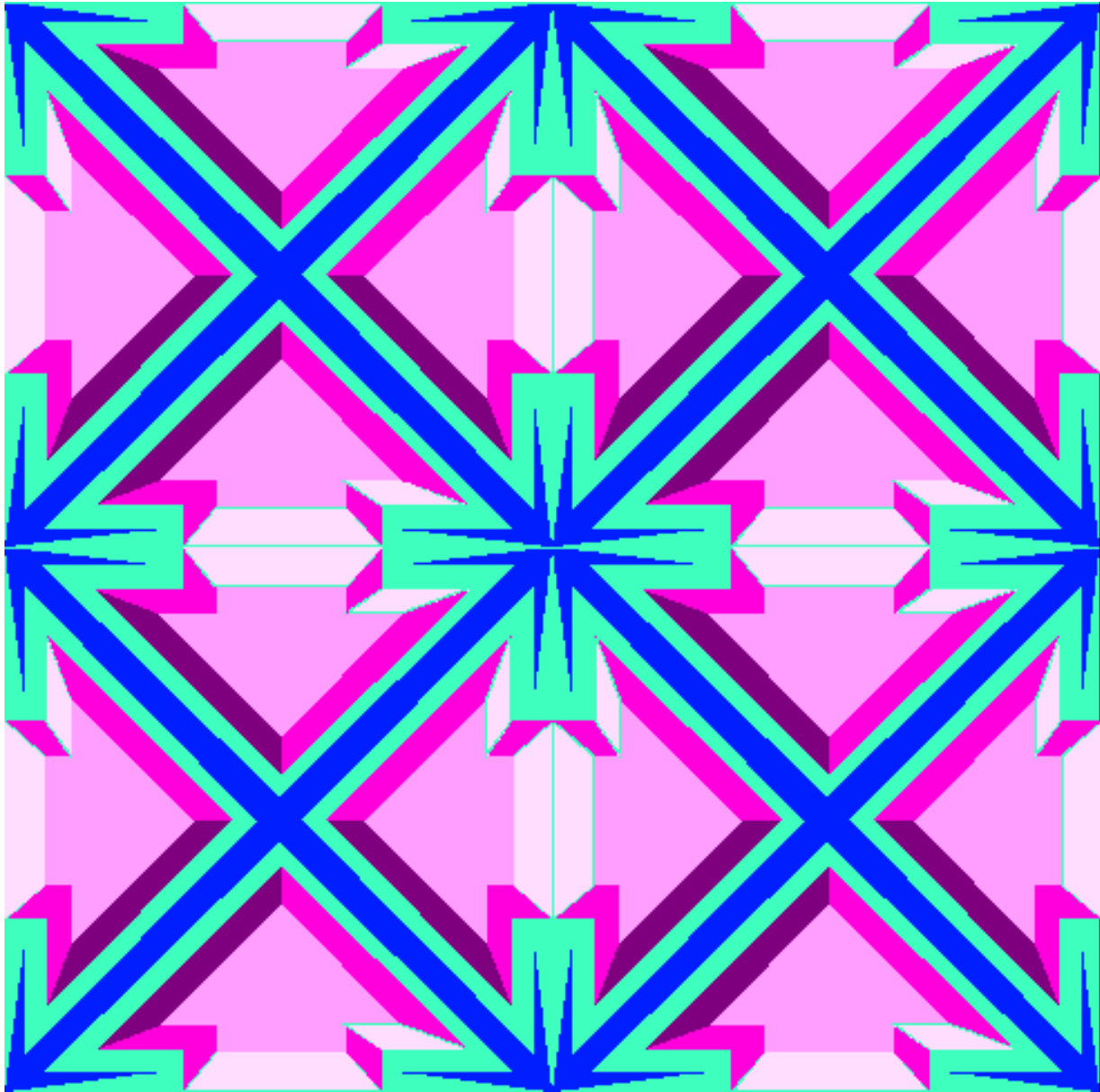


Kaleidoscope



**A Simple Roleplaying System For Complex Realities
Copyright © 2002 By Joseph Teller & Kiralee McCauley**

Legal Notice

Kaleidoscope is copyright © 2002 by Joseph Teller & Kiralee McCauley. Permission is granted for non-commercial distribution of this work as a whole so long it is not altered in regards to content in any manner.



This is an Alpha play test release, and subject to revision and change in future editions without notice, and the authors do not in any way guarantee, warranty or accept liability in any way for the usage of this work for any purpose. Use it at your own risk....

Artwork has been kept to a minimum in this alpha release to reduce time on the formating and layout of the game.

The mention of any company, product, person, trademark, corporation, organization, country, institution, fictional being or geographical location within these pages (or those of any setting book or supplement) is not intended in any way to infringe on the trademark, copyright, identity, privacy or other rights of holders of said rights.

Special Thanks

To Cindy Shettle for proofreading, statistical analysis, and other assistance with getting things to this stage.

Show Us You Like It!

Game authors are always looking for good, solid feedback on their work, suggestions for improvements and variations to their game mechanics, and financial support. If you like Kaleidoscope, then please consider sending along a \$5 gift via Paypal to kiralee@mindspring.com (To help cover our costs for operating our web site and distribution of our games, as well as future development of the games). Or if you don't want to use paypal, you could send a check to : Kiralee McCauley, 266 Western Ave #1, Cambridge MA 02139

Comments, suggestions, improvements etc can be sent to : joeteller@mindspring.com

Kaleidoscope is a roleplaying game engine, it is not intended as a primer on how to roleplay a character or how to manage a roleplaying game group. There are tons of articles on this subject available on the Internet and in books on specific kinds of gaming style and genres. Use our website www.fantasylibrary.com as a starting point to research this kind of material if you are new to roleplaying.

Kaleidoscope is NOT suitable for all genres, playing styles or needs. For folks looking for a more robust and detailed game system we heartily recommend taking a look on our website for copies of our game systems *Cosmic Synchronicity* or *Shadow Bindings* or *Fantasy Realms* (and their setting books).

Table of Contents

Designer Premise	3
Basic Dice Rolling Premise	3
Character Attributes	4
Character Skills	8
Character Traits	14
Skill Usage	15
Basic Combat	17
Growth Points & Aging	23
Advanced Combat	26
Frequently Asked Questions	31
Character Sheet	68
Appendix A : Attribute Frameworks	33
Appendix F : Fear Effects	38
Appendix S : Variant Skill Lists	39
Appendix T : Sample Traits	43
Appendix W : Weapons	65

Designer Premise:

The goals of **Kaleidoscope** is to design a simple, fast paced and semi-abstract roleplaying system that is adaptable to a number of genres. It includes ideas and aspects drawn from a wide range of systems, and can be used to adapt settings and source material for other game systems into it's mechanics.

It should allow both constructed and random character generation, and be flexible with the detail level of character that can be represented. It should use very few charts, a singular die type (D10) and should not be bogged down on combat details that are often unnecessary.

This is a Roleplaying Game system, or what is called a mechanics engine, on which to play, design and adapt settings (sometimes called worlds). It is not intended to stand alone, it's a tool and a structure around which to build.

It is being designed with some aesthetic awareness so that it will not be necessary to constantly reference the basic rules during actual play, but primarily during character construction.

It is also designed so that a Game Manager or Setting Designer can customize it to fit their own style and detail level needs.

Rolling Mechanism:

Unless otherwise specifically noted, a standard die roll is used for most situations within the game, of 2d10 (these can be two ten sided dice numbered 1-10, or twenty sided dice with numbering of 1-10).

Whenever doubles are rolled the player can choose to take the value of the roll, and then roll again and add the results to the total. If they continue to roll doubles they can choose to roll again each time and continue to add. Thus, an open ended die roll. Rolling High is always the goal when rolling dice. Flat Modifications to the roll are added after all the rolling is completed. If a result of 1-1 comes up on any roll, including re-rolls, it is NOT re-rolled, and in the case of skill rolls this is considered a "*disaster strikes*" failure result with extra problems associated with it. This means that if you continue to make re-rolls there is always a chance on each roll that you may wipe out the value of all the rolls before, by rolling 1-1.

There are two exceptions to the 1-1 rule: It is NOT applied when randomly generating attribute values for a randomly created character (you get to re-roll them as if a normal doubles result), and it is not applied when making damage rolls for weapons (since they may use less or more dice and are not open ended rolls).

Within this system it is always a player's goal to make high die roll totals.

Character Workshop:

Characters features in **Kaleidoscope** are described by Attributes, Skills, Traits and Drama Data. Characters can either be Random or Focused created (a Focused character is one where the player carefully chooses the values for attributes and other defining features from Focused Point Pools, a Random character is one where they roll dice to determine values and some other features).

Or players may choose to use one of the Attribute Frameworks, a collection of pre-designed sets of Attributes (including both Primary and Secondary) to which they then add skills, traits, background and personality information to. *{If you use a framework you cannot change any of the pre-set attribute values, except by Traits or later character growth investment.}* These can be found in Appendix A.

Starting Attribute values are ranged normally within the character's species limits (for most humans this is a range of 2-20), unless they are a Random character and the player is lucky enough to roll useful doubles. Random Characters are limited to a rolling total of 40 in an attribute. An attribute valued at 10 is always considered Average.

Attributes are divided into three categories: Prime, Secondary and Optional.

Prime attributes are one's that every character will possess and are rolled for tests directly or affect skill rolls indirectly. When rolling against the attribute directly, you simply add the attribute to the die roll (so a Prime Attribute of 10 adds 10 to the die roll when no skill is involved). When rolling against a skill that uses the Prime attribute, the addition is reduced, as follows. Prime attributes with a value of 10 have no affect on skill rolls. Those with lower values reduce success roll totals on Skills by 1 point for each point below 10. Those with higher values add one for each point above 10 to Skill Roll totals. Random Characters must roll for each attribute. Prime Attributes cost 1 Focus Attribute Pool Point per point raised above 10 by a Focused Character, and give one point into the pool for each point below 10 that they are lowered.

Secondary attributes are not rolled for tests directly and are considered to be valued at a 10 unless specifically chosen to raise or lower at construction or character growth thru experience (*Random Characters do not have to roll Secondary Attributes, unless the players want to, and can be just assumed by them to be a 10*). Secondary attributes can also affect specific skill rolls if the GM decides they apply in the situation, giving value in the same way as Primary attributes would. Secondary attributes cost $\frac{1}{2}$ an Attribute Focus Point for each Point (if one takes a less than average secondary attribute it gives $\frac{1}{2}$ point into the Focus Point Pool per point below 10 that it is lowered. GMs and setting designers may choose to not use secondary attributes.

Optional attributes are attributes that only exist in specific game settings. Optional attributes might be rolled against directly, or might act as skill modifiers. They might be considered vital, in which case they are treated as a Prime attribute in regards to character creation (rolled for by Random, or bought with Focus points). They might also be considered Special, in that only some characters in a setting have them, in which case they are bought as a Trait purchase and have an assigned value at start. A setting might not use any Optional attributes. Generally the GM or setting must define which category the Optional Attribute fits within (Primary or Secondary) before character creation.

Random Character Rolling: Players rolling randomly may choose which attributes get which values they roll within the category (You cannot switch between Primary & Secondary attributes).

The setting as defined by the GM sets the number of Focus points that exist in each pool for player characters. Points cannot be transferred from one pool to another, so Attribute points can only be spent on Attributes (and unspent points are lost). Non-player characters should be constructed on an equal or lesser scale depending on importance and purpose (but should only rarely be constructed on more).

The Attribute Point Pool for a Constructed Character is generally set at 15 and is used to modify both primary and secondary attributes. Add 1 to this for each Optional Attribute Being Used (if any).

The Standard Prime Attributes Are:

Alertness	[A] : Represents the sensory input and analysis of a character's body. Helps with some observation related skills and it also affects all Ranged Weapon skills.
Body	[B] : Represents the physical strength, mass and much of the durability of the character. It is the Basis for Life Points, and adds to the damage of hand weapons and unarmed combat attacks, and helps with a few Skills.
Reflexes	[R] : Represents the speed, muscle control, flexibility and reaction time of the character. It adds to many Physical skills and Initiative.
Spirit	[S] : Represents the will, psyche, and non-physical strength of the character. Used to defend against intimidation, seduction, and other influence skills, as well as against magic and psychic affects in world settings where such exists.

Secondary Attributes Are:

Adaption	[ADA] : Applies to many Technological Skills.
Empathy	[EMP] : Applies to many Social Skills.
Health	[HEA] : Applies to Aging, Disease & Poison defense; Healing, and Life Points.
Insight	[INS] : Applies to many Occult & Religious Skills.
Logic	[LOG] : Applies to many Scientific Skills.
Luck	[LUC] : Applies to games & situations of chance, surviving ambushes, and unusual events. Also affects total Life Points.
Passion	[PAS] : Applies to many Artistic Skills and Fatigue Points.
Symmetry	[SYM] : Applies to Skills where physical appearance is important (seduction etc.)
Toughness	[TOU] : Absorbs Damage from Weapon Attacks as if armor and adds to Life Points.
Voice	[VOI] : Applies to skills where speaking and singing are important.

Example Optional Attributes:

Fame [FAM] : A measure of celebrity, mostly found in the modern world to affect social interactions.

Power [POW] : A measure of magic or psychic energy ability in settings with these exist, which may affect combat or success of spells and such abilities.

Status [STA] : A measure of social value and influence found in a variety of settings, which can affect legal rights, social interactions and availability of resources.

Synchronicity [SYN] : A measure of how important or useful the universe things the character is to it. Synchronicity should exist within settings where the universe is perceived to have an intelligence of some sort behind it (either a collective unconsciousness, one or more deities, master clockwork computer or whatever).

Wealth [WEA] : A measure of annual income, or financial resources on hand, that the character has to draw on. What the value means in actual money will vary from setting to setting.

Drama Data Explained

Drama Data consists of a pair of values, Life Points and Fatigue Points, which are subject to gain or loss thru events during the game. When lost they can be recovered back up to the point they start at from rest, healing, and other means.

Life Points [L]: Whenever a character takes damage, it lowers their Life Points. When their Life Points reach zero (they cannot go lower than zero) then they are mortally wounded and will die without medical attention. A Spirit roll is made at this point (modified by Luck or Synchronicity, whichever is higher) vs Challenging (30) to remain alive. Another roll is made every fifteen minutes after that if no medical attention or other means of recovering Life points occurs, vs Routine (20). If an hour has passed without such improvement then they expire.

(Note: The GM can modify the maximum time period to make rolls in dependent on genre interpretations. Additionally there are circumstances where the GM may declare that there is no chance of survival and that the character has expired - such as from massive fire, acid or explosive force.)

A Character that takes more than twice their Life Points in damage from a single attack or damage roll has sustained instantly fatal damage and no medical attention may revive them (though in a magic oriented setting there may be some way to restore them).

Your character's Life Points are calculated by taking twice the full value of the Body attribute, and modifying it as per the method used for die rolls by Spirit, Health, Toughness and Luck. Additionally some traits may give additional Life Points.

If during character creation a character ends up with 5 or less Life Points the player should be allowed to discard the character and start with a new one (this could potentially occur with a randomly created character).

Fatigue Points [F]: Fatigue points are spent in combat and prolonged physical activities. When Fatigue Points reach zero (they cannot go lower than zero) the character will collapse unconscious from exhaustion. They will recover one point per round, but will not revive without medical assistance until they have gotten back to at least half their starting total. A character can also recover Fatigue by simply not taking any actions, getting back one point for each round of rest.

Each physical combat action (offense or defense) will spend a fatigue point. The GM may also charge fatigue for certain non-combat physical actions (ex: acrobatic actions, climbing, jumping, prolonged running etc.)

During a combat a character making a muscle powered hand attack (not a ranged attack) can spend extra Fatigue effort on the damage roll to enhance damage, up to 5 points, and enhancing the damage total by an equal value as that being spent. This must be spent before the roll is made.

The Fatigue Points of the character are calculated by taking thrice the full value of the Reflexes attribute, and modifying it as per the method for die rolls by Passion and Health secondary attributes. Some Traits may give additional Fatigue Points.

If during character creation a character ends up with 5 or less Fatigue Points the player should be allowed to discard the character and start with a new one (this could potentially occur with a randomly created character).

Fatigue Points also affect a number of other activities, such as chases on foot (or using muscle powered vehicles like roller skates and bicycles), Alcohol Consumption, Sexual Activities, and some magic and psionic systems (in settings where such exists).

Skills

The second facet of character design is the choosing of skills. The Skill Pool represents the maximum number of points that a starting character can invest into skills, and is primarily determined by the technical level of the world they live in. The Tech level is a value generally of 1 thru 7, which broadly represents a period in development based on Earth concepts of such.

Tech Level 1 : Stone Age
Tech Level 2 : Bronze Age
Tech Level 3 : Iron Age
Tech Level 4 : Industrial Age
Tech Level 5 : Modern Age
Tech Level 6 : Near Future Age
Tech Level 7 : Far Future Age

In an alien campaign, or extremely ridged class-based society the values may have to be adjusted by the GM to fit their concept of the number of skills and variety that may be available for characters to learn, since such might not follow the same pattern as Earth.

The Total Number of Skill Pool Points for a Focused or Framework Character (each point counts as a 'Rank' in a skill) is formulated as: $50 + (\text{Tech Level} * 25)$

Randomly created characters get $40 + (\text{Tech Level} * 25) + \text{die roll}$ in Skill Pool Points..

Additional skill pool points can be gained by increasing the age of the character (an Average player character is considered to be the equivalent of age 25). See the Age & Aging System for details on creating an older character.

To assist the choosing of skills, a setting book may include "Skill Sets" which will give a list of suggested skills for a profession or background. These give the advantage of faster character design by plugging in one or more Sets and then simply assigning values to them.

Skills on the lists that are marked with an asterisk (*) are ones that humans can perform without actually having skill ranks in them, but they will be more effective if they have skill ranks to add to the die results (they do get any attribute and trait modifiers applied to the roll). This is generally called a 'Default Roll' on the skill.

When presenting skill lists, whether for Skill Sets or for skills listed by secondary attribute, the use of Letter Codes [A] [B] [R] [S] designate Prime Attributes that add to the die rolls in using the skills as well. This gives easy understanding of modification if any Prime Attribute is for some reason lowered or raised within the context of a game (permanently or temporarily).

A character's ranking in a skill is thus their total skill points spent, modified for Prime Attribute or Secondary Attributes (positive or negative). This is added to the die roll whenever a skill roll is made.

A Professional skill is one that a character has at a total rank (including all attribute modifiers) which matches or exceeds the ranking needed for the tech level to be considered enough to make a living performing. This level is $3+(\text{Tech Level} * 2)$.

Professional level varies by Tech Level skill expectations:

Tech 1 : Rank 5
Tech 2 : Rank 7
Tech 3 : Rank 9
Tech 4 : Rank 11
Tech 5 : Rank 13
Tech 6 : Rank 15
Tech 7 : Rank 17

Important Note: Although the skill lists codify the minimal list of Attributes that modify the skill when making success rolls, the GM may choose to modify the success level necessary (due to circumstances) or allow modifications for non-listed attributes for specific specialized applications of a skill.

For example lets look at Symmetry. The GM may decide that an Acting roll for Stage might also be modified by Symmetry if the character being portrayed is supposed to be the love interest in the play. Or that the Erotic Sex skill might also be modified by Symmetry if the other character being involved has the trait *Body Conscious* and needs the visual stimulus to enjoy the activities more. Or that the character using the salesmanship skill uses their symmetry (and thus their sex appeal) to entice a customer to buy something they are selling, with hints that it would make them sexier too or would entice the possibility of sexual interest from the person making the salesmanship roll.

It's important to remember not to over specialize your character. It's easier to increase skills you have from the start of character generation then to add new skills during a game (and more cost effective under the character development system). Even having a single skill rank in a skill can make a difference. Most characters should only have one or two skills at professional rank to start, and a large number of skills to improve on over time.

Skill Lists Cataloged By Modifying Secondary Attribute

*	Can Be Attempted Without Actual Invested Skill Points (Basic Skill)
[A] [B] [R] or [S]	Prime Attribute Also Modifies Skill Ranking
<i>Specialty</i>	This skill has numerous specialties, and one must be specified. It will be harder to succeed a skill roll outside the specialty. The Skill can be taken multiple times for multiple specialties. If using a different specialty of The same base skill, a default roll is made without skill modifiers (but With Attribute and Trait Modifiers). The GM must decide whether The two specialties are similar enough for this to be attempted.

