rescue us.

I still cannot talk to my friend, our Protector. I do not know it's thoughts. I only know that this great race has come to our rescue when the galaxy was about to turn it's attention on us before we were ready.

There is one more call I have to answer. I can see it coming in time. A greater threat faces man and I do not know if we can overcome it. I see world after world fall to them. They are monstrous and terrible. I will go out to meet them in battle one more time. I see my aged frame falling to the Earth.

I see my own death, but when I die, the power stored up in me will again flow into all those that have gifts. You will get a portion of my power. You will grow strong. Then my responsibility of saving the Earth will fall to all of you.

They are now coming and I go out to meet them. Goodbye.

AGES

Players can star their game in any of the ages, depending on the super hero experience they want. Players may also choose to play at the transition between ages.

WWI 1914 - 1919

The war against the Slavers. Start with or without powers.

The Golden Age 1920 - 1938

The reconstruction and the rise to power of many super humans. The polio vaccine is invented along with color tv and microwave ovens with the help of super intellects. Man first sets foot on the moon when Kaiser Überlegen builds a space ship to take him there. Plans for a Mars mission are made. What will the characters do with their powers in a time of peace? Will power corrupt?

WWII 1939 - 1945

The war against the supers. Characters during this period get more powerful abilities but have to make hard decisions.

Misfits and Margins 1946 - 1990

The age of hiding, when any powers are weak and supers are feared. People are still getting abilities but there's only a little power to go around. Plain cloths and threats from the government are the norm.

Much of the technology developed by super humans is viewed as dangerous or subversive but the principals learned from them remain and help to accelerate the pace of technology. For a time though, scientist especially brilliant ones are viewed with suspicion.

This is the longest of the super power ages. Some supers are undoubtably employed by governments but are not trusted.

The Coming Menace 1991 - ?

A new alien threat comes to enslave Earth. Create your own threat for the supers who start off as low power and then become much more powerful after The Visionary dies.

CHARACTER GENERATION

Protector RPG uses a life path system to create characters. It employs a roll or choose system. Many players enjoy the results of a randomly generated superhero but don't want a random roll to result in an unenjoyable character. Players are encouraged to roll first and then, if they don't like the result, to choose an option they'd prefer.

Each character starts out with 10d for their dice pool. The GM may choose to start off all player characters (PCs) at a higher or lower number of dice, but starting with 10d is recommended.

Players start out a character at birth, then roll or choose Decades. Each Decade is a period of events that happen in a normal person's life. They provide a personal history for the character. Several key events are then rolled or chosen. These events are considered key to the character's powers. In between each decade, the player rolls to see if this is when the character's power emerges.

As details of a character's life are established they will receive various Traits and Agents. Traits are things like skills and attributes. Skills are proficiencies at a single type of task, they are expressed in Steps (or dice steps) that make a die in the pool more effective. Attributes are qualities that can apply to a broad range of tasks and work much like skills. Agents are things like equipment and assistants. All of these will be explained in detail later

Decades

All characters start off with at least one Decade. After a Decade is rolled for or selected the player moves on to selecting events that happen in that Decade.

Each Decade costs an energy die from the character's pool. This includes the first Decade.

Events

Events are critical points in a character's life that become the focus of the character's powers. Roll 1d4 after each Decade to get the number of Events for that time period. After selecting events, roll one die for every decade the character currently has. An odd result on all the dice means go back and generate another decade. For example, if the character has one decade (10-19 years old) roll one die. If the character has two decades (20-29 years old) roll two dice. If the character has three decades (30-39 years old) roll 3 dice and so on. Only if all the dice are odd, go back and generate a new decade. If any of the dice results are even, go on to generate powers.

Powers

Although the character's powers are selected at this point, some may remain latent or limited. The player can later activate the powers in play or activate them before play. Roll 1d6 to randomly generate the number of powers the character gets. Once powers are generated, the character is complete unless the player wants to create agents for the character.

Activating a power costs at least one die from the character's dice pool. A latent power costs nothing.

Decades

For each Decade, a character has lived through that decade and is somewhere in the middle of their next. A character starting out

with only one Decade is between 10 and 19 years old. A character with two Decades is between 20 and 29 years old. Their exact age is up to the player.

The first time a character gets a decade, they choose from the first tier and each time after that, they choose from the second.

First tier

Roll 1d20 or Choose	
1-8	School Skill Reading and Writing 1 Step Skill Math 1 Step Attribute Fitness 1 Step
9-10	Life on the street Skill Slight of Hand 1 Step Skill Lying 1 Step Attribute Hardened 1 Step
11	Child performer Skill Humor 1 Step Skill Acting 1 Step Attribute Poise 1 Step
12-13	From a different land Attribute Determination 1 Step Attribute Survival 1 Step
14-16	Military parent Attribute Resourceful 1 Step Attribute Discipline 1 Step
17-18	Groomed for sports Attribute Coordinated 1 Step Attribute Strength or Agility 1 Step
19	Wealthy parents Attribute Confidence 1 Step Attribute Money 1 Step
20	Raised in secret Skill Skeptical 1 Step Skill Hiding 1 Step Attribute Moral Purity 1 Step

Second tier

Roll 1d20 or Choose	
1-6	Work Skill Trade (choose one) 2 Steps Attribute Strength, Reflexes or Organization 1 Step
7-12	College Skill Area of Study (choose one) 2 Steps Attribute Reason 1 Step
13	Life of crime Skill Negotiating 1 Step Skill Running 1 Step Attribute Contacts 1 Step
14-18	War Attribute Soldier 2 Steps
19	In a band Skill Play music 2 Steps Skill Communicate 1 Step Attribute Charm 1 Step
20	Travel Skill Languages 1 Step Skill Navigation 1 Step Attribute Experienced 1 Step

Players should describe each decade and what their character was doing during it.

In addition to traits that come from the character's Decades, the player may spend energy dice to buy traits that they want for the character. Picking traits early is important because a power like Super Strength is a result of amplifying a trait like a Strength attribute.

Choosing Traits

The player can now round out their character by buying additional traits with their remaining energy pool. Buying additional traits is not required.

Traits can be attributes or skills. An attribute is a trait that applies to a large number of situations. A skill trait is only used for a small number of tasks, even if the character will use the trait frequently.

For example, attributes like Fighter or Warrior can be used when using weapons. They may also be used for developing combat strategy or even for tests of bravery. A skill like Marksman only applies to the character's ability to fire a gun accurately.

Attribute traits cost one die for every two steps they give. Skill traits cost one die for four steps. This can be put all on a single skill or split among four different skills.

Attributes and skills are just two of the types of traits. Traits may be of several different types described below.

Different Trait Types

Skill - A skill is a proficiency at a single type of task. Four Steps per energy die spent

Attribute - An attribute is broad set of skills that can be used in many aspects of life. Two Steps per energy die spent.

Trade - A trade costs nothing to take but has a detrimental effect when used. Any dice that are stepped up by the trade are automatically depleted once the value of the roll is totaled. The trade acts like a skill and gives three Steps. It costs no energy dice to take a trade.

Conditional - These traits require an ingredient or external effect to trigger. Player must fully define the condition. Otherwise treat like an attribute. Three skill steps per energy die spent.

Limit - A limit costs nothing to take, but reduces a character's abilities in exchange for granting skill steps. The player chooses a condition where either the number of energy dice or the number of die steps are capped for certain types of tests. For example, if the player took an "impatient" limit. Any time the character was in a test that required patience, their energy die or skill steps would be capped. The limit starts out at 5. The player may take away from that limit and gain a skill step, so a limit of 3 would give 2 skill steps. A limit of 4 gives 1 skill step.

Events

An Event is a pivotal turn in the character's life. They are times of strong feeling and they help define the character's fears and hopes.

Events are applied to the decade they are in. For example, loss during a School decade could mean losing a friend. Rejection in a Life of crime decade could be that the character was betrayed by people they thought was their friends.

Roll 1d4 for each Decade to see how many events the character gets for that time period.

Roll 1d8 or Choose	
1	Trama Some kind of serious physical injury
2	Obsession A singular focus in this part of the character's life
3	Loss The character looses something or someone important to them.
4	Rejection Someone important to the character rejects them
5	Triumph The character accomplishes something that changes their lives
6	Safety Something important to the character is assured
7	Neglect Either the character is neglected or they neglect someone
8	Healing The character has time to heal or repair something that they lost.

It is very important to stop at this point and think about what each event means to the character. Describe the Event and what happened in it. Why did it have such an impact on the character? Write a one sentence description of the event and its' consequences. Applying powers to fully described Events is more meaningful and easier to describe.