Adaption Modifying Skills (ADA)

Agriculture <i>Specialty</i> Architecture Bowyer/Fletcher Brewing Bugging & Surveillance [A] TL4+ Building Construction & Repairs <i>Specialty</i> [B] Butchering [B] Carpentry <i>Specialty</i> Cartography Communication Technology <i>Specialty</i> Concealment (object) Cooking & Baking Cryptography Distilling Electronics TL4+ Engineering <i>Specialty</i> Firefighting [B] Foraging Forgery	Handcrafts <i>Specialty</i> Hiding (People) Hunting Locksmith / Lock picking Metalcrafts <i>Specialty</i> TL2+ Mining [B] Navigation <i>Specialty</i> Orienteering [A] Plastic Molding & Fabrication TL4+ Pocket Picking [R]* TL2+ Rocketry TL3+ Security Systems TL4+ Surveying Survival <i>Specialty</i> Technological Device Usage <i>Specialty</i> Technological Repair <i>Specialty</i> Vehicle Combat <i>Specialty</i> Vehicle Design <i>Specialty</i> Vehicle Operator <i>Specialty</i> Vehicle Repair <i>Specialty</i>
------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------	-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------

Empathy Modifying Skills (EMP)

Animal Handling <i>Specialty</i> *	Juggling/Balancing [R]
Bar Tending	Language <i>Specialty</i>
Child Care	Lip Reading [A]
Cosmetics	Marketing
Diplomacy	Massage
Erotic Sex*	Party Games
Etiquette <i>Specialty</i>	Shiatsu
Familiarity, Culture <i>Specialty</i>	Sign Language
Fire Eating	Streetwise [A]
Hair Styling	Teaching
Hosting (Parties & Events)	Torture*
Journalism [A]	

Insight Modifying Skills (INS)

Astrology	Sleight Of Hand [R]
Conspiracy Theory [A]	Stage Magic TL2+
Disinformation Management	Symbology
Hypnotism [S]	Tantric Sex [S]
Mythology <i>Specialty</i>	Yoga [R]
Religious Theology <i>Specialty</i>	

This list should be expanded in Game Settings Where Magic or Psionics Exist

Logic Modifying Skills (LOG)

Accounting	Mathematics
Administration	Medical Sciences <i>Specialty</i>
Area Knowledge <i>Specialty</i>	Mortuary Science
Banking	Philosophy
Billiards/Pool	Physical Sciences <i>Specialty</i>
Biological Sciences <i>Specialty</i>	Police Science <i>Specialty</i>
First Aid	Political Science
Genealogy	Research
Geography	Rhetoric (Debate)
Humanities <i>Specialty</i>	Scholarship <i>Specialty</i>
Interdisciplinary Sciences <i>Specialty</i>	Social Sciences <i>Specialty</i>
Law <i>Specialty</i>	Strategy Games
Literate <i>known languages</i>	Tactics <i>Specialty</i>

Luck Modifying Skills (LUC)

Board Games*	Mountaineering
Card Games	Parachuting
Demolitions TL2+	Prospecting
Dice Games*	Shadowing*
Fishing *	Stealth
Gambling*	War Games

Passion (PAS)

Antiques Preservation & Restoration	Kite Design
Appraising [A]	Mime
Art Preservation & Restoration	Musical Instrument <i>Specialty</i> [R]
Balloon Sculpture [R] TL4+	Music Theory & Composition
Calligraphy	Origami
Choreography	Photography [A]* TL3+
Computer Art Design TL4+	Roleplaying Games
Costume Design	Sculpting
Disguise	Seduction
Drawing & Painting	Sword Swallowing TL2+
Gem Craft (Cutting) [R]	Tattooing
Glassblowing	Theater Arts
Holographic Art TL5+	Writing <i>Specialty</i> [S]
Jewelry Making	

Symmetry Modifying Skills (SYM)

Acting, Cinema & Screen	Modeling
Dancing <i>Specialty</i> [R]	

Voice Modifying Skills (VOI)

Accent Mimicry	Salesmanship
Acting, Stage & Radio	Singing*
Animal Noises	Ventriloquism
Fast Talking	Voice Mimicry
Oration	

Skills Without A Secondary Attribute Modifier

Acrobatics [R]	Naval Gunnery [A] TL3+
Archery [A]	Prone Combat [R]*
Battlesuit Operation [R] TL6+	Riding <i>Specialty</i> [R]
Bicycle [R] TL3+	Rope Usage *
Blind Fighting* [A]	Rowing/Punting [B]*
Bludgeon Weapons* [R]	Scuba Diving TL3+
Chopping Weapons* [R]	Set Snares
Climbing* [B] [R]	Skating [R]
Cloak Combat* [R]	Skiing [R]
Contortionist [R]	Spacecraft Gunnery [A] TL7
Energy Weapons [A] <i>Specialty</i> TL6+	Spears [R]*
Exotic Weapons [R] <i>Specialty</i>	Spelunking
Fencing [R] <i>Specialty</i>	Sports [R] <i>Specialty</i>
Firearms, Black Powder [A] <i>Specialty</i> TL3+	Swimming [R]
Firearms, Pistol [A]* TL3+	Team Acrobatics [R]
Firearms, Rifle [A] TL3+	Thrown Weapons [R]*
Knives [R]	Tightrope Walking [R]
Lasso [R]	Tracking [A]
Low-G Operations [R] TL5+	Unarmed Combat [R]*
Lumberjacking [B]	Whips & Flails [R]*
Martial Combat Maneuver [R] <i>Specialty</i>	Wrestling [R] *
Military Support Weapons [A] <i>Specialty</i> TL4+	

Free Skills:

All Characters Get 5 ranks free in their Native Language and Native Culture Familiarity. A GM may choose to give other free skills at a similar ranking if they feel it appropriate.

Specialty :

Skills with the designation *Specialty* require the player to define a specialized use when taking them. They can be taken multiple times, with different specialties each time. You can do this, if the GM allows, use a related specialty skill (ex: Having Spanish, needing the related language Portugese). This gives you a default roll in the specialty you lack (die roll with mods for traits and attributes but not including the actual skill ranks). The GM has the final say whether things are sufficiently related.

Missing Skills:

If a player (or GM) feels that a skill is missing from the lists that cannot be defined as a specialty version of a listed skill, then a new skill may be added and the GM should decide which (if any) Attributes or Secondary Attributes will modify the skill.

Alternatively Organized Skill Lists

These are located near the rear of the book, in *Appendix S*.

Traits

A trait is an ability, talent, personality feature, physical limitation, resource, or unusual possession of a character that helps define the character in a non-scalable manner. Although traits are not scaled they are assigned a numeric value so that they may be quantified in regards to game balance as to their in-game usefulness (or in-game annoyance).

Every character should have traits, both Favorable and Limiting in nature. There is a Focus Pool of Trait Points from which points are spent for Favorable traits, or added to for taking Limiting traits. A character, once ready for play, should have a zero balance in this pool.

Limiting Traits do just that, they place limits on the character's actions, abilities and choices in situations. They may also present social or plot problems for them that need to be overcome during play (built in challenges and goals that will take up resources and time). Players get points added to their Focus pool for taking such traits, giving them points to spend on Favorable Traits. These are listed with positive point values in Appendix T.

Favorable Traits are ones seen as giving an advantage or edge to the character in some way that other characters are not necessarily subject to. These traits *cost points* from the Focus Pool of Trait points, and thus are listed in [Appendix T](#) with negative values.

Generally there is no limit to how many or what values of positive and negative traits you can have, but in the end you must achieve a Focus Pool value of zero. The exception is if a character has a positive value at the end (that is they have taken more limiting traits than advantageous traits in value) with the player's intent to "grow into" the character over time, adding background related favorable capabilities into the character as play progresses. This exception can only be done with GM permission.

The setting of the game will decide if any points shall exist within the pool to begin, which would allow the taking of some Favorable Traits to "prime the pump" of ideas for defining your character concept, but no character should fail to take at least a few Limiting Traits (and thus acquire even more points for Favorable ones) for the Limiting traits are just as important in creating for yourself a fun and memorable character.

Traits are normally valued from -25 to +25 points in range, though more extreme values are not unknown within possibility for certain genres and settings.

Traits may include point values for playing non-human range characters or special magical or alien species, usually a collection of abilities that inter-relate and for a 'package' of linked concepts.

Although it is standard to define traits within a specific setting, a few sample traits are included here to help establish some guidelines for assigning point values of traits in general. These can be found in [Appendix T](#).

Skill Usage

The use of skills in game break down into three types: elementary, standard and opposed.

An elementary use of a skill is one that the GM deems it unnecessary to roll dice, because it is well within your character's ability and there are no critical stress situations involved in the action. These take no effort, and are automatically successful.

A Standard skill usage is one where the GM believes that there is stress involved, but where there is no sentient opposition to the action or being affected directly by your action if it succeeds or fail. Jumping from one rooftop to another using Acrobatics would be considered a standard skill usage or test.

The GM will declare a difficulty ranking Goal for the roll - this is a value that you must match or surpass with your comparison total. Generally the value in a simple scaled method:

Degree of Difficulty	Goal
Easy	15
Routine	20
Challenging	30
Difficult	40
Tricky	50
Daring	60
Near Impossible	70

When making a Standard skill test you roll as per the regular rolling method. Once having completed rolling, and presuming you did not roll 1-1, you then add your skill rank (which should include your skill levels, plus additions or subtractions for pertinent attributes associated with the skill). You also get to apply any attribute modifiers or other skill ranks that the GM has declared pertinent in this situation. The final result is your comparison total.

A GM may choose to give added benefits for successes that are 10 or higher above the needed Goal value.

In a contest (ex: Target archery) where rolls are compared, but not directly affecting each other, the higher total result is always the more impressive and successful in the situation.

Catastrophic Failure (rolling 1-1) should always result in lots of complications, problems, injury, loss or added expenses for the character, but normal failures should be much less problematic (with possibly ways of salvaging the effort or trying it again in the near future).

When two (or more) characters are involved in a contest, or a combat situation, then the players will be usually making opposed skill rolls instead of rolling against a set Goal value.

These will not always be the same skills or attributes (and sometimes it will be a skill vs attribute situation). Each player will roll, apply appropriate modifiers and the higher total when done will be successful. The rules of catastrophic failure will, of course, be applied if either rolls a 1-1 die result.

Example : Paul wants to sneak past a security guard. He needs to face an opposed roll against the Guard. Paul rolls 3-3, and gets a 3-4 for his second roll, making a total of 13. To this he adds his 5 (His skill in Stealth, including all attribute modifiers, as he has a 10 Luck). This gives him a grand total of 18. The Guard has an Alertness of 13. The GM rolls 4-7, and this gives the guard a total of 24. The Guard notices Paul's attempt to sneak past and shouts for him to halt. Paul runs off, deciding that a life of crime is not for him.

Another Example: Paul is at a party and meets Christine. He decides to try to seduce her and get her to go home with him. Paul has a seduction skill of 5, and a Passion of 12. Christine has a Spirit of 11. Paul rolls 7-2, and thus gets a total of 16. Christine rolls 3-4, and thus has an 18. She resists his snappy pickup lines and lets him down easy. If Paul had taken a different approach, the GM may have awarded him a plus to his roll, based on roleplaying out the scene (such as starting up a conversation and trying to slowly approach her instead of the quick pickup attempt).

And Another Example : Paul sees an episode of Kung Fu on television and decides to play the pebble trick on his cousin John. "When you can snatch the pebble from my hand, you will be ready." This is a pure Reflexes challenge. Paul has a 10 Reflexes, John has a 17. Paul rolls 6-7, and thus has a total of 23. John rolls 7-9, and thus has a total of 33. This is a very impressive success for John, and convinces Paul he really does know Kung Fu.

One More Example: Paul gets into a card game with Lance. Paul has a skill of 7 at Card Games, and Lance a Skill of 13. Lance has a Luck of 11 and Paul a Luck of 10. Paul rolls 6-9, and thus has a total of 22. Lance rolls a 5-1, and thus has a total of 20. Paul beats him and decides to quit while he is ahead.

Combat

Combat is probably the most complex in-game usage of skills that can occur (except for some forms of spell casting & Magical Ritual that may be added for a specific setting). Attacks are opposed skill rolls, and defense rolls may also be such (ex: unarmed combat to dodge/block, fencing to parry, etc.)

Basic Initiative

At the start of combat the GM will ask for players to make an Initiative Roll to determine their order of action within the sequence of events. Initiative is a backwards count down from highest to lowest. The Initiative Roll is modified by the character's Reflex and Alertness attributes.

Just like any other opposed roll, the attacker rolls and modifies for the appropriate skill being used, while the defender does the same with their defense skill of choice. If the attacker's total result is greater than the defenders then they hit their target successfully. A damage roll will be made, based upon the weapon being used, and to which is added the difference between the attack and defense totals. Armor, and then Toughness, is subtracted and the result is inflicted on the target. Half the damage goes to the Target's Life Points, Half to the Target's Fatigue points.

Action Fatigue Costs

Defensive Parries or Blocks cost 1 Fatigue Point. Most Attacks also cost 1 Fatigue Point. Dodges cost 2 Fatigue points. A character does not fall from reaching zero Fatigue until the end of the action round, but if they are at zero they cannot take any actions. An Action round should be considered 6 seconds, unless the GM chooses to define it otherwise.

Weapons

Weapons in Kaleidoscope fall into three damage categories which defines which dice are used on damage rolls using them, **Light** (d10), **Medium** (2d10) and **Heavy** (3d10).

Besides the damage die (dice) roll each weapon may have a modifier (0-9) that is also added, along with the difference from the original two combat rolls (attack & defense), attribute modifiers (if any) for the weapon, and extra fatigue spent on the damage roll. From this is subtracted the target's Toughness and Armor, which absorbs part or all of the damage (if they exceed the value of the damage total then no damage is actually inflicted on the target's Life Points).

Simple Weapons Option : A GM may decide that using the weapon lists is too complex for their style. In which case they should use the "simple" system, where each weapon has a rating (LM or H) to determine damage die, and a value of 5 added to this for all weapons (Punches do not get this modifier).

This works well when a combat is unexpected and the GM has no prepared specific weapons, or when makeshift weapons are being used.

Damage (not the skill roll) is modified by the character's Body attribute for Unarmed Combat, Bludgeon Weapons, Spears, Fencing, and Chopping Weapons.

Martial Combat Maneuvers are a special case, and may be an addition to normal damage, or produce a special result when successful (knocking an opponent prone, disarming, specifically damaging armor, etc.) These are defined in the setting and/or by the GM.

Instead of dozens of pages of listings of specific weapons drawn from our own history, weapons are generalized and made generic within context of the game mechanics, since we are intentionally abstracting many aspects for simplicity and speed of use. These can be found in an Appendix at the end of the booklet. If a GM feels that more detail is needed or additional weapons need to be fitted in, they can be added, but should fall within the limitations presented to ensure balance.

Armor

Armor generally absorbs, not deflects, damage in the **Kaleidoscope** system and is considered a passive defense since no effort is necessary on the part of the wearer (the same is true of a character's natural Toughness). Armor is abstract since hit locales are not used.

When a character is hit their armor and then their toughness is subtracted from the damage total. If the damage exceeds the absorbing ability of the armor, then the armor itself will be reduced in effectiveness by 1 (and if this drops it to 0 then the armor is destroyed, otherwise it might possibly be repaired later). This happens even if no damage then gets past the character's natural Toughness.

Ballistic Armor has the advantage of not only applying its value to absorbing damage, but when an attacker is using a firearm that value is also included in the character's Defensive Roll modifier, as if it was deflective armor.

Kinetic Armor is high tech armor designed to absorb some of the energy of a ranged attack (firearm, arrow, thrown weapon, bludgeon weapons, unarmed attacks, chopping weapons, etc.) so its value against such attacks is included in the Character's Defense Roll modifier just like Ballistic Armor. (It does not help against energy weapons or cutting weapons).

Reflective Armor is a high tech armor made of synthetics designed to act in the same manner as Ballistic Armor but applies such to Energy Weapons instead.

Force Fields Generators (also high tech) work against Kinetic, cutting and Energy Weapon attacks in both the Defensive Roll and the Damage Absorbing stages of combat. If a Force Field is hit with an attack that exceeds its absorbing ability, then afterwards it will be collapsed and no longer functional.

To determine the total armor a character is wearing, you take each major body area (Head, Torso, Arms/hands, Legs, & Feet) and add the armor value for the material on it. Then divide the total by 2. Example: A character wearing Hard Leather Boots (4), Ordinary Pants (1) a Heavy Cloth Shirt (2) and a Heavy Leather Motorcycle Jacket (3), totals ten (divide by 2) and thus has an armor total of 5 points.

Note that the materials list on this page is incomplete, since fantasy and science fiction settings may have additional materials with different values. It is a guideline to build from in your setting.

Shields

A Shield is a combination of a passive and an active armor. If a shield is being used by a character then it adds to their defense roll against attacks, based upon its size (Small 3 Medium 5 Large 7). It will also, if worn or carried on the character's back, help as passive defense against damage, absorbing 3 if wooden, 5 if metal and 7 if High Technology synthetic). Note that like Armor, a Shield that absorbs its maximum from an attack should lose a point afterwards to represent damage to the shield itself (applied to both size and passive defense values).

Automatic Weapons

Automatic weapons, such as machine guns etc. allow the firing of multiple bullets at the same time. This can be used in two ways, to enhance a normal attack or as suppressing fire. When used to enhance they are used at a single target just like a normal ranged weapon attack, except that before the roll to attack the number of bullets (rounds) being fired is announced. This, minus one, will be added to the attack roll result (unless a 1-1 die roll is made) improving the chance of hitting the target by 1 for each bullet fired after the first one and increasing the damage if successful.

Suppressing fire is an attempt to hit many targets in an arc in front of the shooter. Generally 10 or more rounds are fired at the same time as the gun barrel is moved in the arc. Each character in the area must make an attempt to dodge (generally a roll at Routine, if there is a lot of cover to dive behind and 10 rounds fired, Challenging if there is less cover or more than 10 rounds being fired).

If they fail to make the needed rolling goal then they may suffer Random Damage that includes the difference of their roll from their goal, plus the weapon's additional damage modifier but no modifiers for the attacker's attributes and skills).

If they succeed then they will not be wounded, but may be prone or couched behind protective cover. Whether they succeed or fail, defending from suppressing fire always spends 2 Fatigue (dodge).

<u>Material Worn</u>	<u>Armor Value</u>
Cloth	1
Light Leather/Heavy Cloth	2
Heavy Leather	3
Wood/Bamboo	3
Hard Leather	4
Leather w/Bronze Scales	5
Bronze Plate	6
Leather w/Steel Scales	7
Ringmail	8
Chainmail	9
Spider Silk*	4
Flack Armor*	7
Kevlar*	8
Kevlar w/Titanium Plates*	9

*Ballistic

Random Damage

Random damage can occur from suppressing fire of automatic weapons, being in the vicinity of a grenade or bomb, some kinds of magic and psionic attacks, being in a collision or crash of a vehicle, taking a fall down a flight of stairs, being too near a shattering window or other such results.

The GM rolls a normal 2d10 open ended die roll, and modified by whatever modifiers that would be applied (ex: the damage modifier for a grenade, the damage modifier for an automatic weapon, a +3 for every meter/yard a character has fallen, the chase modifier for a vehicle that struck them, etc.)

The total has subtracted from it the armor and toughness of the target character. Finally the result is modified by the Luck of the target character (since this is random damage). The result, if greater than zero, is divided by two and inflicted on the character's Life Points and Fatigue Points.

The GM may decide to add additional modifiers to damage based on circumstance (ex: falling two meters into a spiked pit should do more damage than just a two meter drop, say an additional +5 to the damage).

Magic & Psionic Defenses In Combat

Physical Magic & Psionic attacks are treated the same in most settings as a normal physical attack, with defense applied the same as from a physical attack (ie: if a Telekinetic throws a rock with their power, it counts as a Thrown Weapon in how and what is used to defend against it; if a mage causes a fireball, it counts as an Energy Attack). Some magic attacks may be Random Damage effects, and work to some extent like a Grenade. Finally some may do Fatigue damage only.

Attacks that are non-physical (ex: Mind Control, Charms, Teleporting someone against their will, etc.) are defended against by a Spirit Die Roll (roll 2d10 and modify by the target's Spirit).

In some settings or against some specific spells or abilities, Secondary or Optional attributes may also add to the Die Roll total (such as Luck, Insight, Power or Synchronicity). The GM should define which, if any, of these are applied, depending on how magic and/or psionics works.

By uniquely designing magic systems for each world/genre/setting you will develop worlds with their own unique flavor, flair and style, which can be far more interesting to players than using a one-size-fits-all approach to magic.

Healing Damage

Fatigue heals back naturally at the rate of the action pace of the game. If you are currently in Combat Time then for each round of rest the character takes (making no physical or complex mental action, but they can converse while resting) they recover 1 point of spent Fatigue. If it is not combat time, then Fatigue recovers at a rate of 1 point per minute of rest.

Life Points heal back naturally much slower. Without any kind of medical treatment they will heal back about 1 point per 24 hours of activity, with a Routine Body Roll (modified by Health). With bed rest they recover back 1 point per 12 hours (with a Routine Body Roll modified by Health). A failed roll means no points are recovered, a disastrous roll result means an infection has set in and they will lose 1 point per 24 hours until actually treated by a Physician for the infection (and get no more rolls for natural healing until they do).

First Aid can be used shortly after receiving damage to immediately recover two (2) Life Points, by making a successful Routine (20+) roll vs the skill to clean & bind the wound. It can only be applied once to a set of wounds successfully. If the result is Difficult or better (40+) then heal 5 points.

A Physician needs to make a Challenging skill roll to treat an infected wound before they can make a roll to speed healing. Applying modern medical techniques and with access to drugs and other supplies, they can speed the healing process with a successful medical skill roll, after First Aid, so that 1 point is recovered for every 12 hours (without the need for bed rest). If the Physician's roll is exceptional in treating the patient (Difficult or better result) then the patient gets 1 point for every 6 hours. No Body rolls are needed to get points under a Physician, unless the patient is suffering from a disease or poisoning that may be weakening the immune system.

If a Physician is treating a wound that has not become infected before they started treating it, then their first treatment roll will recover for the patient a number of points equal to the technology level of the Physician's society's training and supplies (if their available supplies are less than the tech level then the lower value is used).

Chasing & Movement Risk Situations

A chase is when one or more individuals are in pursuit of one or more individuals under either their own locomotion or that of a vehicle. A series of contested rolls occur to close the distance between them so that they may grab, tackle, crash into, board, or otherwise make contact with whomever is being chased.

First it is determined by the GM the starting distance between the two, a value number that must be reduced to zero (or negative) for the chasers to reach whomever they are chasing. This may represent yards, meters, paces, car lengths, miles or whatever value makes sense to the type of locomotion involved and the sorts of distances they can cover quickly (on foot, generally a smaller value, in a car, a greater one, such as car lengths or even miles).

Each “Round” (an abstract time designation determined by the GM) of the chase rolls are made by the pursuer and the pursued, modified by appropriate skills. If vehicles are involved then these rolls are modified based on the vehicle’s chase value (If vehicles are identical then do not use the modifiers, to speed game play).

If the pursued gets a higher result, then the distance increases by the difference of the rolls. If the pursuer gets the higher result, then the distance gets smaller by the difference (and if they reduce it to zero or less, then they catch what they are pursuing).

Before each set of rolls they may attempt a maneuver or strategy to assist in their achieving their goal (by a separate skill roll) such as making a hairpin turn, power dive, jump, dropping an obstacle, etc. The GM will give a difficulty level to what they are trying to do as a strategy, and if they succeed a modifier will apply to their chase roll (and if they fail, they take a loss to their chase roll of equal modification as they would have potential gain).

The GM may also throw in unexpected terrain effects to the rolls, especially when dealing with vehicles that have advantages on certain terrains (or problems with others).

Sample Vehicle Modifiers:	
Foot	0
Skateboard	1
Unicycle	2
Moped	3
Mule or Donkey	4
Riding Lawn Mower	5
Roller Skates/Blades	6
Bicycle	7
Golf Cart	8
Forklift or Tractor	9
Canoe	10
Horse & Wagon/Carriage	11
Sailboat	12
Riding Horse	13
Streetcar / Cablecar	14
Scooter	15
Primitive Automobile	16
Skis (downhill)	17
Snowmobile	18
Motorboat (simple)	19
Tank or Armored Transport	20
Race Horse	21
Steam Locomotive	22
Ultra-light Aircraft	23
Jet Skis	24
Power Boat	25
Racing Bicycle	26
Raceboat	27
Automobile (varies)	28-30
Motorcycle (varies)	29-32
Bi-plane	30-32
Derrigible or Blimp	31
High Speed Rail	32
Racecar (varies)	33-34
Prop Plane (varies)	34-36
Helicopter (varies)	35-38
Rocketcar	36
Jetcoptor	37-40
Jet Plane (Varies)	38-42

Character Growth Points

Character improvement is achieved by receiving, accumulating, and then spending *Growth Points*. Growth points are awarded by the GM after each session (or at the beginning of the next one) based upon the roleplaying actions taken within the game session, and occasionally for extended effort by the player outside the game to make the gaming experience pleasant and more interesting.

Generally it is recommended that the GM keep the equivalent of 3"x5" cards for each player and award a point on it in each of several categories (make sure that the players are aware of what categories they are getting points, but it is not recommended to tell the other players what you award others to avoid competitiveness). Zero to three points in each category are awarded in a session.

Cooperation : This marks the ability of the player and character to work well with others. Someone who is disruptive, spends too much time as a ‘loner’, takes too much ‘on stage time’ at the expense of others, constantly argues about rules during the game etc should not be granted cooperation points. Points may also be given here for helping out the GM with doing things like running a support character when their own character is not in play, or mentoring a new player in understanding the rules. Every player should want to get at least a point in this category each session, and should know there is something wrong if they don’t.

Idiom : This is portraying the character as defined by the description on their character sheet. It also is a measure of how much the player thinks, acts and speaks “in character”. Every player should know that if they get no points in this category in a session they are not roleplaying effectively and need to improve.

Humor : This is for doing funny things or saying humorous things within game. Not everyone will get points in this category every session, unless you are running a comedy campaign.

Genre : This is for thinking and acting within the actual genre and setting. Some genres have certain concepts within them that, although not necessary part of character idiom, should be in mind. If you’re playing in a 1930s pulp game you should not be making references to TV shows or movies that don’t exist yet. If you are in a middle ages campaign, you should take the threat of the supernatural and magic as serious. Even if, as a player, you know that the actual game is a pure historical that the GM has defined as having no real magic. If you are playing in a four color superhero game, you should know that heroes do not try to kill villains, but to subdue them and bring them to justice. Not following genre expectations can ruin a game for folks who take this seriously. Again, not getting at least a point each session here is a sign of problems with how you’re playing.

Creativity : This is for clever thinking and actions, planning, plotting and finding ways to get thru situations that the GM has failed to plan for that make the game more interesting. Not everyone will get points here every session.

Effectiveness : This is for advancing the storyline and events. A character that simply hangs around and does nothing but play follow the leader will not find themselves getting any points in this category. Those who keep the flow of the game and in-character play going and who take action instead of merely reacting will get effectiveness points. Getting no points here means you're just not being active enough in the session and need to do more on your own initiative.

Ambiance : This is for actions taken outside the game that enhance the game for everyone. This may be for providing music, videos, artwork, food, logistical aid, transportation, etc. Points here will not be constant, and should be at GM discretion.

Spending Growth Points

The category system of point awards is intended to provide feedback to players about what they are doing “right” and “wrong” within the game, in the viewpoint of the GM. The points themselves are simply totaled and put into a Growth ‘Pool’ that is then spent from to buy up existing skills, learn new skills, acquire new traits, expand secondary Attributes and to expand primary attributes.

If the GM does not want to “judge” the actions of individuals, but simply handle points for the group as a whole, then it is recommended that the GM simply award 2 Growth points for each hour of real time the game session took (from the actual start of play to the actual end of play, not counting time spent waiting for people to show up, handling bookkeeping or any meal breaks or other interruptions of the actual flow of the game).

Points should only be spent when it makes logical sense. They should rarely played in the middle of a session, but should be more oriented towards expenditure between sessions. Generally some justification should be expected from a player who is spending points, as skills and other abilities should not spontaneously increase for no apparent reason.

If you are using a skill regularly, or the character is taking courses in a subject (or reading books on a subject) then this is reasonable justification for spending some points to improve skills involved. Traits should be bought less often, and usually with obvious in-story justification. Attributes and Secondary Attributes should also increase less often, and only if they were being used (directly or indirectly with a skill).

Growth Costs

- Increase an Existing Skill : 1 point per rank
- Learning A New Skill : 5 points for rank 1
- Buying A New Trait : 5 points per Trait Point
- Increasing A Secondary Attribute : 10 points per Rank.
- Increasing A Primary Attribute : 20 points per Rank.

Note: A Skill or Attribute Can only be raised 1 Rank between sessions.

It's important to realize that the system is designed in an abstract fashion, and in the process it does not present a mathematically balanced vision of reality as it was more important to make the system work quickly and in a fun manner. Player characters will advance far faster than supporting characters do, since they challenge themselves far more often than the general population of the world. *Support characters that are not actively involved and characters not actively in play generally should get only about 1 Growth Point a month of in-game time. Active support characters who are with a party of player characters should earn 1 Growth Point a session.*

Attributes and Traits may be lowered or lost thru in-story accident, injury or if they are heavily abused by a player (in the GM's opinion) while in play. A GM should not have such occur too often, and only with good logical reasons that fit the storyline of the character's activities.

In some settings and for some particular styles of play, the increasing of Attributes, especially Primary Attributes, may be deemed unrealistic or unacceptable use of Growth Points. Even in those settings where such is allowed, unless the character has traits that expand the maximum range explicitly, characters should not be allowed to raise any Attribute higher than a value of 40.

Age & Aging

The basic system assumes a character to be an adult, and assumes a human-similar aging system and similar learning processes, influenced by the technology range of their culture. Attributes and Traits allow some expansion beyond this, but still assume that the basic character is around the age of 25 human years.

To play a Younger character, you need to take an appropriate Trait, such as *Teenager* which modifies some rules regarding skills.

To play a character of greater age and experience, a simple system is offered. The player receives 12 Growth points to add to their character for every year (assuming near-Earth year lengths) older than 25 before play begins. This can be done only with GM permission, and requires the character make "birthday checks" on their attributes for each additional year, as if they had been in play in that year. This is reduced to 6 Growth points a year for years after 50, after 100 this is 3 points a year.

Older characters risk reduction of faculties. Assuming human range characters, from the age of 26 thru fifty each year they must make a roll, modified by Health (plus the Tech Level) for each of their Primary Attributes (Thus Attribute +dice+Health Modifier+Tech Level), and if they roll a 1-1 result or fail to make a *Routine* success, they take a -1 to that Attribute.

GM Optional Trait Rule : Another way to handle the age system and eliminate the rolling for a character between the ages of 26-50 is to use a trait:

Experienced At Life. Character can be between 26 and 50 years of age and take the appropriate number of free Growth Points. Choose 1 Primary and 4 secondary Attributes and lower their value by 1 due to wear and tear on the body.

If they reach 0 in an a Prime Attribute, then they have died from natural causes (disease, infection, system failure etc.). Life, Fatigue, skills etc. must be adjusted as changes are made.

After the age of 50, they must make a roll for all Attributes (Primary & Secondary, but treating all as if Primary), modified by Health (plus the tech level), and if they fail to make a *Challenging* success they take a -1 to that Attribute (-2 if they roll a 1-1). If they reach 0 in a Prime Attribute or Health then they have died from natural causes. Secondary Attributes other than Health that reach zero do not result in death. Life, Fatigue, skills etc. must be adjusted as changes are made (and a character with Less than 5 Life or Fatigue Points this way has also passed away).

After the age of 50, characters can no longer raise any of the Prime or Secondary Attributes thru Growth Points. After the Age of 75, rolls are all at *Difficult*.

Some traits, like *Longevity* and *Ageless*, can improve chances to avoid reduction of attributes.

Advanced Combat

These are *optional* rules to allow GMs the ability to make combat more colorful, and interesting for players who are into a higher level of interaction and realism in combat. They will slow down combat to some extent, and thus are not recommended for all game situations or styles. Use them at your own risk.

Aimed Blows/Shots:

This allows any character engaged in combat to produce a special effects result from their actions when they successfully hit a target, by aiming at particular parts of the body instead of taking whatever target of opportunity presents itself. The price they pay to be able to do this is to reduce their chance to hit in the first place, by the listed value. Of course, you can only aim for exposed areas of the body, if its hidden behind a wall or a human shield etc then you can't aim for it. You can't aim for someone's brain or kidneys unless you are behind their back.

<u>Brain</u>	[-20] Stuns. Doubles Fatigue Taken.
<u>Eye</u>	[-25] Perm -4 to Alertness, lost sight in eye. (Gets Trait "One Eye" or "Blind" in long term.)
<u>Foot</u>	[-5] -10 to their next offensive/defensive physical or chase roll.
<u>Groin</u>	[-15] Stuns. Challenging Roll vs Body or Knockout.
<u>Hand</u>	[-10] Drops Contents of Hand but only ½ of Life Point Damage Applied.
<u>Head/Face</u>	[-10] Stuns.
<u>Heart</u>	[-20] All Damage Goes to Life Points (Not Split between Fatigue/Life)
<u>Jaw</u>	[-10] Stuns.
<u>Kidneys</u>	[-10] Stuns. Double Fatigue on Bludgeon or Unarmed attack only.
<u>Leg</u>	[-5] Knocked Prone.
<u>Neck</u>	[-10] -2 to Voice. Stuns.
<u>Nose</u>	[-15] Broken Nose. -2 Symmetry. Stuns. Bleeding.

Vision Aids

Ranged weapons (Firearms, crossbows, etc.) can be equipped with technological assistance that can not only extend their range, but improve their accuracy. Modifiers apply to the roll to attack.

Computerized Scope	: + 20	[Tech Level 6+]
Optical Scope	: + 10	[Tech Level 3+]
Laser Scope	: +5	[Tech Level 5+]
Night Scope	: +5 & removes Darkness modifiers	[Tech Level 4+]

These do not help when dealing with shooting someone at close (60' or less) range, except the effect on the night scope in removing darkness modifiers.

Initiative Concerns : KISS?

Many Game Managers prefer not to have to deal with simultaneous combat actions, especially in a large group of characters in melee. The easy method for dealing with this in the Kaleidoscope Initiative System is to simplify it one step further (or to KISS it). The standard rules are applied but a few simple tracking rules are put into play.

Initiative is simply a matter of who goes first. Have an index card prepared with each character (both PC and NPC) name on it that can be quickly organized into an order of draw. Place the characters into the order of their roll, high first, so that the high position will be the first card in order. If two characters have the exact same numeric value then have a dice roll off made between them to determine which will be ahead of the other (this should be an unmodified roll, basically just a random result to achieve the order). Thus two characters will never exactly be acting at the same time. Once established for the conflict you'll just flip thru the cards in order as the character actions take place.

If a player want to hold action and save their action until someone else acts, they can do so, but cannot do so at the same time as another character, they will be reacting second to the character currently active by the card order. Their card should remain in the same place of the order for the next round of action as they originally were in, in order to maintain simplicity.

One cannot under the KISS system hold action from one round to another - if you do not act in a round then you do not act, it does not give you a change of position for the next round thru the cards or the ability to change action timing in the next round.

Another Initiative System, derived from *Cosmic Synchronicity's Blood & Chocolate*, is also possible under Kaleidoscope.

Kaleidoscope Combat Cards:

The Kaleidoscope Combat Card System is derived from the *Cosmic Synchronicity RPG*'s module known as *Blood & Chocolate!* Which itself is derived (with permission) from Michael Ball's *The Guide To Adventure RPG*. The system is primarily intended for combats where 3 or more characters are involved in what the GM perceives as a prolonged combat. It is an Advanced Optional Initiative System.

For those unfamiliar with the system, it may seem a major paradigm shift compared to other game systems or the mechanic used in the basic and KISS systems presented elsewhere in the Kaleidoscope rules, but experience has shown that it makes combat in general more interesting, easier to track and with the proper level of confusion that real life combat has.

The system works off the concept that going first is not simply a matter of speed, but that in a large combat its also a matter of opportunity and the ability to analyze events overall. Thus characters with a High Initiative doesn't necessarily react first, but get to react more often. They therefore have the potential of getting more actions in each combat turn.

A set of cards is prepared ahead of time for this option (these can be made from blank playing cards, blank tarot cards, blank business cards, Index cards or whatever). These cards are handled by the GM as a tracking mechanism, so you don't have to get too fancy.

Generally a deck of 22 cards (or more) are needed. First you have five cards numbered with a 5, four numbered with a 4, three numbered with a 3, two cards with a 2 and one card with a 1. You also have one card labeled with a Zero, and one Card Labeled with the Word Negative (or a - sign). You also have two cards labeled with an 'R'. Two more cards are marked with a 'S'. Finally you have a card marked with a '*'. This deck should be shuffled before each combat and after it has been gone thru completely.

Before the combat initiative roll, players have the option of spending five fatigue points to supercharge the character's response to the situation (speeding up the heart rate, blood pressure and generally hyping themselves to gain an advantage). This counts for one pass thru the deck only.

An initiative roll is made for each character in the combat, modified by their Alertness and Reflexes Attributes, and any special traits that increase or decrease initiative. The GM may award to characters an extra +5 to their total for surprise, or for being unseen by the other characters (thru a good cover position, or magical or psionic invisibility etc.). *A 1-1 die roll in this case does not count as a disaster, nor does it get re-rolled, but simply has a value of a 2, and is still modified by attributes etc.*

This total is then divided by ten to produce the character's Action Counter. They will not need to re-roll for initiative thru the combat. Round up to the nearest Integer in all cases.

The GM shuffles and then goes thru the deck, one card at a time. If the card that comes up has the same number on it as a Character's Action Counter, then the Character can act at that time. If the card is an 'S' the characters who have paid Fatigue for Supercharging get to act (thus supercharged characters have 2 extra chances to act in a combat Turn).

The Zero card is for the odd case where someone rolled badly and had negative modifiers from low Attributes, and somehow came up with a zero value. The Negative Card is basically the same for characters that ended up with a negative Initiative. They basically have only one action, just like the one, but it does not happen at the same time as those having a 1, to reduce clumping of actions at the same time. (If a GM chooses, they may have several negative cards within their deck, which can be especially useful if you have a large number of characters with lower than average Attributes. A Gm may also add a '6' or '7' set of cards to the deck if they find they constantly have characters with value results higher than the usual range).

If two characters are acting on the same Action Counter, then the Higher Reflexes will act first, and if this is the same value, then the Higher Alertness, and if this too is the same, then the Higher Luck. If all three is the same, then each must roll 1d10 until one of them rolls higher than the other and that one goes first.

Defensive Actions are taken when attacked, and are not reliant on the character's Action Counter.

All actions still require the expenditure of Fatigue. If a character runs out of Fatigue, then they have exhausted themselves. This means that supercharging has some strategic risks involved in regards to timing and needs.

If action cards come up which are not the same as any Character Action Counters then they are simply flipped past. The same is true of any other card that does not apply. When all the cards have been passed thru, the combat turn is over. The deck need to be reshuffled, and players can choose whether to pay fatigue to supercharge for the next turn.

A character's actions can be held from one card to another, but not in multiples. If a character is holding action to, for example, coordinate an effort with another character who acts on a different action counter number, then they will lose any other actions in between. They cannot take multiple actions during a single Phase card of combat, unless they have a special maneuver that allows this sort of thing.

Under this system you cannot "close and attack" with an opponent on the same action, unless making a tackling or body slam kind of maneuver. Drawing a weapon is an action, as is reloading one (though discarding a weapon does not count as an action).

When the "R" card comes up any character that has been stunned gets to recover as a free action. Also any character that has been knocked down can stand up as a free action., and all characters recover a point of Fatigue.

When the ‘*’ card comes up any character that is suffering from a bleeding wound takes another Life Point of damage from the wound. Additionally the GM may use this as an introduction point to introduce a new action plot element to the ongoing events if they feel it appropriate.

A Pass thru the deck represents roughly a minute of time passing (about 3 seconds per card). This replaces the hypothetical concept of a round being 6 seconds in combat.

Fast Answers For Frequently Asked Questions

How are Grenades Handled?

Hand Grenades are an area attack, so there is no skill roll to use them, unless a character needs to throw them through a small opening (such as into a bunker). When they explode they cause Random Damage to everyone within a radius (10' for most, but more if a very high tech grenade). Characters should get a Challenging dodge to get out of the area before they explode (if possible) to avoid the damage. Phosphoreus Grenades also set things on fire. Stun Grenades do Fatigue Damage instead of Life Point Damage.

How do I do non-lethal damage to someone?

Non-lethal damage is Fatigue damage in the system. Anyone using Unarmed Combat, many Martial Combat Maneuvers or Bludgeon weapons can (before making a combat roll) state that they are trying to do Fatigue damage instead of normal damage. Additionally a number of non-lethal energy weapons are available in modern and higher technology settings (and more can be added). Wrestlers can also attempt a Difficult Sleeper-hold on someone, which inflicts 3d10 Fatigue damage.

How many things should modify a die roll?

This is part of the tough job of a GM. Generally a die roll may have as few as no modifiers, and at most four. Players should be able to offer some suggestions as to what would logically affect the roll, but it is up to the GM to make the final call. If two or more skills are being used together (ex: building a device that requires both knowledge of electrical and mechanical engineering) then a single roll, modified by the lower of the two skills should be used, as this will be faster and produce a better result in regards to probability (and thus more realistic and fair) than multiple rolls to achieve the goal.

How long is a Combat Round?

A combat round lasts about 6 seconds under the current system, and generally a character gets one non-defensive action each round. There is no limit to defensive actions, except the amount of Fatigue the character has to work with.

How much can I lift or carry?

This is actually a variable in the setting, depending on situation or need. A body roll is probably the easiest way to handle such a test (just like arm wrestling as a strength test). In many cases the GM will not want to worry about such unless you are doing difficult things (like trying to lift an automobile off of someone).