After selecting events, roll one die for every decade the character currently has. An odd result on all the dice means go back and generate another decade. For example, if the character has one decade (10-19 years old) roll one die. If the character has two decades (20-29 years old) roll two dice. If the

character has three decades (30-39 years old) roll 3 dice and so on. Only if all the dice are odd, go back and generate a new decade. If any of the dice results are even, go on to generate powers.

Powers

Roll 1d6 to randomly generate the number of powers the character gets. Powers are a type of Agent in the Energy System.

The power should be literally applied to helping in one of the character's events. The player selects an event, either positive or negative in their life. The power is an amplification how the character would have felt in that event. The power may be have been the answer to a negative event or the character's strong self association with a positive event.

Powers are based on the character's subconscious desires and strong emotion. Although the character's powers may still be latent, they manifest because of the character's strong personal feelings about a situation.

The following are categories of powers followed by a list of suggestions. The player makes a specific application of how the power works. A set of descriptions of how the power categories could be applied are listed. Each application is given a number so that players can roll a die and experiment with the random suggestion. If the player likes the suggestion, they may go with it or try again.

The power's effect is limited by how many dice are in it's pool regardless of how impressive it's description. For example: a "death ray" is just as dangerous as a "heat ray" only the heat ray may be more utilitarian than the death ray. The ability to time travel can be used for out maneuvering danger, but only to the extent that the dice rolls improve the character's total dice pool values.

Two different types of powers with the same number of dice in their dice pool are roughly equivalent in their effect but their use may be different. In a conflict a character that has the power to fly, may use it to defend against someone who has laser vision. If the two have similar dice pools, their powers will be balanced. However that does not mean they're the same power, the situations the power is useful in will be drastically different.

This makes it easier for a character with a power like "See the future" to compete at the same level as a character with super strength. The two powers are drastically different and function in different ways but the advantage they give is similar.

On the other hand, sometimes different powers cannot be used directly against each

other. The GM may decide that a character with flight may not use his power to defend against someone with a mind control power since he reasons they wouldn't have time to fly away before the mind control took effect.

In play, Powers may add one die roll to the character's energy dice pool unless the power has a trait like Fast Burn.

Powers only operate on the the character themselves such as with flight or other people and things such as Telekinesis unless the power get the effect Self and Others.

Roll 1d10 or Choose	
1	Amplification This ability is tied to a trait that the character has and would help in one of the character's events. The power's dice pool is added to any rolls of that trait.
2	Control The character can control something they couldn't normally. 1 Shapeshifting or transmutation 2 Telekinesis 3 Mind control 4 Control emotions 5 Speed up or slow time 6 Shrinking or growing 7 Weather control 8 Control animals 9 Elemental or nature control 10 Animate objects
3	Escape The ability to get away from one of the character's events. 1 Invisibility 2 Camouflage 3 Teleportation (to escape) 4 Disappear 5 Smoke/ink screen 6 Blinding flash

4	Freedom The ability to move in ways not normally possible. The power should be applied to the character overcoming an event they have. 1 Flight 2 Time Travel 3 Speed 4 Jumping 5 Phasing 6 Teleportation 7 Telepathy 8 Stick to surfaces
5	Generate The character can generate or create energy or objects. 1 Energy beam 2 Explosion 3 Duplication of self or objects 4 Invention
6	Harm The character's power gives them a way of harming others 1 Weapon generated by character 2 Cause pain/injury 3 Spikes, claws or teeth 4 Poison/Venom
7	Heal The character can heal themselves or others.
8	Impair The character can slow down or weaken others. 1 Make surfaces slippery or sticky 2 Entanglement 3 Neutralize another's power 4 Sap someone's energy 5 Reduce an ability or sense 6 Deplete the strength of materials
9	Perception The ability to know things that a normal person cannot. 1 See through solid objects 2 See the future 3 See the past of a place or object 4 See or hear over great distances 5 Read minds 6 Empath 7 See the invisible 8 Read probabilities accurately 9 Super smell 10 Understand languages 11 Understand animals 12 See strengths and weaknesses

10	Protection
	Resistance to harm in one form or another.
	1 Resilience
	2 Force fields
	3 Armor
	4 Damage absorption
	5 Mental shield
	6 Senses that can't be impeded

To activate a power the player spends one or more of the character's energy dice. The power then gets it's own dice pool based on the period that the characters are playing in. For each die of the character's energy pool that is spent, the power's dice pool gets the following number of dice.

WWI 6d
The Golden Age 5d
WWII 8d
Misfits and Margins 3d
The Coming Menace 3d/5d
In The Coming Menace, all powers start with 3d but after the death of The Visionary, they get an additional 3d for each die they spent.

Any number of powers may remain latent until the player chooses to spend one of the character's dice from their energy pool. This can be done in the middle of play. The player must select any effects for that power at the point of activation.

The player may spend one of the Power's dice pool to give it 3 dice steps, making it more powerful over short periods but last a shorter time because powers deplete like energy dice.

Once a power is activated, it cannot be made latent again unless the GM permits because of unusual circumstances.

The player may purchase effects with the power's dice pool. For each die spent, the power gets one of the following effects

Fast Burn - The power can add more than one die to it's effect.

Ranged - The power operates at a distance.

Long Ranged - The power operates even when normally out of range. This is often beyond the line of sight. Requires the Ranged property.

Area - The power effects everyone in HTH range.

Large Area - The power effects everyone at HTH distance and Ranged distance. Requires Area property.

Huge Area - The power effects everyone even if normally considered out of range. Requires Large Area property.

No Deplete - The power's energy die do not deplete when a one is rolled. This power is still subject to power drain abilities and can be depleted that way. Taking this ability means that the power can be damaged directly in attacks. Either a point on the hero's body or a kind of attack is specified as harming this ability.

Self and Others - Normally powers only effect the character or people and things around them. This effect means that a power can be used on both the character and other people and things.

Immunity - The character with this power is immune to it's effects. For example, creating a sticky surface that glues people to the floor but the character can freely move on it.

Reactionary - This ability is activated as a reaction to other's actions. For example, a power that makes a character's skin intensely hot would effect anyone that attempts to touch the character. In these situations the power's effect is applied to another character even if they won the challenge roll.

Single Use - The power is used up after a single use for that day. This property adds a power die instead of costing.

Limit - The power is only effective in certain ways. For example controlling emotion, but only being able to make people angry, or being able to fly but only being able to fly up. This property adds an power die instead of costing. More examples of limits are given in the powers appendix.

Making Agents

An agent is something external to the character that they use to increase their abilities. The three main types of agents are powers, equipment and assistants but there are other possible agent types like money or relationships.

Agents have their own pool of energy dice that can deplete. Normally a character can only add one die to their roll. For equipment, this roll is usually restricted to how it may be added. For example, damage and defense dice don't add to winning contests, they only alter the damage done.

For every energy die of the character's that is spent on an agent, the agent gets six die for it's pool.

Each time a pool is created by the character spending an energy die, it is given a type. The agent can have all it's pool under one type or it may have pools of different types. This pool is in turn used to purchase traits and properties. Traits work similarly to skills. Properties are special limits that the equipment has.

Traits can be purchased by spending the agent's dice. A trait that steps up the agent's pool costs one die from the pool. A trait that directly steps up the character's energy pool costs two energy die.

For example, a weapon with six dice in it's pool can buy a trait that increases damage, which costs one die. If the dice are used to buy a trait that boosts the character's accuracy and effects the outcome of the conflict, this would cost two dice.

Equipment

Equipment automatically gets a type but traits and properties cost the agent's energy die.

The main equipment types are as follows. The GM may allow different types if players cannot fully describe the equipment they want with these types. Some equipment may have multiple types.

Weapon - Dice from this pool may only be used to add to the damage roll.

Defense - Dice from this pool may only be used to add to defense rolls.

Movement - Dice from this pool may only be used in speed contests.

Awareness - Dice from this pool may only be used for searches and perception contests.

Medical - Dice from this pool may only be used in healing challenges.

Technical - Dice from this pool may only be used to repair equipment and technical challenges.

Tool - Dice from this pool may be used to perform a specific action. They do not add to the initial challenge, but improve the effectiveness of the character's roll after the challenge roll is passed.

Survival - Dice from this pool may only be used in environmental challenges.

Properties

Some properties for equipment are given below. The GM may approve different properties. Each property costs one energy die from the equipment's pool.

Fast Burn - The equipment can add more than one die to it's effect.

No Deplete - The equipment's energy die do not deplete when a one is rolled, but can still take damage. This property should only be allowed when it makes sense. For example a sword does not normally run out of uses, where as a gun normally would.

Ranged - The equipment operates at a distance.

Long Ranged - The equipment operates even when normally out of range. Requires the Ranged property.

Area - The equipment effects everyone in HTH range.

Large Area - The equipment effects everyone at HTH distance and Ranged distance. Requires Area property.

Huge Area - The equipment effects everyone even if normally considered out of range. Requires Large Area property.

Single Use - The equipment is used up after a single use. This property adds an energy die instead of costing.

Super Inventions

Characters with super powers that would aid in inventing devices (like Invention or augmented intelligence), can create signature devices that represent the pinnacle of their ability. This may be cybernetics, suits of armor, vehicles or any other device that would fit their events.

Normally inventions are one off devices, they work for a short time and then are used up. By spending points on the device like a normal piece of equipment, the device becomes a permanent part of their device kit.

When a character with a super power for invention spends energy dice on equipment they invent, the device gets a number of dice equal to the super power's pool plus any dice steps. For example, if a character has an invention power with 3d, their inventions only get 3d per energy die spent. If the power has 9d, then the character's inventions get 9d per energy die spent.

Assistants

An assistant is an NPC that helps the character. An assistant has their own traits that are purchased with energy die. They are adept at working with the PC.

Assistants may be human, animal, an artificial intelligence or any other category.

Traits for an assistant is treated as a skill. They do not get attributes. Assistants can add an energy die to a contest, even if they don't have a trait that helps, but it is unmodified.

Internal Conflict

Many super heroes suffer from some kind of internal conflict. Maybe it's a lack of confidence or possibly guilt when they fail to rescue people. More simply, it could be the hoops they have to jump through to keep their secret identity. There are many possibilities but these conflicts humanize the heroes and show that their powers are not always the way out.

Players do not have to make an internal conflict for the characters but for each conflict the characters get 1d added to their energy pool.

Each conflict has a trigger that is broad enough to be commonly encountered.

Whenever the trigger is encountered, the GM may challenge the player character with the conflict.

Each conflict has a difficulty of 2d8.

The following are examples.

	Conflict	Trigger
1	Hero persecution in WWII or Misfits and Margins	Trying to transition to secret identity
2	They're on to me	Trying to transition to super identity without getting caught
3	I can never save all of them	Failure to save a victim
4	Don't feel like a hero	Any time they try to act like a hero
5	The responsibility is too much	Any time someone is depending on them
6	Not enough time in a day to be two people	Any time they need to be in two places at once.

THE ENERGY SYSTEM

In the Energy System (ES) characters have a number of dice worth of energy that they can accomplish tasks with. It's intended to play quickly, not focusing on individual movements of the character but on the overall effect of the character's actions. In the ES the character doesn't swing their sword, they enter a duel. In the ES the character doesn't run for a turn and check how far they ran, they test if they are winning the race.

The player may use as many dice as they wish from this pool but every time a one (1) is rolled, it remains on the table as a one. This is called a "depleted" die. The ones add up in every roll after that but they cannot be rolled again, unless the player rolls two dice or more and all rolled dice are all the same number. This is called a "multiple".

Breaking the process down into steps looks like this.

1. Roll a number of dice out of the character's dice pool.
2. Pick the highest value of all the dice on the table. Now add one for all the other dice rolled including depleted die. This is the character's success value.
3. The player puts any dice that are not ones (1's) back into their dice pool and they can be used again.
4. Any dice with ones (1's) on them are depleted. They remain on the table.
5. If more than one die was rolled and all the dice results were the same number (a multiple), one of the depleted die can be returned to the dice pool.

Rolling large numbers of dice out of a character's dice pool can make succeeding much more likely, but it makes it harder to get a multiple and recover dice. It also makes it possible to roll a number of ones all at once, causing multiple dice to deplete. Normally this doesn't change the chance of dice depleting but it does when Traits are used.

Play Order

The Game Master (GM) starts play by setting the scene. Players take turns going clockwise from the GM in announcing their plan of action, they roll for their action and then narrate the results based on the dice. All character actions are considered simultaneous regardless of who goes first.

Once all players have had their turn, one round has passed. The order starts again with the GM updating the scene and then the players clockwise from the GM.

Players may only declare one action per turn but can react and defend from as many actions as needed. For example if the character Erin makes an attack on an another character, that is the player's declared action. During that same turn however, Erin is attacked by two other characters. They may roll to react to those attacks but depleted die from these rolls still count.

The Dice Pool

Player characters start off with a number of dice in their dice pool. The recommended starting number is ten (10) die for player characters but for some games a GM may alter that number to change the difficulty of a campaign. In some settings, aliens or super heroes may have more dice to start with.

Non-player characters may start with any number of dice in their pool but low level enemies may only start with one or two and have a higher trait level to compensate.

Tasks, mysteries, puzzles, traps and other roadblocks that the players are trying to

defeat also get a number of dice and traits to match.

All dice in the dice pool are six sided die (d6) to start out. Traits can raise the die type, or the player may volunteer to reduce the die type to a four sided die (d4). When the die type is lowered it's usually because the player is conserving energy maybe taking it easy or going slowly.

Lowering the die type reduces the chance of getting a high result for the roll, but rolling two four sided die (2d4) has an increased chance of getting a multiple. When lowering die to four sided die, they do not deplete unless two die get a one in the same roll. Rolling one four sided die (1d4) cannot deplete a die.

Traits

A character has Traits that allow them to be more effective at tasks and deplete dice less frequently. A trait can be a skill or piece of equipment. Traits normally apply to only certain tasks. Some are broadly applied while others are tightly constrained in their use.

Broadly defined traits, like "Strength", "Intelligence" or even things like "Fighter" are attributes. In character generation, a broad trait costs one die for two steps from the character's pool.

Tightly constrained traits are skills like "Physics" abilities like "Nightvision" or equipment like "Body Armor" that have a small number of applications. In character generation, the character gets four skill steps per die spent.

A trait is given a number value. This is the number of dice steps that the skill can increase. For example, a trait with a value of two (2) can increase two dice steps. This means that a six sided die can be stepped up

to a eight sided die (d8) and then to a ten sided die (d10) or two six sided dice can be stepped up to eight sided dice. A skill with a value of 3 can improve one die three steps, one die two steps and another one step or three dice one step. The player can assign the dice steps however they desire.

Rolling dice at different steps reduces the chance of getting a multiple, since the largest die can roll higher than all the other dice.

The dice steps are as follows.

- Four sided (d4) Requires two 1's to be rolled for a die to deplete.
- Six sided (d6) This is the starting step
- Eight sided (d8)
- Ten sided (d10)
- Twelve sided (d12)
- Twenty sided (d20)

Higher steps are possible and apply to large things like battleships or The Visionary. See the heading, Higher Dice Steps for how to use them.

Traits may stack as long as they apply to the roll.

The GM may decide that some non-player characters can only roll four sided die if they are especially feeble.

Depletion

Whenever a one is rolled on a die other than a four sided die (d4) it is depleted. It remains on the table as a one for the rest of the game. This die still adds to the players rolls but only at one point per die.

If a die is reduced in a step down to a four sided die (d4) it does not deplete unless two four sided dice roll a one. For every double one rolled on four sided dice, one die is depleted.

If a die that was stepped up rolls a one, it reverts back to a six sided die and is left on the table as a depleted six sided die.

Once a player has all their dice depleted, they are out of play until they can recover. They are either knocked out, exhausted or discouraged to the point of giving up. Whatever condition that makes the most sense is applied.

Damage

Under the Energy System, damage is abstracted, meaning that damage may not mean being physically injured. All damage is to the character's ability to act, their energy. This can mean physically being harmed or it could mean the character's desire to act is failing them.

When two characters are in a conflict with each other, they roll dice from their dice pool. The dice that are depleted are considered either the results of exhaustion or some minor damage.

The player in the conflict that rolls the highest does damage to their opponent by depleting a die or removing a die from the opponent's pool if a weapon is used. When a weapon is used the damage is not considered a depleted die, it does not get placed on the table and does not count toward later rolls. It also cannot be returned to the dice pool by a multiple roll.

For every three points the winner's roll is higher than the opponent's, one additional die is depleted or removed.

If a character has no dice left in their dice pool, damage goes to their depleted dice. If the character has no dice left, they are permanently out of play. When this happens the GM and the player should discuss what the final condition of the character is. Did

they surrender? Was it physical damage that depleted all their dice and they have died? Perhaps it's a combination of both.

STORYTELLING

Because the Energy System has a broader focus for each roll than most games, it's very important that the players fill in the story that would normally be demonstrated in other games by multiple dice rolls.