I'm Stunned by a Combat Blow. What does this Mean?

This primarily happens under the advanced combat rules. It means that you lose your next action in the same round (if any). If you have already acted and can only react it means the next reaction in the same round (defensive roll etc.) you cannot dodge, block or parry. If no one acts against you and you have already acted, then it carries to the next round (prevents an offensive action, or prevents the first defensive action).

When Am I Dead?

If an attack does a total amount of damage twice the character's Life points (after armor, Toughness etc.) they are instantly dead. A character is mortally wounded when they reach 0 Life Points (Life Points cannot go lower than 0). A Spirit roll is made at this point (modified by Luck or Synchronicity, whichever is higher) vs Challenging (30) to remain alive. Another roll is made every fifteen minutes after that if no medical attention or other means of recovering Life points occurs, vs Routine (20). If an hour has passed without such improvement then they expire. Mortally wounded characters normally collapse unconscious.

What if we work together on a project?

If two characters work together, for example trying to repair an automobile, then the modifiers for both characters are applied to the task roll (but in the event of catastrophic disaster both characters would suffer from the results).

How Long Can I Hold My Breathe?

Normally a character in a low exertion situation can hold their breath for (10 Seconds * HEALTH). In a Heavy Exertion situation (Running, Combat, etc.) this becomes (4 seconds * HEALTH). If you are surprised and don't have a chance to get a breathe before starting then its (5 Seconds * HEALTH) for non-exertion and (2 Seconds * HEALTH) for Exertion situations. Once out of breathe the character will lose 1 Fatigue Per second until they access air or pass out. If underwater this means they drown, but may be revived with first aid efforts by others. If more than 2 minutes have passed then a separate successful Difficult Body roll is needed by the victim (modified by HEALTH or LUCK, whichever gives a greater benefit) for each minute that has passed or the character takes a permanent -1 to HEALTH for damage (and if Health drops to 0 then the character has died and cannot be revived).

The Trait "Expanded Lung Capacity" can expand the durations of Breathe Holding.

Can I get rid of Limiting Traits In Game?

Limiting traits can at times be either "bought off" with growth points (at 5 points per point of value) or may be removed thru plot actions of the character by the GM. You must ask your GM whether a trait may be bought off in-game, unless it is specifically stated it can be bought off in the description of the trait.

What About Fear?

Fear checks are generally made as rolls vs Spirit, although a few traits may modify this roll (such as Phobias). Generally the GM assigns a difficulty for the fear check, just like any other uncontested attribute roll. If they fail, then the GM makes an unmodified open ended die roll (2d10) and uses the table provided in Appendix F if a random result is desired (not all Fear effects are random, some may be designed with a specific stated effect, such as fleeing the locale).

Appendix A : Attribute Frameworks (Templates)

Remember Not all Frameworks are alike in regards to their point values. Most are at least equal to the point values of a constructed character, but some will have more points than such. It's the titling concept that controls the point values.

#1 : The Athlete

Alertness	[A]	11	ADA	10	LUC	10	Life	[L]	40
Body	[B]	15	EMP	12	PAS	12	Fatigue	[F]	52
Reflexes	[R]	16	HEA	14	SYM	12			
Spirit	[S]	10	INS	10	TOU	16			
			LOG	10	VOI	10			

#2 : The Scholar

Alertness	[A]	12	ADA	14	LUC	12	Life	[L]	24
Body	[B]	10	EMP	11	PAS	12	Fatigue	[F]	38
Reflexes	[R]	12	HEA	10	SYM	10			
Spirit	[S]	12	INS	15	TOU	10			
			LOG	16	VOI	10			

#3 : The Romantic

Alertness	[A]	10	ADA	10	LUC	12	Life	[L]	28
Body	[B]	10	EMP	14	PAS	18	Fatigue	[F]	52
Reflexes	[R]	14	HEA	12	SYM	14			
Spirit	[S]	14	INS	12	TOU	10			
			LOG	10	VOI	12			

#4 : The Veteran

Alertness	[A]	16	ADA	14	LUC	12	Life	[L]	38
Body	[B]	14	EMP	10	PAS	10	Fatigue	[F]	38
Reflexes	[R]	12	HEA	12	SYM	10			
Spirit	[S]	10	INS	10	TOU	16			
			LOG	12	VOI	10			

#5 : The Mystic

Alertness	[A]	12	ADA	10	LUC	15	Life	[L]	31
Body	[B]	9	EMP	12	PAS	12	Fatigue	[F]	38
Reflexes	[R]	12	HEA	10	SYM	10			
Spirit	[S]	18	INS	18	TOU	10			
			LOG	10	VOI	10			

#6 : The Gambler

Alertness	[A]	14	ADA	12	LUC	18	Life	[L]	30
Body	[B]	10	EMP	14	PAS	12	Fatigue	[F]	38
Reflexes	[R]	12	HEA	10	SYM	12			
Spirit	[S]	12	INS	14	TOU	10			
			LOG	12	VOI	10			

#7 : The Entertainer

Alertness	[A]	12	ADA	11	LUC	12	Life	[L]	24
Body	[B]	10	EMP	15	PAS	15	Fatigue	[F]	44
Reflexes	[R]	13	HEA	10	SYM	15			
Spirit	[S]	13	INS	12	TOU	9			
			LOG	10	VOI	15			

#8 : The Builder

Alertness	[A]	14	ADA	18	LUC	12	Life	[L]	25
Body	[B]	10	EMP	9	PAS	12	Fatigue	[F]	44
Reflexes	[R]	14	HEA	10	SYM	10			
Spirit	[S]	12	INS	14	TOU	11			
			LOG	14	VOI	10			

#9 : The Survivor

Alertness	[A]	12	ADA	15	LUC	15	Life	[L]	35
Body	[B]	12	EMP	12	PAS	12	Fatigue	[F]	40
Reflexes	[R]	12	HEA	12	SYM	12			
Spirit	[S]	12	INS	12	TOU	12			
			LOG	12	VOI	10			

#10 : The Charmer

Alertness	[A]	11	ADA	10	LUC	12	Life	[L]	30
Body	[B]	11	EMP	15	PAS	15	Fatigue	[F]	47
Reflexes	[R]	13	HEA	13	SYM	18			
Spirit	[S]	13	INS	12	TOU	10			
			LOG	9	VOI	12			

#11 : The Daredevil

Alertness	[A]	12	ADA	12	LUC	15	Life	[L]	36
Body	[B]	12	EMP	12	PAS	13	Fatigue	[F]	56
Reflexes	[R]	17	HEA	12	SYM	10			
Spirit	[S]	13	INS	8	TOU	12			
			LOG	8	VOI	10			

#12 : The Opportunist

Alertness	[A]	15	ADA	13	LUC	13	Life	[L]	29
Body	[B]	10	EMP	14	PAS	11	Fatigue	[F]	35
Reflexes	[R]	11	HEA	11	SYM	12			
Spirit	[S]	12	INS	14	TOU	13			
			LOG	11	VOI	12			

#13 : The Bravo

Alertness	[A]	12	ADA	10	LUC	13	Life	[L]	49
Body	[B]	17	EMP	10	PAS	15	Fatigue	[F]	50
Reflexes	[R]	13	HEA	16	SYM	10			
Spirit	[S]	8	INS	8	TOU	18			
			LOG	10	VOI	12			

#14 : The Reverent

Alertness	[A]	13	ADA	11	LUC	10	Life	[L]	23
Body	[B]	10	EMP	16	PAS	14	Fatigue	[F]	34
Reflexes	[R]	10	HEA	10	SYM	12			
Spirit	[S]	13	INS	16	TOU	10			
			LOG	12	VOI	13			

#15 : The Diplomat

Alertness	[A]	14	ADA	10	LUC	11	Life	[L]	25
Body	[B]	11	EMP	18	PAS	12	Fatigue	[F]	35
Reflexes	[R]	11	HEA	10	SYM	12			
Spirit	[S]	12	INS	12	TOU	10			
			LOG	14	VOI	14			

#16 : The Consultant

Alertness	[A]	15	ADA	12	LUC	12	Life	[L]	28
Body	[B]	11	EMP	12	PAS	10	Fatigue	[F]	39
Reflexes	[R]	13	HEA	10	SYM	10			
Spirit	[S]	12	INS	10	TOU	12			
			LOG	19	VOI	10			

#17 : The Leader

Alertness	[A]	12	ADA	10	LUC	10	Life	[L]	31
Body	[B]	12	EMP	15	PAS	13	Fatigue	[F]	39
Reflexes	[R]	12	HEA	10	SYM	12			
Spirit	[S]	15	INS	11	TOU	12			
			LOG	12	VOI	14			

#18 : The Other

Alertness	[A]	10	ADA	15	LUC	11	Life	[L]	41
Body	[B]	10	EMP	15	PAS	11	Fatigue	[F]	41
Reflexes	[R]	10	HEA	20	SYM	11			
Spirit	[S]	10	INS	15	TOU	20			
			LOG	11	VOI	11			

#19 : The Polymath

Alertness	[A]	12	ADA	14	LUC	12	Life	[L]	24
Body	[B]	10	EMP	12	PAS	12	Fatigue	[F]	37
Reflexes	[R]	11	HEA	12	SYM	10			
Spirit	[S]	12	INS	15	TOU	8			
			LOG	15	VOI	12			

#20 : The Pilgrim

Alertness	[A]	12	ADA	14	LUC	12	Life	[L]	28
Body	[B]	10	EMP	12	PAS	12	Fatigue	[F]	40
Reflexes	[R]	12	HEA	12	SYM	10			
Spirit	[S]	14	INS	15	TOU	10			
			LOG	8	VOI	11			

Appendix F: Fear Effects Table

When a character fails a Fear roll, the GM rolls a standard die roll (2d10, re-rolling doubles except for 1-1 results) and then compares the result on the following table.

Total	Meaning
2	Character is immune to Fear from this particular source/type ever again. (This may add a trait or remove an existing one, but should not cost any character Growth points in the process.)
3-6	Character takes double normal Fatigue from all actions while in the presence of what they are afraid of, but is otherwise functional in all ways.
7-9	Character is stunned for one action, then at double normal Fatigue from all actions while in the presence of what they are afraid of, but is otherwise functional.
10-12	Character is stunned, needing to make a new Spirit roll each round and remaining stunned until successful or what they are afraid of is removed from their perception.
13	Character vomits for 1d10 actions, costing 1 Fatigue each action, and is unable to otherwise act. Afterwards they are at a -2 to all skill rolls until away from the cause of fear involved.
14	Character loses bladder control for one action. Next action, they must roll vs Fear again.
15-16	Character panics & tries to flee, if possible, for 1d10 actions, costs 1 Fatigue each action.
17-18	Character Screams uncontrollably, spending 1 Fatigue each action and otherwise cannot act. They must make a successful Spirit roll on subsequent actions in order to stop screaming.
19	Character laughs and cries simultaneously and otherwise cannot act, spending 2 Fatigue each action phase that passes, and making a Spirit roll each action after the first, to try to stop.
20-22	Character turns pale and faints for 1d10 actions.
23	Character is struck speechless for 2d10 actions (or until the cause of fear is removed) and is at a -5 to all skill and attribute rolls while they are speechless.
24	Character turns pale and faints for 2d10 (open ended roll) actions.
25-28	Character panics and tries to flee (if possible), run in circles, climb wall, struggle to get away or otherwise escape the situation. This lasts 2d10 (open ended) actions, spending 1 Fatigue each action.
29-30	Character has hysterical blindness, cannot see anything as their mind turns off seeing what they are afraid of. This lasts until the cause is gone.
31-32	Character acquires an instant new phobia or appropriate delusion and is stunned for 1d10 actions.
33	Character must make an aging roll as if they had reached their Birthday Aging check (Aged a year from fright... add 1 year to their chronological age for all future aging rolls). Then Stunned for 1d10 actions.
34-38	Character collapses in mild catatonia for 2d10 (open ended roll) minutes. Then gets a Regular Body roll to regain consciousness (if fails then lasts another 2d10 minutes and then gets another roll etc.).
39+	Character must make Aging Rolls as if they had reached Birthday Aging Check, for the next five years..... add 5 years to their chronological age for all future aging rolls). Then is stunned for 2d10 (open ended roll) actions.

Appendix S : Skills (Variant Lists)

These lists are intended to make it easier to work with character creation, for some players/GMs who need the standard listings reorganized by certain criteria. Formats used are the same as in the main skill lists in main book.

Skills Where Training is Optional

Animal Handling <i>Specialty</i> [EMP]	Pocket Picking [R] [ADA] TL2+
Blind Fighting [A]	Prone Combat [R]
Bludgeon Weapons [R]	Rope Usage
Board Games [LUC]	Rowing/Punting [B]
Chopping Weapons [R]	Shadowing [LUC]
Climbing [B][R]	Singing [VOI]
Cloak Combat [R]	Spears [R]
Dice Games [LUC]	Thrown Weapons [R]
Erotic Sex [EMP]	Torture [EMP]
Firearms, Pistol [A] TL3+	Unarmed Combat [R]
Fishing [LUC]	Whips & Flails [R]
Gambling [LUC]	Wrestling [R]
Photography [A] [PAS] TL3+	

Skills Modified By The Body Attribute

Building Construction & Repairs <i>Specialty</i> [ADA]	Lumberjacking
Butchering [ADA]	Mining [ADA]
Climbing [R]*	Rowing & Punting*
Firefighting [ADA]	

Skills Modified By The Spirit Attribute

Hypnotism [INS]	Tantric Sex [INS]	Writing, <i>Specialty</i> [PAS]
-----------------	-------------------	---------------------------------

In Some Magic Systems Spirit may be used involved in Casting Magic Spells or defending against them.

Skills Modified By The Alertness Attribute

Appraising [PAS]	Journalism [EMP]
Archery	Lip Reading [EMP]
Blind Fighting*	Military Support Weapons, <i>Specialty</i> TL4+
Bugging & Surveillance [ADA] TL4+	Naval Gunnery TL3+
Conspiracy Theory [INS]	Orienteering [ADA]
Energy Weapons, <i>Specialty</i> TL6+	Photography [PAS] TL3+
Firearms, Black Powder <i>Specialty</i> TL3+	Spacecraft Gunnery TL7
Firearms, Pistol * TL3+	Streetwise [EMP]
Firearms Rifle TL3+	Tracking

Skills Modified By The Reflexes Attribute

Acrobatics	Martial Combat Maneuvers, <i>Specialty</i>
Balloon Sculpture [PAS] TL4+	Musical Instrument, <i>Specialty</i> [PAS]
Battlesuit Operation TL6+	Pocket Picking [ADA]* TL2+
Bicycle TL3+	Prone Combat*
Bludgeon Weapons*	Riding <i>Specialty</i>
Chopping Weapons*	Skating
Climbing [B]*	Skiing
Cloak Combat*	Sleight Of Hand [INS]
Contortionist	Spears*
Dancing, <i>Specialty</i> [SYM]	Sports, <i>Specialty</i>
Exotic Weapons, <i>Specialty</i>	Swimming
Fencing, <i>Specialty</i>	Team Acrobatics
Gem Craft (Cutting) [PAS]	Thrown Weapons *
Juggling/Balancing [EMP]	Tightrope Walking
Knives	Unarmed Combat *
Lasso	Whips & Flails *
Low-G Operations TL5+	Wrestling *
	Yoga [INT]

Alphabetic Master Skill List

Accent Mimicry [VOI]	Dancing <i>Specialty</i> [R] [SYM]
Accounting [LOG]	Demolitions [LUC] TL2+
Acrobatics [R]	Dice Games [LUC]*
Acting, Cinema & Screen [SYM]	Diplomacy [EMP]
Acting, Stage & Radio [VOI]	Disguise [PAS]
Administration [LOG]	Disinformation Management [INS]
Agriculture <i>Specialty</i> [ADA]	Distilling [ADA]
Animal Handling <i>Specialty</i> [EMP]*	Drawing & Painting [PAS]
Animal Noises [VOI]	Electronics [ADA] TL4+
Antiques Preservation & Restoration [PAS]	Energy Weapons <i>Specialty</i> [A] TL6+
Appraising [A] [PAS]	Engineering <i>Specialty</i> [ADA]
Archery [A]	Erotic Sex [EMP] *
Architecture [ADA]	Etiquette <i>Specialty</i> [EMP]
Area Knowledge <i>Specialty</i> [LOG]	Exotic Weapons <i>Specialty</i> [R]
Art Preservation & Restoration [PAS]	Familiarity, Culture <i>Specialty</i> [EMP]
Astrology [INS]	Fast Talking [VOI]
Balloon Sculpture [R] [PAS] TL4+	Fencing <i>Specialty</i> [R]
Banking [LOG]	Firearms, Black Powder <i>Specialty</i> [A] TL3+
Bar Tending [EMP]	Firearms, Pistol [A]* TL3+
Battlesuit Operation [R] TL6+	Firearms, Rifle [A] TL3+
Bicycle [R] TL3+	Fire Eating [EMP]
Billiards/Pool [LOG]	Firefighting [B] [ADA]
Biological Sciences <i>Specialty</i> [LOG]	First Aid [LOG]
Blind Fighting [A]*	Fishing [LUC]*
Bludgeon Weapons [R]*	Foraging [ADA]
Board Games [LUC]*	Forgery [ADA]
Bowyer/Fletcher [ADA]	Gambling [LUC]*
Brewing [ADA]	Genealogy [LOG]
Bugging & Surveillance [A] [ADA] TL4+	Geography [LOG]
Building Construction & Repairs <i>Specialty</i> [B] [ADA]	Gem Craft (Cutting) [R] [PAS]
Butchering [B] [ADA]	Glassblowing [PAS]
Calligraphy [PAS]	Hair Styling [EMP]
Card Games [LUC]	Handcrafts <i>Specialty</i> [ADA]
Carpentry <i>Specialty</i> [ADA]	Hiding (People) [ADA]
Cartography [ADA]	Holographic Art [PAS] TL5+
Child Care [EMP]	Hosting (Parties & Events) [EMP]
Chopping Weapons [R]*	Humanities <i>Specialty</i> [LOG]
Choreography [PAS]	Hunting [ADA]
Climbing [B] [R]*	Hypnotism [S] [INS]
Cloak Combat [R]*	Interdisciplinary Sciences <i>Specialty</i> [LOG]
Communication Technology <i>Specialty</i> [ADA]	Jewelry Making [PAS]
Computer Art Design [PAS]TL4+	Journalism [A] [EMP]
Concealment (object) [ADA]	Juggling/Balancing [R] [EMP]
Conspiracy Theory [A] [INS]	Kite Design [PAS]
Contortionist [R]	Knives [R]
Cooking & Baking [ADA]	Language <i>Specialty</i> [EMP]
Cosmetics [EMP]	Lasso [R]
Costume Design [PAS]	Law <i>Specialty</i> [LOG]
Cryptography [ADA]	Lip Reading [A] [EMP]
	Literate <i>known Languages</i> [LOG]

Locksmith/Lock picking [ADA]	Shiatsu [EMP]
Low-G Operations [R] TL5+	Sign Language [EMP]
Lumberjacking [B]	Singing [VOI] *
Marketing [EMP]	Skating [R]
Massage [EMP]	Skiing [R]
Martial Combat Maneuver <i>Specialty</i> [R]	Sleight of Hand [R] [INS]
Mathematics [LOG]	Social Sciences <i>Specialty</i> [LOG]
Medical Sciences <i>Specialty</i> [LOG]	Spacecraft Gunnery [A] TL7
Metalcrafts <i>Specialty</i> [ADA] TL2+	Spears [R]*
Military Support Weapons <i>Specialty</i> [A] TL4+	Spelunking
Mime [PAS]	Sports <i>Specialty</i> [R]
Mining [B] [ADA]	Stage Magic [INS] TL2+
Modeling [SYM]	Stealth [LUC]
Mortuary Science [LOG]	Strategy Games [LOG]
Mountaineering [LUC]	Streetwise [A] [EMP]
Musical Instrument <i>Specialty</i> [R] [PAS]	Surveying [ADA]
Music Theory & Composition [PAS]	Survival <i>Specialty</i> [ADA]
Mythology <i>Specialty</i> [INS]	Swimming [R]
Naval Gunnery [A] TL3+	Sword Swallowing [PAS] TL2+
Navigation <i>Specialty</i> [ADA]	Symbology [INS]
Oration [VOI]	Tactics <i>Specialty</i> [LOG]
Orienteering [A] [ADA]	Tantric Sex [S] [INS]
Origami [PAS]	Tattooing [PAS]
Parachuting [LUC]	Teaching [EMP]
Party Games [EMP]	Team Acrobatics [R]
Philosophy [LOG]	Technological Device Usage <i>Specialty</i> [ADA]
Photography [A] [PAS]* TL3+	Technological Repair <i>Specialty</i> [ADA]
Physical Sciences <i>Specialty</i> [LOG]	Theater Arts [PAS]
Plastic Molding & Fabrication [ADA] TL4+	Thrown Weapons [R]*
Pocket Picking [R][ADA]* TL2+	Tightrope Walking [R]
Police Science, <i>Specialty</i> [LOG]	Torture [EMP]*
Political Science [LOG]	Tracking [A]
Prone Combat [R]*	Unarmed Combat [R]*
Prospecting [LUC]	Vehicle Combat <i>Specialty</i> [ADA]
Research [LOG]	Vehicle Design [ADA]
Rhetoric (Debate) [LOG]	Vehicle Operator <i>Specialty</i> [ADA]
Riding <i>Specialty</i> [R]	Vehicle Repair <i>Specialty</i> [ADA]
Rocketry [ADA] TL3+	Ventriloquism [VOI]
Rope Usage *	Voice Mimicry [VOI]
Religious Theology <i>Specialty</i> [INS]	War Games [LUC]
Roleplaying Games [PAS]	Whips & Flails [R]*
Rowing/Punting [B]*	Wrestling [R]*
Salesmanship [VOI]	Writing <i>Specialty</i> [S] [PAS]
Scholarship <i>Specialty</i> [LOG]	Yoga [R] [INS]
Scuba Diving TL3+	
Sculpting [PAS]	
Security Systems [ADA] TL4+	
Seduction [PAS]	
Set Snares	
Shadowing [LUC]*	

Appendix T : Sample Traits

Favorable Traits have negative values, Limiting Traits have positive values based on how they affect the Trait Focus Pool.

Unless noted otherwise, each character can only take a specific Trait once.

Any Trait that Modifies an Attribute also alters the maximum range allowed for the character's Attributes from the normal limits of Humans or their actual racial limits.

Absent Minded [+3] You constantly forget the little things in life like birthdays, schedules, your keys, your wallet, phone numbers, etc. You may be wearing mismatched socks 50% of the time and might forget something important among your items if you don't mention it precisely to your GM. ("Click, sorry, you forgot to load your pistol before you went out on the mission").

Absolute Time Sense [-1] This is the ability to accurately gauge the passage of time without using a watch, viewing the sun or other external means. This can be useful when timing explosives, coordinating assaults, determining position for navigation, estimating distance traveled and so forth. No roll is needed, this ability is ALWAYS on and successful.

Accent [+1/2/3] You have a heavy accent when you speak which is not standard to the area of the campaign. If it is from a different part of the country it is worth [+1], if it is from an 'acceptable' country or sub-group it is worth [+2], if it is from a suspicious or unusual country [+3]. This can cause some misunderstandings, and sway opinion of you and your actions in many situations and may bring out the Prejudice in some people.

Accident Prone [+7] Unusual events have a tendency to happen around you, either to you or to those near you, making your life a comedy of errors (good and bad). Love letters get delivered to the wrong person, identities get mixed up, waiters deliver the wrong food (or drop it onto laps), swords get stuck in scabbards, floors are freshly waxed or slippery wet, or screws fall out an inopportune times. Sometimes this works in your favor, but more often it works against you. This can produce interesting plots dropping into your life, and leaves you at the mercy of the GM's creativity in many ways. You get a -3 to your Luck attribute as well.

Not all Traits are appropriate for all campaign styles and genres. We've tried to identify these by the following terms:

Cinematic : A setting or style intended to be similar to that found in movies, especially action/adventure, western and martial arts films. Coincidence, good triumphing over evil and low fatality for the heroic characters are typical here.

Comedic : A setting or style where humor, puns and silliness are common.

Conspiracy : There are secret powers manipulating society, each with their own agenda, their own pawns and their own plans for world domination. Assassins, betrayal, moles, spies, double crosses and masquerades are the tropes in these settings.

Horror : A setting or style where the worst of nightmares, monsters and dark powers intrude into an otherwise "normal" world and the challenge is as much staying alive as trying to stop them from taking over.

Magic : A setting where magic spells, fantastic creatures, and higher powers exist and interact with the world and the characters. Magic must be available to both the antagonists and protagonists to balance this style.

Noir : Any gritty, dark or fatalistic setting, where greed and lust can triumph over truth, justice and love as a regular basis. Bad things happen to everyone, and good rarely triumphs over evil. No one is who they seem, and everyone is watching out for themselves.

Realistic : A setting where one avoids the fantastic. It includes both modern and historic time periods, and hard science fiction future settings.

Several of the above might be combined together to create a new style or genre within a single setting.

Advanced Education [-10] A character with this trait has attended a school of higher learning (College, University, etc.) appropriate to their setting and had a faster paced learning process in their lives. It gives +50 Skill ranks to their Skill Pool. Not available in all cultures or in Tech Levels 1 & 2. *Cannot be Taken by Teenagers.*

Ageism [+3] A character with this trait has a tendency to treat people outside their own age group badly. Those younger than them are obviously immature, silly, annoying or something to exploit thru simple trickery. Those considerably older than them are too set in their ways, too authoritarian, unable to understand “the real world” of the character’s own social world or might just be a burden that slows down their life.

Ageless [-15] A character with this trait is protected severely from the effects of aging, either by magic, unusual genetic manipulation, or advanced racial properties. They get a +15 to all rolls to prevent Attribute Loss from aging. Ageless characters generally do not have features that would distinguish their actual age, looking as if they are about 25 or so in most cases without problems with wrinkles, hair loss, whitening of hair etc. *This trait cannot be combined with Longevity or Nearly Immortal. This trait is only available in settings where the GM approves its existence, since it can be unbalancing in creating old experienced characters. This trait cannot be added thru Growth Points.*

Alcohol Bravery [-1] A character with this trait is always braver when they have had an alcoholic beverage or two in them, getting a +3 to Spirit rolls vs Fear. *This trait cannot be combined with Sleepy Drunk or Funnier When Drunk.*

Alcoholic [+7] The character with this must save vs SPIRIT to avoid drinks etc. Alcoholics are -5 to all skill rolls for 3 days after finishing a drinking binge. After each such binge the character must make a Routine roll vs Health and if it fails, they reduce the attribute by 1, permanently, from damage done to internal organs. *This trait cannot be taken in combination with Horrible Hangovers.*

Alluring Eyes [-3] A character with this trait has unusual eyes that draw attention to themselves, can be used expressively for communicating emotions (especially when flirting) and which seem to “draw people in to them” who look at them. They get a +1 to Symmetry, and a +3 to the skills of Seduction, Hypnotism, Mime, Oration and Sleight of Hand. *This trait cannot be normally added to a character via growth points.*

Ambidextrous [-2] A Character with this trait can use either hand for all functions, and can use both hands at the same time. It gives them a +1 to their Reflexes [R] Attribute (And, of course, +3 to Fatigue by calculation). They can use two single handed weapons at the same time (such as a pair of pistols, or a sword and dagger) without penalties, though they can only attack one opponent and only make one attack in each action round. *This trait cannot be normally added to a character via growth points.*

Amnesia [+7] There is a hole in your mind... you have a large period of your life that you have no memory from. Perhaps this is the result of an injury, or a spell, or the war and your experiences in it. All that is for sure is you have no details of your past to draw on, and that you do not really know who or what you were before. The GM will work out some material with you (when you became aware and what you do know since then). The past will one day come back to haunt you, possibly painfully, and certainly slowly. You might go in search of your former self, and find out you don't like the old you, or perhaps experience the cause of the Amnesia all over again. This is a tough trait to roleplay, so don't take it if you don't want to face the consequences. *This cannot be taken with the trait Drunken Amnesia.*

Animals Dislike Scent [+3] Character emits a scent that animals can detect and find disagreeable. They are -10 to skill rolls to train animals or ride them. They can't keep pets (except fish) and may be either be attacked or cause to flee any animals that they do encounter. Those trying to control animals around them are at a -10 to their skills to do so.

Annoying Habit(s) [+1] These are personal habits of the character that are generally considered annoying or even rude within the culture they are part of. This could be chewing their nails, constantly playing with their hair, or one of thousands of other such actions. The GM can play these up and their disruptive effect on impressions by others (-5 in some situations to Acting, Seduction etc.), or possible risks (a person who hums when bored who is trying to hide can draw attention to themselves by accident). It must be defined by the player, including the situations such occurs. *This trait can be taken up to three times on a character.*

Anosmia [+3] Has no sense of smell or taste, and will fail all Alertness rolls dependent on these senses. -5 to Cooking, Bartending, Brewing and related skills.

Attraction : Extremely Over Endowed [+1] A character with this trait will be severely attracted sexually/romantically to people with the trait *Extremely Over Endowed*. They take a -5 to Spirit resistance rolls to Seduction from such people. And such people get a +5 to skill usage of Erotic Sex with them.

Attraction : Femme Fatal [+5] A character with this trait is emotionally and sexually drawn to women who are classic Femme Fatales, much like Sam Spade or other literary figures. They get mixed up with the wrong women and let them mislead them and persuade them, seduce them, fall in love with them and then have them break their heart and leave them depressed for weeks later (and yet if another Femme Fatal or the same one comes into their life they'll do it all again, believing it better to love and lose then to never have loved at all). If the character is attracted to males of a similar nature the trait is referred to as *Attraction : Bad Boys*. They are at -10 to Spirit to resist Seduction from such persons.

Aversion To Killing [+5] This is someone who can only intentionally kill if its absolutely necessary in their mind and MUST make a Challenging Spirit roll save to be able to do so at the last minute. This is the person who might kill if their child's life was on the line or if it was a matter of their life or the other persons but would make a terrible soldier and never an assassin.

Awkward At Romance [+3] A character with this trait gets a -2 to Erotic Sex and Seduction skills, if they have them. They will be at -5 when trying to use Oration, Fast Talk, Diplomacy or Singing skills around someone that they would find romantically interesting or sexually attractive to them. They will have trouble carrying on normal conversations, and may fail entirely understanding the Social rules for romance (or have a confused or wrong understanding of them). They are a wallflower at parties where flirting and other romance oriented activities are normally the main call of the day.

Bad Back [+3] A character with this trait has received permanent injury or has a genetically defective backbone structure that reduces their ability to lift and carry. All rolls to perform lifting or carrying of objects is done as if the object is one level harder on the difficulty table than actual. They also get a -1 to their Reflexes attribute.

Bad Liar [+3] This is someone who lies badly and is not usually believed (and even when they are telling the truth is often not believed because of their body language). They have a -5 to Fast Talk or Oration if they are using it to lie. *This cannot be taken with the traits Bound By Your Word, Compulsive Liar, Compulsive Honesty or Code of Honor.*

Bad Teeth [+5] A character with this trait has crooked, damaged, missing or poorly maintained teeth. This is a common condition prior to TL 5, among the poor. It gives a -1 to Symmetry and -1 to Health. *This trait cannot be taken in TL 7 settings, or in combination with Winning Smile.*

Beginner's Luck [-10] A character with this trait has a weird advantage whenever they are performing a skill that they have five or less skill ranks in that does not have Luck as a modifier normally can add the modifier for their Luck attribute to the skill. This includes skills that they only have a default roll to use. Of course, once the skill is trained above a value of 5 they no longer get this additional modifier to their rolls. *A character with a negative Luck modifier gets this as "Unlucky Beginnings" a limiting trait at [+10]. This cannot be taken with any other trait that allows or applies the character's Luck Attribute modifier to other rolls. This trait should not be allowed in a Realistic setting.*

Bi-Sexual [+1] A character with this trait is open to Seduction, Erotic Sex and Tantric Sex from and with members of both genders. They may make some people uncomfortable because of this orientation, and may in some cultures be a discriminated against or stereotyped minority group member.

Blackmailer [-3] You have information that someone powerful would prefer you to keep to yourself. You may receive payments or services of some sort in return for your silence in the matter, or possibly special favors. You must be careful how you use this ability, for if you ask too much or too often your target may decide that it would be easier to eliminate you. Exactly who and what this set up is with should be discussed with your GM.

Blind [+20] A character with this trait has no sense of sight, and gets no Alertness rolls for sight related phenomena. They cannot perceive color, nor can they read normal print on paper or video screens. They may have some mobility problems in areas with numerous obstructions, and cannot drive motorized vehicles. It does not actually lower Alertness, since the body often compensates by enhancing or refining the other senses when a single sense is lost. *This trait cannot be taken with Color Blindness, Night Blindness or One Eye.*

Body Conscious [+3] You are overly conscious about how you look, especially in regards to your hair, nails, teeth, cleanliness, and general body shape and form. You fret when you discover a wrinkle, gray hair, dry skin, slightest discoloration, any bit of weight gain or anything that you think would make you less attractive from your ideal concept of what you are supposed to look like. You also tend to judge other people by their Symmetry and general condition in these regards. You spend too much time and money on makeup, exercise, perfume/cologne, teeth whiteners, breathe freshners, hair dressers/barbers, and are paranoid about growing old (you'll never tell anyone your real birthday or age if you can avoid it). You might even choose an age and always claim to be that age, even if its ridiculous.

Bored By Repetition [+7] A character with this trait gets bored with the ordinary, the unchanging and the familiar. They want new experiences, new scenery, new people and new things. They have difficulty studying in classroom situations, and prefer hands-on experience. They make terrible accountants, administrators, clerks, salespeople and factory workers. A character with this trait cannot put more than 10 skill points into any one skill at start or thru growth, as they will just never study anything that long.

Bound By Your Word [+5] Your word is your honor, and you will not go back on it or break it while you still live. You will not lie, and must live up to all your promises. *This cannot be combined with Bad Liar, Code of Honor, Compulsive Liar or Compulsive Honesty.*

Bull Neck [-1] A character with this trait has a short, thick and tough neck. They get a +5 on rolls to defend against attempts to choke or strangle them. This also gives a +1 to Toughness, and -1 to Symmetry.

Caffeine Addiction [+3] Gets headaches after 6 hours without caffeine in some form, leaving them -2 on all skills and attribute rolls until caffeinated.

Can't Be Serious [+7] A character with this trait always sees the funny side of life, and cannot take anything seriously. They get a +3 to Spirit vs Fear attacks, and an overall -3 to Empathy. They laugh at funerals and weddings, and when things get their worse their jokes get morbid. Others do not necessarily find them funny (but they might). *This trait is inappropriate in a Noir setting. It cannot be taken in combination with Overly Dramatic or Soap Opera Life.*

Charismatic [-13] A character with this trait is easily liked by others for a variety of reasons. They get a +2 to Empathy, Passion, Symmetry and Voice.

Charmed Life [-7] Fortune protects you from events of certain death. This does not mean that you can't be killed, only that it takes real effort to kill you. If you fall off a cliff, there will be, for sure, a tree branch or vine you have a chance to grab on the way down. If locked in prison to rot and die, you will be locked in the one cell with a defective door lock or a secret passage. You also get a +3 to your Luck attribute. *This trait should not be used in a Realistic setting.*

Child Prodigy [-5] A character with this trait learned much more during their early formative years, and thus has an extra 25 Points in their Skill Pool at Start.

Close Family Ties [-3] You are on good terms with your family, and they will do what they can (within reason) to assist you in life. They will do you small favors without price, and may do large ones, with expectation of your assisting in family matters. You may still live at home, or the home of a relative. If you are involved in law enforcement or criminal activity this can also have detrimental aspects, since family members may be used as a means of getting to you, hurting you or making excellent hostages, thus the low cost for the social advantages of these ties.

Club/Network/Social Group of Contacts [-7] This is a collection of contacts, such as members of the same fraternity, occupational group (Union), social club, or even a group of heroes working together on a very regular basis. They may provide information or assistance, but equally may demand some form of assistance or effort on the characters' part. If there are more than 30 contacts (but not more than 100) then cost is raised to 12. *Requires GM approval & Permission.*

Code Of Honor [+10] This is a code of how one handles oneself in business, relationships and in combat. Under this code one does NOT directly lie, cheat at games of chance (or skill) or directly steal from a competitor (though one may pay a professional to steal for you). In combat, one does not strike opponents from behind unaware, use weapons against unarmed opponents (unless you disarmed them), or fight 'dirty' (Throwing dirt in ones opponents eyes, striking the sexual organs, twisting a blade after it is in a wound, or using poisoned weapons intentionally). If they make an oath or promise they will feel obligated to carry it out, unless the one they made it to lies to them or betrays them. *This Trait cannot be taken with Compulsive Honesty, Compulsive Liar, Bad Liar or Bound By Your Word.*

Color Blindness [+3] A character with this trait cannot distinguish beyond 'shades of gray' and has problems with anything that is color coded. A minor form is Red/Green Color blindness [+1] in which the character has trouble distinguishing between the colors red and green, but otherwise sees colors fine. *This Trait cannot be taken with Blind.*

Combat Paralysis [+15] Whenever violence occurs around this character they have a tendency to freeze up until after it is over like a deer in the headlights of an oncoming car. It's not cowardice, its not fear, their body just reacts the wrong way and freezes their muscles up unexpectedly. When combat occurs they must make a Spirit die roll, modified by Health, and unless they make a Challenging success or better they will be unable to act. Each combat action round, they get a chance to roll again, but until they succeed or the combat activity ends they will remain motionless and stunned. Once freed of the paralysis, they will be fine thru the rest of the situation... but come the next dangerous situation, they must roll again.

Compulsive Extravagance [+10] A character with this trait regularly spends beyond their income, is often in debt and is unhappy if they are unable to buy the very best. They need to give expensive gifts and flaunt the things that they buy for themselves to others.

Compulsive Flirt [+5] The character often has to make a Spirit roll to resist flirting with any attractive members of the appropriate sex that they encounter in their lives (unless they are already flirting with someone or have already gotten romantically involved with someone that is currently present). They are -5 to resist attempts at Seduction from such persons as well.

Compulsive Honesty [+15] A character with this trait cannot lie intentionally, can't steal and won't break the law if they can avoid it. They have been so severely programmed about following the rules and conforming that they will resist with all their mental energy any attempt to break laws. They are at -10 to use the skills Fast Talk, Pocket Picking, Disguise, Stage Magic, Sleight of Hand, Disinformation Management or Acting. If they do manage to lie or otherwise commit an act against this compulsion they may have a complete nervous breakdown, pass out or become catatonic. *This cannot be taken with the Trait Bad Liar, Compulsive Liar, Bound By Your Word or Code of Honor.*

Compulsive Liar [+15] A character with this trait will regularly lie to impress, mislead, gain friends, scare enemies, etc. Worse is that they will believe their own lies afterwards, and cling to them even if they are exposed, to the point of being able to pass polygraph tests, magical pursuit of the truth and even overcome truth serums and the like. They get an automatic +3 to Fast Talking skill. If proven to be lying in a situation they might flee, go into denial, become erratic, become hysterical or become non-responsive or even catatonic for a time while their mind re-wires around the discovered lie with a new story of what they believe is true (and in complete denial that they ever lied in the first place or made whatever claim they had been caught in). *Cannot be taken with the Traits Bad Liar, Code of Honor, Bound By Your Word, or Compulsive Honesty.*

Compulsive Thief [+15] Stealing is a game, an adrenalin rush, and an almost sexual feeling of ecstasy whenever a character with this trait can carry out a crime. They aren't into violence or destruction, but into beating the system, cheating the rich and famous, or doing a nasty deed against a corporation, politician or other perceived oppressor of humanity. This may be petty theft, burglary, pocket picking, a con-job, stock swindle or a high tech computer theft. The money can be fun, but it's the act of the crime that is what they want, and they can't ever really retire from the game. Of course, sooner or later, they risk getting caught and suffering for their actions, but they'll do everything they can to keep that day from coming too soon (and even if it does, they know that they'll be back at it again someday).

Contact [-1] A contact is a person that the character knows, thru their professional or personal life, who can act as a source of information, assistance, or refuge. The nature of the relationship, and some idea of the person must be described in the process of taking this trait. Player characters do not have to pay for having other player characters as contacts (unless both characters are played by the same player). More points may be charged for a contact that will appear more often within the game, or who can provide greater assistance. Most characters should have at least a couple of contacts. *This Trait can be bought numerous times.*

Cowardly [+5] A coward will avoid personal harm when possible. They will often flee from combat, or hang near the rear, and avoid unnecessary risks. This does NOT mean they will not use violence in a situation (they will do so when cornered and there is no chance to beg for their lives etc.), or that they will not kill someone if they feel its necessary (but it can affect how they do it - like suffocating someone with a pillow as they sleep). Cowards are often seen as untrustworthy by party members when it becomes obvious they are such. *This trait cannot be taken with the Illuminated or Daredevil traits.*

Criminal Record [+3] This is someone who has been in jail previously at one time for criminal activity and might be watched by some authorities, or discriminated against by those that discover they have a record.