It's suggested that a player announce their intended action, they roll, and then the player narrate the result of that roll. They should take into account the number of dice that depleted and any damage that was done. It's possible for both sides of a challenge to deplete dice. Either the player can tell both sides of the story or the GM or other player can fill in details from the other side of the challenge.

The GM may offer input and guidance to the narration process, especially if the narration may go against facts that the players do not have available to them yet. Ask questions like, "How did that fight go? What were the best moves made? What mistakes were there? How did you win/lose that situation?"

What are the consequences of a depleted die? For mental or social challenges some options are Reduce, Insult, Setback, and Knowledge or **RISK**

For challenges with a physical component add Equipment and Damage to the list for **RISKED**.

The player can consider what consequence is the most interesting for the situation. Each category is outlined below. These conditions can apply to both sides of a challenge.

Reduce - Something tried had less of an effect than expected. Did an attack fall short?

Were you almost able to reach the goal only to miss by and inch?

Insult - Embarrassment or reputation harm. Some kind of embarrassment, rudeness or frustration. What was it? Who's fault was it? Was it an honest mistake or a lie?

Setback - Forced to move away from a goal or forced to take more time. Something may have taken longer than expected. What was it and how did it drain energy?

Knowledge - Something the character tried to hide is revealed or knowledge is called into question causing confusion. An action took extra effort to avoid drawing unwanted attention. Was something a character thought they knew called into question? Did something happen out of sequence? Did a secret get revealed?

Equipment - Possessions are lost, used up or damaged. A piece of equipment or supply was used up. It could be a tool that breaks or just eating more of the available food supply.

Damage - Some kind of strain or physical injury. What happened? did it hurt a lot? Was it avoidable?

When prompting the players to narrate, try these phrases.

What made it go that way? – Prompting the player to start off a description.

What mistakes were made? – When the player hasn't described a depletion.

Keep going – When you want the player to add more narration either because they're doing well or they've stopped before fully explaining the roll.

Think of other ways – When the player uses the same description again.

That can't be – When the player contradicts facts that they may or may not be aware of.

If a player feels that someone has done a good job of storytelling, they may immediately give that player one of their depleted die. This die will boost all subsequent rolls during the game.

At the end of a round, the GM may award one depleted die to one of the players they feel has given a particularly good narration.

If a player gets a multiple they may add these awarded dice to their dice pool. If the player ends the game with more dice in their dice pool than they started with, they make the new number of dice their character's dice pool. If the awarded depleted dice are not recovered by rolling multiples by the end of a game they are lost.

What should players award depleted dice for? Acting shouldn't be necessary but it can help enliven storytelling. Players should look for a full description of the events. Was the storytelling exciting? How closely do they match the dice that were rolled? Did they stick to the events narrated so far? Was the players portrayal of events faithful to the characters? Does the narration help you to feel what that character is feeling? Remember, this is the Energy System. It deals with exertion and characters tiring out. It deals with their willpower and their desire to keep driving forward. Did the player capture that?

For example, if a character rolls for a travel challenge and two of his dice deplete, the simplest way of describing that is "he got tired". That's not very interesting. It is within the player's ability to say "the fields are full of thorns and they tore at my legs and arms". That's a more interesting description and fills in what the world is like. It also informs how the rest of the game will go because now we know something more about the field.

Being open to player narration rewards imagination and allows a player's story telling to guide the game as much as the dice results. If the things a player describes are undesirable, then they will get fewer depleted dice as rewards. If the player is describing things that are unreasonable, the GM is able to object, explain what is wrong with the description given, and ask the player to try again.

Each table may be as liberal with awarding depleted dice as they want, the more reward that's available, the more players will reach for it. The GM will set the pace, If players are getting plenty of depleted dice, they're more likely to start passing them around.

Agents

An agent is something external to the character that they use to increase their abilities. The three main types of agents are powers, equipment and assistants but there are other possible agents types.

Agents have their own pool of energy dice that can deplete. Normally an agent can only add one die to their character's roll. For equipment, this roll is usually restricted to how it may be added. For example, damage and defense dice don't add to winning contests, they only alter the damage done.

Powers

These abilities are superhuman traits. They are an example of an agent and have their own pool of dice and can deplete and in some cases, even take damage.

Powers may start off latent, meaning the character cannot use them until they invest a die from their energy pool. Unlike other agents, the dice that a power gets for it's pool varies in different ages.

Powers start out effecting only the character or other people and things around them, not both. This can be modified by effects applied to the power.

Powers also start off only being able to add one die to rolls the power could be applied to. This restriction can be removed with effects. Powers may have Steps associated with them that make their dice more effective and deplete slower.

Assistants

Assistants are NPCs that are considered a functional part of the player character. They work closely with them and the player has full control over.

Assistants may be human, animal, an artificial intelligence or any other category.

Normally groups of characters can only roll half their energy dice in a contest but an character with an assistant can roll all their dice and the assistant can add a single die with their traits added in.

Equipment

Equipment is classified as an agent. Agents have their own dice pool that a character can use to boost a roll. There are restrictions on how the dice from an equipment's dice pool can be added according to it's type.

The main equipment types are as follows. The GM may allow different types if players cannot fully describe the equipment they want with these types. Some equipment may have multiple types.

Weapon - Traits from this pool may only be used to add to the damage roll.

Defense - Traits from this pool may only be used to add to defense rolls.

Movement - Traits from this pool may only be used in speed contests.

Capacity - Traits from this pool can be used when the ability of an agent to contain people or materials is in question.

Awareness - Traits from this pool may only be used for searches and perception contests.

Medical - Traits from this pool may only be used in healing challenges.

Technical - Traits from this pool may only be used to repair equipment and technical challenges.

Survival - Traits from this pool may only be used in environmental challenges.

Weapons normally have a number of die that they add in damage to rolls. One of these die is rolled and added in to the total after the conflict has been resolved. Weapons may have a skill trait that can be used to resolve the conflict. Damage may or may not deplete depending on if the weapon has a limited number of uses. This is indicated by the word "deplete" next to the damage die. Using a different color for damage die may help reduce confusion. Red is suggested.

Protection also may have a number of dice associated with it that is added to the character's roll after they lost the conflict. Protective items may also have a skill trait that can be used to resolve the conflict. Protective dice *can* deplete. Using a different color for protective die may help reduce confusion. Blue is suggested.

If a character wins a contest with another character and has the opportunity to do damage, they may choose to do damage to the other character's equipment instead of directly to the character.

Equipment with depleted dice may heal the depletions if they are in a situation where that kind of resource can be replenished and they spend ten minutes restocking

Money

This kind of agent can be used to resolve some skill tests, but it can also be used to help purchase agents other than powers.

For minor or every day purchases, characters roll against their energy die, aided by their Money Agent.

Every day purchases of food and necessities are handled like a survival roll with help from the characters Money Agent. To simulate the day in day out costs of living, roll 1d6 per week for a survival challenge.

For purchasing Agents, money die can be used instead of the character's energy pool.

Because money is transferable by function characters can transfer die of any money agent they have.

A single die of a Money Agent is the equivalent of three to four months of pay for most work. Of course, highly skilled characters may require more pay, or very dangerous work may offer more.

A character does not need to have a money agent to have money. Using the character's own energy die can represent spending modest amounts of money. A money agent simply represents having a larger reserve of cash.

Small amounts of payment can be handled by returning a depleted die to the character's energy pool.

Players may want to handle cash in a more concrete way. The GM can assign a number

value to money dice that fits the time period (accounting for inflation through the years). The players can use money in exact amounts and then convert them to dice when they are needed for a contest.

Relationships

When a character has a relationship that can impact the story it can be modeled as an agent. The nature of the relationship can be positive or negative, meaning that a "Boyfriend" relationship can be given a die value or an "Enmity" relationship can be given a die value. In most cases, the agent should start with 1d for a value if being introduced as a story element. However a character could buy a relationship agent during character creation at the level desired.

The relationship can be tested whenever a character works against it or it can be used whenever a character works with it.

Example: Grace has a Enemy relationship with a character named Jackie. If Grace and Jackie try and harm each other, each can use the agent to assist their roll. If they try and help each other, they have to overcome the agent's dice as a challenge before being able to help.

Relationships can help with training and advancement.

Example: Sam has a Mentor relationship with Alice. When buying the trait that Alice is teaching him, Sam can use the relationship's dice to boost his roll. If Alice offers Sam advice and Sam doesn't want to follow it, he has to overcome the agent's dice as a challenge before he can proceed.

Relationships can be advanced during training phases like other agents.

Don't Sweat The Small Stuff

When it comes to possessions, the Energy system doesn't worry about things that don't have a significant effect on the outcome of contests. For example, no clothing or minor personal effects are specified when making a character. It's assumed that the characters wear cloths. It's also assumed that a character has the basic tools they would need to carry out their Skills or Attributes. A doctor has medicine and a mechanic has tools. The depletion of energy dice can represent the depletion of these resources.

Multiples

When all the dice in a roll are the same number, for example all two's or all five's, the player has rolled a multiple. This is the generic form of double, triple, quadruple, quintuple. etc.

Rolling a multiple allows the player to return a depleted die to their dice pool where it may be rolled again as normal.

Rolling large numbers of dice make it less likely that multiples will be rolled. If the character needs to regain some depleted dice, rolling two six sided dice (2d6) or two four sided dice (2d4) give the best chances of getting a multiple.

If a player gets a multiple of all ones, something catastrophic has happened. The player may choose to deplete all the dice but one (they get to return that one die to play because of the multiple) or they can remove one die from play, effectively taking damage.

Higher Dice Steps

In some cases, characters or equipment may have a large number of dice steps. These are normally reserved for extraordinarily powerful characters or agents.

When a character has 16 dice steps, or the equivalent of 4d20, they may instead roll 1d4x10 as the next step. The following list shows how many steps each of these higher dice cost.

Die Step	Cost	Equal to
1d20	4	1d20
1d4x10	16	4d20
1d6x10	24	6d20
1d8x10	32	8d20
1d10x10	40	10d20
1d12x10	48	12d20
1d20x10	56	14d20
1d4x100	112	4d20x10
1d6x100	168	6d20x10
1d8x100	224	8d20x10
1d10x100	280	10d20x10
1d12x100	336	12d20x10
1d20x100	392	14d20x10
1d4x1000	784	4d20x100

These higher dice steps do not automatically deplete when a one is rolled on the die. Instead, when a one is rolled, roll a d6 for steps with a x10 and a d20 for steps with a x100 multiplier. If a 1 is rolled on this second roll, the die depletes. A die with a x1000 does not deplete on a roll of 1. These dice deplete or are removed normally from damage.

Resting and Healing

Players may move to a rest and healing phase at any time during the game but existing challenges such as enemy NPCs or environmental challenges that have not been resolved have an impact on the PCs.

If there are any challenges left, even hidden ones, and the players decide to go to a rest and healing phase, the unresolved challenges roll once with their remaining dice while applying traits that fit the situation. Add up

the total of the roll, and deplete a number of dice equal to the roll among the PCs.

Alternatively the GM can decide to do one point of damage for every 3 points of the roll. Any remaining points under three may be used to deplete dice.

Leaving unresolved challenges when moving to a rest and healing phase is very dangerous and should be avoided whenever possible.

The GM decides based on how much time is available to the players if this will be a Rest, a Sleep or a Recovery.

A Rest means the characters are stopping for a few minutes and catching their breath. Opportunities to do this should be common. Players get to roll once to heal in a Rest and automatically restore one depleted die to their energy pool or their agents.

A Sleep means the characters are spending several hours in recovery, they may not actually be sleeping, they may be getting medical attention. Players get to roll three times to heal in a Sleep and automatically restore three depleted dice.

A Recovery is a period of a few days where the characters heal and recuperate. Players roll five times to heal in a Recovery and automatically restore five depleted dice.

Characters including agents now roll their remaining energy dice pools as d4s. For every double rolled, one depleted die is returned to the character's dice pool. A triple returns two dice to the pool, a quadruple returns three and so on. Repeat this process the number of times allowed in this rest phase.

If the character only has one energy die left, they can not make this roll and will either require medical attention or wait until the next rest phase.

Each power pool also gets rolled as d4s with any multiples regenerating that power one die the same way the energy dice replenish.

Dice do not deplete for rest rolls.

If a player rolls a full multiple, meaning that all the dice rolled get the same result one damage die can be returned to the dice pool.

A character can assist another by skipping the rest roll and rolling to heal the character. For every five points of the player's roll, they add a die to one of the exhausted or wounded character's dice in their rest roll. Agents like medical equipment or doctor assistants may add to this roll, but may only add one die per roll.

For example, Grace's character has taken a die of damage and rolls 2d4 to rest, trying to get a multiple, but gets a 2 and a 3. Aiden's character has a 4 step medical skill so skips his rest roll and rolls to see if he can help heal Grace. He rolls 2d10 and gets a total of 11. He adds two dice of Gracie's rest die. He rolls 2d4 and gets a 4 and a 3. Gracie now has a multiple and can heal a die.

Repairing Equipment

Equipment can be repaired by rolling against the dice of damage the equipment has taken stepping up the die for each trait the equipment has. each time the player exceeds the score on the damage dice, one die of damage is repaired.

For example, Aiden's character has his motorcycle damaged, loosing two of it's energy dice. It has a speed trait of 3. Grace's character has a repair toolkit. Aiden rolls the damage dice of one d8 and one d10 and gets a 6. Gracie rolls her pool of 5d6 and gets a 7. She could repair one die of damage at this point, but she also has her toolkit with 3 steps to it's roll. She rolls a 5 on the d12. The total

of her roll is twice the damage dice roll so she fully repairs the motorcycle.

Noncharacter Challenges

Some challenges to the players do not come from other characters. The challenge may come from weather conditions, a time constraint or a puzzle. Even internal struggles like a doubt or worry can use this system. When this is the case, the challenge is assigned it's own dice pool.

The dice pool of the challenge then is rolled against the character. The winner of the roll does damage to the other. If the player wins the challenge, they damage the challenge by removing die. If the challenge wins, the character is harmed, most often by depleting die but a noncharacter challenge can do damage if the GM thinks it's appropriate.

The GM should usually roll the same number of dice each turn for noncharacter challenges for situations that are consistent. For example, if climbing a rock wall, it's better to roll the same number of dice each turn.

For challenges that vary, like a severe storm where the wind gusts and then dies down, the GM should vary the number and type of dice being rolled.

In most cases, noncharacter die rolls are better kept to a single die each turn unless they are particularly severe.

The dice values of these challenges may be kept intentionally low for things like mild hypothermia because of wet cloths or a puzzle with no time constraint. The GM may choose to roll a single four sided dice for this pool. Even these mild challenges can slowly tax a character.

If a condition is effecting the whole party, roll only once per turn and the characters all try to beat the same difficulty.

So how do players defeat a cold drizzling rain? They find shelter, or at least move towards shelter. The players should describe how they will overcome the challenge.

Challenge Difficulties

Challenges in the ES are either from NPCs or noncharacter challenges. The GM may prepare certain challenges before hand but at times they may have to come up with one unexpectedly. In both these situations it's good to know how to gauge the difficulties of these challenges.

Name	d6	d8	d10	d12	d20
Easy	2d6	1d8	1d10	1d12	1d20
Tiring	4d6	2d8	2d10	2d12	1d20
Draining	6d6	5d8	4d10	3d12	2d20
Exhausting	12d6	9d8	7d10	6d12	4d20
Deadly	23d6	18d8	15d10	12d12	8d20

Using higher dice values by giving the challenge a trait usually makes the challenge last longer but if the player characters do damage to the challenge it can be defeated more quickly. Higher dice values will also make the roll results swing between high and low more, while lower values will be more consistent.

Movement

Any character or vehicle can move slowly with no penalty and no roll.

When a character needs to move quickly, the GM should consider what, if any, the challenge would be of moving quickly. If there is no challenge, then the character is free to move. If there is something to

overcome, the GM then assigns a dice pool to this task.

For example, in a race, each contestant must run the distance of the entire race. The GM decides on a difficulty of Draining for the race. Each contestant in the race must defeat the course for themselves.

When the only challenge is staying away from another character, the characters roll against each other.

Distance

There are four basic ranges in the Energy System. These distances are not exact measurements, they are conceptual distances and may be different when used in each setting.

The first is Close, which is considered the immediate action distance around a character or agent. Most effects start out only effecting this distance. The second is Ranged, which is far enough away that the character or agent can't travel there in one turn, but could use an agent with a ranged property. The third is Distant, which requires a long ranged property to reach. The fourth is Out of Reach, which means a character or agent cannot interact with things at this distance.

In some situations, characters may be interacting at a distance either in combat or some other interaction and wish to get closer. This is a movement challenge.

Ranged to Close 4d6

Distant to Ranged 4d10

Distant to Close 4d20

Out of Reach to Distant 4d10

Out of Reach to Ranged 4d20

Out of Reach to Close 8d20

If two characters or agents are moving towards each other, they can add their movement rolls together to defeat the challenge.

Capacity Tests

Some types of equipment can hold people or materials. An example of this would be a vehicle but other agents, possibly even a building could be handled with this kind of trait.

Capacity tests should be used when the agent is under strain already. For example, a truck overloaded with cargo that then tries to outrun a pursuer could be subject to a capacity test. The GM should warn when equipment is subject to a capacity test.

For each normal sized passenger, add 1d4. For each die's worth of cargo value 1d6 may be added. The GM may choose to roll fewer dice if the cargo is especially high value as it would weigh less and strain the equipment less.

Groups

When groups of characters want to fight together to defeat an enemy, they roll up to half their total available energy dice but can use all their dice steps that apply.

The player that rolls for NPCs as a single pool assigns any depleted dice along with any wounds or multiple results to the characters they choose.

Buying Traits and Agents

When it is appropriate, such as if characters have extended down time or before the end of a game, the GM may declare a training phase. During this phase, characters can buy traits and agents.

The GM may not declare a training phase if the characters would not be able to spend time training, this might apply in a campaign where the next game will pick up immediately after the current game.

The player takes a number of dice from their pool to spend. These die will be permanently lost. It's important that the player keeps enough dice in their pool to still be effective in general tasks.

The player selects the type of trait or agent they want to buy or add onto. Although more types may be available, the main types with their difficulty are as follows.

Attribute 3d6

Skill 1d6

Power 1d4 *

Equipment 1d4

Assistant 1d4

*New powers cannot be purchased, only existing powers can have dice added to them.

The player then rolls the dice they are to spend. Related traits or agents that might apply to these rolls such as Wisdom or Read and Write for learning, intelligence traits or Fighter for learning combat traits add their steps to boost this roll.

The GM now rolls the difficulty dice. For each time the players roll exceeds the difficulty roll the character gains one point to the desired Trait or one die to add to an Agent's pool.

For example, Gracie wants to buy a new attribute for fighting. She has two related skills that apply so she gains 2 steps to her attempt. She'll spend two energy die on the attempt for a total of 2d8. She rolls a 16 for her attempt.

The GM rolls 3d6 for the difficulty and gets a
4. Gracie's Fighter attribute gains four steps.

EQUIPMENT

Characters can equip themselves with the following equipment, they can modify the designs here or develop their own. See: Making Agents - Equipment in character generation. Purchasing new equipment happens during a training phase.

Remember that all equipment here is of high enough quality that they have an effect on the story that unfolds. Versions of some items might enter the story without having their own stats. For example a pocket knife may be mentioned in a player's narration but it is not significant enough to have it's own dice pool.

Weapons

Pistol

Cost 3d
System Pool 1d

Traits
Weapon Trait: Damage 1 Step

Properties
Ranged

Rifle

Cost 6d
System Pool 1d

Traits
Weapon Trait: Damage 2 Steps

Character Trait: Accuracy 1 Step

Properties
Ranged

Shotgun

Cost 5d
System Pool 1d

Traits
Weapon Trait: Damage 3 Steps

Properties
Ranged

Knife

Cost 2d
System Pool 1d

Properties
No Deplete

Sword

Cost 3d
System Pool 1d

Traits
Weapon Trait: Damage 1 Step

Properties
No Deplete

Grenade

Cost 3d
System Pool 1d

Traits
Weapon Trait: Damage 2 Steps

Properties
Area, Single Use

Defense

Bullet Proof Vest

Cost 3d
System Pool 1d

Traits
Defense Trait: Protection 2 Steps

Helmet

Cost 2d
System Pool 1d

Traits
Defense Trait: Protection 1 Step

Military Grade Body Armor

Cost 6d
System Pool 2d

Traits
Defense Trait: Protection 4 Steps

Movement

Motorcycle

Cost 4d
System Pool 2d

Traits
Movement Trait: Fast 2 Steps

Car

Cost 10d
System Pool 4d

Traits
Movement Trait: Fast 2 Steps
Capacity Trait: Passengers 3 Steps

Capacity Trait: Cargo 1 Step

Jetpack

Cost 5d
System Pool 1d

Traits
Movement Trait: Flight 4 Steps

Light Airplane

Cost 15d
System Pool 6d

Traits
Movement Trait: Flight 4 Steps
Capacity Trait: Passengers 3 Steps
Capacity Trait: Cargo 2 Steps

Awareness

Binoculars

Cost 3d
System Pool 1d

Traits
Awareness Trait: Distance Vision 1 Step
Properties
No Deplete

Medical

First Aid Kit

Cost 1d
System Pool 1d

Doctor's Bag

Cost 3d
System Pool 2d

Traits
Medical Trait: 1 Step

Technical

Wrench and Socket Set

Cost 3d
System Pool 1d

Traits
Technical Trait: 1 Step

Properties
No Deplete

Computer

Can be used in scientific or technical challenges

Cost 3d
System Pool 1d

Traits
Technical Trait: 1 Step

Properties
No Deplete

Hammer

Cost 2d
System Pool 1d

Properties
No Deplete

Sledgehammer

Cost 3d
System Pool 1d

Traits
Technical Trait: 1 Step

Properties
No Deplete

Survival

Emergency Rations

Cost 1d
System Pool 1d

Parka

Cost 2d
System Pool 1d

Properties
No Deplete

Tent

Cost 2d
System Pool 1d

Properties
No Deplete

Home

Note that a house can deplete. This represents paying for utilities and keeping the kitchen stocked.

Cost 15d
System Pool 5d

Traits
Survival Trait: 3 Steps
Capacity Trait: Occupants 3 Steps
Capacity Trait: Storage 4 Steps

EQUIPMENT CONSTRUCTION

Most lower die items can be defined by their type. For example, you could make a cheap pair of binoculars with 1d. It would have the Awareness type and one build die that must go to it's pool and that's it. Because the "no deplete" property is absent it could mean the construction is really poor and is going to fall apart. A Limit of some kind, like "fragile" can be added and get a build die back to add no deplete back in. A condition needs to be set on the fragile limit, something like "must be put back in it's case before transport or will be damaged".

At two die, binoculars could be built that have no deplete but don't have the Distance Vision trait. They'd help in perception challenges but not as much.

A gun with a single build die could be made but it without the ranged property. It would only hit at hand to hand distance and have low damage. It would probably be a derringer of some kind.

At two dice a gun could be made with the ranged property and have a functional but lower damage pistol. If "Single Use" is added it makes a single shot weapon (It would have to be reloaded after each shot) and give it more damage.

Any of the equipment could have build dice added to them to make them better. For example binoculars could have 2d added to their build pool and a "Smart Focus 1 step" trait could be added that is a character trait. Now whenever they're used in a perception challenge, the character gets to add 1 step to their roll.

NPCs

Slavers

A cruel species of reptilian bipeds, known only by the name Slavers, this race travels from planet to planet harvesting native species and forces them to do their bidding.

Slaver equipment self destructs if removed.

Energy 3d

Traits

Skill - Marksmanship 3 steps

Binding Gun

Once a character's dice are depleted, they have been reduced to a small cube that the Slavers collect. It is thought that they have the ability to restore a person from this state in their mother ship.

Tool Ranged 1d 2 steps

Personal Shield

This formidable energy shield protects the Slaver from harm. If the shield fails them, most Slavers will run from a fight.

Defense 5d 4 steps

Mind Control Collar

Even more frightening than the binding gun, the mind control collar shuts down the wearer's higher brain functions and allows the slavers to give simple commands to the wearer. When a character's dice are depleted, the wearer is no longer able to resist the Slaver's commands.

Tool HTH Fast Burn 6d 6 Steps

Slaver Sky Ship

The sky ships are used to deploy the slavers to different parts of the globe. The ships hover in the sky as the Slavers are lowered by energy beams and subdue anyone they find.

Each sky ship carries twenty Slavers. It is protected by a more powerful version of the energy shields that the Slavers wear.

Energy 10d

Traits

Shield
Defense Fast Burn
10d 8 steps

Heat Beam
Weapon
3d 3 steps

Mad Maker

These are ordinary humans that have an alien mind device put on them by the Slavers. Their minds are greatly enhanced by the device but they also go mad and are driven to collect humans so the Slavers can take them. They are called Mad Makers because of the devices they build to do their collecting.

The people that are turned into Mad Makers die from their brains breaking down in a few months. Removing the mind device can restore their sanity but they still die shortly there after.

Energy 5d

Traits

Attribute - Intelligence 8 steps

Mad Makers will have 3 or 4 devices (Agents) that have a pool of 8d apiece.