Daredevil [+3] A character with this trait cannot work a boring 9-5 job, they need to challenge their limits, take risks and risk life and limb as much as possible. They are poor students, as the only way they can learn is by doing. They get a +3 to all skill and attribute rolls to perform under stressful situations where life and limb is at risk. They take a -2 to their attributes of Logic and Symmetry. *This trait cannot be added after play has begun. It cannot be taken at the same time as the Cowardly trait.*

Deafness [+15] A character with this trait cannot make any hearing based Alertness rolls successfully. It also costs them twice as much to learn all language skills (at start, and from growth points) except Lip Reading or Sign Language. They cannot learn Fast Talking, Ventriloquism, Animal Noises or Voice Mimicry. Singing, Dancing and Playing Musical Instruments costs double as well (at start and from growth points). They do not actually lose any Alertness points, since the complete loss of a sense is often compensated for by the body by enhancing or refining the other senses to some extent. *This trait cannot be taken at the same time as Tone Deaf or Perfect Pitch.*

Deceptively Innocuous [-15] People regularly underestimate the abilities of this character, as they do not look or act in a manner that appears threatening or powerful. They may appear unimportant, or, if they have a high Symmetry, may look like they are lovable or pleasing to the eye but not the sort of person that has to be watched closely or who could possibly be hiding unusual abilities, dark secrets or who might betray or in any way cause harm to others. They might even look like an easy victim, someone who would surrender rather than face harm. This, of course, isn't true, it glosses over their real nature, which is much stronger, more powerful and important than their outer appearance. Because people make mistakes in judging this person, it gives them an edge at times in getting things done. It gives a +5 to Alertness since they can often observe things unnoticed or perceive possibilities of what they can do in a situation that others can't. *This requires the player to really roleplay the fact that they don't threaten or appear threatening most of the time.*

Deep Sleeper [+3] A character with this trait does not wake up easily. Loud noises, nudges, slaps, etc are not always effective, and they must make a Challenging Alertness roll to awaken from such stimulus (instead of a Regular Alertness roll like anyone else). *This cannot be taken at the same time as the Light Sleeper trait.*

Dehydrates Easily [+5] A character with this trait must drink liquids more often than most people, needing at least 8 ounces of intake every 3 hours, even more when in warm or hot weather or when exerting themselves. Once it occurs, Dehydration will double fatigue costs for actions, and can produce headaches that reduce all skill rolls (anywhere from -1 to -5 depending on how long since they last took in liquid), sensitivity to bright lights, fainting, fever, and eventual loss of Health points. Hydrating can take several hours after dehydration has occurred.

Delusional [+5/+10/+15] A character with this trait sees things that are not there, hallucinates regularly, or has very strong false beliefs that controls their actions regularly ("But I really am Napoleon!") Too many delusional characters in a single party of player characters can be detrimental, so it's best to only allow one or two. The more often a delusion will affect their actions, the more points this trait is worth. A minor delusion, which only comes into play now and then (Ex: *Anyone Can Dance* or *Of course the government has assassins.*) is worth only 5, while one that affects daily life (Ex: *The Government is spying on me* or *I was abducted by Aliens when I was five.*) is worth 10 and one that can affect their life goals or puts their life at regular risk (Ex: *I am the Reincarnation of Pythagoras. All I have to do is snap my fingers and I'll be invisible...*) is worth 15 points.

Demanding Employer [+5] A character with this trait has a job that takes a lot more of their time than a simple 40 hour a week job, making it difficult to get time to do the things they want to do or have to do in life. They may also have duties that are expected of them to volunteer to spend more time on their job, or responsibilities that keep them 'on call' for emergencies at work, making travel difficult. They could be a doctor, an emergency medical technician, a firefighter, a nurse, a soldier, a school teacher, a sailor, an accountant, or one of many other demanding occupations. *A character with this trait cannot have Independent Income, Lives By Their Wits or Independently Wealthy.*

Direction Sense[-2] This is having an innate sense of direction. With it, you will always know the points on the compass in reference to where you are standing, without any point of reference and be able to tell if you are above or below ground and a rough idea of how far.

Disciplined Mind & Body [-3] A character with this trait is capable of focusing themselves to their tasks and to learning. They deal well with regimented situations, following instructions and performing repetitive tasks towards a goal. They are +1 Body, Reflexes and Logic. They are -2 Insight, Passion and Empathy. They can learn new skills in game for only 1 point for the first rank (instead of the normal 5) if the justification is that they are taking a class from a teacher or learning from books.

Disease Resistant [-5] A character with this trait gets a +3 to Health (and thus increased Life and Fatigue Points from the new calculated value). *This trait cannot usually be added after play has begun.*

Dogmatic [+12] A character with this trait has a religious or philosophical belief system that blinds them from new ideas, new possibilities or new understandings. They find solace in their beliefs and carrying out any rituals, practices and limitations it places on them, and are shocked when dealing with those who believe differently and refuse to accept their truths. They take a -3 to Insight and Adaption. They may have trouble when dealing with society in general unless it shares their dogmatic viewpoint, and this may cause bad reactions in many cases (worse when dealing with Dogmatic Believers of a different religion or philosophy). *This Trait cannot be taken with Religious, Xenophilia, Things That Man Was Not Meant To Know, or Illuminated.*

Double Jointed [-7] A character with this trait has an unusual muscle and joint structure to their limbs or spine that makes them extremely flexible. This gives them a +2 to their Reflexes and a +1 to Symmetry, and they have the skill of Contortionist as a default roll skill (they can attempt contortion without actual skill ranks, with the usual modification for Reflexes). *This trait cannot be bought with Growth Points.*

Drunken Amnesia [+3] A character with this trait forgets what they have done, who they have seen, and where they have been when they have been drinking intoxicants. They will also have trouble remembering facts, faces, and places while under the effect of alcohol, or may get things mixed up. They get a -5 to their Spirit roll to resist Fast Talk and Oration skill uses against them while they are under the influence. *This trait cannot be taken at the same time as the trait Sleepy Drunk.*

Drunken Combat Mastery [-10] A character with this trait fights better when they are drunk, getting a +5 to all physical Attack and Defense rolls while under the effects of alcohol (but not initiative rolls). Their erratic movements, unusual viewpoint and lack of social constraints on their actions make them a dangerous combatant. *This trait cannot be taken with Alcohol Bravery or Sleepy Drunk. This trait is for Cinematic settings only.*

Easily Aroused [+1] A character with this trait receives more physical sensation and can take more pleasure from sexual activities. Anyone performing Erotic Sex, Seduction or Tantric Sex with them gets a +5 to their skill rolls. They get a +1 to Empathy and +1 to Passion. *This trait cannot be taken with No Sex Drive or Inhibited Sexually.*

Easily Falls In Love [+3] You wear your heart on your sleeve and easily develop deep feelings for persons of your sexual persuasion, making you a bit gullible and easily manipulated by them. Worse is that your heart knows no limit, and thus has no problem with falling for multiple people at the same time. Character has a -5 to being Seduced. They get a +1 to Passion.

Easily Frightened [+5] A character with this trait gets a -5 to Spirit rolls against Fear and Fear based effects (magic, Psi, drugs etc.)

Eidetic Kinesthesia [-3] A character with this trait has the ability to learn physical skills (including combat related ones) after having seen them performed once or twice, without formal training. This gives them justification to spend Growth Points on any such new skills at any time during a game session after having observed someone use such a skill.

Erotophobia [+7] A character with this trait is extremely afraid of sex. They will resist getting into any situation where sexual content is high (a spicy movie, a sultan's harem, a stag party, etc.). If they do find themselves in such a situation, they must make a Challenging SPIRIT roll to stay. They do not discuss sex and are uncomfortable in the presence of overtly sexual people. They are reluctant to admit that they might have sex, so they are not likely to take precautions should it occur. They have a -1 to Empathy and to Passion. *This trait cannot be taken with Uninhibited or Hedonist.*

Extremely Over Endowed [+5] A character with this trait has sexual features that are excessively large to the point that they will draw unusual attention to the character, get in the way of some normal activities and may be sexually unattractive to a percentage of the population because of size considerations. The character is -1 Symmetry, and -1 Toughness. They are also -5 to Disguise, Acting and Shadowing Skills. They must have their clothes special made to fit properly in many cases as well. *This trait may not be combined with Poorly Endowed or Well Endowed.*

Excessive Pheromones [-2] A Character with this trait has a body chemistry that puts out an excess of the normal pheromones associated with sexual attraction and allure. This gives them a +5 to Seduction and Erotic Sex rolls (except when using such on persons with Anosmia). It also makes them easier to track via their scent with animals.

Expanded Lung Capacity [-3] A Character with this trait has larger than normal lungs, either naturally (from having been born someplace where such would be needed), from extensive training (such as from the skills Escape, Swimming, Firefighting or Scuba Diving) or from some form of genetic mutation (natural or unnatural) or bio-surgery. When holding their breath they get a +10 to Health for calculating safe duration. This gives a +3 to the skills of Escape, Swimming, Firefighting and Scuba Diving for all rolls as well if they are so trained.

Fashion Obsessed [+3] A character with this trait is overly concerned with their clothing, its appearance and how fashionable it is in the eyes of others. They spend a large amount of their income on keeping up on the latest trends and styles, accessories, and maintaining a large wardrobe. They don't travel light, insisting on bringing much of their wardrobe when traveling any distance or going on holiday.

Fast Metabolism [-7] A character with this trait gets a +3 to their Reflexes, and +9 to their Fatigue Point total by calculation. They have difficulty simply sitting still and doing nothing while awake, and are at -3 to perform skills associated with such like meditation. *This Trait cannot be bought with Growth Points. It cannot be taken with Obese or Hyper Metabolism.*

Fear Of Firearms [+5] Cannot use a firearm and will react negatively to firearms in the hands of friends. Will react irrationally when faced with a firearms bearing person. *Only applicable in settings where firearms exist.*

Final Soliloquy [-1] A character with this trait can, when Mortally wounded, regain consciousness just before death to make a final speech or statement. This cannot be used to perform any movement or action, but might be used to pass on information or activate a voice activated device or magic item. It should be no longer than what can be said in a minute. It cannot be performed if the character has sustained a neck injury or was instantly killed.

Forgettable Face [-1] A character with this trait has a face that is difficult for folks to remember. It fades from memory over time, so someone who hasn't seen you in a few weeks might not be able to connect your face and name together (it requires a Challenging Alertness roll on their part to remember your face). If they are a waiter, their customers will forget who they are halfway thru the meal. It can be both advantageous, and problematic since you may need to carry proof of who you are everywhere you go to remind folks that they know you. It helps if you need to blend into a crowd, and gives a +3 to Shadowing and Disguise skills. To take this trait the character cannot have a Symmetry greater than 12, or Less than 10. *This cannot be taken with the Trait News Worthy. In a setting with the Fame attribute the character cannot have a greater than average Fame.*

Funnier When Drunk [-1] A character with this trait is a better wit and companion when under the effects of alcohol, getting a +3 to Fast Talking and Oration skills while intoxicated. *This trait is inappropriate in a Noir settings. This trait cannot be taken in combination with Sleepy Drunk.*

Futurist [-3] A character with this trait believes in the concepts of progress, the need for ever improving technology, and has a great desire to live on the cutting edge of technology. They'll get prototypes of new gadgets, may financially invest in new fashions and concepts just based on the hype and generally will always want to be a forerunner of that which is new. Unfortunately they will always eventually become dissatisfied, or need to upgrade to the next best new thing when it becomes available. This constant craving for the new spills over into their life regularly, can cause them to make bad judgement calls, but will give them exposure to new ideas and things long before everyone else. Futurists get a +3 to Adaption.

Good Credit Reputation [-3] You have a good reputation for paying your debts and on time, and it is easier for you to acquire backing for business ventures or investments. You can probably borrow as much as a year's income without collateral, more with collateral. You also may be able to convince others into investing in business with you based on potential profit etc.

Graceful [-15] A character with this trait moves with natural grace and smoothness. They will always look relaxed, in control and well practiced in their body movements, even if they fail to succeed at what they are trying to do. In combat they appear to be nearly dancing, when walking they tend to draw attention to themselves when entering or leaving a room, etc. This trait also gives a +3 to Reflexes, +1 to Symmetry, +1 Luck.

Greater Than Normal Human Size [-15] A character with this trait is a lot larger than the normal human perceived range (centaurs, giants, ogres, some aliens etc.) They are taller, wider and probably denser, and certainly will weigh considerably more. They get a +10 to their Body (and the appropriate affect on their Life Points) and a -2 to their Reflexes (but not less than a value of 1). They must eat 1.5 times as much as a normal human daily, will need to have clothing custom made for them, and will find that trying to disguise themselves, hide, use Stealth, or to shadow other people on foot unnoticed is always requires skill checks at Difficult at best. *This trait cannot be normally added to a character via growth points. It can only be taken with GM permission. It cannot be taken at the same time as Smaller Than Normal Human Size.*

Greedy [+10] A character with this trait pursues the ownership of material goods, and is easily swayed whenever money is involved as a motivation to their involvement. They are the sort who when faced with the question "Your Money or Your Life", seriously has to pause and consider it carefully. Their motto is often "He who dies with the most toys wins."

Gullible [+7] The character is gullible and liable to believe many things they are told, no matter how ridiculous or implausible. They get a -5 to Spirit (or appropriate skill) to defend against Fast Talking, Hypnotism, Marketing, Oration, Acting or Salesmanship.

Hard Boiled [-5] A character with this trait is conditioned to combat in some way, or has been genetically modified, or is of a race that is naturally tougher. It gives a +3 to their Toughness. *This trait cannot be added via Growth Points.*

Hardened Against Death[-2] A character with this trait does not have to make Fear rolls when encountering corpses, scenes of violence or spilled blood, as they have encountered it many times before. This does not mean that they are fearless, other things can still cause fear effects in them. They also take a -1 to Empathy from this Trait.

Hard To Kill [-7] There is something about the character that helps prevent their death from many physical wounds. They may have redundant body systems, unusually thick bones, an extensive cellular regeneration ability, thicker stronger muscles, or just unusually placed vital organs. Maybe they're not human or the gods have somehow blessed them. Whatever the source, the character has an extra 20 Life points above normal for their attributes. *With GM permission this trait can be taken more than once at character creation.*

Haunted [+10] In a magical setting, the character is regularly bothered by actual ghosts and other creatures of spirit that seek them pain and harm, usually for past transgressions in their life. In a non-magical setting this a specific and powerful delusion that affects their lives, often giving them sleepless nights, bouts of melancholy, painful visions etc. (In settings where it is not known if magic is real or where the character is ignorant about whether there is or is not magic, it is up to the GM in regards to what is the truth and how it will affect them). This can be used as a plot device, as perhaps they need to somehow find peace for the ghosts or clear their name or finish tasks for them, etc. *A GM may choose to not allow this at the same time as the trait Nightmares.*

Hedonist [+7] You seek pleasure and new experiences constantly, above all else. Hedonists cannot hold down regular jobs easily and take risks for the thrill of it. Party Animals are easy prey for their desires and aren't above blackmail, deceptions or using sexuality as a lure to receive pleasure or cause shock. (If you take this you cannot take any sexual deviancies as Limiting Traits and get points for them). Hedonists get a +3 to their Passion Attribute, and a -3 to their Logic. *This trait cannot be taken with Uninhibited or Erotophobia.*

High Energy Personality [-7] A character with this trait likes to live each moment of their with as much activity as possible (physical or mental). They try to avoid sleep or sedate activities that are merely observation oriented, preferring to do and be involved. Their ideas and creativity swell up and must become reality whenever possible, They get a +1 to Alertness & Passion, and a +10 to their Fatigue Points. *This Trait cannot be taken with the traits Lazy or Obese.*

High Pain Threshold [-5] A character with this trait is able to avoid reacting to or suffering limitations from the effects of pain on their nervous system. They get a +2 to Toughness, and get a +5 to Spirit Rolls to resist Torture. *This trait cannot be combined with Low Pain Threshold.*

Horrible Hangovers [+3] Alcohol is this character's greatest enemy, for it will always produce a hangover (no matter how little is consumed) and the pain in their head can last for half a day or more afterwards. They will be at a -5 to all rolls from the effects of the Hangover while it is ongoing and generally miserable. *This trait cannot be taken with Optimized Metabolism or Alcoholic.*

Hyper Metabolism [-15] This person has an extremely accelerated metabolism. It gives them a +7 to Reflexes, and thus a +21 to Fatigue by calculation. They have difficulty simply sitting still and doing nothing while awake, and are at -7 to perform skills associated with such like meditation. *This Cannot be added to a character via growth points. It cannot be taken by a character that has Fast Metabolism, Obese or Overweight.*

Illuminated [-30] A character with this trait has had a deep religious or magical experience that has changed their lives forever and which directs their path in life. This gives them a +5 to Spirit, Insight and Luck. If Power or Synchronicity is being used in the setting it also gives a +5 to each of them as well (this makes the value of the trait to [-35/-40]). All Illuminated characters can recognize at sight that someone else is Illuminated. They will have sudden surprise jumps of knowledge, strange visions and dreams, and will have a dread fear of some things that appear meaningless to others. All Illuminated characters are a bit eccentric and have problems dealing with everyday boring life and mundane tasks or activities, and will have trouble holding down a normal job. They often take risks, believing that there is some master plan, guiding force, or protective omnipresent beings that watch over them. All Illuminated beings must have a personal Taboo, an action that they cannot take without causing serious permanent harm to themselves. Illuminated characters cannot explain about illumination to others coherently. They have trouble sitting back and letting events unfold without them, and will often find themselves in the thick of events (especially those that are dangerous and history changing) whether they want to be there or not. They can also tell when another Illuminated individual is behind an event, and when it is simply a random circumstance. *This trait cannot be taken with Things That Man Was Not Meant to Know, Cowardly, Nightmares, Religious or Dogmatic . It can only be taken with GM permission as it may not be appropriate to all settings.*

Immaculate Appearance [-5] A character with this trait always looks good, their hair never has a bad day, their teeth are always clean, they are never scruffy and their nails are always clean and trim. They've never had to wear makeup, their lips don't chap, and they always look their best. Dirt avoids their face, and if their clothes get torn its always in a manner that is actually flattering. *This trait cannot be taken with Bad Teeth, Obese, Overweight or by any character with less than a 10 Symmetry.*

Impulsive [+1] A character with this trait prefers action over discussion of the options. To be patient takes effort (and a successful Spirit roll) to overcome their natural impulse to act. This trait requires extensive roleplaying to be properly portrayed. It gives a +1 to Reflexes, and -1 to Logic.

Independent Income [-10] A character with this trait has a regular reliable source of income to cover their normal expenses. This may be from a trust fund inheritance, royalties (from patents or writings), a pension, investment income, or other sources. They do not need to work for a living, but may have to spend a few hours each month to handle their finances. Expenses beyond the normal may be a struggle for them. *Cannot be taken with Living by Their Wits or Independently Wealthy.*

Independently Wealthy [-15] A character with this trait is not only has an independent income, but is one that allows them a lot of luxury in their lives. They can travel more frequently than the average independently wealthy person, eat in the best restaurants, stay at fine hotels, afford personal entertainments beyond the popular culture, etc. If the Status Attribute is in use this gives them a +5 to status. *Cannot be taken with Living by Their Wits or Independent Income.*

Inhibited Sexually [+5] A character with this trait has sexual mental neurosis or programmed responses that interfere with their ability to get involved in sexual relationships, get aroused and to enjoy sex. They are a +5 to Spirit to defend against Seduction, and take a -5 to perform Seduction, Tantric Sex and Erotic Sex skills on others. They also take a -1 to their Passion Attribute. *This trait cannot be taken with Uninhibited or Easily Aroused.*

Initiated [-10] A character with this trait has been initiated into a secret society, conspiracy organization, church or other religious or magical organization appropriate to the setting. This is similar to a Club or Network, but the organization is much larger, may suffer persecution from government or other organizations, may require the character to carry out duties or hold to a religious or morale code, and may require the character to carry out missions or tasks for them (including dangerous ones or illegal ones). Once Initiated you can never leave most organizations of this sort, except thru death (and sometimes not even that). To betray them or expose them can bring about retribution. They may provide you with information, access to resources, training or basic survival needs when necessary to keep you alive or to further their goals. *Initiation is necessary in many magic settings to learn magic. This trait requires GM permission and assistance regarding exactly what the organization involved is and requires of them.*

Injury Prone [+3] Despite everything, a character with this trait regularly has a tendency to get hurt. Whenever they are inflicted with a Random Damage roll, they receive an extra +5 damage to the roll. Maybe they just bruise easily, or their veins are too close to the surface, or their bones aren't as strong as they should be or perhaps the universe just wants to constantly test them....

Inspired By A Muse [-3] A character with this trait is literally inspired by a Muse, which feeds their imagination and creativity on a regular basis. When they find something interesting to their Muse, be it encountering a person that they just must photograph or draw, or the perfect landscape to paint, or just the right ingredient for a recipe idea they've had or an idea for building a new kind of device, they feel draw to act upon it, often abandoning other projects, commitments or desires. They need to make a Challenging Spirit roll to not follow their muse. This trait gives a +3 to Passion, -1 to Logic, +1 to Insight. *This trait is inappropriate in settings without Magic that are purely realistic in style.*

Intensive Military Training [-20] A character with this trait has been trained in the past to be an efficient soldier. They get a +1 to Body, Reflexes, Alertness and Toughness (and thus a +3 to Fatigue Points and Life Points derived from them). They also get +25 to their Skill Point Pool. In many settings, this may give them some social status, fame or courtesy ranking.