As World War II started, Crusader initially kept out of the fight. When attention turned to destroying what was then known as the alien stone, Crusader came to defend it.

In the worst of the fighting, Crusader lifted up the stone and took it into the ocean. At this point, he has absorbed the majority of the Protector's energy and has developed new powers.

Starting Abilities

Energy 5d

Traits

Attribute - Strength 2 steps

Powers

Super Strength
Augmentation Fast Burn

3d 12 Steps

Resilience
Protection Fast Burn, No Deplete
Vulnerable to mental attacks
2d 12 Steps

Flight
Freedom Fast Burn
3d 12 Steps

Crusader

Originally from Great Britain and starting out his career as Crusader fighting the Slavers, he was one of the first supers to receive powers from the Protector.

Although many nations wanted their super humans to become national leaders, Crusader refused to take part in politics. Instead he preferred to fight crime, whole heartedly endorsed by the British crown.

The Visionary

The super hero known as Crusader begins his long exile at the bottom of the ocean. He is only seen a handful of times after this in major disasters of great importance. During this time, he takes on the name The Visionary.

The Visionary is seen one last time as he flies into space to slow down the Coming Menace. He thus gives more time to prepare for the attack and at his death, the power locked up in him is distributed to other supers.

Energy 30d

Traits

Attribute - Strength 8 steps

Powers

Super Strength
Augmentation Fast Burn
3d 96 Steps (3d8x10)

Resilience
Protection Fast Burn, No Deplete
Vulnerable to mental attacks
3d 96 Steps (3d8x10)

Flight
Freedom Fast Burn
3d 96 Steps (3d8x10)

See Through Time
Perception Long Ranged
1d 112 Steps (1d4x100)

Remote Viewing
Perception Fast Burn, Long Ranged
1d 112 Steps (1d4x100)

Kaiser Überlegen

Born Wolfgang von Rundstedt, of noble birth. He saw his family home destroyed and most of his relatives collected by the Slavers.

When the alien stone fell from the sky, he developed super abilities that made him a natural leader. Since most of Germany had been collected by Slavers, including the Kaiser, he was catapulted to leadership. He took on the name Kaiser Superior or Kaiser Überlegen.

Überlegen was instrumental in rebuilding Germany but felt that the rest of the world was not doing enough to assist in the rebuilding since Germany had taken the brunt of the Slaver attack.

Bitterness turned to hate and Überlegen took up eugenics as a philosophy and started rounding up "undesirables".

This largely went unnoticed by the majority of the world, but when Germany started invading nearby countries like Austria and Poland with Überlegen's robot army, the world reacted and WWII began.

Energy 5d

Traits

Attribute - Strength 1 step

Attribute - Discipline 2 steps

Attribute - Intelligent 1 step

Powers

Super Strength
Augmentation Fast Burn
3d 12 Steps

Super Intelligence
Augmentation Fast Burn
7d 24 Steps

Energy Burst
Generate Area
3d 12 Steps

Emotion Control
Control Area, Large Area, Huge Area
6d

Flight Boots
Equipment
4d 12 Steps

Slaver Shield
Equipment

Normally a slaver shield self destructs when removed but Überlegen used his super intelligence to build one of his own.

Defense 5d 4 steps

Jager Legion Robots

Because Germany's population was reduced so greatly in WWI, Kaiser Überlegen designed an army of robots as foot soldiers.

Energy 2d

Traits

Skill - Marksmanship 2 steps

Armor
1d 1 step

Machine Gun Arm
Fast Burn
3d

Pyromane

This frenchman was previously a circus strongman and firebreather in 1913. His flame powers manifest when he drinks flammable liquids.

Energy 6d

Traits

Attribute - Strength 4 Steps

Powers

Fire
Generate Ranged, Area, Fast Burn
7d 12 Steps

Limit: Must drink a flammable liquid to use
this power.

POWERS APPENDIX

This appendix takes the suggested powers and describes their use in game. Players may have different ideas about how their power works. If the GM does not object to the player's interpretation then it should be allowed.

Amplification

This ability is tied to a trait that the character has and would help in one of the character's events. The power's dice pool is added to any rolls involving that trait. For example, if the character has the attribute of "Strong" this power would be used in connection with any strength rolls.

Control

The character can control something they couldn't normally.

1 Shapeshifting or transmutation - This ability can be used in contests if the player can describe how a new form will aid them in the roll.

Shapeshifting allows the character to take another form, usually in the form of an animal, plant or other person. Shapeshifting frequently uses the limit property, limiting it to a certain type of living thing such as animals only or plants only or only other people. The character may be able to alter parts of their body, like being able to grow claws or teeth, or they may limit the ability further by requiring the character to transform their whole body.

Transmutation is the ability to change into a different material and still live and move. For example turning the character's body into stone, metal, a gas or liquid. The character may add a limit that means the character can

only turn into one kind of material. They may further limit the power to say they cannot move when the power is in use. (this may be a viable ability in the misfits and margins age)

2 Telekinesis - This ability allows a character to move objects just by thinking about it. They project some kind of force from their minds to lift, push or otherwise manipulate objects.

3 Mind control - The character can place commands in a person's mind that the target feels they have to follow. These commands can be resisted with any traits or powers that would help defend. The command usually only lasts for the turn that the command is given.

4 Control emotions - This ability changes a person's emotional state. It is similar to mind control but on a limited scale. If a character's emotions are changed to anger, they may attack someone they wouldn't normally. If sadness is projected on someone, they may lose the will to act. If happiness is projected they may lose the will to act aggressively.

5 Speed up or slow time - This ability allows the character to alter the flow of time, either speeding it up for some so they can do more or slowing it down to make it harder for them to act. This power's pool, if it effects others, can enhance other character's rolls.

6 Shrinking or growing - This ability allows the character to change their size. Growth aids in strength and defense contests. Shrinking aids in stealth contests and may aid in technical or medical contests.

7 Weather control - This ability allows the character to produce weather like effects on a localized basis. The character can produce strong winds, lightning like effects and temperature changes along with things like

rain or snow. This power is most effective when given the Area property but can be used without so that it effects only one person.

8 Control animals - This ability allows a character to direct the actions of animals much like the mind control ability. It also allows the ability to communicate or possibly mind read animals but if this effect is not desired, a limit property may be placed on the ability to remove one or the other effect so the character can only control or only communicate with animals. Another possible limit that could be added is that the character can only control a specific type of animal. It is recommended that the character use some energy to make an Assistant Agent that would be an animal that is a constant companion.

9 Elemental or nature control - This ability allows the character to manipulate the classic elements earth, fire, wind and water. They are able to animate these elements and control them. Another possibility is the ability to control nature or plant life, allowing rapid growth or movement. Limit properties may allow control of only one element or one type of plant like trees.

10 Animate objects - This ability allows the character to cause non-living things to move on their own. The objects can do this in any way desired. For example moving like a cartoon or suddenly revealing mechanical joints that sprout legs and arms. The animated objects act like an Assistant Agent with their pool being that of the power.

Escape

The ability to get away from one of the character's events.

1 Invisibility - This ability allows the character to make themselves or others completely disappear from sight. A limit that can be

added to this ability is that the character cannot turn objects like cloths invisible.

2 Camouflage - This ability allows the character to blend into their surroundings by matching the colors of their surroundings.

3 Teleportation - This ability is that of an escape teleportation. When the character is in danger, they teleport away from the danger to the nearest safe place they know of. A limit that can be added to this ability could be that this effect is involuntary.

4 Disappear - This ability is more than just becoming invisible, it makes the character take a non-caporal form that cannot normally be seen. Some limits that work with this power are that the character cannot move while in this form, that the character is literally somewhere else like another dimension while in this form, or that the character is unable to breath while in this form.

5 Smoke/ink screen - This ability allows the character to emit a vision blocking cloud of smoke or a spray of ink that clouds eyes and other monitoring devices.

6 Blinding flash - This ability allows the character to generate flashes of light so bright that they interfere with vision.

Freedom

The ability to move in ways not normally possible. The power should be applied to the character overcoming an event they have.

1 Flight - The character can fly unaided. They may have some visible means of achieving flight such as wings or not.

2 Time Travel - This ability usually allows the character to make short "hops" backwards or forwards in time. This may in effect appear

like the Duplication power since there may be more than one of the character at any time. However each time the character hops back, they can retry something they didn't do right as long as they don't interfere with their earlier attempts. By hopping forward in time they can disappear for short periods avoiding harm. The GM may allow the character to travel further in time if they feel comfortable handling the difficulties of long term time travel.

3 Speed - This ability allows the character to move extremely fast. This usually involves the character speeding up the passage of time for themselves and a small pocket around them. This removes the need to be super strong and super tough just to be able to move at extreme velocities.

4 Jumping - This ability allows the character to leap abnormally far and land safely.

5 Phasing - This ability allows the character to change the electromagnetic fields of their bodies so that they are "out of phase" with the rest of the world. This allows them to pass through solid objects. It is assumed that some kind of levitation is included in this power so the character doesn't fall through the floor they're standing on. This power can be used to do damage by "solidifying" inside an object. The damage is done to both the target and the person phasing. The character is able to phase objects around them if the power effects "others". A limit to this ability that can be added is that the character cannot breath while phased.

6 Teleportation - This ability allows the character to travel instantly by disappearing from one location and then reappearing in a desired location. The GM may allow this ability to cause damage to the person being teleported if they teleport into a solid object. A limit that can be added to this power is that

the character must see the location they're teleporting to. A different but related limit could be that the character can only teleport to places they've been to before.

7 Telepathy - This ability allows a character to communicate directly to another character's mind. It usually also allows the character to detect other minds in it's range and possibly read the thoughts that are currently going through a person's mind. It does not allow a person's thoughts to be probed. Examples of limits that can be attached to this ability are if the telepathy is one way, either the character can project thoughts to others or only receive thoughts.

8 Stick to surfaces - This ability allows the character to stand on or crawl along vertical or even upside down on surfaces.

Generate

The character can generate or create energy or objects.

1 Energy beam - This ability allows the character to emit a stream of energy that is powerful enough to cause harm. It may be any type of energy. usually the beams emirate from a specific body part such as hands or eyes.

2 Explosion - This ability allows the character can generate explosive blasts. It may be that the blasts emanate from the character's body or the character may be able to project the source of the explosion depending on the properties the ability takes.

3 Duplication of self or objects - Player chooses if they are duplicating the character with the power or other items. Multiples of the character or objects are not full copies. They are not as effective as the original and may die or fade away as the power depletes.

4 Invention - This power allows the character to create a device in a very short period of time. Their inventions do not normally last for more than a few uses without the inventor repairing it, altering it's tuning, or giving it some other kind of attention. The power allows the character to make devices that have an effect in equal strength to their power.

They may also augment an existing piece of equipment for a short period of time, adding their power's effect to the device.

Harm

The character's power gives them a way of harming others.

1 Weapon generated by character - This ability allows the character to produce a weapon such as a blade from their body. It may be that the weapon is stored in their body, grown from their body or that the weapon appears out of thin air.

2 Cause pain/injury - This effect can take many forms, it is the ability to cause damage without an obvious causality. The effect can be some kind of energy drain or a disintegration. It could also be akin to a poison or acid but without the need for any chemicals to be present.

3 Spikes, claws or teeth - This ability allows the character to grow dangerous spikes claws or teeth. A limit that can be applied to this power is that the spikes, claws or teeth are permanent, they don't go away.

4 Poison/Venom - This ability allows the character to produce a toxic substance from their bodies. The toxin need not be deadly but may cause a loss of consciousness.

Heal

The character can heal themselves or others. The character can roll for healing like they were in a rest phase even if they are not.

The character being healed rolls like they would for a rest phase. The player with the power rolls for the healing power's pool, for every five points rolled the healer can add a die in the roll of the character being healed.

The healer may not add awarded dice to a character's dice pool. Any depleted die that were awarded to the player for good narrating must wait for a rest phase and successful rolls to add into the character's energy pool.

Although this uses the declared action of the healer for that turn, they may still react to challenges that effect them.

Impair

The character can slow down or weaken others.

1 Make surfaces slippery or sticky - This ability allows the character to make surfaces like the floor or walls very slippery or very sticky so movement is difficult. The dice from this ability can be used to effect contests that involve movement.

2 Entanglement - This ability allows the character to create a net or some other kind of snare. It's effect is applied to contests that involve movement or tests of a physical nature.

3 Neutralize another's power - This ability allows the character to reduce other character's power rolls by opposing it with this power's pool. Whenever a power is used, the character can roll for this power and add it's value to the opposition of that power's use.

4 Sap someone's energy - This ability allows the character to drain a character's energy. This effect is only opposed by the target's energy dice and any toughness traits the character has.

5 Reduce an ability or sense - This ability allows the character to drain a certain kind of ability or sense. The player selects a target for this power. If a sense like vision is effected then any action that would benefit from vision is susceptible to this power's effect. This power is rolled for and added to the opposing roll for anyone that is effected.

6 Deplete the strength of materials - This ability allows the character to directly deplete materials chosen by the player. Roll for this power's pool, for every ten points rolled the power depletes one die of the material. This may reduce the damage of a weapon, weaken the defense of body armor or slow a vehicle depending on the material chosen. There are many uses for this ability but they most often involve depleting agents. A limit that can be applied to this power is if the power only works on a specific type of material like metals or plastics.

Perception

The ability to know things that a normal person cannot.

1 See through solid objects - This ability allows the character to see through opaque objects like they were transparent. Limits that can be applied to this ability include not being able to see through certain kinds of materials like metals or dense rock.

2 See the future - This ability allows the character to see into the future. This power is handled easily by the rolls being made first and then the player narrating what they saw that allowed them to win the contest.

3 See the past of a place or object - This ability allows the character to look back in time in the location they're in or to see the past of an object by holding it. This ability is most often used to reduce mystery challenges.

4 See or hear over great distances - This ability allows the character to see or hear things that would normally be too far away. This may include seeing past the curvature of the earth or out into space if the Long Ranged property is purchased.

5 Read minds - This is the ability to draw out memories and ideas from another character's mind.

6 Empath - This is the ability to know the feelings of others. This can be used to tell if a person is being honest or not.

7 See the invisible - This is the ability to see things that are hidden by some kind of invisibility.

8 Read probabilities accurately - This ability allows the character to know the chances of things that are about to happen. This ability allows them to probe different courses of action and know which one will work. This also allows them to perform actions that would seem highly unlikely, like picking winning numbers or throwing a pebble at a hill will cause a rock slide as a pursuer passes by.

9 Super smell - This is the ability to use the characters sense of smell as a highly sensitive chemical detector. The character's sense of smell is similar or better than that of a bloodhound.

10 Understand languages - This ability enables the character to understand any form of communication with effort. They may read write and speak a language they are exposed to. This can include machine languages.

Limits for this ability could include only being able to understand but not speak a language or the ability being restricted to certain types of languages.

11 Understand animals - This ability allows the character to "read" animals. The ability may include a limited form of telepathy where the character can understand the animal's thoughts.

12 See strengths and weaknesses - This is the ability to see weak spots in characters and objects and tell what may be dangerous about them. A limit to this ability could be that it requires the person or thing to be touched to read them.

Protection

Resistance to harm in one form or another.

1 Resilience - This ability is a general toughness. The character is not armored in the traditional sense but they simply are able to take more punishment than normal.

2 Force fields - This is the ability to project force fields that can protect from harm. The ability to use these fields for purposes other than protection should be tied to other powers. A limit that could be applied to this ability is that the fields are not invisible.

3 Armor - This ability physically armors the character, protecting them from harm. A limit to this ability could be that the armor is permanent and cannot be removed.

4 Damage absorption - This ability allows the character to absorb damage and either heal themselves or rejuvenate powers. When successfully using this power to defend against an attack, the character can roll to heal. For every ten points this power is over an attack number, the character can re-roll a die once.

5 Mental shield - This ability allows the character to more effectively defend against telepathy, mind reading, mind control or any other form of mental attacks. This may at the GM's discretion apply to social challenges.

6 Senses that can't be impeded - This ability protects the character from anything that would interfere with their senses. This can include things like smoke, fog, teargas, or even things like darkness or blinding light.

Name

Energy Die		Depleted Dice	Damage Dice

Traits

Character Description

Decades
Events

Agents	Pool	Depleted Die

Why did a die deplete? Pick from RISKED.

Reduce - Something tried had less of an effect than expected.

Insult - Embarrassment or reputation harm.

Setback - Forced to move away from a goal or forced to take more time.

Knowledge - Something the character tried to hide is revealed or knowledge is called into question causing confusion.

Equipment - Possessions are lost, used up or damaged.

Damage - Damage is done or an ally or other important object is harmed.

Describe challenges and enemies being effected when their dice deplete by applying these descriptions to them.

Describe what happens because of a roll and how. Describe your character being smart and awesome when they roll high. Describe what was terrible, unexpected and unfair when they roll low.