Jack Of All Trades [-15] A character with this trait has a natural instinct for accomplishing a wide number of things. They absorb knowledge subconsciously and thus know a lot of bits and pieces about a lot of different things that they can apply later. They can attempt to perform any skill they don't know as a default skill roll (if available at their TL) and get a +1 to the roll from this trait. This Trait does not apply to any Logic or Insight based skill, or any skill not used in the character's culture, setting or Tech Level. When spending Growth points to buy a new skill they spend only 1 point for the first rank, instead of the normal 5 points, except for Insight and Logic based skills. *This trait requires GM permission, and normally only one character in a group should be allowed to take this trait. It cannot be bought with Growth Points.*

Killer Instinct [-5] A character with this trait doesn't hesitate to use force to an extreme on opponents in combat. They have no qualms about killing, and don't think about the ramifications or whether they are outnumbered or outclassed by their opponents. They get a +3 to their Initiative Rolls in combat situations, and do +1 damage to all non-ranged muscle based weapon and unarmed attacks. They are at -3 to perform combat maneuvers that are intended to disarm opponents as it goes against their natural instincts. *This Trait cannot be bought with Growth Points.*

Lame [+12] A character with this trait has a bad leg, foot or knee that affects their mobility and will require them to wear a brace or walk with a cane when moving any distance. They cannot use a skateboard, roller skates, ice skates, skis, unicycle, bicycle or other leg powered and controlled vehicles effectively. In a chase on foot, their chase rolls get a -5 to their rolls. They also get a -5 to Climbing, Mountaineering, Unarmed Combat, Fencing, Wrestling, Archery, Chopping Weapons and Dancing skills. This trait shouldn't be taken at Tech Level 7 Settings since sufficient technology or medicine should correct the condition. *This trait cannot be taken at the same time as the trait Paraplegic.*

Large Boned [-2] A character with this trait has thicker bone density than is normal for their species. This Gives them a +2 to Toughness but a -1 to Symmetry as it makes them appear to be overweight to many people. *This trait cannot be bought with Growth Points. This trait cannot be taken with Thin Boned.*

Last Stand [-3] A character with this trait, when mortally wounded, can choose to give up any chance to be saved or recover by forcing every last reserve of strength and will thru their body to remain functional and to take up to fifteen minutes of actions before collapsing dead. They make none of the normal rolls associated with mortal wounds and carry out any actions (including combat) during this period. No amount of healing, medical aid or other actions taken on their body will prevent their death when they have decided to use their Last Stand ability. No additional damage, except an instantly fatal wound (double their total Life Points in a single attack after all armor and toughness being applied) can cut short their Last Stand.

Lazy [+10] A character with this trait doesn't like to do anything that takes great and constant effort, long hours of study, tedious labor or having to follow a schedule to achieve. They cut corners, procrastinate, and actively seek ways to avoid doing things that aren't fulfilling their own desires. They don't work well under their own initiative, and hate having someone stand over them either. Lazy characters tend to have trouble holding or advancing in jobs, are -5 to the Administration skill. *This trait cannot be taken at the same time as High Energy Personality.*

Legal Right To Bear Arms [-5] In many cultures the carrying of some or all lethal weapons requires a legal license, permit or writ (or in some cases a higher social status) that the majority do not have. Where such rules of society apply, this trait is necessary for those who wish to carry such weapons legally.

Light Sleeper [+3] A character with this trait is easily awakened by noise, movement, physical contact or temperature changes around them. This means that they have trouble sleeping in noisy places, can't sleep while riding in a vehicle, etc. They also will awaken easy if someone tries to sneak up on them in their sleep, needing to make an Easy Alertness roll to awaken instead of a Regular Alertness roll. *This trait cannot be taken at the same time as Deep Sleeper.*

Lightning Calculator [-5] A character with this trait has a mathematically oriented brain above and beyond the normal, and is capable of doing complex mathematical equations within their head at a very rapid speed. They get a +3 to Logic, and an additional +10 to using the mathematics skill (and can use it as a default skill if they so choose).

Living By Their Wits [+5] A character with this trait has no obvious source of income or steady job and cannot have any trait that provides them an income (such as *Independent Income* or *Independently Wealthy*). If a Wealth attribute is in use, then they may start with some funds and possessions, but the attribute has no meaning in regards to future income.

Longevity [-7] A character with this trait has a higher probability of surviving the effects of aging, getting a +7 to all rolls against Attribute loss from Aging, including birthday rolls. *This Trait Cannot be added With Growth Points. This trait cannot be taken at the same time as Ageless or Nearly Immortal.*

Loved One [+7] The character has someone that they love dearly, and their love can be used against them by those who find out about it. This could be a child, a sibling, a parent, a spouse, a soul mate, or a lover; but it is definitely someone that they would risk their life for, pay any price to protect and risk their freedom over. Loved one's are usually supporting characters portrayed by the GM. This trait can be taken multiple times, with GM permission.

Low Pain Threshold [+5] A character with this trait is sensitive to pain. They take a -2 to Toughness, and are -5 to Spirit rolls to resist Torture. If wounded, for any reason, they will be at -2 to perform all skill rolls until healed. *This trait cannot be taken at the same time as High Pain Threshold.*

Loyalty [+3] Blood and friendship are thicker than ethics and law. A loyal character will never abandon a friend in need or a close relative to a fate worse than death. If trapped between Duty, Honor or Loyalty they will always choose loyalty.

Lucky At Business [-2] A character with this trait applies their Luck Attribute Modifiers for Appraising, Banking, Marketing, Salesmanship, and Tactics *{Business}* on top of the normal modifiers for these skills. *If they have a Luck value of less than 10 then this becomes Unlucky at Business and is a value of [+2]. Cannot be taken with Beginner's Luck.*

Lucky At Love [-1] A character with this trait applies their Luck Attribute Modifiers for Seduction and Erotic Sex on top of the normal modifiers for these skills. *If they have a Luck value less than 10 this becomes Unlucky at Love and is a value of [+1]. Cannot be taken with Beginner's Luck.*

Lusty [+5] A character with this trait has a stronger than 'normal' sex drive, and must seek regular sexual activity or it will disrupt their ability to function. They will take risks that most people won't to have romantic time with their loved ones or persons they are attracted to, but they are not a sexual predator. If they go without sexual involvement for long periods of time (three or more days), they may become irritable, restless, suffer from insomnia, and perform skills unrelated to pursuit of passion at a -3 until satisfied. They get a +1 to Passion, as well, from this trait.

Mechanically Inclined [-3] A character with this trait has a knack for working with and understanding machines more so than people. They get a +1 to Adaption, and a -1 to Empathy. They can learn how to use a machine in many cases with a few minutes study. This gives justification to spend character Growth Points in game to gain new Adaption related skills during a session with a successful Alertness roll to understand the machines involved.

Minority Group Member [+5] A character with this trait is a member of a minority population (religion, sex, race, sexual orientation, ethnic background, political group, handicapped, species, etc.) that is discriminated against in some way by the majority population (jobs, housing, within the courts, dealing with police, segregated, ostracized, etc.). *This trait can be taken multiple times if appropriate to the character and culture.*

Missing Finger [+3] A character with this trait is missing a finger on one of their hands, from an accident of birth or injury. This is mildly disturbing to people applying a -1 to Symmetry. This trait can be taken twice on the same character, but the second time it is a -1 to Reflexes instead of Symmetry.

Missing or Paralyzed Hand [+15] A character with this trait has lost use of one of their hands. This gives them a -2 to their Symmetry, -1 Body and a -2 to their Reflexes. They cannot perform any skills that require the use of two hands *This trait can be taken at most twice by a character, but if taken twice they cannot perform any skill that requires the use of any hands.*

Motion Sickness [+5] A character with this trait becomes sick to their stomach and a bit feverish whenever they travel in a wagon, car, motorcycle, boat, ship, plane or other powered vehicle. They get a -5 to all Vehicle Operations skills, and are at a -2 to all rolls while riding in a vehicle or having ridden in one in the past half hour.

Natural Linguist [-3] A character with this trait is justified in learning new languages whenever they are encountered, by simple immersion for a few hours. Thus they could sit in a movie house and learn a new language simply by watching a movie with subtitles in language they already know. This justification primarily applies to spending character Growth Points in game to gain new language skills during a game session.

Nearly Immortal [-40] This gives the character a +30 to rolls vs the effects of Aging on their Attributes. It also means that they do not show aging beyond a specific age, such as 25, including not having things like wrinkles, whitening of hair, hair loss or other visible clues to their actual age. Their bodies heal back damage much faster than normal humans, so that they do not follow the normal healing rules, but recover 1 Life Point for each hour that passes since they were injured (without scarring in most cases). *This Trait cannot be take at the same time as Longevity or Ageless. It is not available in all settings (generally unavailable except in places with Magic, Psionics or Tech 6 or greater) and only with GM permission. This Trait Cannot be added thru Growth Points.*

News Worthy [+10] A character with this trait is a bit of a celebrity and there are journalists who will be watching them whenever they are in public, prying into their personal life and watching their finances for possible illegalities. This doesn't mean that mobs are following them, only that they must be careful as to who see them do what they do and how they will react to it. *This Trait requires a Tech Level of at least 3. It should not be used if the Fame attribute is being used in the game.*

Night Blindness [+10] A character with this trait has trouble seeing at night, and takes an additional -3 to Alertness and Alertness based skills in dim or poor lighting situations. They take a -3 to all rolls that they make to take actions in combat in darkness as well because of problems seeing (including defensive combat actions and chase rolls). They may trip over objects, fail to recognize faces and cannot make out details (reading and recognizing colors in dim light is nearly impossible for them).

Nightmares [+3] A character with this trait suffers from night terrors, horrifying dreams and visions that make sleep a less than welcomed event. They may awake in the middle night with cold sweats, screaming or being unable to sleep effectively and suffering from insomnia. The longer they go without sleep, the worse the Nightmares will become. If they encounter in waking life situations that resemble their dreams they may have to make rolls vs fear or flee, become unstable or cationic. *This trait cannot be taken with Illuminated or Survivor Guilt. A GM may choose to allow this at the same time as Haunted, but it requires permission.*

Non-Conformist [+1] A character with this trait has no interest in fitting in, living a boring life or following leaders. They make their own way, have their own opinions and pretty much refuse to merely persevere. They can work within a small group of people or team, so long as they don't feel like they are being pressured to conform or to change their style to fit the sensibilities of others. They won't work in a corporate setting, unless they are left to their own devices and desires. Non-conformists tend to be less disciplined, but are also often more creative. +1 Spirit.

No Sex Drive [+15] A character with this trait has no interest in anything sexual, cannot be Seduced or seduce others and cannot perform Erotic Sex or Tantric Sex except at a -10 to rolls. They have no desire and they do not physically function sexually. They can take no other purely sexually oriented traits of any kind. This is not a temporary condition, nor can it be changed in any way medically or magically (a version that can be affected medically or magically is worth [+12].) Both give -3 Passion, -3 Empathy, +1 Logic. *This trait cannot be taken with Sexually Jaded, Easily Aroused, Hedonist, Erotophobia, Passionate Lover or Uninhibited.*

Obese [+20] A character with this trait is 60 or more pounds over their ideal body weight because of excess fat. They take a -2 to Body, Health and Symmetry, and a -1 to Reflexes (and all calculations based off such). They cannot have the Traits *Physically Fit, Fast Metabolism, Hyper Metabolism, Obese* or *Overweight* at the same time as this trait. They will have difficulty finding clothing that fits properly, and such will usually be much more expensive. They must spend twice as much Fatigue as is normal to Dodge or make Physical Attacks with Muscle powered weapons, Unarmed Combat or Martial maneuvers. *Unless this trait is common in your culture, this makes you -3 to Disguise and Shadowing Skill Rolls.*

One Eye [+10] A character with this trait has only one functioning eye. They may have a glass eye or wear an eyepatch. They are -1 to Symmetry, -1 to Alertness, and suffer a -3 to Ranged Weapon Skills and Vehicle Operation Skills.

Optimized Metabolism [-20] This person has an extremely accelerated metabolism. It gives them a +10 to Reflexes and a +3 to Health. They have difficulty simply sitting still and doing nothing while awake, and are at -10 to perform skills associated with such like Meditation, Fishing, Accounting, Writing etc. They are immune to the effects of Alcohol and other short duration affect drugs (but not most toxins and poisons). *This Cannot be added to a character via growth points. It cannot be taken by a character that has Fast Metabolism, Obese, Lazy, Hyper Metabolism or Overweight. It is not appropriate in a realistic campaign, but is within a cinematic, magic, or superhero setting.*

Organized Mind [-3] A character with this trait has a mind that is far more organized than that of a normal human. They can sort, catalog or arrange data and objects into optimal forms for specific needs of access or storage in ways that border on the supernatural. They get a +1 to Alertness and Logic from this trait. They feel compelled to organize things that are not, and thus are often seen as compulsive with straightening, cataloging and preparing reports on the job or at home.

Overdeveloped Sense of Vengeance [+5] A character with this trait will either have, or quickly develop, a need to seek revenge against an enemy, scheming and planning to ruin or kill them in their spare time. Once offended they will not stop. Even logic will fail if vengeance appears to be at hand. If they have a particular enemy at start, and that enemy is, or controls, an organization, with a lot of social, political, or financial power, then this trait is worth 10 points.

Overeats [+5] A character with this trait eats more often, and more voraciously, than the majority of people. Food is in many ways an obsession with them, and they will seek to have ready access to such whenever hunger or their imagination makes them believe they need some. Its possibly they might also have *Overweight* or *Obese* as additional traits, but they might as easily be a *Fast Metabolism* or *Hypermetabolism* trait character that burns off the excess food they eat. They like to snack, and often will burden themselves with extra provisions, will be distracted by the displays in bakery windows, or may develop contacts in the restaurant business. They tend to think of meals being important to all social occasions and may mentally associate food with love, comfort or security. They will spend twice as much of their income on food and meals as the normal person.

Overly Dramatic [+10] A character with this trait has to do everything in their life with flair, exaggerated body language, and with an eye to an drawing an audience. Nothing is simple in their lives, its either marvelous or horrible, a crisis or a smashing success. They cannot be short and sweet about any speech they make, and they cannot simply stand patiently for anything. When they aren't moving, they are posed to show their best side and to accent the mood they wish to convey. This trait requires the player to roleplay it constantly, so it should only be taken if you feel up to the challenge. Only one Overly Dramatic player character should be allowed in a group, in most cases.

Overweight [+7] A character with this trait is 25 or more pounds over their ideal body weight because of excess fat and insufficient ability to exercise daily. They take a -1 to Body, Health and Symmetry (and all calculations therein). *They cannot have the Traits Physically Fit, Hyper Metabolism or Obese at the same time.*

Packrat [+5] A character with this trait has a tendency to save things, filling their home, vehicle etc with the clutter of whatever passes thru their hands that might have some conceivable use or sentimental value. They'll keep old holiday cards, ticket stubs, appliances, loose nails, shiny rocks, or whatever else catches their fancy or imagination as being of value to them. They'll part with these things rarely and reluctantly and make life difficult for those who live with them or who have to help move their collections. *This is not the same as someone who collects genuinely valuable or useful things - the packrat cannot distinguish between the valuable and the valueless, and so keeps everything!*

Paraplegic [+30] You have no legs, have legs that cannot support your body, or have insufficient muscle and nerve response, which confines you mostly to wheelchairs, wheeled platforms or powered modes of transport. You are at a -9 to all skills that normally assumes the use of legs to function, including : Climbing, Mountaineering, Unarmed Combat, Martial Maneuvers, Fencing, Wrestling, Archery, Chopping Weapons and Dancing skills. If using a hand powered mode of transportation you are at a -2 to Chase rolls on flat surfaces, -5 going uphill, +2 going Downhill and -15 when facing stairs. You may be blocked entirely by narrow doors. You take a -2 to Symmetry and Health as well (plus all calculations associated with such).

Passionate Lover [-2] A character with this trait has a passion for those avenues of expression associated by many with love and sex. They can include the modifiers from their Passion Attribute when performing the skills of Seduction, Erotic Sex, Tantric Sex, Massage and Shiatsu. *If a character has a Passion Attribute lower than 10, then this is a limiting trait, Impassive Lover [+2]. It cannot be taken with the trait No Sex Drive.*

Patron [-5] Instead of a normal income system or working a job, you have an extremely wealthy benefactor backing your efforts. This MUST be an NPC normal or a private Organization and they WILL have an agenda to set before you that you must follow to have their continued support. They will supply you with credit or other means of buying what you need to get by.

Perfect Pitch [-7] Gives a +5 to Voice and +1 Alertness, and ensures the character will never sing off key and can tell all too well when someone else is. They can also tell when a musical instrument is out of tune without effort. *Cannot be taken at the same time as Tone Deaf.*

Phobia [+1/+3/+5/+7] This is something that the character is afraid of and will react irrationally to when encountered (and must be something they can encounter, either a physical object, being, creature or circumstance). Cost is based on difficulty to overcome. A Spirit roll is needed to overcome if encountered. A +1 requires a Regular Success roll, a +3 requires a Challenging Success roll, a +5 requires a Difficult Success roll, and a +7 requires a Tricky Success Roll (A maximum of 5 phobias are allowed, but they can be at different levels of success needed). Failure will result in rolling on the Fear Table (appendix F) for side effects. Listed values are doubled if the thing they are afraid of is very common (Darkness, Heights, Children, Religious Symbol, Members of the Opposite Gender, The Color Red, etc.)

Photographic Memory [-7] A character with this trait is able to memorize written material as fast as they read it, and thus can learn new skills with only a few hours of reading a book on the subject. This trait automatically is considered a justification for the character to spend growth points on any new skills, presuming they have access to books on new skills in languages they can read. They can also recall anything that they have read, word for word, with concentration. They also get +10 points in their Skill Pool at start. *This trait cannot be added to a character via Growth Points.*

Physically Fit [-10] A character with this trait gains +1 Body, +3 Health and +1 Toughness (and all appropriate calculations). If bought with Growth Points in play, it must be justified by the character spending an hour or more daily on average in exercise for a month or more before its purchase. This trait may be lost if the character is subject to starvation or other conditions that reduce muscle mass, or if exercise is not possible for long periods of time in sufficient quantity, and then loses all its benefits.

Poker Face [-2] You can hide your emotions from affecting your body language, so that it is difficult to tell what you are thinking or what you might be planning. You may successfully bluff others, and can convince people you are being deadly serious when setting them up for a bad joke. You can also keep up an appearance of calm when nervous, furious or scared to death in a situation.

Polymath [-10] A character with this trait has an advanced curiosity about the world and a mind that is constantly gathering information, processing it and drawing hypothesis on the why and how everything is. They get a +1 to Alertness, Insight, Adaption and Logic. They also get +25 skill points to their starting skill pool. *They cannot have the trait Dogmatic at the same time.*

Poorly Endowed [+3] This trait represents a physical feature or features that is notably sexually attractive to the majority of potential sexual partners, typically male primary and female secondary sexual characteristics, which is smaller or less attractive than the social norm. This gives a -1 to Symmetry and a -3 to skill rolls for Seduction, Erotic Sex and Tantric Sex. *This trait cannot be taken at the same time as Well Endowed or Extremely Endowed, and is only a [2] if the character has the No Sex Drive trait or Erotophobia.*

Power Lifter [-12] A character with this trait has spent many long hours in the gym working out on weights. They get a +3 to Body, +1 to Health and whenever attempting to lift heavy objects for short periods of time (bench press, military press etc.) they get a +5 to their die rolls from this conditioning. *This trait cannot be taken at the same time as Teenager or Thin Boned.*

Primitive Upbringing [+7] A character with this trait was raised in a culture with a lower tech level than the one that they are now living in. They are -1 to current tech level when it comes to choosing skills (this includes the number of skill ranks that they start with), and cannot take skills that are of a higher tech level. *This Trait cannot be taken in a Tech Level 1 setting.*

Promiscuous When Drunk [+2] A character with this trait reacts sexually to alcohol, becoming aroused and less discriminating about who they are interested in sexually. They get very tactile and daring, and will respond to any flirtations with full seriousness and desire. They take a -5 to their Spirit rolls vs Seduction, and partners get a +1 to Erotic Sex rolls with them. Promiscuous drunks take a -5 to their attempts at Tantric Sex while under the influence. *Cannot be taken with the traits Sleepy Drunk, No Sex Drive or Erotophobia.*

Religious [+3] A character with this trait has religious beliefs that affect their lives daily, as well as a need to practice their belief's rules of conduct. This can include things like dietary restrictions, limits on which days of the week they can work, attending religious services or carrying out personal rituals on specific holidays and dates, and trusting other members of their religion more than others as well as having respect for religious leaders (and possibly being required to obey their commands in some matters). Religious Characters get a +1 to Spirit and Passion as a benefit of their convictions. A religious character that breaks the rules of their belief may be subject to guilt or depression over their actions (the GM will determine how this affects future actions etc.) In a setting where religions practice miracles or magic, a religious character gets a -5 to their rolls to defend against such magic when performed by a religious leader/authority within their belief. *This Trait cannot be taken with the trait Dogmatic or Illuminated.*

Renaissance Person [-10] A character with this trait excels in a wide range of skills, having a mind that is curious and determined to learn much about the world. They get a +50 to the normal Skill Point Pool for the setting. *This trait cannot be bought with Growth Points.*

Romantic Jealousy [+10] A character with this trait is possessive whenever in a romantic or sexual relationship. They don't want to share the attentions of those they are involved with, and will become argumentative, snappish, even violent to those whom they see as threatening or interfering in their love life. They can't be away from the center of their infatuation for long with suspecting them of infidelity, and may even direct their anger and violence towards them if they believe or have proof that they have been unfaithful. This trait gives a +1 Passion, -1 Empathy.

Second Wind [-10] A character with this trait has unique reserves of endurance that can be called up once per day after having spent half their Fatigue (or more) by taking a round to get their second wind (they cannot take direct action in such a round, but may make defensive actions if attacked) and having their Fatigue restored to full after that round.

Sense Of Duty [+3] This is similar to a code of Honor or Loyalty, but deals with a less constant set of rules. A prime example is a Doctor's Hippocratic Oath, or a military officer's duty to complete his orders at any cost.

Serendipity [-10] A character with this trait has a tendency towards being in the right place at the right time. They get a +5 to their Luck attribute, and the player can suggest once per game session a useful coincidence that might occur. Perhaps the police officer who's on desk duty when they show up at the station to report their car stolen is an old school chum that owes them a favor, or maybe they find a quarter just outside the phone booth when they lack change etc.

Sexually Jaded [+5] A character with this trait has experienced too many things, or had too many bad or boring experiences, to be excited by the ordinary when it comes to sex. They get a +5 to Spirit to defend against Seduction attempts, and anyone they get involved in with Erotic Sex or Tantric Sex gets a -5 to their normal chance of success at pleasing this character with their performance. They take a -1 to Passion as well. *This trait cannot be taken at the same time as the No Sex Drive, Erotophobia or Uninhibited traits.*

Shameful Secret [+5] A character with this trait has a large secret about which they feel guilty and which haunts them. It's also probably one that would cause them much grief if revealed to those around them or could get them in serious legal trouble from the authorities. Maybe they stole something, blackmailed someone, wronged a lover, killed a friend, betrayed trust, or performed an embarrassing act that they will be haunted by throughout their lives.

Sleepwalker [+7] A character with this trait has a body that fails to turn off many of its motor functions during sleep, resulting in them wandering around, and possibly injuring or embarrassing themselves in the process. They may find themselves in strange places upon awakening or in strange situations. They may have to lock themselves in at night to avoid wandering out into traffic, out open windows etc. The GM should on each night's sleep make a die roll, and if a Regular or higher result occurs, then the character will attempt to sleepwalk.

Sleepy Drunk [+1] Alcohol makes a character with this trait sleepy. Even a single glass of wine will slow them down, giving them a -5 to Initiative rolls, and two or three will leave them unconscious. Hard alcohol only takes a single drink to produce this effect in them. *This trait cannot be taken with the trait Promiscuous When Drunk.*

Smaller Than Normal Human Size [+7/+9] A character with this trait has less height and mass than that of a normal human. This can be taken on a Teenager or younger character as a trait to get rid of in-game thru the expenditure of growth points (to represent physical growth), or if taken on an adult character it cannot be gotten rid of this way (the first value is for the non-adult, the second for the adult). A character with this trait takes a -2 to Body, -1 Toughness, +1 Reflexes, and if an adult -1 to Symmetry (along with all the usual calculations derived from such). They eat less at each meal than full sized people, but need to eat more often (about 4 times a day) to keep their metabolism and body temperature regular. They may have trouble performing skills of Disguise and Shadowing, and have a -1 to all Unarmed Combat and non-ranged muscle powered weapon attacks made against normal or greater than human sized characters. *In settings with non-human races, if this is taken as a racial trait it should be at the +7 value, but not bought off. This trait cannot be taken at the same time as Greater Than Normal Human Size.*

Soap Opera Life [+12] A character with this trait never has a dull moment, save as a temporary respite before complete disaster. Things keep happening around them, to their family and friends, and to themselves. Accidents and intentional incidences of harm keep showing up to torment them, from vehicle accidents to kitchen appliance mishaps to kidnaping attempts, robberies, fires, murders, situations of mistaken identity, meddling relatives, betrayals, love affairs, mental breakdowns, emotional arguments, and pianos falling off rooftops. *This trait should not be combined with Overly Dramatic, and should only be combined with Xenophilia or Weirdness Magnet with GM permission since it can overwhelm the campaign. Only one character in a group should have this trait.*

Spring Heeled [-5] A character with this trait has exceptional leg muscle structure, which benefits them when running, jumping, kicking and leaping. They get an overall +1 to their Body attribute. Additionally they get a +3 to all Chase rolls, Kicking Damage rolls, and any rolls to jump for height or leap for distance. *In a Cinematic, Magic oriented or superhero related setting this trait can be taken multiple times with GM permission.*

Survivor Guilt [+7] A character with this trait was in a situation where others died and they didn't, and they have trouble understanding why they didn't die too. Maybe they were the lone survivor of a plane wreck, or crawled unhurt from an auto crash that killed their loved one(s), or maybe they stepped out the door for coffee just before a bomb killed everyone in their office, or something else. The event, the death and their survival remains clear and important in their mind. It will give them nightmares at times, and they may over expose themselves to danger to prevent others close to them from getting hurt, and they might push themselves a bit too hard daily. They take a -1 to Spirit and a +2 to Luck. *Cannot be taken with the Trait Nightmares.*

Takes All Dares [+7] A character with this trait foolishly believes in a code of behavior that they must prove themselves to others by taking dares, no matter how stupid or life threatening. It's a matter of pride and honor that they'll play chicken with a freight train, eat a live goldfish, streak across the football field at halftime, drag race on dead man's curve, or try to jump a tank of live sharks on their motorbike. Baking down from a dare is demoralizing and leaves them at a -3 to all Spirit rolls for the next day, even if it was the logical thing to do. *This trait cannot be taken with the Daredevil Trait.*

Talks In Sleep [+5] A character with this trait talks in their sleep, and will answer questions honestly asked of them by those present while they are sleeping. This means they may accidentally reveal secrets and plans or give away important clues about how they really feel about things. They must be careful who they sleep near. They must make a Challenging Spirit roll to avoid answering a question asked of them while sleeping.

Teenager [+5] A character with this trait is aged between 13 and 19 in human years and subject to being treated as a second class citizen under some legal systems and social situations. They cannot take extra years of training under the aging rules, and cannot put more than 5 skill pool ranks into any one skill. They can take Longevity as a -1 Trait, Ageless as a -3 Trait and Nearly Immortal as a -10 Trait since they will not do much for the character in actual play for quite some time. *This trait cannot be take with Advanced Education, Renaissance Person, or Intensive Military Training*

Telephone Precognition [-1] A character with this trait always knows when the telephone is going to ring, and who is on the other end, about a minute before it happens. If the person is someone that they would not know by name, they will have an identifier like "salesman" or "bill collector". It does not tell them where the person is who is calling, nor why.

That Which Doesn't Kill Me Makes Me Stronger! [-3] This trait allows (and justifies) a character to spend Growth points directly to buy additional Life Points and Fatigue Points whenever they have been thru a situation where they have been injured (from combat etc.) They can do this anytime after the incident occurs until they heal back all their wounded Life Points (or until the end of the next game session, whichever takes longer). They can buy 1 Life Point and 1 Fatigue Point for 5 Growth Points, each time this occurs.

Thin Boned [+4] You have thinner than normal bones, which makes you slightly more vulnerable in some ways, but which gives you some advantages too. You get a -1 Body & Health, +1 Reflexes, +2 to Symmetry, a -3 to Toughness. Unless this is common in your culture, this makes you -3 to Disguise Skill rolls. *This trait cannot be taken with Large Boned.*

Things That Man Was Not Meant To Know [-10/-15] A character with this trait has looked into the depths of their own soul, or into the nature of reality, or faced situations and seen things that have shaken their concepts of reality and tested their sanity. They may get a strange, haunted or hollow look to their eyes at times, and may get flashes of intuitive knowledge, nightmarish memories or temporary blackouts as they touch again on this knowing. They get a +5 to Insight, and can spend Growth points on any Insight related skill without a training justification. If the Power Attribute is in use this gives a +5 to Power (the second value is if Power is being Used in the Setting). *This Trait can be bought with Trait points in Game, but requires justification in regards to events in the game plot that the GM would consider giving this. This Trait cannot be taken with the traits Dogmatic or Illuminated.*

Tone Deaf [+9] A character with this trait cannot perceive tone, and often fails to understand differences in volume in sounds. This gives them a -3 to Voice, and a -3 to Musical skills that don't use their voice. It also gives them a -1 to Alertness as they are less likely to distinguish some sounds. Unlike being actually Deaf, the body does not automatically compensate with the other senses for tone deafness. *This trait cannot be taken with Deafness or Perfect Pitch.*

Tragic History [+5] A character with this trait has had a difficult life, and lost friends, family and loved ones. They have difficulty becoming attached to or involved with people. They may feel that they are cursed to leave a trail of death and destruction in their wake, that everyone they love dies, or be regularly depressed and have great difficulty in functioning in day to day situations. They get depressed when lonely, tired or intoxicated, and are melancholy in gray weather or when facing situations that remind them of their past. They are -2 to Spirit, and +2 to Empathy, Passion and Insight.

Uninhibited [+10] A true hedonist to variety, the character will do ANYTHING at least once. Once the character starts Erotic Sex they must make a Challenging Spirit roll to break off sexual activity or refuse any sexual suggestion, and roll at -5 if it's something they've never done before! They get +3 Passion, +3 Empathy, -3 Logic. Potential Sex partners get a +5 to Seduction and Erotic Sex rolls to affect them if it's the first time with that person or if they are performing an activity that the Uninhibited character has never tried before. Uninhibited characters will break sexual morality laws, risk scandal and not think about the consequences of their sexual activities. They rarely can hold down "normal" jobs. *They cannot have the Traits Inhibited Sexually, No Sex Drive, Sexually Jaded, Hedonist or Erotiphobia.*

Unknown Enemies [+10] A character with this trait has managed to offend, harm or disturb the lives of some folks who will seek to get revenge, get even or make sure that they stay out of their way in the future. These enemies are unlikely to act directly, but will use money, influence and power to manipulate others to strike at the character (though not necessarily in a violent way). Nasty little surprises will show up, annoying coincidences and disappointments from nowhere in the character's life. The GM can use this as a plot hook into story lines, or to simply keep life from being easy for the character.

Unusual Sense of Humor [+3] A character with this trait has a sense of humor that runs counter to much of society. Where others might be amused by slapstick, they can only feel sympathy for the injured party. Where others insist on dead seriousness and formality, they feel a need to make light of things or find rip roaring humor in the irony of things. This can cause some problematic moments for them, and may cause them to irritate people around them.

Vehicle Owner [-2/-5/-7] A character with this trait owns a vehicle with some intrinsic value in the setting they live in. A common vehicle is worth -2 (Such as a motorcycle or automobile in an Earth setting of the late 20th century) while an unusual vehicle is worth -5 (such as owning your own submarine in the same setting; or a very expensive automobile) and an advanced vehicle is worth -7 (such as a flying car, or a James Bond spy car). Any vehicle that also serves as a housing unit is worth another -3. Any unusual or advanced vehicle must be approved by the GM and may be subject to design restrictions based on the GMs vision of the setting and technology available. A GM in building a setting may choose to modify trait costs for vehicles, based on availability, wealth or status restrictions.

Wanderlust [+5] A character with this trait feels a need to explore, to travel regularly and not to 'let the grass below their feet'. They will not generally own real estate, and generally will have a nomadic mindset to life. They have trouble holding down a mundane job that doesn't include travel, and they rarely stay more than a few months in a general area.

Wanted Criminal [+7/+12] This person is wanted for a felony of some sort or is a military deserter. It can be from some other country (first number) or within the country game is in (second number). The crime must be of a felony equivalent (minimum 10 year sentence). Remember that a Wanted criminal cannot be working from their Legal ID within the country they are wanted, they must buy illegal ID if they wish to function in society and may have to change such regularly to avoid capture. There is a 10% chance each month that you are recognized and reported to authorities if you stay within an area (not cumulative though).

Weapon Adaptation[-7] A character with this trait is able to analyze and adapt to the usage of any non-computerized weapon or weapon system, or to use a makeshift item as a weapon in an emergency (such as using a mop as a staff, a chair for a shield, or a soda can fired from a sling). All weapon skills for them can be treated as skills not requiring actual training to use.

Wears Eyeglasses [+3] *Only in TL 3 to TL6.* A character with this trait has poor eyesight (Stigmatism, Near Sighted, Far Sighted, etc. - choose one) that needs optical aids (glasses, monocle, etc.) to correct the condition. They are at -2 to All Alertness rolls and Alertness modified skills when not wearing these, and any successful blow to the head may cause them to be dropped and/or broken. They are also -1 to Symmetry and all Symmetry related skill rolls while wearing them. In some cultures they may also be seen as a Social Stigma, while in others they are seen as a device of respect as it is assumed the person is educated who wears them. Value of this trait is +5 in TL 3.

Weird Diet [+3] A character with this trait has diet restrictions that the general population considers weird. Perhaps they are a vegan, or keep Kosher, or can't eat shellfish, or only eats their food live, or can't eat food that comes in contact with their fingers, or only eats gourmet food, or only eats junk food, etc. (The player defines the diet restrictions, but they must be restrictive and annoying to people eating with them.) Breaking their diet should make them ill, or place them at a disadvantage, or actually do them damage. *This trait is inappropriate in a Noir campaign.*

Weirdness Magnet [+7] Strange and Bizarre things happen to you with alarming frequency. You attract the strange, the different, the mentally ill, the perverse and the downright weird. You are the one that demons will stop and chat with. Magic items with disturbing properties will find their way to you. Jinx's will think they're your best friend. Probability goes out of kilter around you, but rarely to your benefit (except to set you up for something worse). The only talking horse on Earth will come to you with his problems. This trait will always be terribly inconvenient and annoying. If Synchronicity exists in the game as an attribute you must have a score greater than 10, as the GM will make rolls associated with this to see how weird life gets at various times.

Well Endowed [-3] This trait represents a physical feature or features that is notable sexually attractive to the majority of potential sexual partners, typically male primary and female secondary sexual characteristics (but not always). This gives a +1 to Symmetry and a +3 to skill rolls for Seduction, Erotic Sex and Tantric Sex (for both male and female characters). *This Trait cannot be taken at the same time as Poorly Endowed or Extremely Over Endowed.*

Winning Smile [-3] A character with this trait has exceptionally perfect teeth and can use them effectively. They get a +1 to Symmetry. They also get a +3 to Seduction, Salesmanship, Acting and Fast Talking. *This cannot be taken with the trait Bad Teeth.*

Xenophilia [+5] A character with this trait is instinctively attracted by and fascinated with the strange, unusual and even the grotesque. The newness of something or someone will not automatically produce fear effects, and the character is extremely open to try new experiences. A character with this openness, of course, has a vulnerability to being misled by it. If they are a hedonist this attraction will carry over into their sex lives as well. *This Trait cannot be taken at the same time as Dogmatic.*

Appendix W : Weapon Listings

2H = Weapon requires both hands to use, and cannot be used with a shield or second weapon.
 #R= Number of Rounds a Firearm can fire before reloading (if not listed then has single round).
 P=Weapon can be used to parry a hand weapon or unarmed attack in defense.

Light Weapons (d10)

Weapon	Additional Damage	Skill Used	Notes
Baseball Bat	5	Bludgeon Weapons	P
Baton / Nightstick	4	Bludgeon Weapons	P
Brass Knuckles	2	Unarmed Combat	
Cane	4	Bludgeon Weapons	P
Cattle Prod	5	Energy Weapons	6R Fatigue Damage Only
Crossbow Pistol	8	Archery	
Derringer	9	Firearms, Pistol	2R
Epee	4	Fencing	
Fist	0	Unarmed Combat	P
Foot	2	Unarmed Combat	
Hunting Knife	6	Knives	
Knitting Needle	3	Knives	
Metal Shod Foot	4	Unarmed Combat	
Nunchakus	7	Whips & Flails	2H P
Pocket Knife	3	Knives	
Sai	5	Exotic Weapons	P
Shod Foot	3	Unarmed Combat	
Sling	8	Thrown Weapons	
Spiked Glove	3	Unarmed Combat	
Spurs	6	Exotic Weapons	
Switchblade	5	Knives	
Throwing Star	5	Thrown Weapons	
Throwing Knife	5	Thrown Weapons	
Tonfa	5	Bludgeon Weapons	P

Medium Weapons (2d10)

Weapon	Additional Damage	Skill Used	Notes
Automatic Pistol	9	Firearms, Pistol	15R
Axe	5	Chopping Weapons	
Broadsword	8	Fencing	P
Bull Whip	4	Whips Flails	
Chain	2	Whips & Flails	
Compound Bow	6	Archery	2H
Crossbow	4	Archery	2H
Flintlock Musket	6	Firearms, Black Powder	1 R
Flintlock Pistol	5	Firearms, Black Powder	1R
Hatchet	3	Chopping Weapons	
Heavy Revolver	8	Firearms, Pistol	6R
Katana	7	Fencing	P
Light Revolver	6	Firearms, Pistol	6R
Long Bow	7	Archery	2H
Mace	5	Bludgeon Weapons	
Machete	2	Fencing	
Mono-wire Whip	8	Whips & Flails	
Rapier	5	Fencing	P
Sabre	6	Fencing	P
Scimitar	7	Fencing	P
Semi-Automatic Pistol	8	Firearms, Pistol	10R
Short sword	2	Fencing	P
Short Bow	2	Archery	2H
Sledge Hammer	5	Bludgeon Weapons	2H
Sniper Crossbow	7	Archery	2H
Sword Cane	1	Fencing	P
Tazer	9	Energy (electric)	4R Fatigue Dmg Only
Three Piece Staff	3	Whips & Flails	2H P

Heavy Weapons (3d10)

Weapon	Additional Damage	Skill Used	Notes
Anti-Tank Weapon	9	Military Support Weapon	1R
Automatic Rifle	6	Firearms, Rifle	30 R (Clip)
Energy Sword	5	Exotic Weapon	
Flare Pistol	1	Firearms, Pistol	Fire dmg (Close range) 1R
Great Sword	3	Fencing	P, 2H
Machine Gun (tripod)	6	Firearms, Rifle	50 R (belt)
Machine Pistol	5	Firearms, Pistol	30 R (drum)
Needler Pistol	6	Firearms, Pistol	10 R (clip)
Needler Rifle	7	Firearms, Rifle	20 R (clip)
Neuro-Whip	3	Exotic Weapon	
Rifle, Carbine	5	Firearms, Rifle	10 R (clip)
Rifle, Light (bolt action)	3	Firearms, Rifle	1 R, 2H
Rifle, Medium (bolt action)	5	Firearms, Rifle	1 R, 2H
Shotgun, Pump Action	3	Firearms, Rifle	4 R, 2H
Shotgun, Automatic	4	Firearms, Rifle	10R, 2H
Shotgun, Heavy	2	Firearms, Rifle	2R, 2H
Shotgun, Light	1	Firearms, Rifle	2R
Spear Gun	0	Exotic Weapon	1R, 2H
Submachine Gun	6	Firearms, Rifle	50 R, 2H



Kaleidoscope RPG Character Dossier

Alertness

Body

Reflexes

Spirit

- Random
- Constructed
- Template

.....

Tech Level

Money on Hand:

.....

Name:.....

Gender:.....

Age :.....Sexual Identity:.....

Home World :.....

Species :.....

Height :.....Weight:.....Eye Color:.....

Hair Color:.....

Native Culture :.....

Birthplace :.....

Residence:.....

Notable Features:.....

Current Occupation:.....

Romantic Interests :.....

.....

Hobbies:.....

.....

Favorite Color(s) to Wear:.....

Clothing Style Worn:.....

Favorite Food:.....

Favorite Scent:.....

Favorite Author/Book:.....

Favorite Band/Singer:.....

Favorite Play/Movie:.....

Favorite Radio/TV Show:.....

Personal Theme song:.....

Favorite Quote(s):.....

.....

Birth date:.....

Religious Affiliation:.....

Loyalties:.....

.....

Loathes:.....

.....

Desires:.....

.....

Fears:.....

.....

Needs:.....

.....

Questions:.....

.....

Inventory & Other Notes: